Usenet Newsgroup Archive: comp.sys.atari.st

1989

These Usenet messages were preserved as a plain-text archive. This PDF was generated by Kay Savetz from the source text file in 2026.

Date span: 1989-01-01 through 1989-12-31

Source text: comp.sys.atari.st.txt

Source item: https://archive.org/details/usenet-comp

Messages included in this PDF: 4,670

Message records with no readable body available in the source text: 1

Messages are presented chronologically by archived date.

Binary or encoded payloads are not printed as blocks of encoded text; a placeholder appears where such material was detected. The original source text is unchanged.

1. Re: What happened to the Case Atari people?

Newsgroup: comp.sys.atari.st
Date: 1989-01-01 00:17:30 UTC
From: ritchie@hpldola.HP.COM
Message-ID: <11830020@hpldola.HP.COM>
Source record: 249875

What happen to the book that was suppost to use Gulam as an example?
Dave

2. Re: third party color monitor

Newsgroup: comp.sys.atari.st
Date: 1989-01-01 00:29:28 UTC
From: ritchie@hpldola.HP.COM
Message-ID: <11830021@hpldola.HP.COM>
Source record: 249876

A source of monitor cables for the ST is

Mars Marketing
15W615 Diversey
Elmhurst IL 60126
(312) 530-0988

who has an IBM-style DB-9 to 13-pin DIN cable available for $19.95 +$3
shipping. Another supplier of parts you might try is Best Electronics in
San Jose, CA but I do not have my catalog here at work to tell you if
they have such things available. (incidentally, Mars does take 'magic plastic'
(i.e. VISA/MC)).
Dave

3. Re: Atari-bashing (was Re: Looking for an Evangelist)

Newsgroup: comp.sys.atari.st
Date: 1989-01-01 00:50:04 UTC
From: mgh@ho4cad.ATT.COM
Message-ID: <428@ho7cad.ATT.COM>
Source record: 249877

> It's worse than teh C=64, because much of that machines limitations are the
> result of when and how it was produced. When the ST came out, there were at
> least two decent operating systems for the 68000 available: OS/9 and Tripos.
> Why they went with Gem-DOS I have no idea.
>
Either you never owned a C-64 or have a very short memory. The C-64 is no
comparison to the ST. If anything it has a tough time being considered the
equal to the Atari 8bit line.

> Programming on the ST is exactly like programming on the IBM-PC, except that
> there are fewer tools available, and more bugs to work around. After a couple
> of months of struggling the ST went into storage and I financed an Amiga.

I can only guess that you do not have any good software stores avaiable to you
that sell ST software. I find lots of programming utilities available for the
ST. Far more than I can find for my Amiga. My main source for utilities for the
Amiga is thru mail order and not local software houses.

As far as comparing the two machines op sys, I find GEM totally superior to
Workbench. It is much more friendly and easier to work with. As far as CLI
is concerned, I find third party ST stuff far better than either Amiga 1.2 or
1.3. I also get far more Amiga GURU's tha ST bombs. There is no way ever I would
mothball my ST, I am too happy with it and feel very comfortable using it.

Matt Hetman

4. Re: Clio's anonymous ftp?

Newsgroup: comp.sys.atari.st
Date: 1989-01-01 09:31:16 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <531@stag.math.lsa.umich.edu>
Source record: 249878

```
The Atari archive no longer exists on clio. Just use him1.cc.umich.edu.
(Yes, the machine was down for hardware upgrades over the holiday week,
but things should be back to normal soon. It will probably be down again
Monday the 2nd as well, for more upgrades.)

Log in as anonymous. Then change directory to PC7:, and you'll be OK.
--
/
/_ , ,_. Howard Chu
/ /(_/(__ University of Michigan
/ Computing Center College of LS&A
' Unix Project Information Systems
```

5. Re: pc7 anonymous ftp?

Newsgroup: comp.sys.atari.st
Date: 1989-01-01 11:53:47 UTC
From: walkerb@tramp.Colorado.EDU
Message-ID: <5560@boulder.Colorado.EDU>
Source record: 249879

In <2227@imagine.PAWL.RPI.EDU> kibo@pawl10.pawl.rpi.edu (James Parry) writes:
>In <909@ccncsu.ColoState.EDU> cs110@handel.ColoState.EDU writes:
>>In a message about a month ago a user posted that the clio system (since
>>changed to MAN1 I belive) had an anonymous ftp login that could be used
>>to download from their atari database. I used this once or twice after seeing
>>the message, but the login has since disappeared. Does anybody know what
>>became of it? They had a massive amount of Atari files that I would like
>>to use again. Thanks for your help.
>
>Same here. I haven't been able to get through to clio, him1 (35.1.1.43),
>or euterpe ((35.195.16.2) lately. Clio and HIM1 won't let me login...
>
OK, the first item of business is that the pc7 and clio archives are separate
and exist on separate machine half way across the nation from each other.
There no longer is an archive at clio.

The second item of business is that him1 (pc7 archive site) probably still
accepts logins. The problem appears to be worse because the machine I reach
at ftp 35.1.1.43 is um.cc.umich.edu. A quick look at a local hosts file
indicates that um.cc.umich.edu is another hosts in the same domain which should
have the address 35.1.1.81. Furthermore, ftp 35.1.1.81 gets me to yet another
host (umix.cc.umich.edu). So, either the umich.edu domain has been scrambled
or part of the connection between here and there has been scrambled.

Brian Walker, University of Colorado at Boulder
walkerb@tramp.colorado.edu ...!{ncar,nbires}!boulder!tramp!walkerb
Q: What do you have when you have a lawyer buried up to his neck in sand?
A: Not enough sand.

6. monocrome monitor problems

Newsgroup: comp.sys.atari.st
Date: 1989-01-01 15:52:42 UTC
From: mrd@sun.soe.clarkson.edu
Message-ID: <MRD.89Jan1105242@sun.soe.clarkson.edu>
Source record: 249880

Hello,

Seems my monitor has gone on the fritz. Looks like it lost vertical sync. All I get is a bunch of horizontal lines (I assume the picture) connected by diagonal lines (I assume the retrace).

It started to flake out slowly, only giving problems when I really had some work to do but now it gone. It is one of the Goldstar's. I was hoping to find a crack someplace in the pcboard but no dice. (my cat sort of threw in on the ground one day so it wasn't a bad guess)

Well, without prints I am hopeless. Any ideas as to what may have blown? or maybe what the prints are for this thing so I can figure it out myself? (I used to do this sort of thing, fixing Atari's and TV's back in HS)

thanks

p.s. Where can I get the newest version of Uniterm? I have v2.0c and I assume that this is out of date.

--

Michael DeCorte // (315)265-2439 // P.O. Box 652, Potsdam, NY 13676
Internet: mrd@sun.soe.clarkson.edu // Bitnet: mrd@clutx.bitnet
---
Clarkson Archive Server // commands = help, index, send, path
archive-server@sun.soe.clarkson.edu
archive-server%sun.soe.clarkson.edu@omnigate.bitnet
dumb1!dumb2!dumb3!smart!sun.soe.clarkson.edu!archive-server
---

7. help needed

Newsgroup: comp.sys.atari.st
Date: 1989-01-01 18:43:50 UTC
From: 35002_3022@uwovax.uwo.ca
Message-ID: <1166@uwovax.uwo.ca>
Source record: 249881

I eed some help with two things, and hope that some people out here in net land can help me.

First: can anyone tell me where I can get a copy of binhex for the Spectre 128 (read Mac). All of the good software on macserve is binhex'ed format and can not be accessed without a dehexing program - i have gotten one but i have been told that it requires MS Basic...

Second: can anyone tell me how to get at the ftp archives? I may be totally dense, I can not seem to get the silly things working from the addresses I have have found about - including the address that Howard Chu@umich was speaking of.

Much thanks

kevin-john conway
3500@_3025@uwovax.uwo.ca

A librarian from hell...

8. Re: pc7 anonymous ftp?

Newsgroup: comp.sys.atari.st
Date: 1989-01-02 03:14:21 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <532@stag.math.lsa.umich.edu>
Source record: 249882

In article <5560@boulder.Colorado.EDU> walkerb@tramp.Colorado.EDU (Brian Walker) writes:
>OK, the first item of business is that the pc7 and clio archives are separate
>and exist on separate machine half way across the nation from each other.
>There no longer is an archive at clio.

Sorry to disagree... You *are* correct that there no longer is an archive site at clio. The two archives were on separate machines, but they are separated by about two miles, not half a continent. I am system/network administrator of the network clio resides on, and a systems programmer/mail guru for the machine the PC7 archives are stored on.
>
>The second item of business is that him1 (pc7 archive site) probably still
>accepts logins. The problem appears to be worse because the machine I reach
>at ftp 35.1.1.43 is um.cc.umich.edu. A quick look at a local hosts file
>indicates that um.cc.umich.edu is another hosts in the same domain which should
>have the address 35.1.1.81. Furthermore, ftp 35.1.1.81 gets me to yet another
>host (umix.cc.umich.edu). So, either the umich.edu domain has been scrambled
>or part of the connection between here and there has been scrambled.

There is a mixup, yes, but it shouldn't affect FTP users. If you want all the gory details, keep reading. Otherwise, just hit 'n', safe in the knowledge that the PC7 archive is accessible at him1.cc.umich.edu...

Here's the scoop: him1.cc.umich.edu is a network interface for an IBM 3090, running MTS (the Michigan Terminal System). The particular host him1 talks to is um.cc.umich.edu, also known as umichum.bitnet, or by local users, just "UM" (as opposed to "UB," another MTS host in another partition of the 3090). MTS really doesn't support TCP/IP very well, so it relies on front ends like the HIM (Host Interface Machine, a PDP-11/70 with custom software & hardware) to talk on the networks for it. The HIM is a relatively new machine; the TCP/FTP service on MTS has only been usable for a few months.

The MTS hosts are used by literally thousands of people, for quite a large variety of applications. Probably the most significant being electronic mail. Of course, since MTS doesn't deal with TCP/IP very well, it can't deal with Internet SMTP mail either. So, a long time ago, (two years, at least) our resident Unix expert kludged up a way for a Vax running BSD 4.3 Unix to "mooch" for the MTS host. That is, the vax answers any incoming connections headed to um and ub.cc.umich.edu. While the primary reason was to intercept SMTPs, it catches everything, which means incoming telnets, ftps, etc... (This was in the days before everyone ran mailers that used name servers, i.e., before the age of the MX record...) But, none of this is relevant to accessing the PC7 archives.

So - the PC7 archives physically reside on the um.cc.umich.edu machine, but must be accessed through its internet network interface, at him1.cc.umich.edu.

Perhaps sometime in the future, when this HIM stuff evolves past the
experimental stage, the um.cc.umich.edu address will point to the correct
machine. But for now, it doesn't, and that's about it.

Are you sorry you asked? }-)
>
>
>Brian Walker, University of Colorado at Boulder
>walkerb@tramp.colorado.edu ...!{ncar,nbires}!boulder!tramp!walkerb
>Q: What do you have when you have a lawyer buried up to his neck in sand?
>A: Not enough sand.

--
/
/_ , ,_. Howard Chu
/ /(_/(__ University of Michigan
/ Computing Center College of LS&A
' Unix Project Information Systems

9. Re: [Failure message from the mail server at UK.AC.KL.GEC]

Newsgroup: comp.sys.atari.st
Date: 1989-01-02 05:03:59 UTC
From: 34ZDFYS@CMUVM.BITNET
Message-ID: <8901020650.AA08664@ucbvax.Berkeley.EDU>
Source record: 249883

I don't know but it is bugging the hell out of me. If you figure out how to stop it will you please tell me.
Acknowledge-To: <34ZDFYS@CMUVM>

10. (none)

Newsgroup: comp.sys.atari.st
Date: 1989-01-02 10:03:24 UTC
From: USERQ0QM@UALTAMTS.BITNET
Message-ID: <1408576@UALTAMTS.BITNET>
Source record: 249884

Subject: Fatspeed help

I am posting this for a friend, so please don't get mad at me

Well 32 meg partitions can be done... and what more is GEMDOS will support it as I have tried it with the old TOS and Mega TOS 1.2....

The Supra h/d utilities will allow you to format up a hard drive with partition sizes up to 32 megs (maybe even more, i havent tried)....

Now you may say "Whats the Big Deal about having 32 meg partitions?", Well as you may know, GEMDOS presently will only allow you to have a maximum of 14 hard drive partitions....

What this means is that a maximum of 14 x 16 megs = 224 megs.... The maximum amount of hard drive storage under GEMDOS is 224 megs.... But since with the Supra Utils you can now go up to 32 meg partitions, this means the maximum hard drive storage addressable is doubled now to 448 megs..!

Now for the snag... anyone who has fiddled with h/d's will quickly notice how much it slows down when a partition fills up... Now with partitions at 32 megs, this slow down is incredible.... It gets to be slower than a floppy !!

Speed up prgs like FATSPEED have really helped to alleviate this problem..

But unfortunately FATSPEED does not work with partitions bigger than 16 meg.....

What I need is for the author or someone to Rewrite FATSPEED so that it will address 32 meg partitions, thereby eliminating the slow-down problem...

Anyone out there with any ideas????

Reply to Michael Kwan {USERQ0QM@UALTAMTS}

11. Re: Gulam - New Version?

Newsgroup: comp.sys.atari.st
Date: 1989-01-02 13:20:24 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1993@water.waterloo.edu>
Source record: 249885

In article <249@dalcsug.UUCP> euloth@dalcsug.UUCP (Glenn Euloth) writes:
>I have been hearing rumours of a new version of gulam which started to
>become available in the last month or so. ...

I think that the latest version that I know of has this banner:

beta-test version 1.03.04.05 121887 of
yet another shell for AtariST/TOS

It has been at "lakesys" since it was released.
(In spite of the date shown, it was done in May, 1988.)

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@WATDCS.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

12. Re: Software that Spectra 128 will not run

Newsgroup: comp.sys.atari.st
Date: 1989-01-02 13:50:28 UTC
From: decouty@irisa.UUCP
Message-ID: <912@irisa.UUCP>
Source record: 249886

```
In article <12764@cup.portal.com> Xorg@cup.portal.com (Peter Ted Szymonik) writes:
|Dave Small is currently feverishly working on Spectre GCR. This is
|a hardware/software package that will allow *direct* read/writes
|of Mac disks ala Translator only much faster and much more reliably.
|Dave says the hardware is finished and he is currently putting the
|software together, then all it needs is FCC approval (unlike the
|Translator which was marketed without - one reason why Data Pacific
^^^^^^^^^^^^^^^^^^^^^^^^^^^^
|doesn't make it anymore :-]) - estimated release date is April/May 89
^^^^^^^^^^^^^^^^^^^^^^

Is it really true? I have received the last Data Pacific newsletter and
the translator one is mentionned. And they have confirmed its availability,
by a personnal letter (4 weeks).
By the way, no reseller can obtain one here in France, so....

----- Bertrand DECOUTY @ INRIA-IRISA (Centre de Rennes) -----
+-----------------------------+-----------------------------------------------+
| IRISA - INRIA | EMAIL : decouty@irisa.fr |
| Campus de Beaulieu | |
| F-35042 Rennes Cedex | UUCP : {uunet,mcvax,inria}!irisa!decouty |
| FRANCE | decouty@irisa.UUCP |
+--------------------------+---+--------------------+-------------------------+
| PHONE : +33 99 36 20 00 | TELEX : 950473 UNIRISA | FAX : +33 99 38 38 32 |
+--------------------------+------------------------+-------------------------+
```

13. Re: replacing the desktop metaphor (Why any metaphor?)

Newsgroup: comp.sys.atari.st
Date: 1989-01-02 15:44:59 UTC
From: bwk@mbunix.mitre.org
Message-ID: <43334@linus.UUCP>
Source record: 249887
Cross-posted to: comp.windows.misc,comp.sys.next,comp.sys.mac,comp.cog-eng,comp.sys.amiga,comp.sys.atari.st

In article <3173@sugar.uu.net> peter@sugar.uu.net (Peter da Silva) asks:

> What object on the desktop are pull-down menus a metaphor for?

Have you never ordered a pizza, sub, or Chinese orgy while working
late at the office?

--Barry Kort

14. Re: Publishing Partner/ Page Stream Updates

Newsgroup: comp.sys.atari.st
Date: 1989-01-02 16:30:52 UTC
From: silvert@dalcs.UUCP
Message-ID: <3127@dalcs.UUCP>
Source record: 249888

In article <2228@imagine.PAWL.RPI.EDU> kibo@pawl10.pawl.rpi.edu
(James Parry) writes: (in connection with PageStream updates and utilities)
>It can be found on GEnie (type SOFTLOGIK) or CompuServe (go AtariVen).
>On CompuServe,.............................(There was
>also some talk of posting it to services like Genie and CIS.)

Not all of us are on the commercial networks, and SoftLogik's pattern of
distributing software over them is pretty hard on foreign users. I've
been getting mailings of what appear to be demos, which seem a real
waste of their money, but then I hear that people are getting useful
programs from Genie and CompuServe. Does anyone have a good idea when
SoftLogik will put a WORKING version in the MAIL for those of us who
have ordered and paid for the update?

--
Bill Silvert, Habitat Ecology Division.
Bedford Institute of Oceanography, Dartmouth, NS, Canada B2Y 4A2
UUCP: ...!{uunet,utai,watmath}!dalcs!biomel!bill
CDN: biomel@cs.dal.CDN BITNET: bs%dalcs@dalac.BITNET

15. atari16

Newsgroup: comp.sys.atari.st
Date: 1989-01-02 17:16:00 UTC
From: FRAJKOR@CARLETON.BITNET
Message-ID: <8901021850.AA15498@ucbvax.Berkeley.EDU>
Source record: 249889

Is there something wrong with the At ari16 discussion group? The
last digest we've seen here at Carleton university was Dec. 24,
or rather, the last message we got was th at day, and it was
a complaint that the previus message was in an endless loop.

16. SuperScore for Atari

Newsgroup: comp.sys.atari.st
Date: 1989-01-02 20:09:27 UTC
From: gwhiz@avantgarde.Sun.COM
Message-ID: <83433@sun.uucp>
Source record: 249890
Cross-posted to: comp.sys.atari.st,rec.music.synth

If anyone has ideas for improvements or new features for this program
please contact me as I'm working on a new release. In fact, any
suggestions for scoring/ sequencing programs would be appreciated.

Your humble servant,
Mike

17. ForthMacs

Newsgroup: comp.sys.atari.st
Date: 1989-01-02 21:45:16 UTC
From: currier@romeo.cs.duke.edu
Message-ID: <13196@duke.cs.duke.edu>
Source record: 249891
Cross-posted to: comp.sys.atari.st,comp.lang.forth

Has anyone had any problems with ForthMacs on the 1040ST? I ftp'd
a copy from him1.umich.edu and have been playing with it. It does not
like to live in my Rambaby ram drive, if I make it >128k. If I have
<128k, it and Emacs runs ok... >512k, forth runs fine, but if you try to
edit, the system locks up. If you make it inbetween, I get bus errors
and the bombs... :-(

Does anyone have any ideas? I am new to the ST, so perhaps I am doing
something wrong. I have tried removing all desk accessories etc etc, but
to no avail. I like the forth implementation, but if it is going to crash
my box all the time, I don't think it is worth the $50 Mitch is asking for.
I would love to send him the money and get the docs, but only if someone
out there can convince me that ForthMacs is worth it....

Otherwise, it goes into the blackhole with all the other interesting but
useless programs I have accumulated.

Thanks in advance!

P.S. What do you _GET_ in the docs?? Is it more than just the source
for the VDI and AES stuff??? Is it a Real Document, as in, how to use
or just a list of commands?

Bob Currier
currier@romeo.cs.duke.edu

18. Re: atari16

Newsgroup: comp.sys.atari.st
Date: 1989-01-02 23:25:55 UTC
From: jffowler@sfx.npac.syr.edu
Message-ID: <937@cmx.npac.syr.edu>
Source record: 249892

I need to know the file format for IFF pictures is.
Does anyone have any info?

Yours truly,
John fowler

19. More about MicroEmacs 3.9 1/4

Newsgroup: comp.sys.atari.st
Date: 1989-01-03 01:05:51 UTC
From: rthurlow@van-bc.UUCP
Message-ID: <2089@van-bc.UUCP>
Source record: 249893

Well, I have a few more observations about MicroEmacs 3.9-and-a-quarter. I just tried to load a large file (the Stevie editor sources from comp.os.minix, all in one file), and I had some real problems. I tried first to load the file into MicroEmacs 3.9 1/4 launched from the Gulam with my 391K ramdisk and could not. "Well fine", I thought, "I'm pushing it a bit here. :-)" So I decided to turf the ramdisk and get some numbers.

First, booting my 1 Meg ST normally with no ramdisk and my normal desk accessories and AUTO programs left me with 870046 bytes free according to SCHIZO. MicroEmacs 3.9 1/4 reported that after it had loaded with no files that it had 736574 bytes available. But it was unable to load my 361409 byte file; it was only able to load 232785 bytes into the buffer before complaining that it had run out of memory. That's not very good in my books; where did the memory go? It may have been spent lavishly, but it seems more likely that the memory was just fragmented by that time.

By contrast, running the Gulam shell from the same 870046 byte baseline resulted in free space from within the editor of 775942 bytes. Gulam loaded the file easily, with 215730 left over for other buffers. And with the 391K ramdisk, Gulam failed, but could fit in just a bit more of the file than MicroEmacs 3.9 1/4 could!

The difference in overhead is very interesting to me; having 361K taking up 543K of memory is a whole lot better than having 233K taking up 737K of memory! Anybody have any comments about what is going on here? And can MicroEmacs 3.9 1/4 be fixed? I don't regularly edit files that big, but I do like to edit as many 50-90K USENET news batches as I can stuff in, and for that, it looks like I have to use Gulam. Of course, that's not such a bad way of doing things, either.

--

"There was something fishy about the butler. I think he was a |
Pisces, probably working for scale." - Nick Danger |
Robert Thurlow uunet-----\ |
Vancouver, BC, Canada !van-bc!rthurlow |
In the heart of Kitsilano ubc-cs----/ |
----

20. Re: More on Spectre 128 Problems

Newsgroup: comp.sys.atari.st
Date: 1989-01-03 01:27:58 UTC
From: Xorg@cup.portal.com
Message-ID: <13143@cup.portal.com>
Source record: 249894

As for HyperCard, if you are sure that the chips are in right and everything is working fine then you have a System/Finder problem. I'm running HyperCard just fine using System 4.0/Finder 5.4. Try playing with the System/Finder - its not usual that they can be corrupted.

Pete

21. Re: Atari ST RTS/CTS flow control.

Newsgroup: comp.sys.atari.st
Date: 1989-01-03 09:55:27 UTC
From: kloppen@gmdzi.UUCP
Message-ID: <915@gmdzi.UUCP>
Source record: 249895

From article <1043@ns.UUCP>, by logajan@ns.UUCP (John Logajan x3118):
> I could use the RTS/CTS method of flow control for the AUX (RS232) port.
> But it seems to be non-standard in that you have to jiggle (as Internals
> says) the CTS signal for each character, and most external products don't.
>
> Any clues on this?
>
> --
> - John M. Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428 -
> - ...rutgers!umn-cs!ns!logajan or john@logajan.mn.org -
You are right. With RTS/CTS-On the CTS has to drop and come back for each
character.
The correct use of RTS and CTS is for MODEM control. RTS switches the sender
to on (In German: Sendeteil einschalten) and the modem answers with CTS.
By the way, the partner modem signals that by Carrier Detect (DCD).
You can (ab)use RTS/CTS for a oneway flow control on a line whithout modems.
And you can alter the conventions... so you have to jiggle...
If you want to use RTS/CTS in a correct manner on an ATARI ST, you have to
replace the interrupt serving routines of the TOS. I tried it in a program
written in MODULA-2 and in an assembler program for the AUTO folder.
In both cases I succeeded, so it is possible.
---

kloppenburg@kmx.gmd.dbp.de
kloppen@gmdzi.uucp

22. Re: SuperScore for Atari

Newsgroup: comp.sys.atari.st
Date: 1989-01-03 12:45:24 UTC
From: hafer@infbs
Message-ID: <115@infbsgr.infbs>
Source record: 249896
Cross-posted to: comp.sys.atari.st,rec.music.synth

In article <83433@sun.uucp> gwhiz@sun.UUCP (Michael Williams) writes:
>If anyone has ideas for improvements or new features for this program
>please contact me as I'm working on a new release. In fact, any
>suggestions for scoring/ sequencing programs would be appreciated.
>

What kind of program is this? A PD scoring program? Please tell us all
about it.

23. Re: More about MicroEmacs 3.9 1/4

Newsgroup: comp.sys.atari.st
Date: 1989-01-03 13:35:45 UTC
From: nwd@j.cc.purdue.edu
Message-ID: <8627@j.cc.purdue.edu>
Source record: 249897

In article <2089@van-bc.UUCP> rthurlow@van-bc.UUCP (Rob Thurlow) writes:
>Well, I have a few more observations about MicroEmacs 3.9-and-a-quarter.
<he goes on to describe some memory fragmentation
and usage problems....>

MicroEMACS was allocating line structures only in 16 byte
increments. This was very good for editing, not so good on storage.
By allocating only the needed # of bytes when the file is first read
in, and then allocating in 16 byte chunks when you first add a char
to a line, I seem to get the best of both worlds... an apox 30%
decrease in RAM usage. Look for this in the upcomming 3.10 release.

Daniel Lawrence
(317) 742-5153 nwd@j.cc.purdue.edu
The Programmer's Room Fido 1:201/10
(317) 742-5533

24. Uniterm 2.0e in him1

Newsgroup: comp.sys.atari.st
Date: 1989-01-03 14:31:33 UTC
From: viljanen@kreeta.cs.Helsinki.FI
Message-ID: <681@hydra.cs.Helsinki.FI>
Source record: 249898

I last night (local time..:-) ftp'd UTERM20E.arc and UTERMISC.ARC
from him1 (35.1.1.43). The Uniterm itself was OK, but the UTERMISC.ARC
containig serveral arcs was somehow magled. I could extract the arcs
(ugasc, ugtex, keyedit etc) but they wouldn't open.
"Bad header in XXX.ARC. n bytes skipped"

Has anyone had similar problems or had I just bad luck in ftp?
Anyhow, I'd like the docs very much...

"""

Lea 'LadyBug' Viljanen ____ University of Helsinki, Finland
viljanen@finuha.bitnet \ / . ' Dept. of Computer Science
viljanen@cs.helsinki.fi \/ |_ 'Small is beautiful'

25. Fread system call

Newsgroup: comp.sys.atari.st
Date: 1989-01-03 14:34:41 UTC
From: RUBIN@POLYGRAF.BITNET
Message-ID: <8505RUBIN@POLYGRAF>
Source record: 249899

```
I am having problems using the Fread system call. This call will either
crash my system, or more likely result in 2-3, sometimes 10 bombs, depending
on the number of bytes I try to read. Using MWC 2.0, the code is similar
to the following:

h = Fopen(filename,0);
Fread(h,4096L,buf);

h is an integer, and buf is a 4096-character array.
The file is opened properly, but the Fread bombs. The file is binary,
if this makes any difference.

I would appreciate hearing from anyone who has successfully used the Fread
call and can help me out. Thanks...
-------
David Rubin | INTERNET: RUBIN@graf.poly.edu
Polytechnic University | BITNET: RUBIN@POLYGRAF
Brooklyn, NY |

#! rnews
```

26. Re: ABCD

Newsgroup: comp.sys.atari.st
Date: 1989-01-03 15:45:21 UTC
From: srm@ihlpm.ATT.COM
Message-ID: <2741@ihlpm.ATT.COM>
Source record: 249900

In article <2729@ihlpm.ATT.COM>, srm@ihlpm.ATT.COM (Sam Mullins) writes:
>
>
> My 3-year old grew quite fond of an alphabet game called ABCD that I got
> off of USENET. Of course, I forgot to back it up and that disk got
> mangled. Anyway, if anyone has a copy could you email it to me or
> contact me about sending a floppy. Thanks.
>

As the summary says the response was great. Thanks to everone who
replied.

Sam Mullins
--
"What a strange, strange boy. He sees the cars as sets of waves.
Sequences of mass and space. He sees the damage in my face."
- Joni Mitchell

27. V.I.P. Professional

Newsgroup: comp.sys.atari.st
Date: 1989-01-03 15:48:16 UTC
From: cape@ncrcce.StPaul.NCR.COM
Message-ID: <968@ncrcce.StPaul.NCR.COM>
Source record: 249801

Date: Tuesday, January 3,1989

From: Robert Cape
Location: NCR Comten, Inc., Information Services, MS:S090

To: Whoever Knows
Location: Where ever you may be

Subject: VIP Professional: How good is it?

I am looking for a decent spreadsheet for my ST. By decent I mean one which can stand up favorably when compared to the likes of SuperCalc 4 or Lotus 123 on the PC. I have a copy of A-Calc, which is a nuisance (accuracy to too few decimal places). VIP Professional is supposedly a Lotus 123 clone. Has anyone had experience with it? I don't care whether it uses a GEM interface or not; just it's accuracy and capabilities.

Thanks,

Bob

Robert M. Cape DOMAIN: r.cape@stpaul.ncr.com
NCR Comten, Inc. UUCP: {backbone}!ncr-sd!ncrlnk!ncrcce!cape
Information Services, MS:S090 Audio: (612) 638-7211 (AT&T)
2700 Snelling Ave. N. 652-7211 (NCR VOICEplus)
St. Paul, MN 55113
==========
Any opinions expressed above are mine and not those of NCR Comten, Inc.

28. Re: bios function 0x7f

Newsgroup: comp.sys.atari.st
Date: 1989-01-03 16:09:06 UTC
From: david@bdt.UUCP
Message-ID: <470@bdt.UUCP>
Source record: 249802

In article <3186@sugar.uu.net> peter@sugar.uu.net (Peter da Silva) writes:
>Moral: Atari should say "the following programs are going to break in rev
>such-and-such of TOS. Other programs that make this, thato, or the other
>assumption will also break. We're giving you X months warning. These changes
>are necessary to fix the a, b, and c bugs and to add these enhancements...".

Maybe in a perfect world they *should* do this, but in the real world there's
no way in heck they *can* do it. It's a no win situation for Atari, so
they have to take the "lose the least" option.

Who's going to fix the broken programs? Not the developers who aren't
in the ST business anymore. Maybe Atari? HA!

Some of the programs that would break come in Atari Corp. boxes, yet I doubt
if Atari would spend a single dime to fix any of them.

Like someone else said, I always try to follow the rules. Even so, ROM
changes can break stuff you didn't know was "TOS dependent". I solve
this problem by letting registered users download free updates from our
BBS. Many of the programs that would break however don't have anybody to
fix them anymore and there isn't enough new developmewnt going on to
replace all the programs with new software. And Atari can't afford to
lose any of the ST applications since there is less and less new stuff
coming out.

It would cost Atari money to solve this problem, so you can bet that they
will take the most inexpensive route which is to hack up TOS enough to
get improvements without sacrificing too much compatibility. Not a bad
choice really. This leaves the option of hoping a third party (somebody
elses money) develops a better OS, or if there's enough growth in the future
Atari could develop a real OS and make it an option, letting users know
that it might break old software. It's business, you know.
--
David Beckemeyer (david@bdt.UUCP) | "Lester Moore - Four slugs from a .44
Beckemeyer Development Tools | no Les, no more."
478 Santa Clara Ave. Oakland, CA 94610 | - Headstone at Boot Hill
UUCP: {uunet,ucbvax}!unisoft!bdt!david | Tombstone, AZ

29. Re: Put up or shut up (was Re: Atari-bashing)

Newsgroup: comp.sys.atari.st
Date: 1989-01-03 16:41:36 UTC
From: rosenkra@hall.cray.com
Message-ID: <12442@hall.cray.com>
Source record: 249803

In article <Dec.29.12.32.36.1988.3546@aramis.rutgers.edu> paone@aramis.rutgers.edu (Phil Paone) writes:
=Just on a side note. There are no hardware flaws with the ST. All
=the bugs are in software. I remember reading in another article that
=the hardware was hacked. I don't get it. THe hardware is all off the
=shelf, the system never crashes or behaves unpredictably due to
=hardware problems.
=--
=Phil Paone
=paone@topaz.rutgers.edu
=!rutgers.edu!topaz.edu!ppaone

good point, phil. the ST non-mechanical hardware is very solid. heavy use of drives will cause them to (eventually) fail, but that is true across the board (ibm, ST, amiga, etc).

TOS 1.0 and 1.2 (and equivalent european versions?) suffer from bugs, most of which only cause grief to developers: i wager the "average" ST user rarely sees any bombs (provided his application software is relatively well behaved). i doubt if that type of user (one who does not do "significant" programming in C/basic/et al) even sees the 40 folder bug.

please don't start a debate as to what "average" or "significant" means. there are a million or so STs, probably 500-2000 professional developers (i.e. those makeing $$ writing software on and for the ST), and probably 50% or more of the ST owners never even write a basic program. i admit i am just guessing, but it seems reasonable to expect the ST to have a user profile not much different than any other comparably priced ($200<price<$5k) system. most users of software in my particular market niche (music) only run applications from the desktop. the software in that market is generally robust and free from catastrophic bugs, albeit heavily copy protected (:^(.

-bill

---

30. Re: mx2v230 (in comp.binaries/sources.atari.st)

Newsgroup: comp.sys.atari.st
Date: 1989-01-03 16:43:53 UTC
From: david@bdt.UUCP
Message-ID: <471@bdt.UUCP>
Source record: 249804

Allan Pratt describes a fatal flaw in the above network software.

It seems very common that someone thinks a network for the ST is
easy and tries it. I have looked at several (at least five)
supposed "networks" for the ST. Some were supposed to eventually
be commercial products. I can't tell you how many times someone
has told me "Well Company X has a network for the ST - It will be
out in two weeks."

BEWARE! *NONE* of these networks have been even close to being real.

It is an extremely difficult task to make a useful general purpose
(i.e. remote file-system) network for the Atari ST. You can make
something look like it works, good enough for a trade show, with
little difficulty. You can also get special purpose networks running
like for transaction processing, or a controlled disk access (especially
read only), without too much work. But if someone tells you they have
a LAN-type network for the ST (or they're going to to have one real soon),
be *very* cautious.

The first one I saw was announced in 1985. It was never released. Since
that time I have seen many announcements of Networks for the Atari ST.
I have also seen many PD attempts. A lot of effort was put into everything
I saw, and I don't want to flame anybody who has tried it. This is just
a warning to would-be "believers" - be wary of ST network claims.
--
David Beckemeyer (david@bdt.UUCP) | "Lester Moore - Four slugs from a .44
Beckemeyer Development Tools | no Les, no more."
478 Santa Clara Ave. Oakland, CA 94610 | - Headstone at Boot Hill
UUCP: {uunet,ucbvax}!unisoft!bdt!david | Tombstone, AZ

31. IMG scanner

Newsgroup: comp.sys.atari.st
Date: 1989-01-03 16:44:02 UTC
From: gregb@tau-ceti.ISCS.COM
Message-ID: <190@tau-ceti.ISCS.COM>
Source record: 249805

Can the IMG scanner work with a serial printer. Just setting the printer control panel to modem port doesn't work. It still uses the parallel printer.

_____
Greg Baker	Experience is the name everyone
ISC Systems Corporation	gives to their mistakes
Spokane, Washington	
..uunet!iscuva!tau-ceti!gregb	
_____	_____

32. future atari owner needs help

Newsgroup: comp.sys.atari.st
Date: 1989-01-03 20:52:50 UTC
From: dav@eleazar.dartmouth.edu
Message-ID: <11615@dartvax.Dartmouth.EDU>
Source record: 249806

I am thinking about getting an atari. Why? cost. I plan to spend no more
than $2000. Should I be looking at amiga's?

I have one main concern. I want to be able to write C code that will run on a
unix machine. Looking through the magazines I have seen two C languages that
look good. Can anyone tell me about Mark Williams C and Laser C?

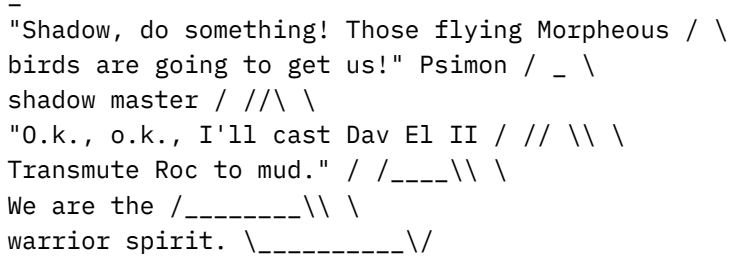
I have some questions about what kind of system I should get.

What is the difference between a 1040 and a 1040+?
What is the difference between a 1040 and a mega 2?
How much do the mega system cost and where can I get one?

I worked on a 520st with a development company back when the st first came
out (back when the os was all software, not on chips). How much has changed
since those days?

Is there an st running with the 68020 chip and what are the stats on the
STacey?

dav


_
"Shadow, do something! Those flying Morpheous / \
birds are going to get us!" Psimon / _ \
shadow master / //\ \
"O.k., o.k., I'll cast Dav El II / // \\ \
Transmute Roc to mud." / /____\\ \
We are the /________\\ \
warrior spirit. __________\/

33. MWC/CSD bug?

Newsgroup: comp.sys.atari.st
Date: 1989-01-03 22:44:32 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440009@hplsla.HP.COM>
Source record: 249807

I'm having trouble with the -VCSD option in Mark Williams C, version 3.05.

The problem was discovered trying to debug a complex GEM application,
but can be demo'd with some very simple files:

foo.h - local include file that defines global variable "foo"
mod1.c - source module which #includes foo.h
main.c - another source module which #includes foo.h

The program compiles and runs when I compile with "cc mod1.c main.c".

However, with "cc -VCSD mod1.c main.c" there will be a complaint
similar to:

"ld: foo redefined in main.c"

The resulting object code does not run (hangs, warm-boot required!)
and CSD is all confused if I try to use it.

If I compile only one of the source modules with -VCSD the link is
okay and I can run CSD (but this means I can debug only one module at
a time, whoopee).

This doesn't happen when a header file like stdio.h is included in
both files.

So, somehow the extra debug stuff generated by -VCSD causes trouble in
the linker. Does anyone know of a workaround? (Yes, I'll be writing
MWC soon!).

%%%

34. Drive B Step Rate

Newsgroup: comp.sys.atari.st
Date: 1989-01-04 03:13:56 UTC
From: julius@yugas.UUCP
Message-ID: <809@yugas.UUCP>
Source record: 249808

In article <8812271702.AA11024@ucbvax.Berkeley.EDU>,
aking@BBN.COM (Allen King) writes:

> Speaking of "legal official atari sanctioned" ways, how do you set the step
>rate of one floppy (e.g. drive B) to 6ms. I know how to do it by modifying
>an unpublished address, and there is a call to set the default step rate. But
> [rest deleted]

Awhile back I hacked together a step rate program that tested the TOS version
number and then set drive B to a 6 ms step rate. Last week I found out that
TOS 1.4 will have an official call to legally :-) set the step rate...

Anyway, here follows the (educational use only :-) 68000 source to my step
rate program:

```
*************************************************************************
* *
* Set Drive B Step Rate 08/03/88 *
* *
* J. Oklamcak @ Atari (Canada) Corp. *
* *
*************************************************************************

text

pea.l SetRate ; Set drive B step rate
move.w #38,-(sp)
trap #14
addq.l #6,sp

tst.b SetFlag ; Check rate set flag
bne.s SetOk
beq.s NotOk

SetExit: clr.w -(sp) ; ...done...
trap #1

SetOk: pea.l RateSet ; Step rate set
move.w #9,-(sp)
trap #1
addq.l #6,-(sp)
bra.s SetExit

NotOk: pea.l IsNotSet ; Step rate not set
move.w #9,-(sp)
trap #1
addq.l #6,-(sp)
```

```
bra.s SetExit

SetRate: move.l $04F2,a0 ; Base address of OS
move.w 2(a0),d0 ; Get OS version number
lea.l TOSVers,a0 ; TOS version numbers
lea.l RateAddr,a1 ; Step rate addresses

FindTOS: move.w (a0)+,d1 ; Get version number
bne.s TestTOS ; Test version number
sf.b SetFlag ; Step rate not set
rts

TestTOS: move.w (a1)+,a2 ; Get address of step rate
cmp.w d0,d1 ; Test TOS version number
bne.s FindTOS ; Next version number...

move.b #0,(a2) ; Set the step rate
st.b SetFlag ; Step rate is set
rts

data

TOSVers: dc.w $0100 ; $0A0D
dc.w $0102 ; $0A53
dc.w $0104 ; $0A53
dc.w 0

RateAddr: dc.w $0A0D ; 1.00
dc.w $0A53 ; 1.02
dc.w $0A53 ; 1.04

RateSet: dc.b $0D,$0A
dc.b "Drive B step rate : 6 ms"
dc.b $0D,$0A,0

IsNotSet: dc.b $0D,$0A
dc.b "Drive B step rate not set : OS version unknown"
dc.b $0D,$0A,0

bss

SetFlag: ds.w 1

end
```

35. Re: where is gem desktop resource?

Newsgroup: comp.sys.atari.st
Date: 1989-01-04 04:16:26 UTC
From: rosenkra@hall.cray.com
Message-ID: <12448@hall.cray.com>
Source record: 249809

In article <374@cmpfen.UUCP> bob@cmpfen.UUCP (Bob Breum) writes:
=In article <1274@atari.UUCP> mui@atari.UUCP (Derek Mui) writes:
=>in article <12375@hall.cray.com>, rosenkra@hall.cray.com i said:
=>> the AES wind_set() call to replace the desktop works just fine. but how
=>> can you set it back to what it was after a program exits? if allan's
=>
=> There is no function call to get the resource of the desktop. When an
=>application makes a wind_set(WF_NEWDESK) call, it doesn't need to reset it
=>back when it exits. When control returns to the desktop, the original
=>background will be restored.

thank you, derek...

=This is correct as far as it goes. But there is a legitimate need to reset
=the revised desktop when the program has been called from a shell. Otherwise,
=the AES will attempt to redraw the specified desktop, but the resource for
=that desktop will have been released at the time that the program terminated.
=It is my understanding, although I haven't tried it, that wind_set(WF_NEWDESK)
=with an address of 0 will reset the desktop.
=

thank you, bob. yes, i found this undocumented trick out in the last atari
developer's newsletter. if allan's listening, is there any chance of this
becomming "official"? seems like a mighty useful tool...

-bill
---

36. Re: V.I.P. Professional

Newsgroup: comp.sys.atari.st
Date: 1989-01-04 08:12:32 UTC
From: klute%trillian.irb@unido.uucp
Message-ID: <823@laura.UUCP>
Source record: 249810

In article <968@ncrcce.StPaul.NCR.COM> cape@ncrcce.StPaul.NCR.COM (Robert M. Cape) writes:
>I am looking for a decent spreadsheet for my ST. By decent I mean one which
>can stand up favorably when compared to the likes of SuperCalc 4 or Lotus 123
>on the PC. I have a copy of A-Calc, which is a nuisance (accuracy to too few
>decimal places). VIP Professional is supposedly a Lotus 123 clone. Has anyone
>had experience with it? I don't care whether it uses a GEM interface or not;
>just it's accuracy and capabilities.

Since several years I am working with VIP Professional and can
recommend it. It is said to be Lotus 123 compatible but I
cannot prove that because I never used 123. However, I bought a
textbook for 123 to get used to VIP Professional and havn't had
any problems.

I don't have the program at hand but I think the accuracy of
VIP Professional is about 13 decimal places or so. - With large
spreadsheets the calculation speed is boring. It seems that the
whole spreadsheet is recalculated even when only a single cell
has changed. I help myself with "manual" recalculation from
time to time.

Besides the pure spreadsheet functions VIP Professional has
macros and graphics (and a GEM interface).

Rainer Klute ---- klute@irb.informatik.uni-dortmund.de
Universitaet Dortmund, IRB |)|/ klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |\|\ ...uunet!mcvax!unido!klute
D-4600 Dortmund 50 ---- Tel.: +49 231 7554663

37. Re: mx2v230 (in comp.binaries/sources.atari.st)

Newsgroup: comp.sys.atari.st
Date: 1989-01-04 13:43:54 UTC
From: hafer@infbs
Message-ID: <116@infbsgr.infbs>
Source record: 249811

In article <471@bdt.UUCP> david@bdt.UUCP (David Beckemeyer) writes:
>
>BEWARE! *NONE* of these networks have been even close to being real.
>
>[...] This is just
>a warning to would-be "believers" - be wary of ST network claims.

This puts me in a difficult position - but nevertheless:

We have a transputer-based network connecting (at this time) seven STs
to (at this time) two servers up and running for over a year now. A
short description follows:

Introduction

The Atari network described here has been heavily used in our own
projects for a year. It provides multi-user access to shared disk space
using the familiar TOS interface.

The network utilises Inmos transputers with their fast link connections.
Work is currently being done to integrate IBM-compatible PCs into the
network and to implement an interface to the inter-user communication
facilities.

Hardware

The network requires at least one server. A server is an Atari ST (512
Kbytes of RAM are sufficient) with a harddisk (although in principle any
drive, including large RAM disks, could be used). It has the sole task
of handling requests from the network, thus managing access to its disk
data. A server Atari cannot be used otherwise while the network is in
operation.

There may be many servers in the network. All other network
participants are called users. A user thus is an Atari with or without
a local (non-server) harddisk, connected to the network via a so-called
Adapter Box which plugs into the ROM port. An RS424 line connects the
Adapter Box to a transputer. In this manner, the network can be
extended to almost any size.

Software

From a user's view, the network provides additional TOS drives, for
which the drive specifiers P downto minimally G are used. Drive

specifiers are assigned to disks or partitions of servers independently (and dynamically) for each user. The icon-driven desktop user interface is fully operational. A single file can be opened for reading by any number of users (if no-one has write access); however, a file can be opened for writing only if no other user is accessing it.

The user's computer gains network access by loading a resident program which redirects TOS requests for network drives. All TOS calls are supported; BIOS calls for network drives are not possible (and protection mechanisms therfore cannot be by- passed). A few new TOS calls for internal network purposes have been added. Network access can be dynamically de-installed.

Programs can be loaded and run from network drives (although they are actually executed on the local computer). Hierarchical inheritance of I/O-redirection and current paths are implemented in the usual manner.

If a user program crashes (bombs etc.), the network remains operational for other users. The crashed computer must simply be rebooted. It may however be necessary to explicitly close files which were opened on a server but not closed. Software support for this is provided.

Two additional programs allow users to have temporary exclusive access to the printer connected to the Boot Server. All printer output via DOS calls is then redirected to the boot server's printer.

As said, the network is *operational* (and, incidentally, will be on display at the CeBiT Hannover Fair this year), and we are quite happy with it. Mail me for more details.

Udo Hafermann
Abteilung fuer Theoretische Informatik
Bueltenweg 74/75
Techn. Univ. Braunschweig
D-3300 Braunschweig
W. Germany

email:
hafer@dbsinf6.bitnet (preferred)
hafer@infbs.uucp

38. Re: ForthMacs

Newsgroup: comp.sys.atari.st
Date: 1989-01-04 15:08:38 UTC
From: Dave_Ninjajr_Flory@cup.portal.com
Message-ID: <13195@cup.portal.com>
Source record: 249812
Cross-posted to: comp.sys.atari.st,comp.lang.forth

>Has anyone had any problems with ForthMacs on the 1040ST? I ftp'd
>a copy from him1.umich.edu and have been playing with it. It does not
>like to live in my Rambaby ram drive,

First let me say that I am not a programmer, but an experienced user. Then I will say that I have several (4 or 5) versions of 4th for the ST and to my untrained eye Forthmacs looks to be a pretty good system. I think the problem you are running into is due to conflict with 4th memory location. In the manual it tells you how to move it around to wherever you want. i.e. hex 90000 memtop!
"" FORTH.TOS splice-relocation
"" FORTH.TOS save-rel
wil give you a version which runs with hex 90000 as its TOP address. Don't move too high as Emacs uses the space above MEMTOP. He goes on to say that you can find top of avail. memory with - base-page 1a1+ 1@ .
The Manual is about 1/2 inch thick and is mostly a complete glossary but also has advice on how to do things. There is a Macintosh Forthmacs and also a version for the Sun workstation, as well as a Gem Window interface for the ST which lets it run in windows and use them easily. Of interest to music people is Formula (Forth Music Package for Midi), very powerful but intended for programmers not casual musicians. With the complete kernel code ($$) is a metacompiler to let you prune uneeded words from a final product. Haven't corresponded with Mitch for over a year so would guess there is more now. Compared to the price of competing commercial systems Bradley is quite competitive in value for the buck.

(I don't have any connection to Bradley Forthware other than being a casual user. I just wish I had the time to become an 'experienced' user.)

39. Faster TOS upgrades?

Newsgroup: comp.sys.atari.st
Date: 1989-01-04 15:23:17 UTC
From: JOE@rcgl1.eng.ohio-state.edu
Message-ID: <1338@accelerator.eng.ohio-state.edu>
Source record: 249813

This is just a thought, and I'm in the mood to beat a dead horse.
But what would be the problem with a translator application. Atari
says (or do they?) that many things could be enhansed and speeded up if only
so many programs did not depend on illegal tricks. Well most of the mod's
i saw were the removal of time consuming things, and the like. Why not
write the code to enhanse TOS, then after you find out what was removed
or changed, write a short application with a file selector box. that
application could clear out memory and do whatever else the old operating
system used to do. It may not be easy (or maybe it is), but it certainly
is not impossible. Remember the various translators of old that made
an XL operating system into a 400/800 OS?

Joe Rohde
rohde-j@eng.ohio-state.edu

40. Help with SPECTRE 128, PLEASE!!!!

Newsgroup: comp.sys.atari.st
Date: 1989-01-04 16:49:00 UTC
From: 01659@AECLCR.BITNET
Message-ID: <8901041651.AA23008@ucbvax.Berkeley.EDU>
Source record: 249814

I have tried calling Gadgets by Small and am told I will be called back; as yet ZIP! I am getting really frustrated not being able to run 128K requiring codes on Spectre 128. At my workplace there are more than 50 Atari computers with some groups running them as Macs under Magic Sac. Until I get at least one version of Spectre 128 to behave, no one is in a mood to order it. Please, please, someone help me figure out why 64K requiring codes will run but 128K requiring codes will NOT.

My Apple ROMS have the following numbers (at least this is what I can read):

752 SA X882Q 23512-1054 342-0341-C
751 SA X841Q 23512-1055 342-0342-B

I am running version 1.75 of Spectre 128. When I used Finder/System 5.4/3.2 my system bombed trying to run EXCEL 1.5 or HYPERCARD. When I used Finder/System 6.0/4.2 I got the message "The following application is busy or damaged:" then it named either EXCEL or HYPERCARD. C'mon, someone out there must know why I cannot run 128K requiring codes!!!!

If anyone knows how to get a message to Dave Small (I do not have access to BIX, GENIE, CompuServe or USENET) then please let him know that there is at least one poor soul who just cannot get Spectre 128 to run 128K codes.

One final note, the 64K codes that I run perform at blinding speed - disk access on my HD is incredible. Love it! Now, if only I could run EXCEL, HYPERCARD, ...

41. Picture Formats List

Newsgroup: comp.sys.atari.st
Date: 1989-01-04 16:53:41 UTC
From: dmb@TIS.COM
Message-ID: <8901041653.AA08513@TIS.COM>
Source record: 249815

```
It is January already?

Thanks, once again, to Jim McCabe for correting the MacPaint format.
Here's the monhtly posting:

------------------------------------------------------------------------------
ST Picture Formats
------------------
Compiled by:
Dave Baggett
(arpanet: dmb@TIS.COM)

(Please report errors or additions)

CONTRIBUTORS

Phil Blanchfield David Brooks Neil Forsyth Ken MacLeod
Jim McCabe Darek Mihocka David Mumper George Seto
Joe Smith Greg Wageman Gerry Wheeler

Introductory information
------------------------
word = 2 bytes
long = 4 bytes
palette = Hardware color palette, stored as 16 words. First word is
color register zero (background), last word is color register
15. Each word has the form:

Bit: (MSB) 15 14 13 12 11 10 09 08 07 06 05 04 03 02 01 00 (LSB)
-- -- -- -- -- -- -- -- -- -- -- -- -- -- -- --
0 0 0 0 0 R2 R1 R0 0 G2 G1 G0 0 B2 B1 B0

R2 = MSB of red intensity
R0 = LSB of red intensity

G2 = MSB of green intensity
G0 = LSB of green intensity

B2 = MSB of blue intensity
B0 = LSB of blue intensity

Intensity ranges from 0 (color not present) to 7 (highest
intensity).

Example: { red = 7, green = 3, blue = 5 } -> 0735 (hex)

Caveat: It is wise to mask off the upper four bits of each
palette entry, since a few programs store special
```

information there (most notably Art Studio).

The Formats

<NEOChrome>

1 long resolution (0 = low res, 1 = medium res, 2 = high res)
16 words palette
12 bytes filename (" . ")
1 byte Left color animation limit (starting color number)
1 byte Right color animation limit (ending color number)
1 byte color rotation speed
1 byte color rotation direction
1 word color rotation duration (number of iterations)
18 longs reserved for expansion
16000 words picture data (screen memory)

32128 bytes total

<NEOChrome Animation>

NOTE: To get this feature on versions 0.9 and later select the Grabber
icon and click the both mouse buttons in the eye of the second R in
the word GRABBER.
Interestingly enough, some versions of NEO only require you
to press the right button, not both. Hmmm...

1 long magic number BABEEBEA (hex) (seems to be ignored)
1 word width of sprite in bytes (always divisible by 8)
1 word height of sprite in scan lines
1 word size of sprite in bytes + 10 (!)
1 word x coordinate of sprite (must be divisible by 16) - 1
1 word y coordinate of sprite - 1
1 word number of frames
1 word animation speed (larger means slower)
1 long reserved; should be zero
----
22 bytes total for header

? words sprite image data (words of screen memory) for each sprite,
in order

<DEGAS>

1 word resolution (0 = low res, 1 = medium res, 2 = high res)
Other bits may be used in the future; use a simple bit
test rather than checking for specific word values.
16 words palette
16000 words picture data (screen memory)

32034 bytes total

<DEGAS Elite (Uncompressed)>

1 word resolution (0 = low res, 1 = medium res, 2 = high res)
Other bits may be used in the future; use a simple bit
test rather than checking for specific word values.
16 words palette
16000 words picture data (screen memory)
4 words left color animtion limit table (starting color numbers)
4 words right color animation limit table (ending color numbers)
4 words animation channel direction flag (0 = left, 1 = off, 2 = right)
4 words animation channel delay in 1/60's of a second. [0 - 128]

32066 bytes total

<DEGAS Elite (Compressed)>

1 word resolution (same as Degas, but high order bit is set;
i.e., hex 8000 = low res, hex 8001 = medium res,
hex 8002 = high res). Other bits may be used in the
future; use a simple bit test rather than checking
for specific word values.
16 words palette
< 32000 bytes control bytes
4 words left color animtion limit table (starting color numbers)
4 words right color animation limit table (ending color numbers)
4 words animation channel direction flag (0 = left, 1 = off, 2 = right)
4 words animation channel delay in 1/60's of a second. [0 - 128]

< 32066 bytes total

Control byte meanings:

For a given control byte, x:

0 <= x <= 127 Use the next x + 1 bytes literally (no repetition)
-127 <= x <= -1 Use the next byte -x + 1 times
-128 No operation (ignore)

Compression Scheme:

Each scan line is compressed separately; i.e., all data for a given
scan line appears before any data for the next scan line. The scan lines
are specified from top to bottom (i.e., 0 is first). For each scan line,
all the data for a given bit plane appears before any data for the next
higher order bit plane.
To clarify: The first data in the file will be the data for the lowest
order bit plane of scan line zero, followed by the data for the next higher
order bit plane of scan line zero, etc., until all bit planes have been
specified for scan line zero. The next data in the file will be the data
for the lowest order bit plane of scan line one, followed by the data for
the next higher order bit plane of scan line one, etc., until all bit planes
have been specified for all scan lines.

<C.O.L.R. Object Editor Mural>

16000 words picture data (screen memory)
(palettes are stored in separate files)

32000 bytes total

<Tiny>

1 byte resolution (same as NEO, but +3 indicates rotation
information also follows)

If resolution > 2 {
1 byte left and right color animation limits. High 4 bits
hold left (start) limit; low 4 bits hold right (end)
limit
1 byte direction and speed of color animation (negative value
indicates left, positive indicates right, absolute value
is delay in 1/60's of a second.
1 word color rotation duration (number of iterations)
}

16 words palette
1 word number of control bytes
1 word number of data words
3-10667 bytes control bytes
1-16000 words data words

42-32044 bytes total

Control byte meanings:

For a given control byte, x:

x < 0 Absolute value specifies the number of unique words to
take from the data section (from 1 to 127)
x = 0 1 word is taken from the control section which specifies
the number of times to repeat the next data word (from
128 to 32767)
x = 1 1 word is taken from the control section which specifies
the number of unique words to be taken from the data
section (from 128 - 32767)
x > 1 Specifies the number of times to repeat the next word
taken from the data section (from 2 to 127)

Format of expanded data:

The expanded data is not screen memory bitmap data; the bitplanes are
separated and presented in columns. All the data for a given bitplane
appears before the data for the next bitplane. The data for each
bitplane appears as a sequence of columns, where a column consists of
one specific word taken from each line. For example, column 1 consists
of word 1 on scanline 1 followed by word 1 on scanline 2, etc.,
followed by word 1 on scanline 200.
To illustrate: The first data in the file will be the data for
bitplane 1, which consists of columns 1, 5, 9, etc., in order. The

next data will be the data for bitplane 2, which consists of columns 2,
6, 10, etc., in order.

<Spectrum 512 (Uncompressed)>

80 words first scan line of picture (unused) -- should be zeroes
15920 words picture data (screen memory) for scan lines 1 through 199
9552 words 3 palettes for each scan line (the top scan line is
not included because Spectrum 512 can't display it)

51104 bytes total

<Spectrum 512 (Compressed)>

1 word 5350 (hex) ("SP")
1 word 0 (reserved for future use)
1 long length of data bit map
1 long length of color bit map
<= 32092 bytes compressed data bit map
<= 17910 bytes compressed color bit map

< 50014 bytes total

Data compression:

Compression is via a modified run length encoding (RLE) scheme. The
data map is stored as a sequence of records. Each record consists of a
header byte followed by one or more data bytes. The meaning of the header
byte is as follows:

For a given header byte, x:

0 <= x < 127 Use the next x + 1 bytes literally (no repetition)
-128 <= x < 0 Use the next byte -x + 2 times

The data appears in the following order:

1. Picture data, bit plane 0, scan lines 1 - 199
2. Picture data, bit plane 1, scan lines 1 - 199
3. Picture data, bit plane 2, scan lines 1 - 199
4. Picture data, bit plane 3, scan lines 1 - 199

Decompression of data ends when 31840 data bytes have been used.

Color map compression:

Each 16-word palette is compressed separately. There are three
palettes for each scan line (597 total). The color map is stored as a
sequence of records. Each record starts with a 1-word bit vector which
specifies which of the 16 palette entries are included in the data
following the bit vector (1 = included, 0 = not included; i.e., stays
the same). The least significant bit of the bit vector refers to
palette entry zero, while the most significant bit refers to palette
entry 15. Bit 15 must be zero, since Spectrum 512 does not use palette

entry 15. Bit 0 should also be zero, since Spectrum 512 always makes the
background color black.
The words specifying the values for the palette entries indicated in
the bit vector follow the bit vector itself, in order (0 - 15).

<Animatic Film>

1 word number of frames
16 words palette
1 word speed (0 - 99; higher value is faster)
1 word direction (0 = forwards, 1 = backwards)
1 word end action (what to do after the last frame)
0 = pause, then repeat from beginning
1 = immediately repeat from beginning
2 = reverse
1 word width of film in pixels
1 word height of film in pixels
1 word version number (major)
1 word version number (minor)
1 long magic number 27182818 (hex)
3 longs reserved (should be all zeros)
----
32 words total for header

? words image data (words of screen memory) for each frame, in order

<MacPaint>

header {
1 long version number (if zero, entire header is ignored)
38 * 2 longs pattern data (anyone know how to use this?)
83 longs reserved
} (total 160 longwords for header)
< 51200 bytes compressed bitmap data

< 51716 bytes total

Bitmap compression:

The bitmap data is for a 576 pixel by 720 pixel monochrome image.
The data is stored as a sequence of records. Each record consists of a
control byte followed by one or more data bytes. The meaning of the
control byte is as follows:

For a given control byte, x:

0 < x < 127 Use the next x + 1 bytes literally (no repetition)
-128 <= x <= 0 Use the next byte -x + 1 times

There are 72 bytes per scan line. Each bit represents one pixel; 0 = white,
1 = black.

Version of Wed Nov 23 12:25:50 EDT 1988
----

42. Re: Software that Spectra 128 will not run

Newsgroup: comp.sys.atari.st
Date: 1989-01-04 17:25:05 UTC
From: dlm@druhi.ATT.COM
Message-ID: <3809@druhi.ATT.COM>
Source record: 249816

in article <912@irisa.UUCP>, decouty@irisa.UUCP (Bertrand Decouty) says:
> In article <12764@cup.portal.com> Xorg@cup.portal.com (Peter Ted Szymonik) writes:
> |software together, then all it needs is FCC approval (unlike the
> |Translator which was marketed without - one reason why Data Pacific
> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^
> |doesn't make it anymore :-]) - estimated release date is April/May 89
> ^^^^^^^^^^^^^^^^^^^^^^
> Is it really true? I have received the last Data Pacific newsletter and
> the translator one is mentionned. And they have confirmed its availability,
> by a personnal letter (4 weeks).
> By the way, no reseller can obtain one here in France, so....

Data Pacific was selling the Translator One without a valid FCC
id number. The FCC made them stop production until they had a valid ID.
Data Pacific now has a valid FCC id and will probably resume sales of
the Translator One in the near future.

Data Pacific has a history of problems selling product in
Europe. Part of this was due to a bad choice for their distributor,
part is due to lack of interest in selling there. I don't know if they
plan to resume shipments outside the US or not.

Dan Moore
AT&T Bell Labs
Denver
dlm@druhi.ATT.COM
or
dlm@druwy.ATT.COM

43. Re: Problems de-arcing NULLFILL.ARC (Was: NULLFILL ARCed source)

Newsgroup: comp.sys.atari.st
Date: 1989-01-04 17:51:43 UTC
From: leo@philmds.UUCP
Message-ID: <907@philmds.UUCP>
Source record: 249817

In article <899@philmds.UUCP> I wrote:
| [uuencoded file removed...]
|
|I tried to uudecode and de-arc this stuff, but arc.ttp complains (I'm
|using version 5.21):

[etc...]

Thanks to Dennis Pixton I found the cause of the problem:
The preceding table used tildes for carets (~ instead of ^). Since
neither the Unix uudecode nor my own ST hack of uudecode knows about
translation tables, the resulting arc file was corrupt. Replacing ~ by ^
and again uudecoding solved this. Hmm, my uu[de|en]code needs revising...

B.T.W. anyone knows of a standard Unix uu[de|en]code (not the Dumas
program) that knows about tables? Ultrix's doesn't.

Leo.

44. Resource / fsel_input() problem (Was: where is gem desktop resource?)

Newsgroup: comp.sys.atari.st
Date: 1989-01-04 18:28:06 UTC
From: leo@philmds.UUCP
Message-ID: <908@philmds.UUCP>
Source record: 249818

The resource question asked lately reminded me of a problem (bug ?)
I had encountered using GEM, about a year or longer ago.

Using the resource functions (notably rsrc_load(), rsrc_gaddr(),
rsrc_free()) I can load resources that, for instance, contain object
trees like forms and menus. Nice.

Using fsel_input() I have a standard way for the user to search and
specify a pathname (directory and filename). Also nice.

But trying to use both in the same program failed; when an fsel_input()
was done after a rsrc_load() the resource tree contained garbage.
It looks as if fsel_input() uses the rsrc_load() function itself, and
since a program can only have one resource file loaded at a time (am I
correct ?), it put its own resource on top of mine.

I worked around it by saving the relevant data (button states) and
restoring them after the fsel_input() and a new rsrc_load(), but it
didn't seem very nice to me (having to reread the resource file, saving
/ restoring states etc.).

Anyone familiar with this particular problem? Is it a known bug /
restriction? Any chance for it to get fixed in a new GEM version?

Leo.

45. Re: Uniterm 2.0e in him1

Newsgroup: comp.sys.atari.st
Date: 1989-01-04 18:33:55 UTC
From: hakanson@mist.cs.orst.edu
Message-ID: <8092@orstcs.CS.ORST.EDU>
Source record: 249819

As usual, UniTerm is available for anon. FTP on host cs.orst.edu, in pub/atari/uniterm. The version currently there is v2.0e. The manual in LaTeX and plain-text formats (as of v2.0c, I think) is also there.

Please do not ask me to mail it to you -- I'm not set up for it.

--
Marion Hakanson Domain: hakanson@cs.orst.edu
UUCP : {hp-pcd,tektronix}!orstcs!hakanson

46. Pro GEM tutorials

Newsgroup: comp.sys.atari.st
Date: 1989-01-04 18:36:56 UTC
From: MA09@primea.dundee.ac.UK
Message-ID: <8901041043.AA18603@ucbvax.Berkeley.EDU>
Source record: 249820

I've recently come across a series of articles by Tim Oren called
The Pro GEM Tutorials, which describe how to program with the VDI and AES
functions. I have managed to find articles numbered 1
through 13. As it is obvious by reading the 13th tutorial that the
series wasn't supposed to end there, and the series appeared in 1985/86,
I was wondering if anyone knows of any further articles in the series and
where I could get hold of them.

Thanks.

Glenn.

47. Re: bios function 0x7f

Newsgroup: comp.sys.atari.st
Date: 1989-01-04 19:06:01 UTC
From: peter@sugar.uu.net
Message-ID: <3212@sugar.uu.net>
Source record: 249821

In article <470@bdt.UUCP>, david@bdt.UUCP (David Beckemeyer) writes:
> In article <3186@sugar.uu.net> peter@sugar.uu.net (Peter da Silva) writes:
> >Moral: Atari should be [firm but fair about breaking stuff]

> Maybe in a perfect world they *should* do this, but in the real world there's
> no way in heck they *can* do it. It's a no win situation for Atari, so
> they have to take the "lose the least" option.

May I direct you to the following two articles (you can look them up
yourself, or if enough people care I'll post). Why can Commodore do this
but Atari can't?

< From carolyn@cbmvax.UUCP Tue Jan 3 09:53:10 1989
< From: carolyn@cbmvax.UUCP (Carolyn Scheppner CATS)
< Path: sugar!texbell!killer!ames!mailrus!ulowell!cbmvax!carolyn
< Newsgroups: comp.sys.amiga.tech
< Subject: Unsupported Programming Practices
< Keywords: warning unsupported
< Message-ID: <5605@cbmvax.UUCP>
< Date: 3 Jan 89 15:53:10 GMT
< Reply-To: carolyn@cbmvax.UUCP (Carolyn Scheppner CATS)
< Organization: Commodore Technology, West Chester, PA
< Lines: 70

< IMPORTANT !

< Official Warning to Rom-Jumpers, Structure-Hackers, and Others
< ==
< From Commodore Engineering, Commodore-Amiga, and C.A.T.S.

< We who bring you the Amiga want to make it perfectly clear that
< if you don't follow the rules, you WILL break.

[rest of article deleted]

< From daveh@cbmvax.UUCP Tue Jan 3 10:46:49 1989
< Path: sugar!texbell!killer!ames!mailrus!ulowell!cbmvax!daveh
< From: daveh@cbmvax.UUCP (Dave Haynie)
< Newsgroups: comp.sys.amiga.tech
< Subject: Re: Unsupported Programming Practices
< Message-ID: <5608@cbmvax.UUCP>
< Date: 3 Jan 89 16:46:49 GMT
< References: <5605@cbmvax.UUCP>
< Organization: Commodore Technology, West Chester, PA
< Lines: 35

[body of article deleted]

Yes, Atari has to take the choice that loses the least. I agree 100%. I just don't agree with you what that choice is.

To quote my buddy Karl, "system software must evolve, and if it does not evolve, it hastens the eventual demise of the system". At some point you have to make a clean break with the past, or you lose everything.
--
Peter "Have you hugged your wolf today" da Silva `-_-' Hackercorp.
...texbell!sugar!peter, or peter@sugar.uu.net 'U`

48. Re: MWC/CSD bug?

Newsgroup: comp.sys.atari.st
Date: 1989-01-04 19:13:10 UTC
From: leo@philmds.UUCP
Message-ID: <909@philmds.UUCP>
Source record: 249822

In article <5440009@hplsla.HP.COM> andyc@hplsla.HP.COM (Andy Cassino) writes:
|I'm having trouble with the -VCSD option in Mark Williams C, version 3.05.
|
|The problem was discovered trying to debug a complex GEM application,
|but can be demo'd with some very simple files:
|
|foo.h - local include file that defines global variable "foo"
|mod1.c - source module which #includes foo.h
|main.c - another source module which #includes foo.h
|
|The program compiles and runs when I compile with "cc mod1.c main.c".
|
|However, with "cc -VCSD mod1.c main.c" there will be a complaint
|similar to:
|
| "ld: foo redefined in main.c"

It looks as if you try to define foo twice; that is not allowed in C,
although some compilers may be a bit more tolerant than I 8-). Your
foo.h entry for "foo" probably looks something like:

int foo;

The linker is confused and doesn't know which storage to use: that
created by the "mod1", or that created by the "main" definition.

The correct way is never to use include files for definitions, only
for external declarations (and symbol definitions and typedefs).

Short lesson:
An include file (module header file) is used to export the global
definitions of one module source file, or for common used definitions
(project / application wide, or standard header files). The file is
included by the defining module as well as by the modules that use the
external references. Don't use it for storage, either program or data.
End of short lesson (8-).

The best strategy (I think) is to declare foo in foo.h and define it in
one of the modules: typically the one that defines operations upon
it (note the difference between definition and declaration; I use the
K&R terminology). So if you put (mutatis mutandis) into foo.h:

extern int foo;

and in main.c:

int foo;

your problem should be solved. Yes, I know there are some compilers that don't like a extern reference and a definition of a variable in the same file; they're just broken.

Hope this helps - success!

Leo.

49. Re: MWC/CSD bug?

Newsgroup: comp.sys.atari.st
Date: 1989-01-04 20:22:15 UTC
From: apratt@atari.UUCP
Message-ID: <1289@atari.UUCP>
Source record: 249823

In article <5440009@hplsla.HP.COM> andyc@hplsla.HP.COM (Andy Cassino) writes:
> I'm having trouble with the -VCSD option in Mark Williams C, version 3.05.

> foo.h - local include file that defines global variable "foo"
> mod1.c - source module which #includes foo.h
> main.c - another source module which #includes foo.h

This is not strictly legal. K&R section 11.2, on p. 206 (near the bottom):

"[I]n a multi-file program, an external data definition without the
'extern' specifier must appear in exactly one of the files. Any other
files which wish to give an external definition for the identifier
must include the 'extern' in the definition."

Many compilers allow what you have done, and ANSI recognizes the "common
extension" that "int foo;" may appear in many source files and all refer
to the same storage, but strict ANSI C follows the quotation above.

(In fact, the .common directive of most assemblers is what takes care of
this situation: the linker ultimately resolves all these declarations to
refer to the same storage.)

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

50. ForthMacs, apologies

Newsgroup: comp.sys.atari.st
Date: 1989-01-04 21:00:21 UTC
From: currier@romeo.cs.duke.edu
Message-ID: <13208@duke.cs.duke.edu>
Source record: 249824
Cross-posted to: comp.sys.atari.st,comp.lang.forth

Several days ago I posted a request for help with ForthMacs for the
Atari 1040ST. I seem to have been overly critical, and wish to issue
the following retraction:

ForthMacs DOES work with no problems. The problem I encountered was with
the Ram disk software I was using, NOT ForthMacs. I was contacted by
Mitch Bradley (the author of ForthMacs) within 12 hours of posting.
He gave me a patch to "fix" ForthMacs to work with my ramdisk sw.
Please note that I had not paid any registration fees, so I certainly
was not entitled to any support from Mitch. I subsequently tried a different
ramdisk, and ForthMacs ran without difficulty. I highly recommend the system,
and will be sending Mitch my registration fee post-haste.

...and so Forth,

Bob Currier

|==|
| La prima parola della guerra e pronunciata |
| dal cannone ma l'ultima e sempre detta dal pane. |
| |
| Robert D. Currier |
| Duke University currier@romeo.cs.duke.edu |
| Department of Network Communications |
|==|

51. Re: Looking for way to compress a whole floppy

Newsgroup: comp.sys.atari.st
Date: 1989-01-04 21:40:51 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1996@water.waterloo.edu>
Source record: 249825

In article <4037e250.14e07@gtephx.UUCP> covertr@gtephx.UUCP (Richard E. Covert) writes:
> ...
>Magic Shadow Archiver produces an output file with 'MSA' as the filetype.
>And MSA will correctly format the destination floppy as the 'MSA' file contains
>that information.

I would like to try this program. Could someone tell me where to
find it? Perhaps it could be posted to this newsgroup.

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@WATDCS.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

52. Re: Power Supplies

Newsgroup: comp.sys.atari.st
Date: 1989-01-04 21:43:23 UTC
From: ugthomps@cs.Buffalo.EDU
Message-ID: <3542@cs.Buffalo.EDU>
Source record: 249826

I am surprised to hear you have had such problems with your power supply. I have a 520st that I purchased back in February of 1986. It has since served me quite well in the power supply area. I once heard a rumour that the power supplies on the earlier STs were flaky and that after a time, they would burn out the computer when the computer was turned on. The purpoted solution was to leave the ST on constantly, which was supported by many people on the net at the time. Since then I have left my machine on round the clock every day of the year except when I go away for more than a day. I have had no problems with the power supply what so ever. Recently, I put my ST into storage because I had the opportunity to bring home a 1040 that had a blown monitor that some of you may have heard of. I have noticed that the 1040 gets quite warm after a few hours of uptime. As a result, I shut the machine down when I am done using it.

Is there any problem with leaving a 1040 on for extended periods of time as a result of the power supply getting too warm?

- G

53. Re: Atari-bashing (was Re: Looking for an Evangelist)

Newsgroup: comp.sys.atari.st
Date: 1989-01-05 01:17:33 UTC
From: peter@sugar.uu.net
Message-ID: <3213@sugar.uu.net>
Source record: 249827

I claimed that the Atari ST was worse than the C=64, because with benefit
of more experience and they (The Tramiel Bunch, now called Atari) still went
with a unique proprietary O/S (GEMdos, from Digital Research).

In article <428@ho7cad.ATT.COM>, mgh@ho4cad.ATT.COM writes:
> Either you never owned a C-64 or have a very short memory. The C-64 is no
> comparison to the ST. If anything it has a tough time being considered the
> equal to the Atari 8bit line.

This is true, and I'll give you the Apple-II as well. But then this is also
true of the Atari ST. The Jay Miner Bunch (Amiga) are still ahead of the
Tramiell Bunch, and the Bad Apples (Apple) have less desirable hardware but
make up for it in other areas.

Now, I continue with:
> > Programming on the ST is exactly like programming on the IBM-PC, except that
> > there are fewer tools available, and more bugs to work around. After a couple
> > of months of struggling the ST went into storage and I financed an Amiga.

> I can only guess that you do not have any good software stores avaiable to you
> that sell ST software.

I don't know. Is the Floppy Wizard in Houston good? They seem to have plenty
of titles. The ones I saw and tried out were almost all toys. Dave Beckmeyer's
shell was the one exception.

> I find lots of programming utilities available for the ST.

As many as on the IBM-PC? (go back and read what I said, above). If you want
to compare the Amiga to the ST, can you run PM while debugging a multitasking
MIDI utility or a well-behaved videogame? Where's the source code debuggers?
How about REXX? Or the midi.library? You couldn't *write* a program like the
midi library on the ST. On the Amiga it's shareware.

> Far more than I can find for my Amiga.

What do you need? I'll be happy to help you find some. I find Fred Fish
supplies most of my needs, though. Most of my software budget, such as it
is, has gone to Manx.

> My main source for utilities for the
> Amiga is thru mail order and not local software houses.

I don't buy anything but games from local software houses, even when they have
the products I want. Simple economics, coupled with the fact that I know more
about the product than they do... on any machine.

> As far as comparing the two machines op sys, I find GEM totally superior to
> Workbench. It is much more friendly and easier to work with.

That's why I wrote Browser.
--
Peter "Have you hugged your wolf today" da Silva `-_-' Hackercorp.
...texbell!sugar!peter, or peter@sugar.uu.net 'U`

54. Re: Him1 archives....

Newsgroup: comp.sys.atari.st
Date: 1989-01-05 02:25:42 UTC
From: dyer@math.lsa.umich.edu
Message-ID: <533@stag.math.lsa.umich.edu>
Source record: 249828

I'd like to thank everyone for flooding the net with their ftp problems the week I had finals and during vacation. The only time out of the whole year that I don't follow the net... Anyway, I was going to respond to everyone individually, but I think I'll do it this way...

Presenting....

Jon Brode's Him1 Cookbook

The PC7 archive is stored on an IBM 3090-600e mainframe. It uses an ugly, awful, old operating system called MTS. It doesn't like talking to un*x machines and such, as a matter of fact it couldn't until our systems group installed the HIM, the host interface machine. We have two of them, but only the first one is available for anonymous ftp. This ugly little kludge has been just recently installed, thus it is still buggy. If you have trouble connecting or trouble with dropped connections, that's the problem. When that happens, try again later when the HIM is in a better mood.

We used to run this archive on Clio and Euterpe. They are Suns and were nice machines to ftp to. Unfortunately, there were some problems with using those machines, so we had to move to the 3090.

You can only access PC7 (the name of the archive) if you have ftp. We'd like to set up mail access, but we're having some problems with that. Anyway, if you have ftp, type 'ftp him1.cc.umich.edu' or 'ftp 35.1.1.43', some systems prefer one over the other, but they both get you to the same place. Once you are connected, our system will prompt you for a name. Type 'anonymous'. Then you will be prompted for a password. Type whatever you want, it's not picky. Then you will be given a nice 'ftp>' prompt. Congratulations! You have just entered the realm of MTS.

That will put you in the directory of the FTP account. There's nothing there, you will have to change to the PC7 directory. Type 'cd pc7:'. That will put you in our directory. Actually, directory is a misleading term because MTS doesn't have a hierarchical filing system, thus all of our files are clumped together into one huge mass. We don't like it either, but there's nothing we can do about it. If you want to see all of the files that we have, type 'ls ?'. Note: MTS uses a ? as a wildcard, not a *. This will flood your screen with filenames. To get a more manageable listing, use a prefix with the wildcard characters. For example, 'ls disk?' lists all of the filenames that start off with the letters 'disk'.

Unfortunately, our mainframe limits us to 12 character filenames, which means that they aren't all that descriptive, but luckily allows us to name them with ST compatible names. If you want to find out what the files are, you could read the '!index' file. The only problem is that it is pitifully

out of date, but this should be remedied over Winter Solstice vacation. Until then, you'll just have to try to get along with the file names. Incidentally, this file is not binary, do not try to transfer it as such.

And now, the fun part, how to get our files down to your local system. After you've 'cd'ed to PC7, and found the file you want to get, type 'binary'. This will let you transfer the arc files properly. You *must* set binary when you ftp arc files. To get the file you want, type 'get filename', where filename is the name of the file you want. Then you can sit back and wait for the transfer to complete. There is a command called 'mget' to let you get multiple files. Remember when you use it that the MTS wildcard is ?, not *. Some ftp implementations have a 'hash' command that lets you know how much has transfered. Other ftp implementations have a 'bell' command that beeps at you when your transfer is complete.

Now comes the tough part, transfering the file to your ST. There are many, many ways to do this. The most popular seems to be kermit, so I'll describe how to use Uniterm's kermit. Ask you local sysadmin how to run kermit. Then, make sure that you have parity and stop bits set properly on both sides. If they aren't, you'll get bad CHK's and other nasty errors. After that, type 'set file type binary'. (On VMS systems, you have to set file type fixed, instead of binary) Then type 'send filename', and things should be set on that side. From Uniterm, hit Alt-T and click the box that says binary. Then click the box that says 'receive' and supply the fsel box with a filename. From there you can sit back and relax again.

Once you have the file on your ST, you have to unarc it. Most of the files on PC7 were arced with the old version of arc, but a lot of the newer stuff is done with the new version. To unarc the old stuff, use dcopy, to unarc the new stuff use arc 5.21b. Arc 5.21b will unarc the old stuff too, but dcopy is *much* faster.

That just about wraps it up, folks. If you have anymore problems, send me some e-mail. If you want to say hello, send me some e-mail. If you want to compliment the fine job (IMHO) that I'm doing, send me some e-mail. If you want to flame me or complain, I'll give your name to my father, the IRS auditor. :-)

Jon Brode -- dyer@math.lsa.umich.edu
Moderator of PC7, Atari-God :-)

55. DEGAS Compressed loader?

Newsgroup: comp.sys.atari.st
Date: 1989-01-05 04:19:36 UTC
From: rjung@castor.usc.edu
Message-ID: <2262@nunki.usc.edu>
Source record: 249829

(Let's see if I can get a response _this_ time)

Does anyone have code for a route to load DEGAS Compressed (.PC?) pictures?
I've got a route of my own up and running in C, but it's notoriously slow
and inefficient...

Anything will be fine, as long as there's source. Thanks.

--R.J.
B-)

Disclaimer: These are my views, and mine alone.
#
Mailing address: Beats me, just reply to this message # ## #
(rjung@nunki.usc.edu?) ## ## ##
#####

56. Re: future atari owner needs help

Newsgroup: comp.sys.atari.st
Date: 1989-01-05 04:42:09 UTC
From: Xorg@cup.portal.com
Message-ID: <13204@cup.portal.com>
Source record: 249830

Very quickly - call J&R Music and Computer in NYC, they *will* mail order Atari computers. Last time I checked they were asking $1,299 for a Mega 2 mono system. Then contact Software Distributors of America (found on CompuServe and GEnie) and buy a Supra 30 meg drive $649. If you want one buy an extrenal SF314 DD drive for another $200 (really unecessary with the HD.) You've just spend a little over $2,000 and have one of the most powerful packages out there. C programming on the ST is a breeze and both Mark WIlliams an Laser are excellent. There is no such thing as a 1040+, The Mega 2 runs faster than the 1040 and has the blitter chip which makes a big difference in the speed of grpahic displays. Add another $400-500 for Spectre 128, a set of Mac Plus ROMS, and Happy's Discovery Cart and you have a premire Mac Plus emulator to boot that runs all major software packages at speeds that are *faster* than a real Mac Plus or SE. Strong rumors are also out that this year will see the intro of a hardware add on box for the ST that will allow AT emulation at 100% speeds. Enough said - enjoy!

Pete

57. Re: Request info: 1040 RAM upgrades

Newsgroup: comp.sys.atari.st
Date: 1989-01-05 05:07:40 UTC
From: ignac@electro.UUCP
Message-ID: <247@electro.UUCP>
Source record: 249831

what is the slowest memory that the atari st can use without adding more
wait states. i've got 768K of rather slow memory (> 200ns access time i think)
from an old machine that doesn't really work too well, and could be put to
good use as expansion ram for the st. or do st memory expansions need to be
in increments of 2M??

also, is there a good reason atari decided to make the cartridge port a READ
ONLY port. it makes designing extra interfaces a REAL pain in the but. like, i
haven't seen too many ROM cartridges (except the vt100 cartridge, and even that
is not too hot), and virtually all cartridges out there require some way of
writing to the cartridge port (ie: clocks, ram-disk cartridge, digitizers, etc)
(maybe if atari sold kits that would give a 1040 an expansion port just like
a mega st!!!!) :-)
(that would be as nice as the "promise-lan", eh atari?) :-) :-) :-)

--
Ignac A. Kolenko watmath!watcgl!electro!ignac
"Sex farm woman, don't you see my silo risin' high? Working on a sex farm,
hosing down your barn door, bothering your livestock, they know what I need!"
from Sex Farm by Spinal Tap

58. Re: Atari-bashing (was Re: Looking for an Evangelist)

Newsgroup: comp.sys.atari.st
Date: 1989-01-05 12:38:13 UTC
From: peter@sugar.uu.net
Message-ID: <3216@sugar.uu.net>
Source record: 249832

Oh yes, let's get some terms straight.

In article <428@ho7cad.ATT.COM>, mgh@ho4cad.ATT.COM writes:
> As far as comparing the two machines op sys, I find GEM totally superior to
> Workbench....

Neither the GEM desktop on the ST nor the Workbench on the Amiga have anything
to do with the operating system:

Amiga ST Mac IBM

User Workbench GEM Desktop Finder COMMAND.COM
interface or
(shell) CLI

User Intuition GEM Toolbox none
interface
(library)

File system AmigaDOS CP/M-68K MacOS MS-DOS

Operating Amiga EXEC none none none
system
(kernel)

Library Amiga EXEC none Resource none
manager manager

Operating Libraries D/As D/As TSRs
system Drivers Resources
extensions Handlers

Multitasking Inherent Third party, Multifinder Windows
partial. Switcher Third party,
partial.
--
Peter "Have you hugged your wolf today" da Silva `-_-' Hackercorp.
...texbell!sugar!peter, or peter@sugar.uu.net 'U`

59. Re: V.I.P. Professional

Newsgroup: comp.sys.atari.st
Date: 1989-01-05 13:04:22 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1997@water.waterloo.edu>
Source record: 249833

In article <823@laura.UUCP> klute%trillian.irb@unido.UUCP (Rainer Klute) writes:
>In article <968@ncrcce.StPaul.NCR.COM> cape@ncrcce.StPaul.NCR.COM (Robert M. Cape) writes:
>>I am looking for a decent spreadsheet for my ST.

>Since several years I am working with VIP Professional and can
>recommend it. It is said to be Lotus 123 compatible but I
>cannot prove that because I never used 123. ...

I can add that the spreadsheets are compatible in both directions.
About a year ago, someone posted a Lotus spreadsheet and I renamed
it and ran it under VIP. Later, I took one of my VIP spreadsheets
and transported it to a PC running Lotus. I got the same results.

The arithmetic gave the same results, but this was not intended to
be a detailed test of the arithmetic. I hope this helps.

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@WATDCS.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

60. Re: Problems de-arcing NULLFILL.ARC (Was: NULLFILL ARCed source)

Newsgroup: comp.sys.atari.st
Date: 1989-01-05 13:06:32 UTC
From: ralph@laas.laas.fr
Message-ID: <265@laas.laas.fr>
Source record: 249834

In article <899@philmds.UUCP>, leo@philmds.UUCP (Leo de Wit) writes:
>
> I tried to uudecode and de-arc this stuff, but arc.ttp complains (I'm
> using version 5.21):
>
> An older version of arc.ttp (5.12) also reveals errors. Am I the only
> one having these problems?

Maybe! Both arc.ttp (5.21b) and Unix arc sucessfully tested and
extracted NULLFILE.ARC for me! Lucky me, I guess! On the other hand,
the uuencoded SEL_PROG.ARC that was posted, I was unable to uudecode
(Dumas: ST or Unix) or de-arc it. Win a few, lose a few. :-)

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!mcvax!laas!ralph If all else fails, try:
SOBEK@FRMOP11.BITNET sobek@eclair.Berkeley.EDU

61. Re: V.I.P. Professional

Newsgroup: comp.sys.atari.st
Date: 1989-01-05 14:49:42 UTC
From: foster@ihuxv.ATT.COM
Message-ID: <3103@ihuxv.ATT.COM>
Source record: 249835

I have used VIP for some time. It comes in 2 versions, GEM and Non-GEM. I have both but use only the non-GEM version. I am a constant user of 123 on a PC during the day so I like the familiarty of the interface. It is an exact clone of release 1 of 123. Reads and writes .WKS files with no problems as I often ship files back and forth from the PC to the ST.

As for performance, the Recalc speeds seem about equal to those on an 8086 based PC at 6Mhz. Screen draws are noticably slower but not irritating unless you have a lot of the area of the screen reversed via a Range operation. I use the advanced features of VIP(database, macros, etc.) heavily and have not had any problems. The main deficiency in VIP is it's graph handling capabilities. The screen graphs are inferior to 123 and the printed graphics only support Epson printers. Not having an epson printer, I have never used the print graph program.

Early versions of VIP were pretty buggy. The latest version which I got on an upgrade in May 1987 has few bugs that I am consciously aware of. Most have to do with what is put on the screen after executing a /WWH command or a /WT command in some circumstances. The /WWH bug has a workaround(move the undisplayed column off the screen and then move it back). The /WT bug is only a minor irritant.(It displays the wrong row number on the screen.) I would highly recommend it if you are looking for a 123 compatable spreadsheet.

Bob Foster

62. Re: Uniterm 2.0e in him1

Newsgroup: comp.sys.atari.st
Date: 1989-01-05 15:59:11 UTC
From: dyer@math.lsa.umich.edu
Message-ID: <534@stag.math.lsa.umich.edu>
Source record: 249836

In article <681@hydra.cs.Helsinki.FI> viljanen@kreeta.cs.Helsinki.FI (Lea Viljanen UNIX88) writes:
>I last night (local time..:-) ftp'd UTERM20E.arc and UTERMISC.ARC
>containig serveral arcs was somehow magled. I could extract the arcs
>(ugasc, ugtex, keyedit etc) but they wouldn't open.

We're aware of the problem, and in the process of fixing it.
I'll fix it today. Try getting it tommorow.

>
Jon Brode -- dyer@math.lsa.umich.edu
PC7 moderator, Atari God

63. Re: Looking for way to compress a whole floppy

Newsgroup: comp.sys.atari.st
Date: 1989-01-05 16:27:03 UTC
From: dyer@math.lsa.umich.edu
Message-ID: <535@stag.math.lsa.umich.edu>
Source record: 249837

```
The magic shadow archiver is available for anonymous ftp
from PC7. It is called shadow.arc.

The index is still very much outdated, but steps are being
taken to rectify the situation.

Jon Brode -- dyer@math.lsa.umich.edu
PC7 moderator, Atari God
```

64. Re: Help with SPECTRE 128, PLEASE!!!!

Newsgroup: comp.sys.atari.st
Date: 1989-01-05 16:45:39 UTC
From: dlm@druhi.ATT.COM
Message-ID: <3814@druhi.ATT.COM>
Source record: 249838

in article <8901041651.AA23008@ucbvax.Berkeley.EDU>, 01659@AECLCR.BITNET (Greg Csullog) says:
> I am running version 1.75 of Spectre 128. When I used Finder/System 5.4/3.2
> my system bombed trying to run EXCEL 1.5 or HYPERCARD. When I used
> Finder/System 6.0/4.2 I got the message "The following application is busy
> or damaged:" then it named either EXCEL or HYPERCARD. C'mon, someone out there
> must know why I cannot run 128K requiring codes!!!!

The user doesn't have to do anything different to run an application that requires the 128K ROMs. In fact the programs you say are working (ones that work on 64K or 128K ROMs) are USING the new 128K ROM functions to run. They are just not using some of the new extensions to the Toolbox.

The message you are getting, "The following application is busy or damaged" normally indicates that the resource fork of an executable file has been damaged. Try re-copying the executables from your original Mac disk and see if that helps.

Gadgets by Small was shut down over the Christmas and New Years holidays, so they were not taking any calls. I don't know if they have caught up with the back log of tech support calls from the holidays or not. When I worked at Data Pacific I took a 10 day break over Christmas. When I returned I had over 200 tech support calls waiting for me and it took 3 weeks to get caught up. I'm sure that Dave has the same problem at Gadgets by Small or maybe even worse.

If you will send me a mail item with your name, phone number, and times you can be reached I will give it to Dave Small so he can call you.

Dan Moore
AT&T Bell Labs
Denver
dlm@druhi.ATT.COM
or
dlm@druwy.ATT.COM

65. Turbo C

Newsgroup: comp.sys.atari.st
Date: 1989-01-05 17:00:14 UTC
From: pa1132@sdcc15.ucsd.edu
Message-ID: <834@sdcc15.ucsd.edu>
Source record: 249839

Recently the president of ISD talked about the DTP prograM Calamus,
and he mentioned that it is written in Turbo C (by Borland)! How
can that be true? Turbo c really exists?

66. MIDI SAMPLES

Newsgroup: comp.sys.atari.st
Date: 1989-01-05 20:03:00 UTC
From: HABKE@ccm.UManitoba.CA
Message-ID: <8901052034.AA21466@ucbvax.Berkeley.EDU>
Source record: 249840

SEVERAL MONTHS AGO SOMEONE MENTIONED THAT AN ARCHIVE
EXISTED FOR MIDI SAMPLES:
I AM INTERESTED IN SAMPLES FOR USE WITH DR. T'S MUSIC PROGRAM.
IF ANYONE KNOWS HOW TO REACH THIS ARCHIVE ,AND WHETHER MAIL
AS OPPOSED TO FTPING CAN BE USED TO DOWNLOAD THE FILES PLEASE
SEND ME A MESSAGE.

THANKS
BILL

67. Re: where is gem desktop resource?

Newsgroup: comp.sys.atari.st
Date: 1989-01-05 22:15:16 UTC
From: apratt@atari.UUCP
Message-ID: <1292@atari.UUCP>
Source record: 249841

In article <12448@hall.cray.com> rosenkra@hall.UUCP (Bill Rosenkranz) writes:
> if allan's listening, is there any chance of this
> becomming "official"? seems like a mighty useful tool...

I do not make decisions like that concerning AES/VDI, only GEMDOS, BIOS,
and XBIOS. You'll have to lobby Derek.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

68. Re: future atari owner needs help

Newsgroup: comp.sys.atari.st
Date: 1989-01-05 22:24:53 UTC
From: dav@eleazar.dartmouth.edu
Message-ID: <11653@dartvax.Dartmouth.EDU>
Source record: 249842

In article <13204@cup.portal.com> Xorg@cup.portal.com (Peter Ted Szymonik) writes:
>There is no such thing as a 1040+,

In the December? (most recent issue, has editor choice software '88) there is an add near the back of the magizine for a company selling used atari systems. They sell the 1040+ st for $719. From the picture it looks like it has the DS/DD drive in the CPU box. Since I posted the original article dont consider this an answer to the question. I am still wondering exactly what it is.

_
"Shadow, do something! Those flying Morpheous / \
birds are going to get us!" Psimon / _ \
shadow master / //\ \
"O.k., o.k., I'll cast Dav El II / // \\ \
Transmute Roc to mud." / /____\\ \
We are the /________\\ \
warrior spirit. __________\/

69. Re: mx2v230 (in comp.binaries/sources.atari.st)

Newsgroup: comp.sys.atari.st
Date: 1989-01-05 22:24:59 UTC
From: apratt@atari.UUCP
Message-ID: <1293@atari.UUCP>
Source record: 249843

In article <116@infbsgr.infbs> hafer@infbsgr.UUCP (Udo Hafermann) writes:
> The user's computer gains network access by loading a resident program
> which redirects TOS requests for network drives. All TOS calls are
> supported; BIOS calls for network drives are not possible (and
> protection mechanisms therfore cannot be by- passed). A few new TOS
> calls for internal network purposes have been added. Network access can
> be dynamically de-installed.

Your terminology confuses me. In Atari parlance,

AES + VDI + GEMDOS + BIOS + XBIOS = TOS

Therefore saying "All TOS calls are supported" but "BIOS calls are
not possible" doesn't make sense.

If you mean GEMDOS where you say TOS, it makes more sense, and it will
work. The reason I said networks can't work is that GEMDOS will cache
sectors which might then change on the media, without GEMDOS knowing
that its cached sectors are out of date. If you reimplement GEMDOS
it'll work fine.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

70. Re: future atari owner needs help

Newsgroup: comp.sys.atari.st
Date: 1989-01-05 22:28:59 UTC
From: apratt@atari.UUCP
Message-ID: <1294@atari.UUCP>
Source record: 249844

In article <13204@cup.portal.com> Xorg@cup.portal.com
(Peter Ted Szymonik) writes:
> [...] The Mega 2 runs faster than the 1040 [...]

Please, nobody start the rumor that Megas are faster than 1040/520 ST's!

It's only because of the Mega ROMs, not because the machine is any
faster. In fact, I think new 1040s and 520s are shipping with Mega ROMs
(I could be wrong) so it won't be faster. (It'll be slightly slower: an
extra Megabyte to clear for each program load.)

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

71. Re: future atari owner needs help

Newsgroup: comp.sys.atari.st
Date: 1989-01-05 22:35:02 UTC
From: dav@eleazar.dartmouth.edu
Message-ID: <11654@dartvax.Dartmouth.EDU>
Source record: 249845

In article <11653@dartvax.Dartmouth.EDU> dav@eleazar.dartmouth.edu (William David Haas) writes:
<In article <13204@cup.portal.com> Xorg@cup.portal.com (Peter Ted Szymonik) writes:
<>There is no such thing as a 1040+,
<
<In the December? (most recent issue, has editor choice software '88) there
<is an add near the back of the magizine for a company selling used atari
<systems. They sell the 1040+ st for $719. From the picture it looks like
<it has the DS/DD drive in the CPU box. Since I posted the original article
<dont consider this an answer to the question. I am still wondering exactly
<what it is.
<
I forgot to say it was in the December(?) STart.

_
"Shadow, do something! Those flying Morpheous / \
birds are going to get us!" Psimon / _ \
shadow master / //\ \
"O.k., o.k., I'll cast Dav El II / // \\ \
Transmute Roc to mud." / /____\\ \
We are the /________\\ \
warrior spirit. __________\/

72. Re: future atari owner needs help

Newsgroup: comp.sys.atari.st
Date: 1989-01-05 23:07:00 UTC
From: dav@eleazar.dartmouth.edu
Message-ID: <11655@dartvax.Dartmouth.EDU>
Source record: 249846

In article <11653@dartvax.Dartmouth.EDU> dav@eleazar.dartmouth.edu (William David Haas) writes:
<In article <13204@cup.portal.com> Xorg@cup.portal.com (Peter Ted Szymonik) writes:
<>There is no such thing as a 1040+,
<
<In the December? (most recent issue, has editor choice software '88) there
<is an add near the back of the magizine for a company selling used atari
<systems. They sell the 1040+ st for $719. From the picture it looks like
<it has the DS/DD drive in the CPU box. Since I posted the original article
<dont consider this an answer to the question. I am still wondering exactly
<what it is.
<
The add is in the January 1989 issue of STart on page 95. It is an add for
Computer Repeats, Inc. There phone number is 1-800-347-3457. I just called
them and asked what the 1040+ is. It is a 520st with a 1meg upgrade and
an RF modulator so you can run it off your TV.

I also asked if they sell the Mega 2 and they do. The mono system is
$1299 and the color is $1499. Something just occured to me. I have been
assuming that the Mega 2 will run either color or mono depending on what
you connect to it but can it run either by simply change conections?

_
"Shadow, do something! Those flying Morpheous / \
birds are going to get us!" Psimon / _ \
shadow master / //\ \
"O.k., o.k., I'll cast Dav El II / // \\ \
Transmute Roc to mud." / /____\\ \
We are the /________\\ \
warrior spirit. __________\/

>

_
"Shadow, do something! Those flying Morpheous / \
birds are going to get us!" Psimon / _ \
shadow master / //\ \
"O.k., o.k., I'll cast Dav El II / // \\ \
Transmute Roc to mud." / /____\\ \
We are the /________\\ \
warrior spirit. __________\/

73. Re: Problems de-arcing NULLFILL.ARC (Was: NULLFILL ARCed source)

Newsgroup: comp.sys.atari.st
Date: 1989-01-05 23:15:39 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <536@stag.math.lsa.umich.edu>
Source record: 249847

In article <907@philmds.UUCP> leo@philmds.UUCP (Leo de Wit) writes:
>B.T.W. anyone knows of a standard Unix uu[de|en]code (not the Dumas
>program) that knows about tables? Ultrix's doesn't.

The prepended translate table seems to have been Dumas' creation, though I'm not too sure about that. (I've seen one other non-Dumas version that generated those tables.) But why not just use Dumas' code? I installed it on our Suns. I like the auto-split and include feature, as well.
--
/
/_ , ,_. Howard Chu
/ /(_/(__ University of Michigan
/ Computing Center College of LS&A
' Unix Project Information Systems

74. Re: Turbo C

Newsgroup: comp.sys.atari.st
Date: 1989-01-05 23:27:21 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <537@stag.math.lsa.umich.edu>
Source record: 249848

In article <834@sdcc15.ucsd.edu> pa1132@sdcc15.UUCP () writes:
>Recently the president of ISD talked about the DTP programM Calamus,
>and he mentioned that it is written in Turbo C (by Borland)! How
>can that be true? Turbo c really exists?

Yep, Turbo C really exists. In Germany. With German documentation. Since
I can't read German, I've made no great pains to investigate further...
It would be nice if Borland would release it here in the US. Apparently
it's the fastest compiler yet, and produces the fastest code, by a pretty
good margin, from the numbers I've seen. And having worked with Turbo C and
Pascal on PCs, I'm pretty willing to believe 'em...
--
/
/_ , ,_. Howard Chu
/ /(_/(__ University of Michigan
/ Computing Center College of LS&A
' Unix Project Information Systems

75. Re: Atari-bashing (was Re: Looking for an Evangelist)

Newsgroup: comp.sys.atari.st
Date: 1989-01-06 00:10:30 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <538@stag.math.lsa.umich.edu>
Source record: 249849

In article <3216@sugar.uu.net> peter@sugar.uu.net (Peter da Silva) writes:
>Oh yes, let's get some terms straight.
>
> Amiga ST Mac IBM
>
>User Workbench GEM Desktop Finder COMMAND.COM
>interface or
>(shell) CLI

Fair enough, though you don't list "third party" here for the ST. Gulam is very powerful, and there's also the CRAFT programming environment.

>
>User Intuition GEM Toolbox none
>interface
>(library)
>
>File system AmigaDOS CP/M-68K MacOS MS-DOS

Actually, I'd say the ST filesystem looks identical to MS-DOS. I suppose we can let that slide, since MS-DOS evolved from CP/M anyway...

>
>Operating Amiga EXEC none none none
>system
>(kernel)

You're being somewhat of a bigot here. An operating system manages system resources on behalf of a user, as a most basic definition. Since all of these machines have, at the very least, code to allocate memory, control access to physical devices, etc., then by definition they do have operating systems, however limited or primitive. The ST has somewhat more comprehensive a system than either the Mac or PC, since it also utilizes memory protection and tries to maintain a distinction between user and supervisor mode. I don't know enough about the Amiga to compare, though it obviously must also support these features or else the much-crowed-about inherent multitasking would be a crock.

>
>Library Amiga EXEC none Resource none
>manager manager

Please define library manager. I've seen the Mac resource manager. It's an interesting idea, but intolerably slow. I suppose it corresponds to the Apollo library manager, or MACH's shared libraries. Dynamic linking is definitely a nice thing. There's a "third party" PD package that implements this on the ST, which seems to do the trick very nicely. As such, I find this "none" entry for

the ST to also be incorrect.

>
>Operating Libraries D/As D/As TSRs
>system Drivers Resources
>extensions Handlers

You fail to mention MSDOS device drivers. Shame shame shame. TOS also allows for TSRs, which is basically what device drivers are. Just because the folks at Atari aren't pointing things out to your attention doesn't mean they don't exist. In this case, I think your own words are somewhat appropriate - "programming an ST is like programming a PC." The same techniques, or ideas at least, apply. I suppose, before going much further, you should also define your terms some more - what do you mean by "libraries, drivers, and handlers"? I'm assuming you're using terms specific to Amiga parlance, and not just the usual meanings of "device driver," in which case I would say "driver" and "handler" were synonymous.

>
>Multitasking Inherent Third party, Multifinder Windows
> partial. Switcher Third party,
> partial.

This would follow, given your assertion that the Amiga has an operating system and none of the other machines do, since multi-tasking is a feature of an operating system. However, your entries here would tend to conflict with the previous entry. Too bad.

Also, the ST operating system is really more than you would lead others to believe. It's called GEMDOS, after all, to imply that the graphics environment aspect is really intrinsic to the system as a whole. And though the GEM desktop is simply a user interface, the Graphics Envuironment Manager is really a part of the operating system, and performs ("partial") multitasking management. Inherently. I grant you that it's very limited, but it provides most of the features one would expect from a full multi-user multitasking system, including IPC primitives and job control.

Not to say that things are all perfect or wonderful in the ST world, but they're certainly as crippled as you make things sound. There's a lot of delay loops in TOS that would have to be rewritten before it could handle multitasking more flexibly. There are lots of things I'd like it to do that it doesn't, but it's not impossible to implement these by oneself.

Finally, much of this is only of great import to a hacker. An application user doesn't care if GEM is the operating system or if a mouse click will generate an asynchronous interrupt to resume a suspended task. And for programming, there are few systems I've seen that provide a more powerful and flexible environment. Sure, it irks me that I can't pop up Uniterm while I'm compiling something. Big deal, it doesn't take very long to compile stuff anyway. Fast filesystems are nice that way. That's also an interesting point you fail to summarize in your table - the ST and PC disk I/O are probably the fastest around. I'd venture to say the Amigas comes in next, and the Mac last, though the Mac may very well be

faster for all I know. (I *know*, for a fact that the ST disk I/O is faster than the Amigas. Even with identical devices, like a freshly formatted Quantum 80S.) Even my Sun 3-260 with SMD disk controller is hard pressed to deliver the same kind of performance. (On second thought, no, it zips along pretty well too.)

Speed is something that's more commonly talked about, true? I mean, speed is noticed by anyone, hacker or application user. And while an ST may not be faster than an AT clone with 20MHz 80286 installed, it's easily the fastest of the three (ST, Mac, Amiga). I suppose I could spend the bucks for an Amiga 2000 with 68020, but I'd still be stuck with a machine with slow disks... (And when you're compiling code, it's disk speed that matters, unless you happen to be using Turbo C or something...)

>--
>Peter "Have you hugged your wolf today" da Silva `-_-' Hackercorp.
>...texbell!sugar!peter, or peter@sugar.uu.net 'U`

Sorry for the length...
--
/
/_ , ,_. Howard Chu
/ /(_/(__ University of Michigan
/ Computing Center College of LS&A
' Unix Project Information Systems

76. Re: Atari-bashing (was Re: Looking for an Evangelist)

Newsgroup: comp.sys.atari.st
Date: 1989-01-06 00:16:36 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <539@stag.math.lsa.umich.edu>
Source record: 249850

In article <538@stag.math.lsa.umich.edu> I write:
>Not to say that things are all perfect or wonderful in the ST world, but they're
>certainly as crippled as you make things sound. There's a lot of delay loops in

Just in case people get the wrong idea... Yes, I accidentally omitted the word "not" up there... Brain got ahead of the fingers and they dropped a packet, I guess...

>TOS that would have to be rewritten before it could handle multitasking more
>flexibly. There are lots of things I'd like it to do that it doesn't, but it's
>not impossible to implement these by oneself.

--
/
/_ , ,_. Howard Chu
/ /(_/(__ University of Michigan
/ Computing Center College of LS&A
' Unix Project Information Systems

77. v02INF1: Introduction to comp.sources.atari.st

Newsgroup: comp.sys.atari.st
Date: 1989-01-22 22:44:55 UTC
From: koreth@ssyx.ucsc.edu
Message-ID: <6059@saturn.ucsc.edu>
Source record: 249098
Cross-posted to: comp.sources.atari.st,comp.sys.atari.st

```
Submitted-by: koreth@ssyx.ucsc.edu (Steven Grimm)
Posting-number: Volume 2, Info 1
Archive-name: intro

This is the first of two introductory articles about comp.sources.atari.st.
This one describes how to submit source to the newsgroup, where the
archive sites are, and how to contact them. The companion article lists
all previously-published sources.

I am always looking for suggestions on how to improve the usefulness
of the newsgroup, and can be contacted as listed below.

-- Steven Grimm

--------------------

Subject: Submitting source for publication

Items intended for posting or queries and problem notes should be sent to
atari-sources@ssyx.ucsc.edu. If you are on a UUCP-only site, you can send
them to ucbvax!ssyx!atari-sources.

If you want verification of arrival, so say in a cover note, or at the
beginning of your submission, if it is small. I try to verify that a
program works, and if I can't get it to work, I may hold up posting it
for a couple of days. Please note that, except in rare cases, source
without documentation will not be published. The backlog from receipt
to posting varies from one to four weeks depending mostly on the set
of submissions currently in my queue.

I prefer that you submit sources and binaries separately, as it's a
pain to separate them, and such submissions are invariably placed on
the back burner. Sources should be submitted in "shar" format unless
you don't have access to a shar program, in which case "arc" is all
right.

Please inform me of any special system requirements, and what development
environment was used, so that I can properly test your submission.

--------------------

Subject: The structure of comp.sources.atari.st articles

Each posting in comp.sources.atari.st is called an "issue"; there are
roughly 100 issues to a volume. The division is arbitrary and may vary.
There are two types of articles in comp.sources.atari.st: sources and
"information postings." They can be distinguished by the subject line:
```

Subject: v01INF3: Index for Volume 1 and other info

This first word in the title identifies this as the third info posting of volume one. Similarly, the subject line shown below:

Subject: v01i081: tossrc -- Source code to TOS

identifies this as the 81st source article in Volume 1. Large sources are broken up into smaller pieces, and have subject lines that look like this:

Subject: v01i082: VMS clone in ST-LOGO, Part03/08

Certain information about the system configuration required to use the program is given on the keywords line.

Keywords: MWC, Megamax, 1meg, high

This means that the program compiles with Mark Williams or Megamax C, requires at least one meg of RAM and only runs in high resolution. Following is a list of keywords; new ones may be added as needed. They are mostly self-explanatory.

Alcyon - Alcyon C (included with Atari developer's kit)
MWC - Mark Williams C
Megamax - Megamax C
Laser - Laser C
Lattice - Lattice C
C - Any C compiler
OSI - OSI Personal Pascal
BASIC - ST BASIC (this is not a joke!)
uuencode - program is uuencoded (uudecode required to unpack)
arc - program is archived (arc required to unpack)
high - high resolution
medium - medium resolution
low - low resolution
1meg - needs 1 meg of RAM

The first few lines of an article are auxiliary headers that look like this:

Submitted-by: david@bdt.UUCP (David Beckmeyer)
Posting-number: Volume 1, Issue 80
Archive-name: micro-rtx

The "Submitted by" is the author of the program. If you have comments about the sources published in comp.sources.atari.st this is the person to contact. When possible, this address is in domain form, otherwise it is a UUCP bang path relative to some major (backbone) site.

The second line repeats the volume/issue information for the aide of notes sites and automatic archiving programs.

The Archive-name is the "official" name of this source in the archive. Large postings will have names that look like this:

Archive-name: desktop/part01

Please try to use this name when requesting that sources be mailed to you. Also, note that the "part number" given in the title, and the archive name given in the auxiliary header need not be identical.

Since most archive sites run UNIX, articles are given UNIX-style filenames rather than ST-style filenames. I do try to limit filenames to eight characters whenever possible, though.

Subject: Reporting and tracking bugs and patches to postings

Most of the time, bugs and updates will be posted to comp.sys.atari.st. Sometimes, "official" updates from the author will be posted submitted to comp.sources.atari.st so that they are archived with the sources.

Since there is no easy way to apply source code patches on the ST, changes to a program often result in a whole new version being posted.

To report bugs, contact the person listed in the Submitted-to header. Often there is a contact address in a README file, too. I do not maintain the sources I moderate, so don't send your bug reports to me.

Subject: Accessing the archives

At this time, there is only one site known to be keeping an archive of comp.sources.atari.st. If you are making an archive available to the public, or would like to, please contact me.

Subject: Listing of archive sites in no particular order

1. Site ssyx is running an archive server, which automatically answers mail requests. Send mail to archive-server@ssyx.ucsc.edu with the word "help" in the message body for more information. Both the sources and binaries groups are archived on ssyx.

78. Viruses, references and request for information

Newsgroup: comp.sys.atari.st
Date: 1989-02-14 13:32:37 UTC
From: davidf@cs.hw.ac.uk
Message-ID: <409@odin.cs.hw.ac.uk>
Source record: 249097
Cross-posted to: comp.sys.apple,comp.sys.atari.st,comp.sys.ibm.pc,comp.sys.mac,comp.sys.amiga

This request for information has been cross-posted to the appopriate machine groups in the comp.sys hierarchy, to comp.risks and to the virus-l mail list. My apologies to those of you who receive duplicate copies of this item.

Responses by email please, I will summarise any relevant information which is not of a sensitive nature for posting to the machine group.

A review of the threat posed to the security and integrity of microcomputer systems posed by self-replicating code segments
---

I am in the process of compiling information on existing computer viruses, with a view to the production of a technical paper reviewing the threat to system security posed by both present computer viruses and likely future developments.

To this end I would be very grateful for information on individual infections, preferably detailing the symptoms observed, damage caused and disinfection techniques applied. Naturally I am also interested in details of the operation of the viruses, although I appreciate the reticence shown by infected parties to disseminate any details of virus operation, on the basis that it could lead to development of further viruses.

The technical report is part of a Doctoral research thesis in computer security, and will be available in late May. Distribution of the technical report will be restricted to people who have a legitimate interest (ie systems managers, commercial concerns, research), as I expect to review the techniques exploited by viruses in a fair degree of detail at the BIOS/DOS interface level. The report will consider the techniques used by virus to duplicate, the ways in which viruses gain control of the computer system, the camouflage techniques adopted and a brief overview of the existing computer viruses. Finally the report will consider the likely development of the threat from viruses, and how this developing threat can be addressed by protective software in both virtual and non-virtual machine operating environments.

At the moment I know of the following viruses:

IBM PC MS/DOS
1. Lehigh variant 1 and 2 2. New Zealand (stoned)
3. Vienna (Austrian, 648) 4. Blackjack (1701, 1704)
5. Italian (Ping Pong) 6. Israeli variant 1 (Friday 13th, 1813, PLO, Jerusalem), variant 2, variant 3 (April 1st), variant 4

7. Brain (Pakastani) and variants 8. Yale

Also potentially variant of the Rush Hour and VirDem viruses developed during the CCC's work on viruses.

APPLE MAC
1. NVir variant A and B, Hpat 2. Scores
3. INIT 29 4. ANTI
5. Peace (MacMag)

APPLE II
1. Elk

AMIGA
1. SCA 2. Byte Bandit
3. IRQ

ATARI ST
1. Boot sector 2. Virus construction set viruses

Mainframe OS worms
1. Internet worm 2. DECNET worm
2. BITNET Xmas chain letter

I would be grateful for any information on these, or any other viruses. Reports of infection may be given in confidence, in which case they will only be used as an indication of geographical distribution of infection.

A summary of known viruses, their symptoms, geographic distribution and known disinfection measures will be posted to the list as soon as sufficient information is available to prepare an interim report.

As part of the paper I will also be reviewing the effectiveness of viral disinfection software, and would thus be interested in details of any software you use, its effectiveness, and availability.

Thanks for your time!

For those interested here is a summary of a few of the virus reports published on virus-l and usenet,

Subject, author and date Virus Virus-l issue

THE AMIGA VIRUS - Bill Koester (CATS) SCA LOG8805
comp.sys.amiga, 13 November 1987

New Year's Virus Report - George Robbins IRQ
1 January 1989, comp.sys.amiga

The Elk Cloner V2.0 - Phil Goetz ELK
26 Apr 1988

THE ATARI ST VIRUS - Chris Allen ATARI ST
22 March 1988, comp.sys.atari

Features of Blackjack Virus, Otto Stolz BLACKJACK v2.24
24 Jan 1989

Comments on the "(c) Brain" Virus BRAIN LOG8805
Joseph Sieczkowski, Apr 1988

Brain and the boot sequence, Dimitri Vulis BRAIN v2.5
5 Jan 1989

The Israeli viruses, Y.Radai ISRAELI LOG8805
2 May 1988

VIRUS WARNING: Lehigh virus version II LEHIGH v2 v2.35
Ken van Wyk, 3 Feb 1989

The Ping-Pong virus, Y.Radai ITALIAN v2.18
17 Jan 1989

Known PC Viruses in the UK and their effects MOST PC v2.23
Alan Solomon, 1989

Yale Virus Info, Chris Bracy, YALE LOG8809a
2 Sep 1988

New Macintosh Virus, Robert Hammen ANTI v2.39
comp.sys.mac, 7 Feb 1989

Hpat virus-it is a slightly modified nVIR HPAT
Alexis Rosen, comp.sys.mac, 7 Jan 1989

INIT 29: a brief description, INIT 29 v2.18
Joel Levin, 18 Jan 1989

A detailed description of the INIT 29 virus INIT 29 v2.30
Thomas Bond, 27 Jan 1989

The Scores Virus, John Norstad SCORES LOG8804
info-mac digest, 23 Apr 1988

Macintosh infection at Seale-Hayne College TSUNAMI LOG8808d
Adrian Vranch, 8 July 1988

DEFENCE DATA NETWORK MANAGEMENT BULLETIN, DECNET (see also v1.59a)
50, 23 Dec 1988,

The internet worm program, an analysis INTERNET
Gene Spafford, Nov 1988

I apologise for any researchers whose articles I have not cited, in what is
currently an incomplete list of references. Hopefully, this article
will be of some use in providing a general list of viruses which have
affected computer systems in the past.

Thanks for your time, and I look forward to any information you can
supply me with.

Ps. for those of you interested in viruses their exists a BITNET special interest mailing list, <virus-l@lehiibm1.bitnet>, requests to join should be in the form of a message to <listserv@lehiibm1.bitnet> of the form:

SUB VIRUS-L

There is also a virus alert list for postings of discoveries and limited follow up information regarding new viruses, to join send

SUB VALERT-L

Finally, readers in the UK should send their requests to Heriot-Watt University's redistribution point at <virus-l-request@cs.hw.ac.uk>.

I have a vested interest in the UK sublist as I am currently administrator. There are also a number of servers providing viral disinfection software, including:

<listserv@scfvm.bitnet> (Mac software)
<listserv@lehiibm1.bitnet> (Virus-l backissues and IBM software)
<info-server@cs.hw.ac.uk> (UK archives, and virus-l backissues)

and the TROJAN-PRO entry on the RPICICGE server and associated TRICKLE servers for IBMs.

Dave Ferbrache Personal mail to:
Dept of computer science Internet <davidf@cs.hw.ac.uk>
Heriot-Watt University Janet <davidf@uk.ac.hw.cs>
79 Grassmarket UUCP ..!mcvax!hwcs!davidf
Edinburgh, Scotland Tel: (UK) 31-25-6465 ext 553
---

79. Re: Viruses, references and request for information

Newsgroup: comp.sys.atari.st
Date: 1989-02-23 17:22:46 UTC
From: nor1675@dsacg2.UUCP
Message-ID: <651@dsacg2.UUCP>
Source record: 249751
Cross-posted to: comp.sys.apple,comp.sys.atari.st,comp.sys.ibm.pc,comp.sys.mac,comp.sys.amiga

As I was reading this posting requesting information on virus, my cubicle mate passed me an interesting article on the subject. It doesn't get much into Amiga viri (sp?) but says alot about the PC and MAC. Article is "The Virus Cure" Datamation -February 15, 1989. Also saw an add for conference on viruses in Chicago, May 1-4, 1989, Hyatt Regency O'Hare 1-508-393-2600.

--
"Better graphics with crayons" Michael Figg
Have since switched to oil based paints DLA Systems Automation Center
but find they really screw up the color Columbus, Oh.
map and pens! (614)-238-9036

80. Re: Right of reply, virus- public, private- a thin line

Newsgroup: comp.sys.atari.st
Date: 1989-02-23 19:31:09 UTC
From: hollombe@ttidca.TTI.COM
Message-ID: <3936@ttidca.TTI.COM>
Source record: 249752
Cross-posted to: comp.sys.atari.st,comp.sys.apple,comp.sys.mac,comp.sys.ibm.pc

In article <14940@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
}I agree that this is a sensitive matter... the *ONLY* time I ever tried
}to surpress any Topic of discussion on GEnie was when the discussion of
}"Trojan Horses" got too close to discussing ACTUAL methods of destructive
}programming.. (the term "virus" hadn't yet entered into things..)

}Where do you draw the line...? Are we better prepared if we see what most
}destructive programs look like..? Or... can we possibly avoid future
}problems by surpressing this information now..?
}
}I'd like to see the source code for these "viruses", but who's to believe
}that *I* won't use them destructively...?

A point I haven't seen mentioned in any of these discussions:

All of the necessary information for constructing a virus can be found in
any advanced text on MS-DOS features and programming. Of course, it isn't
all conveniently gathered in a chapter titled "Virus Construction", but
the data is there for anyone sufficiently knowledgeable and interested in
finding and using it.

In light of the above, the idea that you can prevent the spread of viri by
not discussing them in public is ludicrous. You can't keep the
information out of the hands of the bad guys. The best you can do is
inform the good guys and help them devise methods to protect themselves.
To develop such methods, you have to know what you're up against.

--
The Polymath (aka: Jerry Hollombe, hollombe@ttidca.tti.com) Illegitimati Nil
Citicorp(+)TTI Carborundum
3100 Ocean Park Blvd. (213) 452-9191, x2483
Santa Monica, CA 90405 {csun|philabs|psivax}!ttidca!hollombe

81. Spectre 128, How to trim SYSTEM file

Newsgroup: comp.sys.atari.st
Date: 1989-02-23 20:05:16 UTC
From: hedley@imagen.UUCP
Message-ID: <3087@imagen.UUCP>
Source record: 249753

I don't have the MacTutor in front of me but the articles particulars are:

Author: Joel West
Title: (something about patches in system files)
Volume: 3-8 (Aug 1987)
Cost: $4.50

MacTutor
PO Box 400
Placentia, CA 92670
(714) 630-3730

--
{decwrl!sun}!imagen!hedley
hedley@imagen.com

82. Atari Mega4 for Sale

Newsgroup: comp.sys.atari.st
Date: 1989-02-23 20:19:56 UTC
From: rtb@ihlpf.ATT.COM
Message-ID: <7814@ihlpf.ATT.COM>
Source record: 249754
Cross-posted to: misc.wanted,misc.forsale,chi.wanted,comp.sys.atari.st

I am posting this for a friend, please do not call me.

For Sale: I am being forced to part with my 4Meg Atari ST because I need a machine that is compatible with the software that I use at work. The prices that I am listing for this equipment are what I could find in various Atari St publications from mail order houses. They are as close to reality that I could estimate. I have the following setup:
4Mega St Mono System $2000
Extra SF314 DS Drive $200
Monitor Master $50
Megafile 30 Hard Drive $700
Spectre 128 complete $279
Total $3229

I want $2500 for the complete setup. I am firm on this price and I want to sell the equipment as a complete set so I don't have to hassle with dealing with many different people. The only thing I would sell seperately is the Monitor Master because the buyer might not need it. The Megafile 30 and Spectre are still under warrantee. I have original receipts for all the equiptment and most of the original packing material. I can be reached via EMail at rogue!bjs or if that won't work, you can contact me at 312-810-6823 days or 312-416-3951 evenings. Bruce Scarlata

83. Two Atari Monitors, Monitor Master FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1989-02-23 20:21:39 UTC
From: ronp@reed.UUCP
Message-ID: <11879@reed.UUCP>
Source record: 249755
Cross-posted to: comp.sys.atari.st,misc.forsale

This is sort of long so if you aren't interested, hit 'n' now.

^L

Atari SM124 Monochrome Monitor for sale:
12" Screen, Paper White Phosphor
Controls on right hand side:
power/volume
contrast
brightness
manufactured July 1987
security cable (permanently) attached

I purchased this monitor new in December 1987 and it has worked
flawlessly for me. In original box:

PRICE: $100 including shipping

Atari SC1224 Color Monitor for sale:
12" Screen, RGB
Controls on right hand side:
power/volume
contrast
brightness
manufactured September 1986
security cable (permanently) attached
RCA jack for sound output added, switch to turn off monitor speaker
added

I purchased this monitor new in December 1986 and it has worked
flawlessly for me. This is the Goldstar version of this monitor, I have
tweeked the brightness so that it is even sharper than the JVC versions.
The sound output is simply a RCA jack in parallel with the speaker; the
volume control determines the level. In original box:

PRICE: $325 including shipping

Also I have a Practical Solutions MONITOR MASTER switch box for sale:
This is the box that allows you to connect both monitors to the
computer and switch between them without having to unplug and plug in the
cables. It also has composite video and audio outputs. The composite video
output will not work if your ST doesn't have an RF Modulator (I think only
certain 520s had this.) I bought this new in June 1988 and it has worked
flawlessly for me. List $49.95, in original box.

PRICE $35 including shipping

I would prefer to sell all this together, so as an incentive:
PACKAGE DEAL: SM124 Mono Monitor $90
SM1224 Color Monitor $300
Monitor Master $30

Total Price: $420

Of course, I will sell individual componets, and will consider any resonable offers.

Reply via email, or call evenings (503) 771-4988

Ron Pieper
UUCP: ...!tektronix!reed!ronp
BITNET: ronp@REED.BITNET
--
--
Ron Pieper UUCP: {backbone}!tektronix!reed!ronp
Reed College, Box 667 BITNET: ronp@REED.BITNET

84. Re: Need vt100 or kermit for atari st

Newsgroup: comp.sys.atari.st
Date: 1989-02-23 20:34:17 UTC
From: johng@iscuva.ISCS.COM
Message-ID: <2373@iscuva.ISCS.COM>
Source record: 249756

In article <16078@cisunx.UUCP> jgtst@unix.cis.pittsburgh.edu (Jim Tauberg) writes:
>
>I have seen a program called 220-ST. It is the best VT-100 emulator I've
>seen for the ST. Don't know where to get it, but it's good.
>
>
>James Tauberg

Michtron is the publisher of this package and carry it for a very reasonable price. As one of the authors of 220-ST I'd like to include that we are beta testing an update to 220-ST that includes Ymodem Batch file transfer and true blinking character attributes plus a number of user interface enhancements.

We are also in the process of porting the terminal emulation state machine to the Macintosh, in fact I'm typing this with the Mac version. This is a very complete VT220 emulation including downloadable character sets and User Defined Keys. The Mac version should also work with Magic Sac and 64K ROMs.

John Gardner
Tricom Software
UUCP: {backbone}!uunet!iscuva!johng

85. RE: SC1224 monitor troubles

Newsgroup: comp.sys.atari.st
Date: 1989-02-23 22:00:54 UTC
From: rick@jpusa1.UUCP
Message-ID: <1056@jpusa1.UUCP>
Source record: 249757

I wanted to summarize the messages I recieved concerning
the problems with my friend's SC1224 (Goldstar) monitor, but rather
than page through the horror stories, let me offer what looks like a
solution -
There's a company called Best Electronics in the 408 areacode
of california (San Jose, Sunnyvale) that carries just about anything that
they can get a hold of having to do with electronic problems (with Ataris).
Mouses, keyboards *and* the infamous thermystor (Labeled TH901) on the power
supply board inside the monitor that has conspicously blown on quite a few
SC1224's...
So for those with dead goldstar's who have determined that parts
are unavailable - give these guys a call!

Best Electronics - (408) 243-6950

NOTE: I have no connection with Best Electronics - But am just
a satisfied home-repairer. (Sorry if it looks like an ad).

-rick mills
--
Rick Mills {gargoyle.uchicago.edu,uunet.uu.net,spl1,ddsw1}!jpusa1.uucp!rick
--
Rick Mills {gargoyle.uchicago.edu,uunet.uu.net,spl1,ddsw1}!jpusa1.uucp!rick

86. Hard disk problem

Newsgroup: comp.sys.atari.st
Date: 1989-02-24 02:08:27 UTC
From: fjmora@CS.WM.EDU
Message-ID: <8902240208.AA08729@nh.wmcs.uucp>
Source record: 249758

Hello,
In message dated 5 Feb 89 03:16:13 GMT, D. Crevier writes:

> I accidentally turned off my computer while Super Boot was revising
> the files, and now my hard drive won't boot. I'm using the ICD host
> adaptor and a Miniscribe 3650 formatted in RLL format for 64 megs.
> By booting the ICD disk with the hard drive controller program, it
> still will not access the hard drive. I assume the boot sector some
> how got messed up when Superboot was renaming the files. Is there
> any way I can repair the boot sector or access my other partitions?
>
> Thanks in advance for any help.
>
> Dan Crevier
> (dcrevier@jarthur.claremont.edu)

Well, you probably did not harm your boot sector, because SuperBoot
don't mess with this. But it looks like you damaged your directory or
your FAT.
If you damaged your FAT, there is a second copy of it on the hard
disk, so get a disk sector editor like Disk Mechanics (PD) and copy
the good FAT over the damaged one.
If the directoy is damaged... There is little you can do by hand.
I don't know how to help you. Try asking around. BUT: the files
that Superboot was renaming/copying while you shut off the power are
probably either in the \auto folder or in the root directory. So it
is probably only these dirs that need recovery.
Did you do a backup? There is a very fast utility called Meg-A-Minute
around (see back issues of Start).
I don't know anything specific about your hard-disk. What driver do
you use? Atari's or Supra's?
Regards,

Frederic Mora GEnie:
The College of William and Mary F.MORA
Dept. of Computer Science INTERNET:
Williamsburg, VA. 23185 fjmora@cs.wm.edu
USA

****
* *
* "Was uns nicht toetet, macht uns staerker." *
* Friedrich Nietzsche *
* What does not kill us makes us stronger *
* *

****

- Come, come, little line eater, I won't harm you (evil grin)...

87. Re: VGA, EGA, CGA: what is the difference?

Newsgroup: comp.sys.atari.st
Date: 1989-02-24 05:56:15 UTC
From: marc@rna.UUCP
Message-ID: <380@rna.UUCP>
Source record: 249759
Cross-posted to: comp.sys.atari.st,comp.sys.apple,comp.sys.mac,comp.sys.ibm.pc

In article <4306@psuvax1.cs.psu.edu> deng@shire (Mingqi Deng) writes:
>Can any netter tell me what differecnce VGA, EGA and CGA make and what
>'campatible to VGA and EGA' implies?
>
>Thanks in advance.
>
>Mingqi

CGA, EGA and VGA all stand for IBM's video interface standards, and each corresponds to an adapter card that IBM provided with various systems. The main difference between them is in resolution of the image and the number of colors available.

CGA (Color Graphics Adapter) was first available with early PC systems, and provides 16 colors and 640 lines X 200 lines of resolution. Most graphics- and color-oriented software written until recent years was written for this standard. Its character rendition is generally considered to be poor for text-intensive applications.

EGA (Enhanced Graphics Adapter) has gained popularity more recently, due to its superior character rendition in either 25- or 43-line modes, and greater graphics resolution (up to 640 X 350). EGA can also display 16 simultaneous colors, but these 16 are drawn from a palette of 64. EGA requires a monitor capable of handling the higher resolution is required for an EGA adapter card. EGA cards are generally fully CGA-compatible. Most business software and other recent software (including MicroSoft Windows) requires EGA.

VGA is the latest and greatest. It was introduced by IBM with its PS/2 line. It supports up to 640 X 480 resolution, and 16 colors frmo a palette of 256,000 (!) colors. Actually, one VGA mode supports lower resolution (320 X 200) with 256 simultaneous colors. The popular MultiSync or MultiScanning monitors you may have seen around are able to handle higher-than-EGA resolutions, and in some cases, VGA. Because of the higher clock rates and bandwidth required for VGA, VGA-compatible monitors use analog display technology instead of the TTL (digital) technology used before. The MultiSync monitors have two input connectors and can handle the two different output modes, depending on the adapter card to which they're connected.

It sounds like you're shopping either for a card or a monitor, so I suggest you take peek at BYTE February and March '88.

-Marc

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=-=-=-
```

88. C Compiler

Newsgroup: comp.sys.atari.st
Date: 1989-02-24 06:34:00 UTC
From: MCCABE@MTUS5.BITNET
Message-ID: <8902240635.AA00519@ucbvax.Berkeley.EDU>
Source record: 249760

Date: 24 February 89, 01:31:18 EST
From: Jim McCabe MCCABE at MTUS5
To: INFO-ATARI16 at SCORE.STANFORD.EDU
Subject: C Compiler

My thanks to everyone who responded to my request for information
about the available C compilers!

Oddly, almost every piece of mail I received followed the form,
"I own MWC, which is great, but you'll probably want Laser C,
which I hear is also pretty hot."

Laser C looks like the right choice for me personally too, but it's
interesting to find so many MWC owners and so little Megamax users.

Jim McCabe
MCCABE @ MTUS5.BITNET

89. Re: MMU GLUE chip clip 0 files message

Newsgroup: comp.sys.atari.st
Date: 1989-02-24 07:32:10 UTC
From: fjmora@CS.WM.EDU
Message-ID: <8902240732.AA09221@nh.wmcs.uucp>
Source record: 249761

In message dated 3 Feb 89 07:28:44 GMT, C. Squibby Breyman, who
seemed to be pissed off by hardware problems, writes:
> I like my ST for small applications. I am not going to
> suggest that it even be considered for serious processing
> applications(computer music synthesis)
As I did not see the smile sign, I assume Mr. Breyman is doing some
bashing here. I'll not put here the figures of the North-American
MIDI market, but the ST holds about 35% of this market, more than
any competitor. Now, if you want some references, here are some
people who use our not-for-serious-user-computer just for that:

Fleetwood Mac (despite the name:-)), Pointer Sisters, Tangerine
Dream, Jean-Michel Jarre (of Houston mega-show fame).
I personally saw an ST be used in the street by musicians performing
at a festival, and the 1040's were NOT tenderly handled (and that's
a mild understatement). In 3 months of daily rough handling, no
problem showdd. And the ST's were already a year old. So don't blame
the whole line for a small percentage of bad sockets.

About quality control, I witnessed a spontaneous combustion of an
IBM PC-AT (IBM, folks! Not a cheap clone!) motherboard which fried
under our horrified gaze. It was 2 or 3 year old. Moral: even brand
computers can have faulty chips or mechanical parts.

About components quality: a few years ago, I was working at a chip
factory making 68000's under Motorola license. One day, a commercial
guy came to our technical support office, fuming: he had a discussion
with an Atari representative about a batch of 68000 CPUs
and he was furious because the price asked by Atari ($6 apiece or so)
was about the production price! He made us understand was he thought
about those toy makers who want to buy so cheap and therefore
sacrifice quality.
Then, a few days later, the same commercial guy had a meeting with
an executive from Apple. Serious company, high-end hardware, this would
be a grrreat contract....
The guy came back, almost crying. Apple wanted the 68000's at $5.50 apiece.
"Any similarity with real company would be a far-fetched coincidence."

Come on, Squibby, flame the ST for what it deserves flaming (mostly
week support from Atari), but recognize its good technical standing.

Regards,

Frederic Mora GEnie:
The College of William and Mary F.MORA
Dept. of Computer Science INTERNET:

Williamsburg, VA. 23185 fjmora@cs.wm.edu
USA

```
*************************************************************************
* *
* "Was uns nicht toetet, macht uns staerker." *
* Friedrich Nietzsche *
* What does not kill us makes us stronger *
* *
*************************************************************************
```

- Come, come, little line eater, I won't harm you (evil grin)...
- Come, come, little line eater, I won't harm you (evil grin)...
- Come, come, little line eater, I won't harm you (evil grin)...

90. FTP, uudecode

Newsgroup: comp.sys.atari.st
Date: 1989-02-24 07:59:41 UTC
From: a360ad@blake.acs.washington.edu
Message-ID: <957@blake.acs.washington.edu>
Source record: 249762

Please help !
Could someone give explicit directions on decoding, downloading,
and de-arcing binaries and sources from FTP archive-servers?

I am using the current version of GULAM (1.03.04.05) with its
terminal emulator running XMODEM. I also have the most recent
version of UUE and UUD. My host machine at the University is
running BSD4.3.

Files which require the ST version of uudecode seem to work alright..
But when i have to concatenate split binaries on the host machine
... uuedecode them, and then download, de-arc them ... i often
get bad header errors or the docs are good but the program bombs...

An explicit explanation of the proceedure in downloading a file
received from an FTP site onto an ST and getting a program to run
would be immensely appreciated as I have been frustrated for
several months watching great programs slip through my fingers.

Posting to the net may help others who are in a similar bind.
Also, the address for the server in mich ?

Thanks in advance.

kevin
a360ad@blake.acs.washington.edu

91. MUSIC software

Newsgroup: comp.sys.atari.st
Date: 1989-02-24 08:40:20 UTC
From: a360ad@blake.acs.washington.edu
Message-ID: <958@blake.acs.washington.edu>
Source record: 249763

About a month ago, a few people were wondering if there were
any good MUSIC sequencing programs available for the ST.
While a quality sequencer is of great value to many musicians,
a convincing and workable NOTATING system is the hunt of many.

A system which provides 64 track sequencing with real-time
notation with real-time editing with real-time midi automated
mixing and leaves you with 708K of RAM at boot-up time on a
1040ST... is called NOTATOR, the notation upgrade for C-LAB.
Virtually any possible editing that can be done, can be done
real-time. Both midi info and notation may be displayed
simultaneously. As a matter of fact, you can play and record while
watching your quantized score print to the screen!
The print out, though not laser yet, is very 24-pin professional.

I purchased my 1040ST in June of '86 specifically for my music
studio, as i make my living teaching and performing...
Having spent too many dollars on illogically-conceived
programs, i was ready to give up on the idea... but along
came NOTATOR, reason alone to buy an ST if you're a musician.

Frankly, music software available on the MAC and IBM rather
pale in comparison....

Those interested in more information about NOTATOR, MIDI-STUDIO,
HYBRID-ARTS EZ-Score and DR.T's and MUSIC STUDIO may contact me..
.. i've tried them all

kevin

a360ad@blake.acs.washington.edu

92. Re: Re: Right of reply, virus- public, private- a thin line

Newsgroup: comp.sys.atari.st
Date: 1989-02-24 09:19:28 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <15022@cup.portal.com>
Source record: 249764
Cross-posted to: comp.sys.atari.st,comp.sys.apple,comp.sys.mac,comp.sys.ibm.pc

Frank Rahmani writes:

>I want to see the source too. So that I know what hits me in the night.
>I'm very shure I wan't use them destructively (except on my own stuff:-).

OK, You trust me, and I trust you... what about all those 16 year old hackers out there "in the audience" that we both might not trust..?

>Yes, you are better prepared when you know what ALL (not most) viruses
>look like. Once you got one, you can easily identify it, write your own
>virus-checkers etc.

OK, maybe you and I can do this, and write our own "virus checkers" to protect ourselves...

But what about the computer "users" like my mother... or the print shop owner I just talked to today, whose hard drive was infested with a "virus" inadvertantly, and whose business was hanging in the balance..?

HE was lucky... he knew enough to be able to salvage his disks and HD.. but I seriously doubt he'd have been able to write his own "virus checker".. the customer whose disk had infected his HD certainly didn't, and the print shop owner was up until midnight, trying to "vaccinate" the customer's disks too...

I understand what you're saying, and I agree with most of it... but until we can guarantee that what we post here won't harm someone, somewhere, I still think that we should try to refrain from spreading this kind of knowledge...

I know that we can't totally "surpress" this kind of information, but maybe we can slow its progress... ?

BobR

93. ST Hard Drives

Newsgroup: comp.sys.atari.st
Date: 1989-02-24 09:37:32 UTC
From: neil@cs.hw.ac.uk
Message-ID: <2173@brahma.cs.hw.ac.uk>
Source record: 249765

We have just bought two more 1040ST computers complete with SM124 monitors and Megafile 30 hard disks. The odd thing is that the new computers only boot a new hard drive from power up but not an old SH204. Performing a coldboot will then boot up an SH204.
Both drives are using HDB to boot and are now using the latest version of AHDI that came with the Megafile30's. The 1040's have ROM version 1.02.
Has anyone got any idea (esp. Atari) as to why these new ST's are being so choosy about their drives. I suspect it is a revision of the ST hardware.


```
_____________________________________________________________________________
/ DISCLAIMER: Unless otherwise stated, the above comments are entirely my own \
! !
! "I think all right thinking people in this country are sick and tired of !
! being told that ordinary decent people are fed up in this country with !
! being sick and tired. I'm certainly not and I'm sick and tired of being !
! told that I am!" - Monty Python !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh !
! Scotland !
\_____________________________________________________________________________/
```

94. Re: Right of reply, virus- public, private- a thin line

Newsgroup: comp.sys.atari.st
Date: 1989-02-24 13:05:04 UTC
From: woodside@ttidca.TTI.COM
Message-ID: <3945@ttidca.TTI.COM>
Source record: 249766
Cross-posted to: comp.sys.atari.st,comp.sys.apple,comp.sys.mac,comp.sys.ibm.pc

I promised long ago not to release copies of any virus anyone sent to me.
I still get several requests each month for copies, for all sorts of reasons.
I can understand the curiousity, but you just never know what might happen.
Some of them are not harmful, while others are very dangerous.

I happen to believe that keeping things secret is a good way to leave
users vulnerable, while making the viruses that much more effective. That's
why VKILLER not only detects and kills viruses, but will report on exactly
what any virus it recognizes will do.

It might not be a bad idea to post the characteristics of the viruses
I know about here. Perhaps a series of items, outlining one virus at a
time. I believe that information would be useful to anyone. If you're
not interested, I suggest the "N" key.

Please don't flood me with "Yes, do it" messages. I'll get started this
weekend, and start messages as soon as I can get them prepared at a level
that most people can understand.

Meanwhile, if anyone has turned up any that VKILLER didn't recognize,
forward a copy, and I'll add it to the program, and the notes to go
here. I will not send any copies (of the virus) anywhere else.

--
*George R. Woodside - Citicorp/TTI - Santa Monica, CA
*Path: ..!{philabs|csun|psivax}!ttidca!woodside

95. Re: Degas and GDOS

Newsgroup: comp.sys.atari.st
Date: 1989-02-24 14:31:07 UTC
From: rcd@mtuxo.att.com
Message-ID: <4208@mtuxo.att.com>
Source record: 249767

In article <480021@hpdml93.HP.COM>, rona@hpdml93.HP.COM (Ron Abramson) writes:
> Also, where can I get a printer driver for DEGAS to run my HP DeskJet?
> LaserJet drivers should be compatible.

If you have access to Genie, there is a program called DJ_DEGAS.TTP
in the ST Software Libraries RT. To find it, do a search for "deskjet"
in that area. You will also find several other deskjet-related drivers
(including ones for Word Writer ST and First Word) and accessories
and much related helpful chit-chat.

Hope this helps.

Rana Dutt
rcd@mtuxo.att.com

P.S. I was unable to find a deskjet driver for Publishing Partner. Does
anyone know where I can find one? Thanks.

96. Help wanted for Chrono Quest

Newsgroup: comp.sys.atari.st
Date: 1989-02-24 14:49:37 UTC
From: ferneau@silver.bacs.indiana.edu
Message-ID: <3268@silver.bacs.indiana.edu>
Source record: 249768

Has anyone found the time machine or the secret room(s) in the castle?
If so, could you please tell me how? I have gone through all of the
conventional rooms and have (I think) looked at everything and tried
most things to the objects. I believe that the cabinet/bureau in the
office downstairs has something to do with it. I think it has to move
and the lab is on the other side.

What does everyone think about the user interface? I think it is
poorly designed, difficult to use (as you have to try everything to
get some response it seems) and a waste of time. Granted, I would not
have bought the game if it was interactive text, but I was told that
the gameplay and user interface was much better than that of Captain
Blood, so I bought CQ and am very disappointed. However, my roommates
and I would still like to finish the game.

Thanks!!

****
ferneau@silver.bacs.indiana.edu * Mark Ferneau
rutgers!iuvax!silver!ferneau *
ferneau@silver.UUCP * 'This Space Intentionally left blank'
****

97. MegaFile30

Newsgroup: comp.sys.atari.st
Date: 1989-02-24 15:32:00 UTC
From: hcj@lzaz.ATT.COM
Message-ID: <427@lzaz.ATT.COM>
Source record: 249769
Cross-posted to: comp.sys.atari.st,comp.os.minix

> From: "ROGER@BRAGE Roger Fredriksson QZ-VAX"
<ROGER%brage.qz.se%CUNYVM.CUNY.EDU@CUNYVM.CUNY.EDU>
>
> Good morning,
> I hope You don't mind me asking You two questions about harddisks for Atari.
> ... hoped to receive some advice from You. First, I have seen a Atari harddisk
> called MegaFile 30, do You know if it is working so well with Minix that You
> would recomend me to buy it? Secondly, if not what would You recomend instead?
> /Roger
>
First. So far, ALL ATARI disks seem to work with minix.
Second, I do not know if the MegaFile 30 shares the SH204 grief. It should
be easy to check; maybe someone on the new will.
-- Use any utility that will access drive 1 on controller 0.
Such as, hdx, Magic Sac, Spectre128, a recent utility in START.
-- If the program says the drive is there, but reads wrong, then that
is the SH204 problem.
Third, I would suspect that 30 megabytes implies an Adaptec 4070 RLL
controller. I would expect that another RLL drive could be added.
Maybe Adaptec will tell you if you can mix RLL and MFM drives.

There is a lot to say for clean prepackaged systems. And a Megafile 30 surely
is a cleaner package for non-hardware types that say the Berkely Microsystems
that I favor.

Howard C. Johnson
ATT Bell Labs
att!lzaz!hcj
hcj@lzaz.att.com

98. Beta Test Opportunity for Astronomy Program

Newsgroup: comp.sys.atari.st
Date: 1989-02-24 15:43:41 UTC
From: terrell@druhi.ATT.COM
Message-ID: <3948@druhi.ATT.COM>
Source record: 249770

New Astronomy Program Needs Beta-Testers:

If you're interested in beta-testing a new astronomy program for the ST, please give me a call. Mention your US mail address, telephone number, type of machine (e.g. 520, 1040, etc).

You must have a sincere interest in astronomy, but needn't be an expert.

Eric Terrell (303-450-7569)

***** Please do not reply via e-mail or the net *****

99. A PD database???

Newsgroup: comp.sys.atari.st
Date: 1989-02-24 16:02:13 UTC
From: csrobe@CS.WM.EDU
Message-ID: <8902241602.AA21425@cs.wm.edu>
Source record: 249771

Greetings,
Is anyone aware of a reasonable Public Domain database management
system for the ST. Preferably, but not necessarily, one that can produce
dB files that can be read by one of the well known IBM DBMSs. I'm trying
to set up a database of "cruely-free" products for electronic dissemination.
So, it would save me time if it wrote a standard format (whatever that might
mean).

FYI: Cruelty-free products are consumer products, shampoos, cosmetics,
soaps, cleaners, etc. that were NOT TESTED ON ANIMALS and do not contain
Animal by-products. However this database will focus on the TESTING-free
products.

Thanks,
-c
|Chip Roberson ARPANET: csrobe@cs.wm.edu |
|Dept of Comp. Sci. csrobe@icase.edu |
|College of William and Mary BITNET: #csrobe@wmmvs.bitnet |
|Williamsburg, VA 23185 UUCP: ...!uunet!pyrdc!gmu90x!wmcs!csrobe|

"It takes 40 dumb animals to make a fur coat,
and just one dumb animal to wear it." -European TV commercial

100. Re: Right of reply, virus- public, private- a thin line

Newsgroup: comp.sys.atari.st
Date: 1989-02-24 16:47:37 UTC
From: greg@bilbo
Message-ID: <689@snjsn1.SJ.ATE.SLB.COM>
Source record: 249772
Cross-posted to: comp.sys.atari.st,comp.sys.apple,comp.sys.mac,comp.sys.ibm.pc

In article <14940@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>I agree that this is a sensitive matter... the *ONLY* time I ever tried
>to surpress any Topic of discussion on GEnie was when the discussion of
>"Trojan Horses" got too close to discussing ACTUAL methods of destructive
>programming.. (the term "virus" hadn't yet entered into things..)
>
>I didn't want my Roundtable to be the inspiration for some 16-year old
>"hacker" to "make a name for himself" by using the information in a
>destructive manner...

Viruses and Trojan Horses came into being long before there were
computer conferences. The solution to this problem is to educate
everyone about the nature of the beasts. Keeping thousands of
innocent computer users ignorant to prevent giving the information to
a handful of jerks who can (and do) get the information elsewhere
(sometimes by discovering it themselves) makes little sense.

>Where do you draw the line...? Are we better prepared if we see what most
>destructive programs look like..? Or... can we possibly avoid future
>problems by surpressing this information now..?

Suppressing the information??? What makes you think that you have any
control of this? The information on how to write a virus is present
in any detailed system manual. Any experienced programmed could write
a *killer* virus from the information in the Developer's docs. It
doesn't always take a statement like "boot sectors make great places
to hide viruses" for someone who's mind works that way to see this.
The only information you are suppressing is that of how the current
crop of viruses work, and therefore the means to stop them.

>I'd like to see the source code for these "viruses", but who's to believe
>that *I* won't use them destructively...?

It isn't necessary to distribute working virus source code to
everyone; what is essential is that the method of operation of the
virus be thoroughly examined by experienced programmers, and the
information disseminated. When the means of transmission and the hiding
places are known, it becomes simple to fight the disease.

Why not let "some 16-year old 'hacker' ... 'make a name for himself'"
by writing an *anti*-viral program? Why do you assume that the
information *will* be used for harm? You have a very cynical outlook
if that is the case. Is it, perhaps that you are just protecting
yourself, and the rest of us be damned?

Longish .signature follows. Skip now, or don't complain!

Greg Wageman ARPA: greg@sj.ate.slb.com
Schlumberger Technologies BIX: gwage
1601 Technology Drive CIS: 74016,352
San Jose, CA 95110-1397 UUCP: ...!uunet!sjsca4!greg
(408) 437-5198

Opinions expressed herein are solely the responsibility of the author.
(And the author wouldn't have it any other way.)

101. Re: Right of reply, virus- public, private- a thin line

Newsgroup: comp.sys.atari.st
Date: 1989-02-24 17:49:09 UTC
From: clubok@husc4.HARVARD.EDU
Message-ID: <1270@husc6.harvard.edu>
Source record: 249773
Cross-posted to: comp.sys.atari.st,comp.sys.apple,comp.sys.mac,comp.sys.ibm.pc

In all of this discussion on proliferating information about viruses, it seems
that the proponents of free exchange of information argue that it is impossible
to keep the information from those who want to make viruses, while that
information may be helpful to prevent their spread. I would contend that
neither statement is true. Sure, anyone who is technically minded can find
the information in the manuals, but that is still a far cry from actually
finding source code listings in a magazine. When source code is distributed,
anyone with an assembler can make minor modifications to the code that will
make the "mutant" virus undetectible by current virus detection programs. This
requires neither very much work nor much understaning of the workings of
viruses. Thus, while some people will always be able to make new viruses,
it is possible to minimize that by restricting discussion. On the other hand,
I seriously doubt that publishing source codes is very useful for preventing
the spread of viruses. If a source code is published, then it already has
been disassembled and analyzed, and a method of detecting and removing it has
been found. All that needs to be spread is that method, or better yet, PD
programs to do the job, but not the actual source code for the viruses.
In short, I believe that the inevitable proliferation of mutants completely
outweighs the minimal advantages of publishing source codes. Best to keep
the discussion to how to protect against viruses -- not how to make them.

Just thought I'd put my two-cents in.
Ken Clubok, Clubok@husc4.bitnet

102. Re: lc

Newsgroup: comp.sys.atari.st
Date: 1989-02-24 17:49:59 UTC
From: ralph@laas.laas.fr
Message-ID: <300@laas.laas.fr>
Source record: 249774

In article <2107@water.waterloo.edu>, ljdickey@water.waterloo.edu (Lee Dickey) writes:
> For those not "in the know" about "lc", this little command
> list all directories and then all files at a the given node
> of your file system.

It seems that your `lc' is non-standard with respect to System V;
that's where it came from. On my Unix(tm) Box I have the alias:

alias lf 'lc -F'

which produces your `ls -F'. Ls -F tells you what's executable or
not, usually :-]. Under gulam I use a similar alias.

Have fun,

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!mcvax!laas!ralph If all else fails, try:
SOBEK@FRMOP11.BITNET sobek@eclair.Berkeley.EDU

103. Re: Atari ST For Sale

Newsgroup: comp.sys.atari.st
Date: 1989-02-24 18:49:09 UTC
From: twolf@homxb.ATT.COM
Message-ID: <3060@homxb.ATT.COM>
Source record: 249775

```
+------+
I need to sell my ST. The Price | $999 |
+------+

Here is what is included at this price:

1. 1040ST (1 Mbyte RAM, MC68000 processor, 1 Floppy)
2. SM124 monochrome monitor
3. 20 Megabyte Supra Hard disk (with loads of software)
4. QMI 1200 baud modem
5. Battery-backup for clock

The software included on the hard-disk includes:
1. Chessmaster 2000
2. Mark Williams C (v3.0) and CSD
3. various assemblers
3. Public Domain Forth, Icon, Lisp, Prolog
4. Atari BASIC & LOGO
5. 1ST_Word
6. Tempus (graphics text editor)
7. Gulam and other shells
8. Loads of desk-accessories

Recently, I checked mail-order prices and found that the hardware alone would
cost well over $1200 - but, I guess, their stuff is slightly newer than
mine :-)

If interested, contact me by e-mail at:

twolf@homxb.att.com (Tom Wolf)
or by phone at: (201) 949-2079

--
Tom Wolf
Bell Labs, Holmdel, NJ E-mail: twolf@homxb.att.com

(My employer doesn't know about these and other incriminating remarks)
```

104. Re: Broken ST

Newsgroup: comp.sys.atari.st
Date: 1989-02-24 19:14:15 UTC
From: kirkenda@psu-cs.UUCP
Message-ID: <1698@psu-cs.UUCP>
Source record: 249776

In article <71682IA0@PSUVM> IA0@PSUVM.BITNET writes:
>I also have a broken 520 STFm, which I was trying to upgrade to 2.5Mb. The
>upgrade unit did not fit well in the case, so I was trying to adjust the
>template which pushes into the MMU chip, then powering up and counting memory.
>At one point, the system failed to boot. So I removed the new ram. It still
>won't boot.

This is just a guess, but...

The "template" which you insert between the MMU chip and its socket probably
bent some of the socket's connectors, so that they no longer make a reliable
connection to the chip. If this really is your problem, you can fix it by
taking a piece of wire, bending it to make a hook, and using the hook to
pull the connectors back into the proper shape.

(I had a similar problem once, and that fixed it.)

--
"If I seem insensitive to what you're going through,
keep in mind that's the way I am." -- Mr. Spock

105. viri (sp?), viruses and vires (was Re: Right of reply, virus- ...)

Newsgroup: comp.sys.atari.st
Date: 1989-02-24 19:46:43 UTC
From: PETCHER@SCRI2.SCRI.FSU.EDU
Message-ID: <890224144643.29800e52@SCRI2.SCRI.FSU.EDU>
Source record: 249777

In Article 4346 nor1675@dsacg2.UUCP (Michael Figg) writes

> As I was reading this posting requesting information on virus, my cubicle mate
> passed me an interesting article on the subject. It doesn't get much into
> Amiga viri (sp?) but says alot about the PC and MAC. Article is "The Virus
^^^^^^^^^^^^^^^

Then in Article 4362 hollombe@ttidca.TTI.COM (The Polymath) writes

> In light of the above, the idea that you can prevent the spread of viri by
^^^^^^^^^^^^^^

Now I see how the evolution of the english language works. Throw out a candidate, and it is accepted by common use :^). On the other hand, my dictionary says the plural of virus is (was?) "vires" .....

Don Petcher

Supercomputer Computations Research Institute
The Florida State University, Tallahassee, Florida
PETCHER@SCRI1.SCRI.FSU.EDU
PETCHER@FSU.BTINET

106. Zoo/ST status update

Newsgroup: comp.sys.atari.st
Date: 1989-02-24 20:00:11 UTC
From: daanjj@neabbs.UUCP
Message-ID: <107625@neabbs.UUCP>
Source record: 249778

Recently, I announced a version of Zoo 2.01 for the Atari ST. At that time, I had asked Rahul Dhesi, the author of the Zoo program, to relax his copyright restrictements for the ST version of Zoo. In the meantime, he has responded to my request and I'm now allowed to distribute binary and source separately. This is a big plus because the Zoo source is big, about 200 Kb (compressed).

For those of you who don't know what Zoo is: Zoo is a file archiver, in my humble opinion *much* better than ARC. Zoo is -roughly- twice as fast as ARC, and has several unique features. I name for example Zoo's built-in directory support: Zoo can be told to record both filename and pathname; it is even possible to let Zoo create any directory needed when extracting using full pathnames. Zoo even comes with a special utility, FIZ.TTP, which can be used to extract as much as possible from corrupted archive. Try that with ARC!

Zoo/ST has one new feature: is is now possible to place the contents of a complete directory tree in a Zoo archive. In this way, Zoo acts like a combination of the UNIX utilities "tar" and "compress".

The current version of Zoo/ST is very reliable: around 25 people are currently using it. I plan to keep Zoo/ST in beta test for another week to abandon most of the bugs (I expect they still exist 8-)

So, at the end of Februar, I will send the binary (size only 37Kb) to comp.binaries.atari.st and the diffs to comp.sources.atari.st. The general Zoo bugs I've found will be posted to comp.sources.bugs RSN.

Someone asked me if Zoo archives can be extracted and listed with the program Booz, which was posted to comp.binaries.atari.st some time ago. The answer is: Yes! Booz was only written because the Zoo source is spreaded in a Zoo archive, so one had to have a small extraction-only tool to bootstrap Zoo!

Finally, it's nice to remark that about 2 days after I uploaded a beta version of Zoo/ST to some Dutch BBSes, somebody started writing a graphical shell, much like the very popular ARCSH graphical shell for ARC. When this program is fully developed, it will be posted to comp.binaries.atari.st as well. Give "ZOOBOY" a few more weeks...

Daan* / . .
__ /
(/ / /
(__/ / / (Daan Josephus Jitta)
/ /
__/ __/

old-fashioned: modern:
-------------- -------
Bos en Lommerweg 10 ii UUCP: ...!mcvax!neabbs!daanjj OR daanjj@neabbs

NL-1055 EB Amsterdam Fido: 2:280/1 -- daan jitta
Holland Fax: (+31) 020-763706 -- daan jitta
Tel. (+31) 020-820521 Telex: 12969, NEABS NL, attn: daan jitta

107. SCSI Port for the 1040 & Mega 2

Newsgroup: comp.sys.atari.st
Date: 1989-02-24 21:13:44 UTC
From: arya@eros.Berkeley.EDU
Message-ID: <10329@pasteur.Berkeley.EDU>
Source record: 249779

Does anyone know of a company that makes SCSI ports for the Atari machines? If so, is there some expansion bus that these cards plug into in a 520/1040/Mega 2?

- Manish Arya
arya@ernie.Berkeley.EDU

108. Bard's Tales II and III

Newsgroup: comp.sys.atari.st
Date: 1989-02-24 21:19:31 UTC
From: bourdon@iris.usc.edu
Message-ID: <15535@oberon.USC.EDU>
Source record: 249780

Can someone tell me if Bard's Tales II an III exist on ST. If not I
wonder why they are on that @#$%%&*#@ amiga and not on our lovely ST.
May be nobody want to make any effort after Dungeon Master which is
(and will be for a while) the best role playing computer game.
More generally I noticed that there are not a lot of interesting role
playing games, and the few I have had fun with (D.M. and Bard's Tales)
seem to end. Why do good software for only one computer. The ST and the Amiga
have similar capacities but I can only find Amiga software.
I have had a C64, which I changed for a ST and I DON'T WANT TO CHANGE FOR
AN AMIGA NOW.

Can someone explain all this to me, poor little ST_MANIAC
Olivier.

109. 1st Word foreign dictionaries

Newsgroup: comp.sys.atari.st
Date: 1989-02-24 22:22:21 UTC
From: av74381@korppi.tut.fi
Message-ID: <6232@etana.tut.fi>
Source record: 249781

I'm interested in writing finnish dictionary for 1ST Word+ V3.0.
The problem is that to make a new main dictionary I would have
to remove all the words from spelling.dic by mergin a supplementary
dictionary with '-' sing preceding all the words to be removed.
This way it would work but I don't want to write 40000 words preceded
with minus sign. There must be an easier way!! I have also tried
to make a zero lenght file 'spelling.dic' but that didn't work either.
So is there anyone who has already written foreign dictionaries for
1st Word+. Any information would be greatly appreciated.

110. Re: Re: Right of reply, virus- public, private- a thin line

Newsgroup: comp.sys.atari.st
Date: 1989-02-25 00:21:05 UTC
From: dean@sun.soe.clarkson.edu
Message-ID: <2540@sun.soe.clarkson.edu>
Source record: 249782
Cross-posted to: comp.sys.atari.st,comp.sys.apple,comp.sys.mac,comp.sys.ibm.pc

I personally love viruses. For those of us who do consulting on the side it's nice to have a stupid excuse to make some extra money. The only kind of virus I can't stomach (Was that a pun?) is those nasty things that like to do 'wipe-disk' type operations. Not much protection against those things.

Dean Swan
Korex Software Corporation

dean@sun.soe.clarkson.edu

DISCLAIMER: Please don't flood me with e-mail about this. This was intended as only a half serious, humorous reply. OK? :-)

111. Re: Right of reply, virus- public, private- a thin line

Newsgroup: comp.sys.atari.st
Date: 1989-02-25 04:46:22 UTC
From: vail@tegra.UUCP
Message-ID: <413@harlie.tegra.UUCP>
Source record: 249783
Cross-posted to: comp.sys.atari.st,comp.sys.apple,comp.sys.mac,comp.sys.ibm.pc

I should have written down the particulars....

I was in a local bookstore and there was a *BOOK* on computer viruses. This included chapters on history, types of viruses, different operating systems and included source code in several languages for some viruses. It also had chapters on security viruses and how to prevent and detect viruses. Anyone can buy this book and be dangerous now that the "secret" is out. Having written a couple of viruses myself I found the book informative and useful as far as it went. I even found a few things in it that I hadn't thought of.

I guess now we can discuss these things like we are reasonable adults?

"The death of God left the angels in a strange position."

_____
| | Johnathan Vail | tegra!N1DXG@ulowell.edu
|Tegra| (508) 663-7435 | N1DXG @ 145.110-, 444.2+, 448.625-
-----

112. Re: GEMFAST bindings version 1.1

Newsgroup: comp.sys.atari.st
Date: 1989-02-25 14:37:40 UTC
From: ralph@laas.laas.fr
Message-ID: <301@laas.laas.fr>
Source record: 249784

In article <726@stag.UUCP>, to_stdnet@stag.UUCP writes:
> As soon as I figure out how to get them to the moderator of
> comp.bin.atari.st, I'll encode and mail out the archive. Really desperate

If you have a decent version of news (version 11 I believe), just post
to comp.bin.atari.st and your system will say that it's moderated and
will forward to the moderator.

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!mcvax!laas!ralph If all else fails, try:
SOBEK@FRMOP11.BITNET sobek@eclair.Berkeley.EDU

113. SPICE

Newsgroup: comp.sys.atari.st
Date: 1989-02-25 18:07:15 UTC
From: FTDDR@ALASKA.BITNET
Message-ID: <8902251959.AA17206@ucbvax.Berkeley.EDU>
Source record: 249785

I seem to recall seeing (a) mention of a ST version of SPICE, from Europe
I think, and (b) an FTP address for the basic (Fortran, actually) PD version
of SPICE. But searching the backissues of info-whatever I have on hand,
I can't find information on either topic.
If anyone has information or ideas on getting SPICE onto the ST, please
drop me a line. My Fortran compiler is quite willing to eat large
source files...
Thanks,
Don Rice
FTDDR@ALASKA.bitnet

114. Re: Right of reply, virus- public, private- a thin line

Newsgroup: comp.sys.atari.st
Date: 1989-02-25 18:15:34 UTC
From: bam@rudedog.SGI.COM
Message-ID: <27477@sgi.SGI.COM>
Source record: 249786

In article <689@snjsn1.SJ.ATE.SLB.COM>, greg@bilbo (Greg Wageman) writes:
> In article <14940@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
> >I agree that this is a sensitive matter... the *ONLY* time I ever tried
> >to surpress any Topic of discussion on GEnie was when the discussion of
> >"Trojan Horses" got too close to discussing ACTUAL methods of destructive
> >programming.. (the term "virus" hadn't yet entered into things..)
> >
> > [... deleted ...]
> Suppressing the information??? What makes you think that you have any
> control of this? The information on how to write a virus is present
> in any detailed system manual. Any experienced programmed could write
> a *killer* virus from the information in the Developer's docs. It
> doesn't always take a statement like "boot sectors make great places
> to hide viruses" for someone who's mind works that way to see this.
> The only information you are suppressing is that of how the current
> crop of viruses work, and therefore the means to stop them.
>
> [... more deleted ...]

There is an interesting parallel here between virus src code and _guns_.
If you make them available to everyone, then people can use the src
code to figure out ways to prevent attacks [_self_defense_]. But you
also open up the possibility that twits who wouldn't otherwise have
the ability to attack, get the code and create a mutant [_no_guns_for_
_the_insane_or_convicted_felons_].

The differences here are: You can't control who gets the src if you make
it public (EVERYONE gets it), and there are more people out there willing
to commit the almost unstoppable crime of mutation than there are those
who would actually kill someone with a gun.

Right now, any good coder with the appropriate manuals can write a
nasty virus if they REALLY want to, but Joe 16-year-old (mind | body)
who can barely understand assembly and knows nothing about the OS
is out of luck. Publish the srcs and, on a whim, he can write a mutation
either to attack his school computers or just for the hell of it, and he WILL.

--
- brian

Brian McClendon bam@rudedog.SGI.COM ...!uunet!sgi!rudedog!bam 415-335-1110
---

115. Re: lc

Newsgroup: comp.sys.atari.st
Date: 1989-02-25 19:16:03 UTC
From: egisin@mks.UUCP
Message-ID: <679@mks.UUCP>
Source record: 249787

In article <300@laas.laas.fr>, ralph@laas.laas.fr (Ralph P. Sobek) writes:
> It seems that your `lc' is non-standard with respect to System V;
> that's where it came from. On my Unix(tm) Box I have the alias:
>
> alias lf 'lc -F'
>
> which produces your `ls -F'. Ls -F tells you what's executable or
> not, usually :-]. Under gulam I use a similar alias.

The One True "lc" predates V7; it was invented at
the University of Waterloo under V6 (maybe earlier).
The 4BSD version has been posted to comp.sources.unix.

On Xenix, lc is a link to ls, and is effectively an alias for "ls -C".
This is probably a Xenixism, based on a Berkeleyism.
Why would anyone want their files sorted down instead of across?

116. Hardware for sale

Newsgroup: comp.sys.atari.st
Date: 1989-02-25 21:01:00 UTC
From: mc2818@uxf.cso.uiuc.edu
Message-ID: <46300025@uxf.cso.uiuc.edu>
Source record: 249788

```
Miscellaneous hardware for sale

Star NX-10 9 pin, 120 CPS, NLQ printer $115.00
Avatex 1200e modem, Hayes compatible $55.00
Atari SC1224 640x320 RGB monitor $200.00

All prices are firm, shipping cost not included.

Mike Cortopassi

mc2818@uxf.cso.uiuc.edu
mc90512@uxa.cso.uiuc.edu

Leave me E-mail for questions, info, or to buy. Thanks.
```

117. Re: Right of reply, virus- public, private- a thin line

Newsgroup: comp.sys.atari.st
Date: 1989-02-25 21:26:16 UTC
From: steve@pnet51.cts.com
Message-ID: <699@orbit.UUCP>
Source record: 249789
Cross-posted to: comp.sys.atari.st,comp.sys.apple,comp.sys.mac,comp.sys.ibm.pc

Is it really necessary to cross-post this virus cr*p to four newsgroups, none of which have ANYTHING to do with viruses or computer security? Please take it elsewhere.

UUCP: {uunet!rosevax,amdahl!bungia,chinet,killer}!orbit!pnet51!steve
ARPA: crash!orbit!pnet51!steve@nosc.mil
INET: steve@pnet51.cts.com

-or-
stag!thelake!steve@pwcs.StPaul.GOV
"A member of STdNET -- the ST Developers' Network"

118. Program to download HP softfonts

Newsgroup: comp.sys.atari.st
Date: 1989-02-25 21:38:45 UTC
From: mark@lakesys.UUCP
Message-ID: <425@lakesys.UUCP>
Source record: 249790

If anyone is interested, I have a program that will download a
directory of softfonts into HP LJ + or series II compatible laser printers.
It's basically a modified version of the program BOOTCOPY that was posted
some time ago. It will either load fonts from a default directory called
HPFONTS, or you can specify the directory for it to look in. Very simple,
nothing fancy, gets the job done.

If you're interested let me now and I'll send it.

--
Mark A. Storin
Lake Systems, Milw., WI
mark@lakesys.lakesys.COM

119. FTP

Newsgroup: comp.sys.atari.st
Date: 1989-02-25 23:38:48 UTC
From: a360ad@blake.acs.washington.edu
Message-ID: <969@blake.acs.washington.edu>
Source record: 249791

A few days ago, I left a message on the net seeking help
in uudecoding SPLIT binaries.

Again, i have no problem when i get an FTP file that is ONE file
complete....I get a hernia trying to cat SPLIT files and
uudecode, download and de-arc them. Typical errors are
"bad header... skipping (n) bytes "... where the docs look fine but the
program crashes. I should think there is a simple solution.

However, i have tried uudecoding both before
and after concatenation. In most cases, the splits have an
"include <filename>" at the end of each part. So it seems that
all one would need do is run uudecode on part one... and theoretically
the remaining parts should should be fed through the program.
In every case, uudecode only decodes the first file.... so i end
up emacsing each file... catting them etc.... this never works.

The university is running BSD.4.3. I am using XMODEM in
GULAM (1.02.04.05) on a 1040ST.

UUD.ttp works fine on UUE'd files (split). But because most FTP
files are UUDECODED, i get but to stare at some incredible resources.

Please, someone offer an explicit desription of the appropriate
procedure.

Much thanks in advance.

kevin
a360ad@blake.acs.washington.edu

* am I the only one with this problem ? *

120. Object Tree Help Wanted

Newsgroup: comp.sys.atari.st
Date: 1989-02-25 23:54:00 UTC
From: 01659@AECLCR.BITNET
Message-ID: <8902260313.AA04419@ucbvax.Berkeley.EDU>
Source record: 249792

I have been experimenting with programming using GEM calls and I ran into a problem I cannot resolve. I tried to set up a dialog box as follows:

```
--------------------------------------
<-- Obj_Type=G_BOX
Obj_Flag=NONE
Obj_State=NORMAL

---------------
Click Here <-- Obj_Type=G_BOXTEXT
---------------------------------- Obj_Flag=EXIT
Obj_State=NORMAL
```

The G_BOX object is the ROOT where:

Obj_Next=-1 Obj_Head=1 Obj_Tail=1

The G_BOXTEXT is the child where:

Obj_Next=0 Obj_Head=-1 Obj_Tail=-1

I want to display messages within the dialog box and have the user skip to the next message by clicking on the G_BOXTEXT object. The problem I am having is that I cannot figure out the parent-child-sibling relationship of the G_TEXT objects that I will have to place within the G_BOX object. Would the new G_TEXT objects be children of G_BOX? What values for Obj_Next, Obj_Head and Obj_Tail would I use for these additional objects? HELP, I am stuck!

121. Re: Re: Right of reply, virus- public, private- a thin line

Newsgroup: comp.sys.atari.st
Date: 1989-02-26 01:05:15 UTC
From: jrv@siemens.UUCP
Message-ID: <7012@siemens.UUCP>
Source record: 249793
Cross-posted to: comp.sys.atari.st,comp.sys.apple,comp.sys.mac,comp.sys.ibm.pc

I just came across a notice for a one day conference next month which might be of interest to anyone investigating viruses. Here's some of the details:

Second Annual Computer Virus Clinic
New York City World Trade Center
Wednesday, March 15, 1989

8:45 Continental Breakfast
9:15 Virus Experiences
10:00 Anatomy of a Virus
10:45 Prevention (filtering)
11:30 Detection (monitoring)
12:15 Recovery
1:00 Lunch
2:00 The Experimentalist's View - I
2:45 The Experimentalist's View - II
3:30 Implications
4:15 Prognosis for the Future
5:00 Reception at Windows on the World

Cost $225
DPMA, Box 894, New York, NY 10005
(800) 835-2246 ext. 190

--
Jim Vallino Siemens Corporate Research, Princeton, NJ
jrv@siemens.siemens.com
princeton!siemens!jrv
(609) 734-3331

122. comparison of assemblers

Newsgroup: comp.sys.atari.st
Date: 1989-02-26 02:14:31 UTC
From: ins_bjjb@jhunix.HCF.JHU.EDU
Message-ID: <879@jhunix.HCF.JHU.EDU>
Source record: 249794

I would like to have some users' comments about the various assemblers available for the ST. Specifically, I'd like to know about DevPac 2 as compared to AssemPro. I'd like to hear about the MetaComco assembler, too, of course, but I already get the impression it isn't in the same class. And, also of course, if you know about any other terrifically wonderful assemblers that are available, I'd be glad to hear about them.

To give an idea of my requirements, I've never done M68000 assembly (although I've done entirely too much for the 8088), the only debugger I have is the one which came with my Lattice C compiler, I have editors up the wazoo (and use Tempus because it's God's gift to programmers), I want GST object file output because a) I have Lattice C and b) I don't have the developer's-kit-type linker (I can't remember the name at the moment, LINK68 ?) (although if any of these include a linker which can handle LINK68 format object files, that would be great, too), and (is this requirement really meaningful now?) I want macros, macros which can be nested, if possible, with unlimited arguments, if possible, and with the ability to just spit out gobs of money with each compilation, if possible. Speed is relatively important (when isn't it?) and my budget allows for no more than $75. One last requirement: The manual must be informative -- a detailed description of each opcode would be nice. I'd rather not have to spend another $20 on one of the M68000 programming books... But if you can specify a nice, cheap assembler, and tell me about a good reference, that might fit the bill, too.

Thanks in advance!

Jared J. Brennan <ins_bjjb@jhunix.hcf.jhu.edu> or <c08_d102@jhunix.hcf.jhu.edu>
BITNET: INS_BJJB or C08_D102@JHUNIX ARPA: ins_bjjb%jhunix@hopkins.ARPA
UUCP: allegra!hopkins!jhunix!ins_bjjb "Help me, Spock!"
--
Jared J. Brennan <ins_bjjb@jhunix.hcf.jhu.edu> or <c08_d102@jhunix.hcf.jhu.edu>
BITNET: INS_BJJB or C08_D102@JHUNIX ARPA: ins_bjjb%jhunix@hopkins.ARPA
UUCP: allegra!hopkins!jhunix!ins_bjjb "Help me, Spock!"

123. Re: VGA, EGA, CGA: what is the difference?

Newsgroup: comp.sys.atari.st
Date: 1989-02-26 03:24:38 UTC
From: avenger@runx.ips.oz
Message-ID: <2023@runx.ips.oz>
Source record: 249795
Cross-posted to: comp.sys.atari.st,comp.sys.apple,comp.sys.mac,comp.sys.ibm.pc

```
>
> Can any netter tell me what differecnce VGA, EGA and CGA make and what
> 'campatible to VGA and EGA' implies?
>
CGA = Colour graphics adapter.
Likje a monochrome display adapter with 160x100 16 colour,
320x200 4 colour and 640x200 monochrome graphics. Colour registers
exist on CGA and EGA with 6 bits for each colour which define the physical
colour displayed for a given colour number.

EGA = Enhanced graphics adapter
Can emulate a CGA to an extent - some clone boards emulate CGA
properly - as well as a 640x350 monochrome, 640x350 16 colour. Text is
much easier to read on EGA than CGA

VGA = Video Graphics Adapter
Can emulate EGA and CGA - most can do so fully. Some also emulate
MDA and Hercules. Ideally you should try to get one which has full register
level downward compatibility with CGA and EGA. Text modes are enhances by adding
an extra 50 scan lines (350->400), and there are 3 new graphics modes -
640x480 2 colour, 640x480 16 colour and 320x200 256colour. There are 64
... oops 256 colour registers each with 24 bits, although only 18 bits are
used, with 256000 possible colours and shades. Most modes can take advantage
of this. Some cards have additinal modes including:
132x44 text, 132x25 and 132x28 all with 4 colours
1056x352, 1056x350, 1056x364 all 16 colours
640x40 800x600 256 colours
024x768 16 colours

--------------------------------------------------------------
Internet: avenger@runx.ips.oz.au _________________________
UUCP: uunet!runx.ips.oz.au!avenger /\ \
\_| |
Watch out for gobbledocks - | Core Publications |
They'll steal all your silicon Chippies | Electronic Publishing |
| _____________________|_
\_/_____________________/
```

124. re: FAT screw ups with INDUS GT

Newsgroup: comp.sys.atari.st
Date: 1989-02-26 06:08:24 UTC
From: Peter_Lawrence_Jackson@MTSG.UBC.CA
Message-ID: <1477835@mtsg.ubc.ca>
Source record: 249796

Brian Holmes <BHOLMES%WAYNEST1.BITNET@FORSYTHE.STANFORD.EDU> writes...
#I have an INDUS GT and SM354 attached to my 520 ST.
...so do I.
#My INDUS is drive 'A'. I have to turn both drives on or the FAT table on
#the disk in my INDUS drive gets messed up ....
Yes, what you describe is exactly what happens to me. I don't have any idea what causes it, but the problem never occurs if both drives are turned on before the ST. I guess after recognizing the problem (and screwing up several disks!), I have just been living with it, but I too would appreciate knowing what causes it.
Peter. (usermeso@mtsg.ubc.ca or usermeso@ubcmtsg.bitnet)

125. Re: FTP

Newsgroup: comp.sys.atari.st
Date: 1989-02-26 06:18:39 UTC
From: wxh@a.lanl.gov
Message-ID: <837@a.lanl.gov>
Source record: 249797

In article <969@blake.acs.washington.edu>, a360ad@blake.acs.washington.edu (Gnurr) writes:
>
> A few days ago, I left a message on the net seeking help
> in uudecoding SPLIT binaries.

UUENCODE and UUDECODE are programs written originally for Unix systems.
UUD and UUE are enhanced versions of the above, available to run on the ST
or on Unix (BTW, does anyone have the Unix versions available?). UUENCODE
and UUDECODE are very basic, and allow only one file at a time, without the
ability to chain from one file to another, which UUD and UUE can do, via
the 'include' statement. UUD/UUE also have some very elementary error
checking. The reason a file is split is because some mail systems have a
64K limit per posting. To decode split files using UUDECODE you have to
edit each piece, removing any header information in all but the first file
in the series. When done, the first file will have a 'begin', and the last
file will have an 'end'. CAT all these files together. UUDECODE the result.
Send me some mail if you have any more trouble.
--Billy Harvey wxh@a.lanl.gov

126. Re: 1st Word foreign dictionaries

Newsgroup: comp.sys.atari.st
Date: 1989-02-26 09:19:46 UTC
From: 35002_3025@uwovax.uwo.ca
Message-ID: <1740@uwovax.uwo.ca>
Source record: 249798

In article <6232@etana.tut.fi>, av74381@korppi.tut.fi (Vesterinen Arto) writes:
> I'm interested in writing finnish dictionary for 1ST Word+ V3.0.
> The problem is that to make a new main dictionary I would have
> to remove all the words from spelling.dic by mergin a supplementary
> dictionary with '-' sing preceding all the words to be removed.
> This way it would work but I don't want to write 40000 words preceded
> with minus sign. There must be an easier way!! I have also tried
> to make a zero lenght file 'spelling.dic' but that didn't work either.
> So is there anyone who has already written foreign dictionaries for
> 1st Word+. Any information would be greatly appreciated.

If you were to use Word Perfect, you might be able to get an already existing
Finnish dictionary for the IBM, and use it on the ST. As far as I know the
english dict's are the same for the St and the IBM.

Kevin-john Conway
...a librarian from hell...

School of Library and Information Science
University of Western Ontario
London Canada
"...deviants from the norm..."

"My ideas may be silly, but I'm not. I'm positively skewed!"

35002_3025@uwovax.uwo.ca
conway@uwovax.bitnet
kjc@uwovax.bitnet

127. Re: STs, QLs and the great emulation game.

Newsgroup: comp.sys.atari.st
Date: 1989-02-26 13:27:52 UTC
From: peter@sugar.uu.net
Message-ID: <3528@sugar.uu.net>
Source record: 249799

In article <171@ucl-cs.UUCP>, S.Usher@ucl-cs.UUCP writes:
> Full multitasking

Note that the operating system on the QL is Tripos, which is what Commodore uses as the DOS on the Amiga. The Amiga Exec is different, so I wouldn't expect that you could share programs between the two machines, but porting should be fairly simple. Could someone out there with experience on the two machines care to comment?

> Speed:- 98% of the ST's speed (because of the Multi-tasking
> overheads)

And with no coprocessors to help it out...
--
Peter "Have you hugged your wolf today" da Silva `-_-' Hackercorp.
...texbell!sugar!peter, or peter@sugar.uu.net 'U`

128. Re: Object Tree Help Wanted

Newsgroup: comp.sys.atari.st
Date: 1989-02-26 19:03:28 UTC
From: rjung@nunki.usc.edu
Message-ID: <2854@nunki.usc.edu>
Source record: 249800

In article <8902260313.AA04419@ucbvax.Berkeley.EDU> 01659@AECLCR.BITNET (Greg Csullog) writes:
> [Dialog box diagram deleted]
>
>The G_BOX object is the ROOT where:
> Obj_Next=-1 Obj_Head=1 Obj_Tail=1
>
>The G_BOXTEXT is the child where:
> Obj_Next=0 Obj_Head=-1 Obj_Tail=-1
>
>I want to display messages within the dialog box and have the user
>skip to the next message by clicking on the G_BOXTEXT object. The
>problem I am having is that I cannot figure out the parent-child-
>sibling relationship of the G_TEXT objects that I will have to
>place within the G_BOX object. Would the new G_TEXT objects be
>children of G_BOX? What values for Obj_Next, Obj_Head and
>Obj_Tail would I use for these additional objects? HELP, I am
>stuck!

First piece of advice: Use a resource construction program (RCP). Building GEM resources by hand is a mind-numbing experience that's no fun for the average human being.

Now, if you were to have many G_TEXT objects (strings for your messages) in your root box, they would be children of the root (since they are _inside_ the box). The G_BOXTEXT button would be another sibling to them. Basically, your object tree would look something like:

```
Root box (G_BOX)
____________/ \_______________
| |
v v
First G_TEXT <--> Next G_TEXT <--:--> G_BOXTEXT
string string button
```

The numeric order doesn't really make a difference.

--R.J.
B-)

P.S. I'm not a guru with the inner mechanics of GEM dialogs; I prefer to stay in the stratosphere of the RCP. However, I'm pretty sure of what I have up there.

==========
Disclaimer: This message was written with my authorization

```
# ## #
# ## # Mailing address: rjung@nunki.usc.edu
## ## ## (It's easier to just use the reply function, tho)
##### ## #####
```

129. ST Conversion to a MAC

Newsgroup: comp.sys.atari.st
Date: 1989-02-26 19:18:28 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <890226.13182762.091571@SFA.CP6>
Source record: 249651

I'm not really sure how to contribute to Pat's question concerning using the ST as a Mac since I'n new in navigating on the net.
At any rate, the ST emulates the Mac with blinding speed and few problems. Gadgets by Small (303) 791-6098 @ 40 W. Littleton Blvd., #210-211, Littleton, Colorado 80120, has the best emulator.
I'm running the emulator on a Mega2 and love it. There has been no speed loss or anything. I use FullWrite for all of my writing needs and Excel for other reasons. My terminal software is Red Ryder. Listing these software items should indicate the power of the emulator.
Obviously, one desiring to emulate the Mac should have a monochrome monitor

and preferably a hard drive.
With this type of combination, the ST expands its power considerably.
On yeah, one negative note. The emulator will not recognize Mac disks. Software has to be either converted by a box called the Discovery or by means of telecommunications via null modem cableing or telecommunications to a format recognizable by the ST. It is really a minor hassle.

Larry Rymal <Z4648252@SFAUSTIN.BITNET>

130. Disk Stuff (was Re: I Love This)

Newsgroup: comp.sys.atari.st
Date: 1989-02-26 19:43:00 UTC
From: Friesen@PCO-MULTICS.HBI.HONEYWELL.COM
Message-ID: <890226194319.289859@PCO-MULTICS.HBI.HONEYWELL.COM>
Source record: 249652

I lost the original message and have not been able to find it so I cannot give the name of the original sender (sorry).

Someone? wrote asking about current formating programs. He asked if the ones that really tweek the disks can damage the drive.

Well I don't think they can permanently, however, if you were one of the lucky people who got a cheap drive in their ST (like me) and you use programs like this you may have to have it aligned often. Do to some copy protection schemes withing about 6 months of purchasing my ST I had to have the drive aligned (it would wine, have trouble loading, wouldn't do disk copys, etc.). Within 3 more months I had to have it aligned again. That was over six months ago, and I haven't had any trouble since. However my computer usually won't do disk copies so I just use ProCopy.

On a similar note... I have found some programs that write to the disk even when it is write protected. Something for us virus watchers to look out for...

Aric Friesen

"Hypnotism; the programming language for people."

Addresses:

Genie: A.FRIESEN

ARPA: Friesen%PCO@BCO-MULTICS.ARPA

131. STs Do Exist

Newsgroup: comp.sys.atari.st
Date: 1989-02-26 20:12:00 UTC
From: Friesen@PCO-MULTICS.HBI.HONEYWELL.COM
Message-ID: <890226201240.281042@PCO-MULTICS.HBI.HONEYWELL.COM>
Source record: 249653

Every so often someone posts to the net saying that they cannot find any STs. I would just like to post some info. about ST availability here in Phoenix AZ. I just came from my ST dealer, and he had about ten Mega 4s, five mega 2s, and four or so 1040s. Buy the way he was selling his Mega fours for $1900 (ram prices must be falling!).

I also heard the Tweety Board on demo. It was hooked to 2 speakers so there was no 3-D sound, but it did sound a lot better than the monitor. It was very tempting.

Aric Friesen

"Hypnotism; the programming language for people."

Addresses:

Genie: A.FRIESEN

ARPA: Friesen%PCO@BCO-MULTICS.ARPA

132. (none)

Newsgroup: comp.sys.atari.st
Date: 1989-02-26 20:28:30 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <890226.14282978.091599@SFA.CP6>
Source record: 249654

SUB INFO-ATARI LARRY RYMAL

Larry Rymal <Z4648252@SFAUSTIN.BITNET>

133. Re: Right of reply, virus- public, private- a thin line

Newsgroup: comp.sys.atari.st
Date: 1989-02-26 21:29:45 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <15139@cup.portal.com>
Source record: 249655
Cross-posted to: comp.sys.atari.st,comp.sys.apple,comp.sys.mac,comp.sys.ibm.pc

Responding to various messages about viruses...

I agree that knowledge of the *existance* of viruses can be helpful..

I disagree that *specifics* of viruses, either source code, or *descriptions*
of how viruses work, can do anything other than guarantee their spread.

It's true that the information necessary to create a virus is available,
IF you know where to look, and IF you are experienced enough to make use
of that information. Those who are advanced enough to do this *may* be
responsible enough to avoid using that information harmfully... I agree
that there is *no way* to prevent anyone from using information obtained
through independant research like this, in a harmful way..

What I don't think is either helpful, or responsible, is to distill that
information and make it public, so those who might not otherwise be able to
use this *specific* information maliciously can take the work and expand
upon it. (Maybe they'll take their anti-social tendencies and do something
else, like trying to break into Government computers)

I know how an Atom Bomb works.. that knowledge is NOT going to save me if
anyone uses one... similarly, knowing the genetic makeup of the AIDS virus
won't protect anyone..

Even if my friend the print shop owner had known chapter and verse of how
Macintosh viruses work, it STILL wouldn't have prevented his hard drive
from being trashed. The number of people who can make use of specific
information about computer viruses for *good* purposes is probably quite
small, when compared with the potential for abuses.

My point is, the average *user* cannot protect himself with knowledge of
how a virus works.. he needs a *practical application* he can run. In the
Atari ST world, we have several good virus killers, notably the work of
George Woodside in particular. Knowing *how* a virus works is *not* going
to help to use George's program. All it's going to do is to help someone to
write a new virus.

Far from hurting thousands of computer users by surpressing the *specifics*
of viruses, I think they would be FAR MORE at risk if the information is
made public.

BobR

134. Re: Help wanted for Chrono Quest

Newsgroup: comp.sys.atari.st
Date: 1989-02-26 21:37:32 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <15140@cup.portal.com>
Source record: 249656

Mark Ferneau asked for help with ChronoQuest..

Have you gone downstairs yet..? The only use for the office is to obtain the one object that's moveable in there.

Going downstairs will subject you to more of this game's illogical design..

Unfortunately, I won't be able to help much beyond the first trips in the Time Machine.. the abysmal interface and the sadistic copyprotection made me give up and sell the game at the last user group swap meet...

...and I felt bad about the poor shmuck who got stuck with it...

BobR

135. Re: Need vt100 or kermit for atari st

Newsgroup: comp.sys.atari.st
Date: 1989-02-27 00:04:47 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <580@stag.math.lsa.umich.edu>
Source record: 249657

In article <16078@cisunx.UUCP> jgtst@unix.cis.pittsburgh.edu (Jim Tauberg) writes:
>I have seen a program called 220-ST. It is the best VT-100 emulator I've
>seen for the ST. Don't know where to get it, but it's good.

I bought a copy of this before I discovered Uniterm. It's published by
MichTron. It's not bad, really, but I still think Uniterm is better.
220-ST does do pretty complete VT220 emulation. Also has Xmodem and Kermit
file transfer support. The VT220 emulation provides complete mapping of
VT220 function keys, and allows downloading/host-controlled definitions.
They call these macros, I call 'em user definable keys. All you can do is
assign text to them, as opposed to Uniterm, where you can assign strings
of commands. Given that Uniterm is free, and does more, I don't think anyone
would need 220ST. Not to knock the program. It really does everything it
claims to, very well, but Uniterm also works well - why pay for something you
can get for free, eh?
--
/
/_ , ,_. Howard Chu
/ /(_/(__ University of Michigan
/ Computing Center College of LS&A
' Unix Project Information Systems

136. UUencode (was Re: FTP)

Newsgroup: comp.sys.atari.st
Date: 1989-02-27 00:41:27 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <581@stag.math.lsa.umich.edu>
Source record: 249658

Standard Unix uuencode/uudecode does not know anything about the include directives. That's part of your problem. If you concatenate the multi-part encodings by hand and still get errors, one can only presume you did something wrong - put them in the wrong order, left in a line you should have deleted, or deleted a line you should have left intact. A multi-part encoded file begins at the
begin blahhh
and ends at the
include blah2

You should delete all the "include" lines when concatenating by hand, as well as all but the first "begin" line. Usually every encoded line begins with 'M' - when you finish, there should be one "begin," one "end," and a lot of lines starting with 'M', but nothing else. (There may be a line beginning with a space, immediately preceding the end line. This is generated by a [harmless] off-by-one error in the test conditions of standard uuencode. Since it only results in 3 extra bytes, I guess no one has ever bothered to fix it.)

The easier thing to do is to grab the sources for the ST uuencode/uudecode programs and install the programs on your Unix machine. They run fine, and then you never have to worry about those includes ever again.
--
/
/_ , ,_. Howard Chu
/ /(_/(__ University of Michigan
/ Computing Center College of LS&A
' Unix Project Information Systems

137. HIM1 Internet FTP archive site

Newsgroup: comp.sys.atari.st
Date: 1989-02-27 00:55:40 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <582@stag.math.lsa.umich.edu>
Source record: 249659
Cross-posted to: comp.sys.atari.st,comp.os.minix

The host named him1.cc.umich.edu is getting its name changed. The address will remain the same, though, so you can still FTP to 35.1.1.43 to get files. In case you don't know what's there, we've been archiving articles from comp.os.minix (Actually the Internet Info-Minix version) online, as well as all the goodies being posted on comp.{binaries,sources,sys}atari.st. [There's other stuff as well, but these two are what I'm intimately involved with...]

FTP to 35.1.1.43, login anonymous, any password. Change Directory to "PC7:" for the Atari ST archives, "MINX:" for the Info-Minix stuff.

Don't know what the new host name will be, but I'll keep you all posted... In the meantime, the address should always work.
--

..PrayerMail: Send 100Mbits to holyghost@father.son[127.0.0.1] and You Too can have a Personal Electronic Relationship with God!

138. Hard Disk formatting etc.

Newsgroup: comp.sys.atari.st
Date: 1989-02-27 02:46:00 UTC
From: BHOLMES@WAYNEST1.BITNET
Message-ID: <8902270253.AA04219@ucbvax.Berkeley.EDU>
Source record: 249660

Are there any public domain Hard Drive formatting and partioning
programs out there that allow for more then 4 partitions? Does
anyone know if ICD sells just their software?
Thanks!

p.s. could you reply to me direct as I'm very anxious for an answer!

```
*********************************************************************
* Brian Holmes \ / ___ *
* Wayne State University \/\/su | | *
* Detroit Michigan ____| |____ *
* | | | | *
* BITNET : BHOLMES@WAYNEST1 | | | | *
* INTERNET : Brian_Holmes@UM.CC.UMICH.EDU | | | | *
* UUCP : {UMIX|ITIVAX}!WAYNE-MTS!BRIAN_HOLMES ============= *
*********************************************************************
```

Acknowledge-To: Brian Holmes <BHOLMES@WAYNEST1>

139. Who have I clobbered? (GEM windows)

Newsgroup: comp.sys.atari.st
Date: 1989-02-27 06:52:09 UTC
From: saj@chinet.chi.il.us
Message-ID: <7829@chinet.chi.il.us>
Source record: 249661

Before I try out my 3 best guesses, I thought I'd ask for advice on this one:
I'd like to have a particular program plaster a big dialog box on the screen.
After the dialog is over, I'd like to get the screen redrawn properly (natch')
The problem is: suppose I've plastered that dialog over someone else's window.
The prime example is the control panel: if it's displayed when I need that
dialog, I'd like to cover it up, but I'd also like to be able to restore it
at the end of the dialog. The three hottest ideas I had were:
1) When I redraw my own screen, watch the rectangle list for areas I don't
own. Use wind_find to see who does own those areas (I presume the mouse
doesn't actually have to be there for the wind_find to work) and send redraw
messages.
2) Open another window to contain the dialog and close it when the dialog is
done. This should cause everyone (me included) to get redraw messages, but
I'm trying to limit the number of windows if I can.
3) Make a buffer. Save the area under the dialog, and restore it at the end
of the dialog. How dull; how memory-hungry.

Any informed suggestions? Other ways? Warnings?
Steve J.

140. HIM1 anonymous FTP

Newsgroup: comp.sys.atari.st
Date: 1989-02-27 07:11:16 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <584@stag.math.lsa.umich.edu>
Source record: 249662
Cross-posted to: comp.sys.atari.st,comp.os.minix

```
Talk about premature announcements... Anonymous FTP service at the
HIM1 site (35.1.1.43) is temporarily fouled up. Hopefully things
will be straightened out in a few hours, but I figured I better
post this since I'm already getting queries by mail about it...
Sorry for the inconvenience...
--
-=- PrayerMail: Send 100Mbits to holyghost@father.son[127.0.0.1]
and You Too can have a Personal Electronic Relationship with God!
```

141. Re: Zoo/ST status update

Newsgroup: comp.sys.atari.st
Date: 1989-02-27 10:13:14 UTC
From: klute%trillian.irb@unido.uucp
Message-ID: <1151@laura.UUCP>
Source record: 249663

In article <107625@neabbs.UUCP> daanjj@neabbs.UUCP (DAAN JITTA) writes:
>Finally, it's nice to remark that about 2 days after I uploaded a beta
>version of Zoo/ST to some Dutch BBSes, somebody started writing a graphical
>shell, much like the very popular ARCSH graphical shell for ARC. When this
>program is fully developed, it will be posted to comp.binaries.atari.st as
>well. Give "ZOOBOY" a few more weeks...

As the author of ARCGSH I'd like to state that I plan to
integrate a mechanism for calling ZOO from ARCGSH.
Unfortunately I haven't much time currently to do so but some
day it *will* come.

I just received the shar/unshar package in the sources group.
If it works reliably I will also support it with ARCGSH. (Ok,
the name "ARCGSH" may be a little bit confusing after those
extensions.)

Rainer Klute ---- klute@irb.informatik.uni-dortmund.de
Universitaet Dortmund, IRB |)|/ klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |\|\ ...uunet!mcvax!unido!klute
D-4600 Dortmund 50 ---- Tel.: +49 231 7554663

142. BMS100 /w SCSI drive

Newsgroup: comp.sys.atari.st
Date: 1989-02-27 12:45:36 UTC
From: L12@DHDURZ1.BITNET
Message-ID: <8902271245.AA27866@ucbvax.Berkeley.EDU>
Source record: 249664

Hi ppl,
here's some problem report from a pretty european layman:

After weeks of decision processes I purchased the well-known
atari ST host adaptor from Berkeley Microsystems, "BS100".

This is told to interface the ST-DMA port to a SCSI bus, /w reduced
CCS, though.

Tryin' it with a ST277N drive the installation routine does not
recognize it as regular DMA device (all numbers grey!!!). Furthermore
the BMSINIT.PRG does not seem to support a drive with 64 MB. So:
What can I do? Hints greatfulliest appreciated - thanxalott!
Virtually *** WDB

143. Re: STs, QLs and the great emulation game.

Newsgroup: comp.sys.atari.st
Date: 1989-02-27 13:24:36 UTC
From: n62@nikhefh.hep.nl
Message-ID: <613@nikhefh.hep.nl>
Source record: 249665

In article <3528@sugar.uu.net> peter@sugar.uu.net (Peter da Silva) writes:
>In article <171@ucl-cs.UUCP>, S.Usher@ucl-cs.UUCP writes:
>> Full multitasking
>
>Note that the operating system on the QL is Tripos, which is what Commodore

The operating system of the QL is QDOS, not Tripos.

To return to the article: I think porting software from a QL to an Amiga (or
vice versa) is about as difficult as porting software from UNIX to a QL :
Not to simple. The problem is that QDOS is a quite odd operating system; it
has calls which can do the job but with different calls then you should expect.
e.g. a stty() call on a window is not existent; one should use another call to
read in "raw" and "cooked" mode (no cbreak; signals doesn't exist on a QL).
Another major problem is the lack of any environment variables on the QL.
--
Klamer Schutte mcvax!nikhefh!n62 n62@nikhefh.hep.nl

144. Re: Right of reply, virus- public, private- a thin line

Newsgroup: comp.sys.atari.st
Date: 1989-02-27 15:16:17 UTC
From: jwi@lzfme.att.com
Message-ID: <1154@lzfme.att.com>
Source record: 249666
Cross-posted to: comp.sys.atari.st,comp.sys.apple,comp.sys.mac,comp.sys.ibm.pc

In article <1270@husc6.harvard.edu>, clubok@husc4.HARVARD.EDU (Kenneth Clubok) writes:
> ...When source code is distributed,
> anyone with an assembler can make minor modifications to the code that will
> make the "mutant" virus undetectible by current virus detection programs. This
> requires neither very much work nor much understaning of the workings of
> viruses.

Most virus detecting programs work by intercepting writes to the
hard disk and by checksumming programs before running them. A small
change in a virus is not going to make it invisible to this type of
checking.

Jim Winer ..!lzfme!jwi

I believe in absolute freedom of the press.
I believe that freedom of the press is the only protection we have
from the abuses of power of the church,
from the abuses of power of the state,
from the abuses of power of the corporate body, and
from the abuses of power of the press itself.
Those persons who advocate censorship offend my religion.

145. Re: MUSIC software

Newsgroup: comp.sys.atari.st
Date: 1989-02-27 15:38:00 UTC
From: rm@inmet
Message-ID: <148900017@inmet>
Source record: 249667

I am also a fond user of C-Lab Notator. Does everything indicated in the base note, and is amazingly bug-free. My only real complaint with it is that it has a really confused (and combined) notion of triplets and dotted notes. Oh, you can get it to do what you want, but it takes a little getting used to. All in all though, a great program.

_________ __ __
/ ______ / / \ / \ R.M. Mottola
/ /_____/ / / /\ \ / /\ \ Intermetrics Inc.
/ / _____/ / / \ \/ / \ \ 733 Concord Ave.
/ / \ \ / / __/ \ \ Cambridge MA. 02138
/ / \ \ _ / / \ \ _
/_/ _\ /_/ /_/ _\ /_/ UUCP: uunet!inmet!rm

"... a superstar, but he didn't get far ..." - The Pips

146. strip3.c, for converting mwc 3 to mwc 2 format

Newsgroup: comp.sys.atari.st
Date: 1989-02-27 15:38:23 UTC
From: hcj@lzaz.ATT.COM
Message-ID: <436@lzaz.ATT.COM>
Source record: 249668

```
This tool makes a mwc 3 executable look like a DRI or mwc 2 version.
Distomwc cannot disassembel a mwc 3 format.
--This compiles on mwc.

Howard C. Johnson
ATT Bell Labs
att!lzaz!hcj
hcj@lzaz.att.com

==============================cut here=======================
/*
* use to strip mwc 3.0 exec files to allow disassembly
*/
#include <stdio.h>
#include <gemout.h>
#include <stat.h>

main(argc,argv)
char **argv;
{
long lseek();
struct stat xstat;
struct gemohdr header;
char *name_in,*name_out;
long filelen;
long address;
FILE *fin,*fout;
int ret;
long tmp;
long offset;

if(argc != 3) {
fprintf(stderr,"Usage: %s file_in file_out\nStrip symbol and debugging info from mwc
3.0\n",argv[0]);
exit(1);
}
name_in = argv[1];
name_out = argv[2];
if(stat(name_in,&xstat) < 0) {
perror("");
fprintf(stderr,"Cannot open %s\n",name_in);
exit(1);
}
filelen = xstat.st_size;
if((fin = fopen(name_in,"rb")) == 0) {
```

```
perror("");
fprintf(stderr,"Cannot open %s\n",name_in);
exit(1);
}
ret = fread(&header,sizeof(header),1,fin);
if(ret == 0) {
printf("Error reading header\n");
goto error;
}
if((fout = fopen(name_out,"wb")) == 0) {
perror("");
fprintf(stderr,"Cannot open %s\n",name_out);
exit(1);
}
offset =header.g_ssize[GO_TEXT] +
header.g_ssize[GO_DATA] +
header.g_ssize[GO_SYM] + sizeof(header);
tmp = header.g_ssize[GO_SYM] > 0x30L? 0x30L:header.g_ssize[GO_SYM];

tmp = header.g_ssize[GO_SYM] ;

fprintf(stderr,"File Sizes: Text = %X, Data = %X Sym = %X New Sym = %X\n",
header.g_ssize[GO_TEXT],
header.g_ssize[GO_DATA],
header.g_ssize[GO_SYM],
header.g_ssize[GO_SYM]-tmp);
if(filelen - offset < 0) {
fprintf(stderr,"size error: filelen = %D, size = %D\n",filelen,offset);
exit(1);
}
header.g_ssize[GO_SYM] -= tmp;
/*
if(header.g_ssize[GO_SYM]) {
header.g_relflag = 1;
}
*/
ret = fwrite(&header,sizeof(header),1,fout);
if(ret == 0) {
printf("Error writing header\n");
goto error;
}
copy(fin,fout,header.g_ssize[GO_TEXT]);
copy(fin,fout,header.g_ssize[GO_DATA]);
if(tmp)
fseek(fin,(long)tmp,1); /* skip over 0x30 bytes */
copy(fin,fout,header.g_ssize[GO_SYM]); /* copy balance of symbols */
address = filelen - offset; /* net relo size */
copy(fin,fout,address);
fclose(fin);
fclose(fout);
exit(0);
```

```
error:
perror("");
printf("Error in File %s\n",name_in);
fprintf(stderr,"Error in File %s\n",name_in);
exit(1);
}
copy(fin,fout,lsize)
FILE *fin,*fout;
long lsize;
{
char *space;
short size;
int ret;

fprintf(stderr,"Copy %D\n",lsize);
if(!lsize)
return;
space = malloc(lsize>0xfffeL?0xfffe:(short)lsize);
if(!space) {
printf("Cannot allocate %D bytes\n",size);
exit(1);
}
while(lsize) {
size = lsize>0xfffeL?0xfffe:(short)lsize;
lsize -= size;
ret = fread(space,size,1,fin);
if(ret == 0) {
perror("");
printf("Error reading input file\n");
exit(1);
}
ret = fwrite(space,size,1,fout);
if(ret == 0) {
perror("");
printf("Error writing output file\n");
exit(1);
}
}
free(space);
}
```

147. I-APL

Newsgroup: comp.sys.atari.st
Date: 1989-02-27 15:42:19 UTC
From: chaz_heritage.WGC1RX@XEROX.COM
Message-ID: <890227-074809-3739@Xerox>
Source record: 249669

I am on the mailing list of the International APL Project. This is a dedicated group of APL enthusiasts who are engaged in the historic endeavour to devise a variant of APL (A Programming Language) which will work on a large number of microcomputers and which will standardise itself worldwide.

APL is a difficult-looking language, consisting, at first sight, almost entirely of curious heiroglyphics. However, it is immensely powerful. The Sharp-APL manual gives examples of the same program written in FORTRAN, BASIC and APL. Both of the 'conventional' languages require a dozen or so lines of program; APL achieves the same result with half a dozen characters. An array-oriented language, it has great potential for mass information handling. It also seems possible that APL would be the most suitable route for implementation of arcana such as the RSA cipher.

The Atari ST, with its facility to import screen fonts, is an ideal platform for APL. The only 'extra' required would be a keyboard's worth of stickies to show the 'heiroglyphic' function of each key. However, I note from the latest newsletter of the I-APL Project that I-APL has not yet been ported to the ST. I quote:

>Porting Help is Badly Needed

Such abilities are like gold dust (at least if they are combined with the time and the sort of altruism needed to work on this project) and if anyone knows where they are to be found we would be delighted to hear. A port...for the Atari ST... could bring the author kudos, a warm feeling and the thanks of thousands. We will pay out of pocket expenses. If you know of a potential porter and think you could keep them encouraged to a successful conclusion - ring me up. I have a stack of ready prepared porters' kits.<

The I-APL Project intends to release versions of I-APL as cheaply as possible - the software costs no more than its media, and the manuals cost less than would photocopies of the same documents . Effectively they place their work into the public domain, with the express intention that it should be available to as many people as possible.

Such internationalist altruism is deeply unfashionable in today's world. The release of a new language for a particular machine is usually the preserve of profit-conscious software houses, who protect their profits with litigation, spoilers, dongles and the occasional virus. The I-APL Project is different. I cannot help them - I am only a poor hardware type, with my knuckles and soldering iron dragging on the ground. However, I know that out there are people with the most arcane and esoteric software skills, one at least of whom must be looking for a project worthy of their talent, outwith the common run of shoot-em-up games and yet more C-compiler

modifications.

One of the people reading this has the power to make the Atari ST one of the standard platforms for I-APL. The I-APL Project estimate that >it would take a competent programmer, who knows both the operating system and machine code thoroughly, between a week and a fortnight to do a good port.<

If anybody with these abilities feels that they can offer any assistance to the I-APL Project I would ask them to contact me. I will immediately put them in touch with the I-APL Project, and do whatever I can to facilitate their work.

Regards,

Chaz

148. Re: Who have I clobbered? (GEM windows)

Newsgroup: comp.sys.atari.st
Date: 1989-02-27 16:17:49 UTC
From: sirkm@ssyx.ucsc.edu
Message-ID: <6494@saturn.ucsc.edu>
Source record: 249670

In article <7829@chinet.chi.il.us> saj@chinet.chi.il.us (Stephen Jacobs) writes:
>Before I try out my 3 best guesses, I thought I'd ask for advice on this one:
>I'd like to have a particular program plaster a big dialog box on the screen.
>After the dialog is over, I'd like to get the screen redrawn properly (natch')

From the Laser C manual:

"Any rectangular area of the screen can be invalidated by calling form_dial
with a value of FMD_FINISH. The rectangle will be redrawn by a series of
events for all windows covered by it."

>3) Make a buffer. Save the area under the dialog, and restore it at the end
>of the dialog. How dull; how memory-hungry.

Actually, that's a nice solution. Memory-hungry is may be, but it is a much
faster solution.

Greg Anderson
Social Sciences Computing
University of California, Santa Cruz
email: sirkm@ssyx.ucsc.edu
BBS: (408) 462-3832 2400/1200/300 baud

149. Re: More on Spectre 128 Problems

Newsgroup: comp.sys.atari.st
Date: 1989-02-27 16:28:26 UTC
From: dlm@druwy.ATT.COM
Message-ID: <3838@druwy.ATT.COM>
Source record: 249671

in article <937@cernvax.UUCP>, jmg@cernvax.UUCP (jmg) says:
> My only Spectre problem is that I cannot get any answer from the Small
> family (are you there, David?). Having had my messages to well.uucp
> bounce back to me and my snail mail producing no response I am hoping
> that this broadcast gets some response.
Dave is on two systems on the net. Neither one seems to be a
very reliable method of contacting him, at least not yet. You can send
him mail at:
dsmall@well.UUCP
{big sytem}!boulder.Colorado.EDU!tcr!gadgets!dsmall

If Gadgets received your snail mail they should have responded.
Sometimes they are a little slow, mostly due to the volume of mail they
receive.
I don't know if they have done anything to handle foreign orders
yet. They may be waiting till a decision on foreign distribution is
made before answering foreign mail.

The absolute best way to contact Dave is via GEnie, Gadgets by
Small has their own "Roundtable" (GEnie discussion group). Dave
normally gets on GEnie at least once a day to answer messages. Gadgets
also has a section in the "Atari Vendor Forum" on CompuServe. Dave
normally gets on there every day or two to answer messages.

> Progress on the version with sound?
Version 1.9 which has limited sound support is just entering
beta test. The Mac normally samples sounds at 22 khz, the Spectre is
currently limited to 11 khz. The 68K in the ST is just too slow to
really handle 22 khz and doing anything else (like move the mouse). The
Mac uses DMA (part of the screen data fetch) to move one byte of sound
data from the sound buffer to the hardware every time a scan line is
displayed. Dave is looking into ways of supporting 22 khz playback on
the ST, possibly for version 2.0.

> Read real Mac disks without Translator-1?
Gadgets received the first prototype GCR circuit boards a couple
of months ago and Dave has started working on the code for them. They
haven't announced a release date yet. My guess would be late spring or
early summer, of course I could be off by 6 months either way.

Dan Moore
AT&T Bell Labs
Denver
dlm@druwy.ATT.COM
dlm@druhi.ATT.COM

150. Re: Bard's Tales II and III

Newsgroup: comp.sys.atari.st
Date: 1989-02-27 16:42:02 UTC
From: jdutka@wpi.wpi.edu
Message-ID: <1069@wpi.wpi.edu>
Source record: 249672

In article <15535@oberon.USC.EDU> bourdon@iris.usc.edu (Olivier Bourdon) writes:
>Can someone tell me if Bard's Tales II an III exist on ST. If not I
>wonder why they are on that @#$%%&*#@ amiga and not on our lovely ST.

Well, seeing as I own an Amiga (not that @#$%%&*#@ ST), and have BTII, I might as well reply. EA is slow in coming out with programs for the Amigas. I talked to EA, and they don't know WHEN it will be out for them, so I'm sure it's the same for the ST (BTIII). Please take the parenthesis as tongue-in-cheek, as I'm sure (hopefully) Bourdon@iris.usc.edu was...

And now, for a REAL .signature: ._. /\
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_/ Copyright 1989 - Chris Moir (cmoir@wpi.wpi.edu)
---

151. subscribe

Newsgroup: comp.sys.atari.st
Date: 1989-02-27 17:49:00 UTC
From: INFOATARI@HUSKY1.STMARYS.CA
Message-ID: <8902271829.AA13530@ucbvax.Berkeley.EDU>
Source record: 249673

```
SUBSCRIBE INFO-ATARI Bulletin Board
```

152. Re: alternative mice

Newsgroup: comp.sys.atari.st
Date: 1989-02-27 17:59:09 UTC
From: richb@ozvax.GWD.TEK.COM
Message-ID: <1409@ozvax.GWD.TEK.COM>
Source record: 249674

In article <270@fozzy.UUCP> hendrick@fozzy.UUCP (Bill Hendricks) writes:
>
>Wouldn't the Commodore mouse be a likely suspect as a
>replacement/alternative to our Atari ST mouse?
>
>I was gratified to read the posting regarding the use of
>the MicroSoft mouse, including the wiring translation.
>My problem there is that the dealers around here want
>about $100 for it; I think the Commodore mouse goes for
>about $80 at Sears.
>
>Regards,
>Bill

If you try the MicroSoft mouse you you would find the $20
difference to be minimal. The feel of the MicroSoft mouse
is just clearly superior to other mice in that price range!

And, by the way, I do not work for MicroSoft or am in any way
related to them - just an impressed consumer. I am, of course,
referring to the MicroSoft II mouse (the rounded white one).

Regards,
Richard

---

153. Re: Who have I clobbered? (GEM windows)

Newsgroup: comp.sys.atari.st
Date: 1989-02-27 18:28:33 UTC
From: hedley@imagen.UUCP
Message-ID: <3121@imagen.UUCP>
Source record: 249675

saj@chinet.chi.il.us (Stephen Jacobs) writes about dialog trashing. Here is my code for dialogs. You will get a redraw event upon closing the dialog if things are set up right. No muss no fuss. This code works so enjoy! (Its actually part of the user interface from UltraScript).

Here is code to pop up the dialog.

```
wind_update(BEG_UPDATE);
form_center(who,diptr);
form_dial(0,1,1,1,1,dibox);
form_dial(1,1,1,1,1,dibox);
objc_draw(who,ROOT,MAX_DEPTH,dibox);
what = form_do(who,0);
form_dial(2,1,1,1,1,dibox);
form_dial(3,1,1,1,1,dibox);
wind_update(END_UPDATE);
(who+1)->ob_state = NORMAL; /* Select off */
```

And here is my code to redraw here:

```
do_redraw(msg)
int msg[];
{
int whandle;
GRECT t1,t2;
int clip[4];
lineaa(); /* Mouse off */
whandle = msg[3];
t2.g_x = msg[4];
t2.g_y = msg[5];
t2.g_w = msg[6];
t2.g_h = msg[7];
wind_update(BEG_UPDATE);

wind_get(whandle,WF_FIRSTXYWH,&t1.g_x,&t1.g_y,&t1.g_w,&t1.g_h);
while(t1.g_w && t1.g_h) {
if(rc_intersect(&t2,&t1)) {
clip[0] = t1.g_x;
clip[1] = t1.g_y;
clip[2] = t1.g_x + t1.g_w - 1;
clip[3] = t1.g_y + t1.g_h - 1;
vs_clip(vdihandle,1,clip);
/* Redraw your stuff here */
}
wind_get(whandle,WF_NEXTXYWH,&t1.g_x,&t1.g_y,&t1.g_w,&t1.g_h);
}
```

```
wind_update(END_UPDATE);
linea9(); /* Mouse on. I would use graf_mouse BUT that is another story */
}
```

--
{decwrl!sun}!imagen!hedley
hedley@imagen.com

154. Removeable hard disk drive for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1989-02-27 21:09:12 UTC
From: pns@cbnews.ATT.COM
Message-ID: <4385@cbnews.ATT.COM>
Source record: 249676

Recently, I heard that someone is coming out with a removable hard disk drive for Atari ST. These drives are supposed to have the same access time as the fixed hard disk drives and they are very cheap (around $300 for the drive and $10 for the disk).

Is this a fact or just plain rumor. Please send me e-mail if you know more about this. I will post a summary of all responses.

Thanks in advance,

Prabhat Sahay
att!cbdkc1!pns

155. METAFONT

Newsgroup: comp.sys.atari.st
Date: 1989-02-28 01:21:57 UTC
From: a360ad@blake.acs.washington.edu
Message-ID: <984@blake.acs.washington.edu>
Source record: 249677

I picked up the metafont posting today... but haven't a
clue as to how to use it... are there docs somewhere out there?

Also, FTP'd ssyx.ucsc.edu volume2/fontedit/part01-02
In the dox, it says something about a "second arc'd file"
containing about 6 fonts.. including a chinese, mac and others...

Any one know where i can get that specified file?

Your help is apprecitated....

An all encompassing thanks to those who helped me with
the Dumas vs. UNIX uudecode confusion...

156. METAFONT

Newsgroup: comp.sys.atari.st
Date: 1989-02-28 01:25:00 UTC
From: a360ad@blake.acs.washington.edu
Message-ID: <985@blake.acs.washington.edu>
Source record: 249678

Sorry about my previous posting.....

my address: kevin callahan
a360ad@blake.acs.washington.edu

157. Re: Right of reply, virus- public, private- a thin line

Newsgroup: comp.sys.atari.st
Date: 1989-02-28 02:52:18 UTC
From: gl8f@bessel.acc.Virginia.EDU
Message-ID: <1200@hudson.acc.virginia.edu>
Source record: 249679

In article <15139@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>
>I disagree that *specifics* of viruses, either source code, or *descriptions*
>of how viruses work, can do anything other than guarantee their spread.

[I stopped cross-posting this, since this discussion is ST-specific.]

Um, I wrote a boot-virus-detecting desk accessory based on information posted here. The *specifics* of the virus (that it lived in boot sectors of floppies) were necessary for me to write the detection program and to write documentation detailing how to use the detection program and how to kill these boot viruses.

Now say instead someone had posted, "I've seen this virus but I won't tell you how it works. You'll just have to quiver in your boots. But I'll tell Programmer X how it works and he'll provide a cure." Well, that's responsible, right? Except I'm not Programmer X, I don't know Programmer X, and I have no way to prove to the poster that I also deserve the information. So I have to wait 2 weeks for Programmer X to write some virus detection program which may or may not work, or could be a Trojan Horse? And what if I don't like Programmer X's program because it's hard to use, ugly, and wastes disk space? Why, I'm out of luck.

Instead, by posting enough specifics for anyone to write a detection program, we get several detection programs in different styles which can be compared to each other. This is the (I hesitate to say it) free market of public domain software, eh?

I would like to thank George Woodside for his nice anti-viral programs. But I actually don't use them -- I use my virus-detecting desk accessory, which is only a couple of kbytes and can always be called up at a moment's notice. I don't think that virus source code should be posted to this group. But details should be, because without them we can't get anti-viral programs written, because you never know who to trust with the information.

Finally, I'd like to note with some amusement that the "details" about many viruses can easily be gleaned from the instructions on what their effects are and how to kill them. So there is no way to restrict this information anyway. In the case of the boot virus, the first mention of "this virus infects your machine if you boot from an infected floppy" sent me to my BIOS listing, where I found the bootblock checksum routine and wrote my detection .acc in under an hour.

[This .acc is on CI$ and (I think) in the PC7 archives, I think. It's ugly but it's small and works.]

Greg Lindahl | Graduate School:
gl8f@virginia.{edu,bitnet} | It's not just a job,
...!uunet!virginia!gl8f | It's an indenture.

158. Broken ST revisited

Newsgroup: comp.sys.atari.st
Date: 1989-02-28 03:26:35 UTC
From: mkentley@wpi.wpi.edu
Message-ID: <1086@wpi.wpi.edu>
Source record: 249680

Thanks to everyone who replied to my message about my Broken ST....
The problem did turn out to be a bad solder joint on my 1meg upgrade, so if anyone else is having problems with their system giving 2 and 4 bombs, then rebooting forever, and you have the 1meg upgrade with piggybacked chips, check the solder joints first..

Apparently, already flaky solder joints come undone when the machine has been running for a long time and gets very hot. All it takes is to go over your solder connections with a magnifying glass and fix the ones that look really cheesy.

Thanks again for the help

159. Re: Removeable hard disk drive for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1989-02-28 07:33:02 UTC
From: rosenkra@hall.cray.com
Message-ID: <349@hall.cray.com>
Source record: 249681

In article <4385@cbnews.ATT.COM> pns@cbnews.ATT.COM (Prabhat N. Sahay) writes:
=
=
= Recently, I heard that someone is coming out with a removable
= hard disk drive for Atari ST. These drives are supposed to have
= the same access time as the fixed hard disk drives and they are
= very cheap (around $300 for the drive and $10 for the disk).
=
= Is this a fact or just plain rumor. Please send me e-mail if you
= know more about this. I will post a summary of all responses.
=
= Thanks in advance,
=
= Prabhat Sahay
= att!cbdkc1!pns

in Byte a few months ago (the NeXT review issue), there was a blurb about
a (supposedly 100%) ST225-compatible 20 MB removable floppy drive which
is supposed to be priced to directly compete with the Seagate hard drive.
the article sez the disks would (be made by Kodak?) cost about $8 each.
if it is in fact plug-compatible with the hard drive, you could theoretically
just open up your SH204 and drop this puppy in. how you get the disks in
and out after you close the cover is another matter *8^). finding the disks
could also provide hours of fun...

-bill
rosenkra@hall.cray.com

(some SH204's use ST225's, right?)

160. Good ST software and hardware for sale

Newsgroup: comp.sys.atari.st
Date: 1989-02-28 08:44:00 UTC
From: mdoyle@oracle.uucp
Message-ID: <719@oracle.oracle.com>
Source record: 249682

All of the following software includes the original disks, original
documentation, and, usually, the original box!

Hardware:
Atari SF 314 Double Sided Disk Drive $145

Productivity Software:
Laser C V1.0 (V 2.0 can be obtained for $10, and
Laser DB for $39.95, with upgrade card.) $99
Thunder (good spelling checker) $25
MT C-Shell V1.0 (multitasking UNIX-like Shell) $39
Logikron Clock Cartridge (automatically get
correct time on bootups) $23

Game Software:
Mindshadow (You wake up on a deserted island
with no memory...) $18
Hacker (Break into computer & save the world) $15
Time Bandit (16 arcade games & 3 graphic/text
adventures in one) $20
Ultima 2 (Second in the famous series) $18
Sundog (From the makers of Dungeon Master) $18

Magazines:
STart Summer 86-Winter 87 + 1st 2 special issues,
all with disks (lots of good software),
11 issues $35
ST Applications - complete set Sept 85-Sept 88,
37 issues (This was the best ST magazine.
Many good reviews, programming columns, and
general reference articles.) $45

All prices do not include postage (should it be necessary). For each item,
first offer at the price asked takes it. All these prices are negotiable,
however; make me an offer if you think the posted price is too high.

--
Micah Doyle
mdoyle@oracle.com
(415) 598-8197

161. Re: MUSIC software

Newsgroup: comp.sys.atari.st
Date: 1989-02-28 11:12:46 UTC
From: eykhout@wn2.sci.kun.nl
Message-ID: <346@wn2.sci.kun.nl>
Source record: 249683

From article <958@blake.acs.washington.edu>, by a360ad@blake.acs.washington.edu (Gnurr):
> About a month ago, a few people were wondering if there were
> any good MUSIC sequencing programs available for the ST.
> While a quality sequencer is of great value to many musicians,
> a convincing and workable NOTATING system is the hunt of many.
[stuff praising Notator deleted]
> Those interested in more information about NOTATOR, MIDI-STUDIO,
> HYBRID-ARTS EZ-Score and DR.T's and MUSIC STUDIO may contact me..
> .. i've tried them all

C'mon, you can't be serious. Nothing I've seen on the Atari
comes close to decent music notating. And I mean
Steingerg Masterscore and C-lab Notator included.

How come these star-programmers can spend, say, two years hacking
away and never spending $20 for an elementary textbook
on the basic rules for music notation.

They make the most hideous errors. The psychology of this
is completely beyond me.

Yours puzzledly,

Victor.

162. get

Newsgroup: comp.sys.atari.st
Date: 1989-02-28 11:17:00 UTC
From: Gauriat@PCO-MULTICS.HBI.HONEYWELL.COM
Message-ID: <890228111702.201653@PCO-MULTICS.HBI.HONEYWELL.COM>
Source record: 249684

```
help
```

163. Re: lc

Newsgroup: comp.sys.atari.st
Date: 1989-02-28 12:32:13 UTC
From: leo@philmds.UUCP
Message-ID: <968@philmds.UUCP>
Source record: 249685

In article <679@mks.UUCP> egisin@mks.UUCP (Eric Gisin) writes:
[]
|The One True "lc" predates V7; it was invented at
|the University of Waterloo under V6 (maybe earlier).
|The 4BSD version has been posted to comp.sources.unix.
|
|On Xenix, lc is a link to ls, and is effectively an alias for "ls -C".
|This is probably a Xenixism, based on a Berkeleyism.

As far as I know, -C is not to discern between sorted down or sorted
across, but to force multiple column output. 'ls' and 'ls -C' give
exactly the same result (when connected to a terminal) on my system
(Ultrix 2.0, which is a Berkeleyism 8-). Remember that 'ls' is a very
old Unix program; it tries to be smart: when standard output is a
terminal you get automagically multiple columns (and sorted down), when
not the filenames each appear on one line; try f.i. 'ls|more'. Nowadays
that would be considered a kludge, but since 'ls' is that old, changing
it could perhaps break other programs (notably shell scripts).
So if you want multiple columns through the pipe, do it ala 'ls -C|more'.
If your experience with -C is different, your system is certainly
different from BSD.

|Why would anyone want their files sorted down instead of across?

That's not so unreasonable; telephone books are also organized that way.
In fact it is much easier scanning a vertical list than a horizontal one
(of course your opinion may differ ...). The only time I don't like this
is when a column is longer than the screen (but why shouldn't scrolling be
sidewards instead of downwards ...).

Leo.

164. Discovery questions?

Newsgroup: comp.sys.atari.st
Date: 1989-02-28 13:08:42 UTC
From: holzer@ztivax.UUCP
Message-ID: <635@ztivax.UUCP>
Source record: 249686

Hi everzbody,
I've read in St Report/ZMag a lot of good news for the Discovery Cartridge from Happy Computer. Can anyone tell me the price for the Cartridge and if there exists a german/european distributor, who will be available at the the CeBit in Hannover?
Thanks in advance
Matthias

--
Walter Holzer & Matthias Dominick | UUCP: uunet|mcvax!unido!ztivax!holzer
Siemens AG, West-Germany, Munich | or holzer@ztivax.UUCP
Herman Munster says: | Internet: holzer@ztivax.siemens.com
"I've got it! I've got it! ..." | XNS: Dominick:ZTISOF:SIEMENS

165. Re: help

Newsgroup: comp.sys.atari.st
Date: 1989-02-28 13:55:41 UTC
From: wdcl8@ELECENG.BRADFORD.AC.UK
Message-ID: <25624.8902281455@marvin.eleceng.bradford.ac.uk>
Source record: 249687

```
>
> help
>

Help on what?

Lewis.

--
```

166. Re: Right of reply, virus- public, private- a thin line

Newsgroup: comp.sys.atari.st
Date: 1989-02-28 15:07:03 UTC
From: saj@chinet.chi.il.us
Message-ID: <7835@chinet.chi.il.us>
Source record: 249688
Cross-posted to: comp.sys.atari.st,comp.sys.apple,comp.sys.mac,comp.sys.ibm.pc

In general, I agree with the philosophy of publicising the UNIX password encryption algorithm: if it can't be made secure enough to resist a determined attack, publicise it so nobody will have a false sense of security. Likewise the philosophy of having a 'crash' command in the incompatible time sharing system: if there's no challenge in causing mischief, why bother. On the other hand, if George Woodside has to promise absolutely no disclosure in order to get samples of viruses, that's no problem. Whatever it takes to make people feel comfortable. As an aside: judging by recent discussion in news.admin, 90+% of UNIX systems are vulnerable to the mkdir trick. Practically nobody uses it because it's

no fun.

167. Re: Right of reply, virus- public, private- a thin line

Newsgroup: comp.sys.atari.st
Date: 1989-02-28 15:31:34 UTC
From: laba-2he@e260-1e.berkeley.edu
Message-ID: <20974@agate.BERKELEY.EDU>
Source record: 249689
Cross-posted to: comp.sys.atari.st,comp.sys.apple,comp.sys.mac,comp.sys.ibm.pc

What's the big deal about distributing the source code for vires? Compute! publishes an entire book on the subject, with examples. Furthermore anyone with a disassembler can disassemble a virus.

Lawrence Y. Chiu; University of Berkeley, CA.

168. Re: lc

Newsgroup: comp.sys.atari.st
Date: 1989-02-28 16:57:45 UTC
From: ljdickey@watmum.waterloo.edu
Message-ID: <8344@watcgl.waterloo.edu>
Source record: 249690

In article <300@laas.laas.fr> someone who shall remain nameless

>It seems that your `lc' is non-standard with respect to System V;
>that's where it came from.

Perhaps someone who knows more about this will comment.

I have used "lc" since the early 70's,
When was System V introduced?

169. Problems with new DCFORMAT.

Newsgroup: comp.sys.atari.st
Date: 1989-02-28 17:17:00 UTC
From: TOXICO@HNYKUN52.BITNET
Message-ID: <8902281839.AA22816@ucbvax.Berkeley.EDU>
Source record: 249691

Distribution-File:
"info-atari16@score.stanford.edu"

I used to format my disks with DCFORMAT 2 at the maximum size of 10 sectors, 82 tracks without any problems. A few weeks ago I got the new DCFRMT30 from the ssyx archive server. I tried this on a box of brand new SONY DS/DD disks. I decided to use the new VERIFY option but otherwise chose the same options I was used to (10 sectors, 82 tracks fast (skewed) format. To my surprise three out of seven disks gave an "ERROR during FORMAT". I reformatted this disks at smaller sizes (one at 10 sectors, 80 tracks; the other two at 9 sectors, 80 tracks). I did keep the verify option on, and did not leave the program before all disks had been formatted and verified. DCFMT30 did not complain about any errors when the options were chosen as shown.

So far so good. I did not really like the idea that the disks could not be formatted at maximum size, especially because I had always used that size before. HOWEVER, THE SMALLER FORMATTED DISKS ARE NOT USABLE. The ST refuses to write to those disks. The desktop shows an empty disk, and that's it.

I do not known whether the smaller disk formats will work, when you use them immediately. I do know that they will not work when you first try to format at 10/82 and thereafter, without leaving the program, format them with less tracks (sectors?). Disks formatted even later at 10/82 (still without leaving the program) were allright.

Two questions:
1) Is this really a bug in DCFRMT30, or am I doing something wrong.
2) What exactly does the verify option do, are these disks really bad?

P.S. I reformatted one of the not writable disks with the old DCFORMAT 2.0. No problem!

++

Chris Evelo

TOXI_CE@HNYKUN51 (BITNET/EARN)
|
an underscore _ not -.

Mail address: Department of Toxicology
University of Nijmegen
Kapittelweg 54
6525 EP Nijmegen
The Netherlands

tel. 080-517184/514206

++

170. Re: lc

Newsgroup: comp.sys.atari.st
Date: 1989-02-28 17:19:56 UTC
From: ljdickey@watmum.waterloo.edu
Message-ID: <8347@watcgl.waterloo.edu>
Source record: 249692

In article <679@mks.UUCP> egisin@mks.UUCP (Eric Gisin) writes:
>In article <300@laas.laas.fr>, someone writes
>> It seems that your `lc' is non-standard with respect to System V;
>> that's where it came from.
>> ...
>The One True "lc" predates V7; it was invented at
>the University of Waterloo under V6 (maybe earlier).
>The 4BSD version has been posted to comp.sources.unix.

I think that "lc" pre-dates V6, even. I believe it was written
in the early 70s, shortly after the Math Faculty acquired a machine
with a GCOS operation system. It was out the the frustration of having
to deal with a couple of miserable "cata" and "catl" commands that
"lc" was born, and was one of the first of a new breed of system
commands installed on that system. The command was written in "B",
(a pre-cursor to "C"). When the Math Faculty acquired a UNIX system,
the "B" code was quickly translated to "C".

Today, many users on Honeywell and Honeywell-Bull machines running GCOS
operating system use the "lc" command, along with other software developed
and written at Waterloo. Those who must use that hardware, but who do
not have the benefit of this software, suffer under undue hardship.

171. PD dictionaries

Newsgroup: comp.sys.atari.st
Date: 1989-02-28 19:49:42 UTC
From: a360ad@blake.acs.washington.edu
Message-ID: <996@blake.acs.washington.edu>
Source record: 249693

I am in the process of writing yet another "Poet's Helper"
and find it very time consuming using the University's dictionary.

Are there public domain dictionaries available?
Could someone direct me to resources for learning about
encrypting huge dictionaries.... search routines etc...

thanks for the help !

kevin callahan
a360ad@blake.acs.washington.edu

172. Hard Drives

Newsgroup: comp.sys.atari.st
Date: 1989-02-28 19:55:23 UTC
From: a360ad@blake.acs.washington.edu
Message-ID: <997@blake.acs.washington.edu>
Source record: 249694

I am considering buying the Seagate ST296N drive
with ICD and Adaptec 4070..... has anybody
had any experience with this setup?

I would like to put MINIX on this drive.

kevin
a360ad@blake.acs.washington.edu

173. get

Newsgroup: comp.sys.atari.st
Date: 1989-02-28 20:22:00 UTC
From: gauriat@FRIRTS71.BITNET
Message-ID: <8902281124.AA03702@ucbvax.Berkeley.EDU>
Source record: 249695

```
help
```

174. Re: STs Do Exist

Newsgroup: comp.sys.atari.st
Date: 1989-02-28 21:19:29 UTC
From: sbrown@bgsuvax.UUCP
Message-ID: <3665@bgsuvax.UUCP>
Source record: 249696

In article <890226201240.281042@PCO-MULTICS.HBI.HONEYWELL.COM>,
Friesen@PCO-MULTICS.HBI.HONEYWELL.COM writes:
> Every so often someone posts to the net saying that they cannot find any
> STs. I would just like to post some info. about ST availability here
> in Phoenix AZ. I just came from my ST dealer, and he had about ten Mega
> 4s, five mega 2s, and four or so 1040s. Buy the way he was selling his
> Mega fours for $1900 (ram prices must be falling!).
>

Ah, finding Ataris can be a difficult experience, however, I have had
a pleasant surprise recently. Our campus is packed wall to wall with Macs, PCs
and PSIIs. A rather sickening sight to Atarians. However, this past week I
discovered a room at the health center. It appears that the health center uses
STs. In a full count, it was about a dozen 1040s, 3 or 4 megas, a laser
printer, and an image scanner. It was a nice sight.

- Scott F. Brown

---
sbrown@andy.bgsu.edu
If you want to clean your disk drive, take a piece of sandpaper and
make it the size of a standard disk, insert into drive and turn on computer.
Works almost as good as Comet :=)

175. ST Monitor Port specification

Newsgroup: comp.sys.atari.st
Date: 1989-02-28 22:07:55 UTC
From: MBERNAR@ERENJ.BITNET
Message-ID: <8902282225.AA04436@ucbvax.Berkeley.EDU>
Source record: 249697

I am still interested in using a multisync monitor for the ST. Would someone please either give me the specifications for the monochrome and color video output of the ST or refer me to a good source (books, articles etc.) for this information?
Please send replies to me directly, since the DIGEST takes a long time to get here.

Thanks,
Marcelino Bernardo BITNET: MBERNAR@ERENJ.BITNET

176. Fleet Street Publisher 2.0

Newsgroup: comp.sys.atari.st
Date: 1989-02-28 22:10:34 UTC
From: fyl@ssc.UUCP
Message-ID: <1728@ssc.UUCP>
Source record: 249698

This is the very preliminary report of FSP 2.0. It showed up in
the mail today. I found a bug within 5 minutes but it is in an error
path that you shouldn't go down if you install it right.

As for the real stuff, I managed to get it to write a page of PostScript
to a disk, carry the disk to our UNIX system with the LaserWriter and have
it actually produce output. This was just their sample page with a couple
of quick changes by me but it worked and looks good. The bad news is that
there are none of the "required" comments in the generated PostScript.

I will continue to play with this guy and hopefully will have a more
detailed report available in a week or so. For anyone who doesn't
remember I am the poor sucker that tried to get Publishing Partner to work
- by that I mean generate the right stuff in PostScript and have managed
to break every release they were willing to send me.
--
Phil Hughes, SSC, Inc. P.O. Box 55549, Seattle, WA 98155 (206)FOR-UNIX
uw-beaver!tikal!ssc!fyl or uunet!pilchuck!ssc!fyl or attmail!ssc!fyl

177. Apple 64K ROMS for sale.

Newsgroup: comp.sys.atari.st
Date: 1989-02-28 23:07:12 UTC
From: Amortisseur@cup.portal.com
Message-ID: <15204@cup.portal.com>
Source record: 249699

I have a set of 64k Mac ROMS for sale. $30 or best offer

Please call 814-871-7159 ask for Dave.

178. ARC sites

Newsgroup: comp.sys.atari.st
Date: 1989-03-01 00:49:44 UTC
From: willi@cunixc.cc.columbia.edu
Message-ID: <1249@cunixc.cc.columbia.edu>
Source record: 249700

Could somebody please send me a list of ARC sites available for anonymous FTPing? The only one I've been able to use so far is 35.1.1.43 and it is updated very slowly. Send responses to cmm1@cunixa.cc.columbia.edu rather than bore all those out there who are already in the know. Thanks.

willi

179. uw

Newsgroup: comp.sys.atari.st
Date: 1989-03-01 00:51:29 UTC
From: willi@cunixc.cc.columbia.edu
Message-ID: <1250@cunixc.cc.columbia.edu>
Source record: 249701

Has anyone out there had any success running the version of uw from the umich ARC site? I can't seem to get it to work. Thanks.

willi

180. Dungeon Master Maze Editor

Newsgroup: comp.sys.atari.st
Date: 1989-03-01 02:45:26 UTC
From: jriegel@polyslo.CalPoly.EDU
Message-ID: <8691@polyslo.CalPoly.EDU>
Source record: 249702

Has anyone heard about a maze editor that can be used with Dungeon Master?
A local store here says they can special-order it, but I've never heard of
it before and I'm not sure if it really exists.

Any info would be appreciated.

Jeff Riegel
jriegel@polyslo.calpoly.edu

181. Re: uw

Newsgroup: comp.sys.atari.st
Date: 1989-03-01 03:07:26 UTC
From: scksnsr@nmtsun.nmt.edu
Message-ID: <2050@nmtsun.nmt.edu>
Source record: 249703

I keep sending mail to the archive server at ssyx.UCSC.EDU, and it refuses to send me the uw files, claiming that it can't find 'em anywhere in its databases. Yet I type in the requests just as it lists in the binaries index ...

UW isn't the only thing I haven't been able to get from ssyx. I've typed in the sample file request listed in the help file for unix toolkit part 01, only to have the server tell me it doesn't exist.

--
Sean Kelly "I am not a number ...
scksnsr@nmtsun.nmt.edu I am a free man!"
Insert disclaimer here -- The Prisoner
--

182. Re: Who have I clobbered? (GEM windows)

Newsgroup: comp.sys.atari.st
Date: 1989-03-01 04:11:34 UTC
From: saj@chinet.chi.il.us
Message-ID: <7839@chinet.chi.il.us>
Source record: 249704

I asked how to pass redraw messages to applications whose windows I had scribbled in. Hedley Rainnie posted a piece of code that handled dialog closing properly, and Greg Anderson explained it. In summary, GEM doesn't know about the scribbling, but the correct form_dial() call tells GEM to send redraw messages. I looked at my code, and the problem was that I ended the dialog handler with form_dial(FMD_FINISH, cx, cy, cw, ch, 0, 0, 0, 0);. Apparently this only sends a redraw to a null rectangle rather than the one defined by cx cy cw ch. The fix is then apparent. It appears from the documentation I have that DR defined this call as taking only one rectangle as an argument, but wrote the code to require two. As a result, the documentation available is not quite clear enough to penetrate the cotton in my head. (By the way, I use MWC).
Steve J.

183. nullfilling

Newsgroup: comp.sys.atari.st
Date: 1989-03-01 05:20:58 UTC
From: U46050@UICVM.BITNET
Message-ID: <8903010551.AA25974@ucbvax.Berkeley.EDU>
Source record: 249705

Hello all: I was just thinking about the whole nullfilling mess. Yeah, I know... not this again... Wait, wait, this might actually make sense:

To Atari Corp: What do you think of the idea of allowing the program that is run to decide if it wants the memory blanked? I know that the code that you are now using is really fast but there is still a noticible real time delay when running programs (smaller ones especially) on a machine with a few meg of memory.

Here's the proposal: Atari, write 4 instructions worth of code into those new, amazing, almost-as-good-as-sliced bread v.1.4 ROMS that check the last 4 bytes of the program that was just loaded (I'm sure that 4 instructions are able to fit into that 192K or ROM). If those last 4 bytes are some magic value, say 628318530 (2*pi, yes, I know, really original...) then the memory clearing code is just ignored. This would make all present software automatically compatible and all future software better written (people will think before writting code that assumes what it shouldn't (blank mem) (yes, I know, K&R says this and K&R says that... hooey! I don't like C anyway). Best of all, this is completely optional. The software developer who wants the extra speed can get it and he/she who doesn't does not have to do anything... just as if it were still 1985.

Atari, think about it and even better, do it.
Everybody else, what do you think? Is this a brilliant idea or (embarassment:) has this been suggested before or is it for some reason stupid and it will never work?

either way, let me know... ...John Zafiris

184. Re: Right of reply, virus- public, private- a thin line

Newsgroup: comp.sys.atari.st
Date: 1989-03-01 06:04:02 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <15225@cup.portal.com>
Source record: 249706

Greg Lindahl writes that he was able to write a virus detecting ACCessory from a description of a virus...

That's great, and Greg's ACCessory may be able to help a lot of others to check out their disks... but... Greg and others here are in the minority when considered against the larger body of ST *users* to whom a description of a virus would be largely "Greek". To them, the information would be practically worthless, other than to alert them that such things are possible..

My concern remains that there are VERY few people who could use this kind of information constructively... and all too many (>0 is too many) people who could infer how to create or mutate a virus from it.

Here's another question... how are we going to protect all the thousands of ST users who don't have access to modems, and who can't obtain a virus "killer of any kind..?

Is disseminating virus information going to help them..?

BobR

(I hope everyone realizes that I'm playing devil's advocate here... a LITTLE)

185. Re: Right of reply, virus- public, private- a thin line

Newsgroup: comp.sys.atari.st
Date: 1989-03-01 06:30:23 UTC
From: trebor@biar.UUCP
Message-ID: <173@biar.UUCP>
Source record: 249707
Cross-posted to: comp.sys.atari.st,comp.sys.apple,comp.sys.mac,comp.sys.ibm.pc

In article <20974@agate.BERKELEY.EDU> laba-2he@e260-1e.berkeley.edu (Oliver Juang) writes:
>
>What's the big deal about distributing the source code for vires? Compute!
>publishes an entire book on the subject, with examples. Furthermore anyone
>with a disassembler can disassemble a virus.
>
>Lawrence Y. Chiu; University of Berkeley, CA.

The problem is that with source code, any jerk with MPW who can type can
release a mutated version of the virus in an attempt to avoid the current
detection programs (futile, we will catch it in a few weeks, but a pain).

Whereas to disassemble and modify a virus without the source code takes a
fair amount of knowledge and skill.

+---+
| Robert J Woodhead !uunet!cornell!biar!trebor CompuServe 72447,37 |
| Biar Games, Inc., 10 Spruce Lane, Ithaca NY 14850 607-257-1708,3864(fax) |
+---+
| Games written, Viruses killed "I'm the head honcho of this here spread; |
| While U Wait. Take a number. I don't need no stinking disclaimers!!!" |
+---+

186. Re: FTP problems

Newsgroup: comp.sys.atari.st
Date: 1989-03-01 12:09:55 UTC
From: 35002_3025@uwovax.uwo.CA
Message-ID: <0604742995@uwovax.uwo.ca>
Source record: 249708

you have to make sure that the reuest from the ftp site is trnsferring your file
s in a binary or image mode. on my local vms environment the request is somethi
ng like this:

receive/type=image filespec.ext

hope this helps
Kevin-john Conway
...a librarian from hell...

School of Library and Information Science
University of Western Ontario
London Canada
"...deviants from the norm..."

"My ideas may be silly, but I'm not. I'm positively skewed!"

35002_3025@uwovax.uwo.ca
conway@uwovax.bitnet
kjc@uwovax.bitnet

187. 1Mb RAM upgrade boards with 256kx4bit chips

Newsgroup: comp.sys.atari.st
Date: 1989-03-01 13:03:27 UTC
From: grigw@datlog.co.uk
Message-ID: <1785@dlvax2.datlog.co.uk>
Source record: 249709

I would like to upgrade my 520ST (new model) to 1Mb RAM. My ST contains
a bank of 4 256kx4bit RAM chips (NEC part number D424256C-10) with space
for 4 more. It looks as if the decoupling capacitors are already there.
Does anyone know how to do the upgrade? Is it just a case of
putting in the new chips ? (In sockets of course). Please mail replies
and I'll summarise. Thanks for your help.

Regards,

Warwick

188. Uniterm Question

Newsgroup: comp.sys.atari.st
Date: 1989-03-01 13:24:17 UTC
From: cbz@mhuxu.UUCP
Message-ID: <9143@mhuxu.UUCP>
Source record: 249710

I'm a new user of Uniterm. I would like to do the following: define a macro (function key) to dial the host, wait for the connection, then send my login info. Can some or all of this be done? How? Any help is appreciated.

* Craig B. Ziemer %% DISCLAIMER: AT&T does not *
* AT&T Bell Laboratories %%%%%% officially support what I *
* Reading, PA %% just said, in fact, they *
* UUCP ADDRESS: mhuxu!cbz %% rarely do :^) *

189. Re: SIMULATION

Newsgroup: comp.sys.atari.st
Date: 1989-03-01 14:19:00 UTC
From: greg.trice@canremote.uucp
Message-ID: <89030619041532@masnet.uucp>
Source record: 249711

Can anybody recommend an analog simulation program for the ST? It should
be able to handle large signal non-linear cases (design of very high
power pulse systems). Schematic capture and interface to a standard
board layout program would be nice, but not essential.
---
* Via ProDoor 2.9a

--- MaS Relayer v1.00.00
Via Fidonet node 1:223/224.0 - MaS Network Software and Consulting
Internet: greg.trice@canremote.uucp
UUCP: ...tmsoft!masnet!canremote!greg.trice

190. Virus 101 - Chapter 1

Newsgroup: comp.sys.atari.st
Date: 1989-03-01 14:39:58 UTC
From: woodside@ttidca.TTI.COM
Message-ID: <3970@ttidca.TTI.COM>
Source record: 249712
Cross-posted to: comp.sys.atari.st,comp.sys.apple,comp.sys.mac,comp.sys.ibm.pc

Preface: The program VKILLER is specific to the ATARI ST. My apologies for not making this clear in the previous posting, which went to several newsgroups. I have recieved far too many requests for the program from users of other systems to reply to each one individually, and the mailer has bounced some of the replies I tried to send. If you have an Atari, VKILLER was posted here a few weeks ago, and is available in the archives, on GEnie, Compuserve, and from most public domain disk distributors and User Group libraries. The current version is 2.01.

Initial postings will cover virus fundamentals, as they apply to the area of the Atari ST and, similarly, to MS-DOS systems. The file systems of the two machines are nearly identical. These general information articles will be cross-posted to the newsgroups in which this topic is now active. Future postings will be made only to the Atari newsgroup, since they will deal with viruses (the plural, according to Webster's, is viruses) known to exist in the ST world. They would automatically be different than an IBM virus, since they are in the 68000 instruction set, or from a Mac or Amiga virus, since the file systems differ. Since all the viruses I have located are the "BOOT SECTOR" type (far and away the most common), that's what I will dwell upon. If and when the proposed newsgroup comp.virus becomes active, it will be added to the list for all postings.

Your generic disclaimer: I just an old-school computer hacker, with 20 years in the software business. I built my first IMSAI many years ago, and have had several different computers. That qualifies me to have spent a lot of time on computers, but nothing further. I may be wrong about some things, may have a different opinion than you or anybody else, or most anything else you'd care to have disclaimed. What I think is my own opinion, and in no way represents the opinion or position of my employer or anyone else. I've written several articles for magazines as well as software related to virus detection and killing, but I have been known to be wrong (so they tell me :^)).

While posting any kind of information about viruses may trigger someone to attempt creating one, I believe that the benefit of the knowledge to potential victims outweighs that risk. I don't believe that you can stop someone (who wishes to) from creating a virus by withholding information - it is already available from many sources. Since not all viruses act the same, or attempt to attack in the same manner, it may help potential (or current) victims to learn about the symptoms of the viruses known to exist, and how to protect themselves.

While the concept of viruses can be complex, I'll try to keep things at a level that should be understandable by most anyone past the casual user genre. However, since I've been at this sort of thing for some time, what I consider basic knowledge may not be familiar to everyone. Advance apologies are offered here for any invalid assumptions, typos, smart alec remarks, grammatic errors, or whatever offends you.

Some basic terms, as they have come to be used in this area:

A VIRUS is any program which spreads itself secretly. It may be destructive, a prank, or even intended to be helpful, but it spreads.

A TROJAN HORSE is a program which executes one function secretly while appearing to be accomplishing some other task, or appearing to be some other program entirely. One task a Trojan Horse may accomplish is to install a virus, which would then spread itself.

A WORM is a program or function which imbeds itself inside another program, be it an application, part of a system, a library or whatever. It may or may not spread itself by some means, and may or may not have destructive intents.

Now, to the basics of a disk (specifically floppies, but true of most hard disks as well):

A DIRECTORY is a list of files and sub-directories. There is one primary directory (called the root directory) on a disk. It contains the entries for files, and other directories (called sub-directories, or folders on the Atari). Sub-directories (folders) may contain entries of other sub-directories, files, or both. Every file has one entry in the disk directory (or in some sub-directory). That entry contains, among other things, the file name, date and time of creation, length, and the address of the first entry in the File Allocation Table (FAT) for the file.

A FAT is a File Allocation Table. It is a road map of how the operating system will locate data on a disk. Essentially, it is a series of pointers. The directory entry of a file points to the first FAT entry of that file. That entry points to the next, and so on, until the last entry, which contains a special value indicating end of file. There are two copies of the FAT on the disk, since it is absolutely critical. Lose the FAT, and the data on the disk becomes un-accessable.

A BOOT SECTOR is the first sector on a floppy disk. With the Atari (and MS-DOS) system, it contains configuration information about the disk. That information includes how many tracks are on the disk, how many sectors per track, how many sides on the disk, how big the FATs and directories are, where the data begins, etc. On the MS-DOS systems, the boot sector contains the ID of the operating system under which it was formatted. On the Atari, that value is not used, but replaced (in part) by a number. That number should be different on every disk, and is used as part of the mechanism by which disk changes

are detected. The boot sector may or may not contain executable code. If it does contain executable code, it is normally executed only at system powerup or system reset time.

On all such disks, the boot sector is number 0, the first sector on the first side of the first track. On a standard format Atari disk, the next five sectors are the first copy of the FAT, the next five sectors are the second copy of the FAT, the next seven sectors are the root directory, and the remainder of the disk is available for data.

Now, on with the show:

Floppy disks are changed on a regular basis while the computer is being used. More so on systems with no hard disks, but periodically on most all systems. This event, referred to as a "Media Change", is detected by the computer's disk drive. The disk door is opened, the status of the write protection changes as one disk is removed and another is inserted, etc. When that happens, the operating system must recognize that the disk has been changed before attempting to read or write to the new disk. The operating system reads the disk's boot sector to learn about the newly inserted disk. That instant, when the operating system checks the new disk, is when nearly all the boot sector viruses spread. We'll get to that in the next chapter, but first, a more primary question:

How did the virus get in there?

When a computer is booted up from a power off state, or reset (in most cases), it starts executing code from internal ROMs. Those ROMs set up primary vectors, minimal configuration information, and perform some fundamental tests. Then they start moving into uncharted waters. They have to find out what devices are attached, and get them into operating status. They also have to provide a means of expanding their own capabilities to support new devices, functions, and whatever else which may not have existed when the ROMs were created. One of the means by which this is accomplished is by checking various addresses for special codes, magic numbers, or any kind of response to a read or write. Another function which may be enabled is checking the boot sector on an inserted floppy disk for executable status. If that boot sector has executable status, the code contained in the boot sector is executed. That code may cause other portions of the disk to be loaded and executed, set variables or vectors, or nearly anything imaginable. That includes infecting the system with a virus, if that's what the boot sector code contains. Executable status may be via a special flag value in a reserved address, but it is normally determined by adding up the value of all the data bytes in the boot sector. If the total derived (called a checksum) is a specific value (a "magic" number), then the boot sector is deemed executable. The code is usually executed at that time. The code is not normally garanteed to be loaded at any specific address in memory, so it must be "position independant", or capable of executing no matter where it exists in memory.

The boot sector is of limited size, normally 512 bytes. While that is enough for a small program, it may not be enough for whatever task it is designed to accomplish. So, part of what the code in the boot sector accomplishes must be to load the rest of the code it needs to get the job done. This may be a normal data file, or hard coded to some other part of the disk.

If the code from the boot sector is designed only to accomplish some task, it will normally take the steps to do so, then return to the operating system. This may be setting the screen resolution or colors, issuing an initialization command to some device, or setting up some option or feature. If the code is designed to remain available after the initial execution (such as part of a device driver), it must inform the operating system that it wishes to remain resident. The operating system then alters the amount of RAM available to protect the space occupied by the loaded code, so that subsequent programs do not tamper with the loaded routine. Such a routine is referred to as a "Terminate and Stay Resident" routine, or a TSR. Viruses must be TSR type programs. They have to remain in the system, and active, to be able to accomplish their spread, and eventually, their true goal. If the boot sector program was designed to attack immediately, it may accomplish its destruction, but it would never get the opportunity to spread, and the disk which caused the attack would be easily identifiable.

Most viruses accomplish system infection by taking over a "vector". A vector is a specific address in system memory which contains the address of a routine or function. When an interrupt (such as pressing a key, the clock ticking, or so on) occurs, processing is suspended, and the system loads the address in some vector associated with that event. It executes the routine at the address which was stored in the vector, then resumes whatever it was up to when the interrupt occurred. Other vectors are not associated with interrupts, but with specific functions, such as display a character on the screen, read a sector from the disk, write to the printer, and so on.

To take over a vector, the steps are fairly simple. A RAMdisk, for example, will usually take over a disk read/write vector. When it installs itself, it removes the current address from the vector assigned to the disk read/write function. It saves that address in it's own code, and places the address of it's own code in the vector. When a disk read/write call is made by the operating system, the operating system loads the address found in the proper vector, and starts executing the code found at that address. That address now points to the executable code of the RAMdisk. The first thing the RAMdisk does is check the function call's parameters to see if the read/write is for the RAMdisk. If it is, the RAMdisk accomplishes the read or write, and returns to the operating system. If the read/write is for some other disk drive, the RAMdisk code passes the call on to the address it removed from the vector, allowing the assigned device to accomplish the task.

There may be more than one alteratiion of the vector. Each new routine which is installed will save the old vector, and insert itself. That means that the routine installed last will get the first access to any call which uses that vector. If it does not want the call, it passes the call on to the address it found in the vector, and so on. The significance of this sequencing is that a boot sector virus, if present, will be one of the first "vector snatchers" to get installed. Conversely, it will be one of the last routines in the sequence to get executed when a vector is accessed.

If the vector in question happens to be for floppy disk I/O, the virus will be one of the last vectors before the real physical read/write routine. So, if a program designed to detect a virus's floppy disk I/O calls is executed as part of a startup procedure, it can easily be fooled. The detect program will see only normal system I/O calls passing through the vector. The virus resides in the vector list after the anti-virus program, so the anti-virus will never see any activity generated by the virus. The anti-virus thinks that things are progressing well, while, in reality, the virus is either spreading or doing damage behind the anti-virus's back.

If the anti-virus gets installed first (say, by being in a boot sector itself), it has a better chance of offering protection, but not an absolute one. Some viruses check things like ROM version numbers, and know the absolute addresses in the ROMs of the functions they want. By using those addresses, they can bypass subsequent links in the vector list, and still do their dirty work. They can also refuse to install themselves if the addresses or version numbers do not correspond to the environment they want.

End of Chapter 1.
--
*George R. Woodside - Citicorp/TTI - Santa Monica, CA
*Path: ..!{philabs|csun|psivax}!ttidca!woodside

191. Re: Who have I clobbered? (GEM windows)

Newsgroup: comp.sys.atari.st
Date: 1989-03-01 14:52:32 UTC
From: saj@chinet.chi.il.us
Message-ID: <7843@chinet.chi.il.us>
Source record: 249713

```
In my continuing quest to make my GEM dialogs co-exist with desk accessories,
I noticed something that didn't come up earlier in the discussion. It helps
a lot to do an evnt_timer(0, 0); just before starting the dialog handler.
That way other people's queued redraws get done BEFORE your dialog starts,
not during it.
Steve J.
```

192. Mice problems

Newsgroup: comp.sys.atari.st
Date: 1989-03-01 14:59:00 UTC
From: 01659@AECLCR.BITNET
Message-ID: <8903011657.AA25654@ucbvax.Berkeley.EDU>
Source record: 249714

Our company has had a rash of mouse failures. The situation was puzzling because not one home user had a similar failure and there are more mice (mouses) off site than on site.

We believe we know the problem. There are load resistors used in conjunction with the phototransistors. They typically have values of 600-800 ohms. With extended hours of operation (7-8 hours per day computers are on at work, typically <1 hour at home) there appears to be some deterioration in the load capacity that is followed by transistor drift.

If all resistors are changed to 1K ohm, voila the problems go away (except that labour costs make it more expensive to replace the resistors than to buy new mice).

Is Atari aware of this problem and has it been addressed properly? Or are there bound-to-fail mice out there in production lines?

193. Re: Right of reply, virus- public, private- a thin line

Newsgroup: comp.sys.atari.st
Date: 1989-03-01 15:14:57 UTC
From: trebor@biar.UUCP
Message-ID: <175@biar.UUCP>
Source record: 249715
Cross-posted to: comp.sys.atari.st,comp.sys.apple,comp.sys.mac,comp.sys.ibm.pc

In article <1154@lzfme.att.com> jwi@lzfme.att.com (Jim Winer @ AT&T, Middletown, NJ) writes:
>Most virus detecting programs work by intercepting writes to the
>hard disk and by checksumming programs before running them. A small
>change in a virus is not going to make it invisible to this type of
>checking.

Correct (sort of) but misleading. Virus detecting inits such as Vaccine work by intercepting certain resource manager calls. Unfortunately, they can get in the way. Checksumming programs is fine, but it involves adding checksums to each application or storing them in a central file; each is vulnerable to viral action. Viruses can be reprogrammed to avoid these.

Additionally, when you talk about detect and REPAIR programs, small changes in viruses will make them invisible and/or unrepairable until the program is updated. This is because none of these programs want to take a chance of "repairing" an uninfected version of "Whiz-bang-space-aliens v1.2" just because it looks sort of like it is infected by a virus. We are extremely specific in our check criteria in order to avoid this unfortunate consequence.

+---+
| Robert J Woodhead !uunet!cornell!biar!trebor CompuServe 72447,37 |
| Biar Games, Inc., 10 Spruce Lane, Ithaca NY 14850 607-257-1708,3864(fax) |
+---+
| Games written, Viruses killed "I'm the head honcho of this here spread; |
| While U Wait. Take a number. I don't need no stinking disclaimers!!!" |
+---+

194. ZMAGAZINE

Newsgroup: comp.sys.atari.st
Date: 1989-03-01 15:19:00 UTC
From: HABKE@ccm.UManitoba.CA
Message-ID: <8903011655.AA25563@ucbvax.Berkeley.EDU>
Source record: 249716

```
Sorry for posting here, but all attempts to reach
Greg Lindahl at gl8f@ames.arc.nasa.gov or
gl8f@virginia.edu failed.
PlEASE ADD ME TO THE ZMAGAZINE MAILING LIST

THANKS
BILL
```

195. form_dial() (was Re: Who have I clobbered? (GEM windows))

Newsgroup: comp.sys.atari.st
Date: 1989-03-01 16:05:54 UTC
From: rjung@sal44.usc.edu
Message-ID: <2882@nunki.usc.edu>
Source record: 249717

In article <7839@chinet.chi.il.us> saj@chinet.chi.il.us (Stephen Jacobs) writes:
>... I looked at my code, and the problem was that I
>ended the dialog handler with form_dial(FMD_FINISH, cx, cy, cw, ch, 0,
>0, 0, 0);. Apparently this only sends a redraw to a null rectangle
>rather than the one defined by cx cy cw ch.

Just to be totally trivial, the reason this occurs is because
form_dial(FMD_FINISH) has the format

form_dial (FMD_FINISH, small_x, small_y, small_w, small_h,
big_x, big_y, big_w, big_h)

where the small_ and big_ variables correspond to rectangles for growing
and shrinking box effects. Supposedly these are ignored by FMD_START and
FMD_FINISH, but from your experiences, they're not.

--R.J.
B-)

P.S. Ah, bugs in the documentation for C calls. What memories they bring...

==========
Disclaimer: This message was written with my authorization
#
Mailing address: rjung@nunki.usc.edu
(It's easier to just use the reply function, tho)
#####

196. Hard Drive Kits

Newsgroup: comp.sys.atari.st
Date: 1989-03-01 16:09:18 UTC
From: gjwelych@wotan.uucp
Message-ID: <1169@cmx.npac.syr.edu>
Source record: 249718

Hi there. I just purchased a Sheagate ST4096 80Meg full height hard drive, and would like to know which hard dive kits are the best?

I have various questions about the kits:

1) Which kits support full height dives?
2) Which interface hardware is the best?
3) Which softare best supports an 80Meg drive? How many partitions are allowed? Auto-bootable? Whats the maximum size of a partition? Is it compatible with Minix or other OSs?
4) How large is the case? Does the fan make alot of noise?
5) Which Adaptec interface is the best for a MFM drive?
6) Which kit is the fastest? Which is the easist to put together?
7) What are the prices?

Please Email me directly. If anybody wants me to summarize, send me Email.

Thanks in advance for any and all replies.
Greg Welych.

gjwelych@top.cis.syr.edu
#! rnews

197. Re: ST Hard Drives

Newsgroup: comp.sys.atari.st
Date: 1989-03-01 16:15:46 UTC
From: dlm@druwy.ATT.COM
Message-ID: <3842@druwy.ATT.COM>
Source record: 249719

in article <2173@brahma.cs.hw.ac.uk>, neil@cs.hw.ac.uk (Neil Forsyth) says:
> We have just bought two more 1040ST computers complete with SM124
> monitors and Megafile 30 hard disks. The odd thing is that the new
> computers only boot a new hard drive from power up but not an old SH204.
> Performing a coldboot will then boot up an SH204.

Atari has started buying DMA chips from a new supplier. The new
DMA chips are not compatible with some older DMA host adpaters. So some
older third party hard drives and Atari SH204s won't work with the new
STs.

Dan Moore
AT&T Bell Labs
Denver
dlm@druwy.ATT.COM
dlm@druhi.ATT.COM

198. Atari ST Screen Dump Info Sought

Newsgroup: comp.sys.atari.st
Date: 1989-03-01 17:36:23 UTC
From: terrell@druhi.ATT.COM
Message-ID: <3958@druhi.ATT.COM>
Source record: 249720

I have a question about the Atari ST screen-dump (which can be invoked
by typing ALT & HELP at the same time.

My question is this: Does this screen dump work with non EPSON compatible
printers? If so, which ones (and how can it tell what kind of printer
is connected)?

Thanks in advance,

Eric Terrell (att!druhi!terrell)

199. Re: Who have I clobbered? (GEM windows)

Newsgroup: comp.sys.atari.st
Date: 1989-03-01 18:00:00 UTC
From: jgj@hcx2.SSD.HARRIS.COM
Message-ID: <46700017@hcx2>
Source record: 249721

/* Written 11:17 am Feb 27, 1989 by sirkm@ssyx.ucsc.edu in hcx2:comp.sys.atari.st */
In article <7829@chinet.chi.il.us> saj@chinet.chi.il.us (Stephen Jacobs) writes:
>Before I try out my 3 best guesses, I thought I'd ask for advice on this one:
>I'd like to have a particular program plaster a big dialog box on the screen.
>After the dialog is over, I'd like to get the screen redrawn properly (natch')

From the Laser C manual:

"Any rectangular area of the screen can be invalidated by calling form_dial
with a value of FMD_FINISH. The rectangle will be redrawn by a series of
events for all windows covered by it."

>3) Make a buffer. Save the area under the dialog, and restore it at the end
>of the dialog. How dull; how memory-hungry.

Actually, that's a nice solution. Memory-hungry is may be, but it is a much
faster solution.

Greg Anderson
Social Sciences Computing
University of California, Santa Cruz
email: sirkm@ssyx.ucsc.edu
BBS: (408) 462-3832 2400/1200/300 baud
/* End of text from hcx2:comp.sys.atari.st */

200. problems

Newsgroup: comp.sys.atari.st
Date: 1989-03-01 20:01:37 UTC
From: Leopold@UMass.BITNET
Message-ID: <890301143043BB5.AQIM@Mars.UCC.UMass.EDU>
Source record: 249722

It is interesting that just now people are mentioning problems with mice, because I just had one surface on me this week. This USUALLY happens after I've been using my machine for a couple of hours, but it's not predictable and sometimes happens as soon as I turn the machine on. Moving the pointer with the mouse (not the key equivalents) will cause it to jerk its way over to the left side of the screen. Also, it generates constant keyclicks as if a key is held down. I can only presume it is generating the escape key because if I am in the normal desktop, for instance, with a directory window open, it will cause it to repeatedly update. Hitting a key will stop the keyclick, at least until I move the mouse again. I can move around normally with the alt-arrow keys, although sometimes they seem to work more slowly.
I doubt that it is the mouse itself, because a couple of times while this has been happening I unplugged the mouse (Yes, I know it's not a good idea to plug/unplug things from the system when it's on; I try very hard to avoid that.) and the keyclick continues.
I thought it might be a broken line in the mouse cord, but I fixed it in place on it's back with the ball taken out and gently rolled the horizontal roller with my finger, and I get the same effect.
Another reason I doubt it is the mouse is because another problem has simultaneously arisen. When I first turn my system on after a period of non-use, it will not even access the drive (I have a 1040), but will display in low res a string of bombs straight across a white screen. Turning it off and then back on it usually proceeds with a normal boot. Sometimes it will start to boot and then hang about halfway through.
Both of these problems I have to live with until the end of the week, because I have some work I really have to get done, but I'm going to take it in for service after that. But I'm just curious if anyone out there has had similar problems, or if they have opinions or solutions about this one.

One final request. I assume this must have been covered in past digests, so could someone please email me the issues that cover using metafiles in programs (using ones that have already been created) and the .GEM file format? I can't find info on it anywhere.
Sorry this was so long,

Michael Kieras

P.S. It isn't loose chips; I've opened up the machine and pushed in every socketed chip. Twice.

201. Re: Who have I clobbered? (GEM windows)

Newsgroup: comp.sys.atari.st
Date: 1989-03-01 20:33:57 UTC
From: rosenkra@hall.cray.com
Message-ID: <427@hall.cray.com>
Source record: 249723

---

regarding redraw messages: there is a better (i define better as more general) way of forcing a redraw using the appl_write () function. it is more tricky but once u master it, it is more like a general interprocess message passing utility (i.e. send a message to the current appl, or to and from an accessory). most applications are written with some sort of evnt_multi () loop that checks for messages, timer events, keyboard events, and button events. one of the messages which is looked for is WM_REDRAW.

tim oren's GEM tutorials presented such a "self redraw" code. the code fragments recently posted are ok to do the actual redraw.

the only trick involved with using the appl_write () code is getting the correct application id. i was having some problems and found out that gulam was somehow messing this up. invoked from the desktop, everything worked fine. most texts on GEM say the appli_init () function returns an application id (apid). this MAY be the case on PC GEM or with some compilers on the ST. however, at least with (beloved) alcyon, the AES bindings (AESBIND) export a global 16-bit int containing the proper gl_apid to use. don't use the return value from appl_init (unless your compiler bindings say it's ok).

```
main()
{
extern int gl_apid;

appl_init ();

/* now gl_apid contains the id of THIS application */

}
```

u can use appl_find () to get the id of any other gem application in memory (like .acc's).

if youse guys want, i'll post a small example...

-bill

rosenkra@hall.cray.com or rosenkra%boston@hall.cray.com
...!rutgers!umn-sc!hall!rosenkra

(p.s. there was an article back in STart circa 1987 by tom hudson on this message pipe scheme...)

202. Re: lc

Newsgroup: comp.sys.atari.st
Date: 1989-03-01 20:38:42 UTC
From: fyl@ssc.UUCP
Message-ID: <1729@ssc.UUCP>
Source record: 249724

In article <8344@watcgl.waterloo.edu>, ljdickey@watmum.waterloo.edu (Lee Dickey) writes:
> In article <300@laas.laas.fr> someone who shall remain nameless

> >It seems that your `lc' is non-standard with respect to System V;
> >that's where it came from.

> Perhaps someone who knows more about this will comment.

> I have used "lc" since the early 70's,
> When was System V introduced?

lc is a XENIX-ism. It is, in system 5 jargon, equivalent to ls -C.
It forces ls to produce multi-column output with the entries sorted
down the column (as opposed to ls -x which sorts across).

Some system 5s come with lc just to humor the XENIX users - ENIX
is an example. I don't have my 386 5.3.2 manual here but it may
have been added by ATT in that release just to humor people but
I can promise you it isn't standard in release 5.3.0 from ATT.

The solution of course is to get a complete set of our pocket references
on all flavors of UNIX so you can play mix and match games :-).

--
Phil Hughes, SSC, Inc. P.O. Box 55549, Seattle, WA 98155 (206)FOR-UNIX
uw-beaver!tikal!ssc!fyl or uunet!pilchuck!ssc!fyl or attmail!ssc!fyl

203. Re: Fleet Street Publisher 2.0

Newsgroup: comp.sys.atari.st
Date: 1989-03-01 20:50:07 UTC
From: fyl@ssc.UUCP
Message-ID: <1730@ssc.UUCP>
Source record: 249725

Here is a little more information:
As far as the human factors and features I like it less than
Publishing Partner with the exception that it really uses GEM so
you can do such things as have multiple text windows and/or pages
on the screen at once. This means that you can call up a text file
to merge into a page, edit it to select what you want and then transfer
it.

Another real nice thing is that if you insert text in existing text it
is in the font of the existing text instead of the default or last used
font. Further, you can find out what font and size text is in.

Another nice feature is the ability to set the text and background
"color" (8 gray levels for dumb printers, any % for PostScript printers).

What it won't do is any graphics other than boxes and lines. It is really
a page layout program suitable for publishing a newsletter or newspaper.
It doesn't do color separations or draw pretty boxes with round corners or
any of that other funny stuff.

What it does is work. I have yet to blow it up although there are
certainly some things that I don't know how to do as yet.

And, A QUESTION: anyone know how to generate the characters above 128 in
the character set. They publish the character set on pages 183-4 of the
manual. Things like trademark symbols and bullets exist but I can't
figure out how to generate them from the keyboard.

That's it for now - nore info as I figure it out.

--
Phil Hughes, SSC, Inc. P.O. Box 55549, Seattle, WA 98155 (206)FOR-UNIX
uw-beaver!tikal!ssc!fyl or uunet!pilchuck!ssc!fyl or attmail!ssc!fyl

204. Messenger Plus software for Magic Sac

Newsgroup: comp.sys.atari.st
Date: 1989-03-01 21:31:07 UTC
From: c08_d102@jhunix.HCF.JHU.EDU
Message-ID: <926@jhunix.HCF.JHU.EDU>
Source record: 249726

I've just received a mailing from Data Pacific, which lists as one of
its products "Messenger Plus," which seems to be a software application
which performs the data transfer capabilities of the Translator One outside
the Mac emulation. Sort of like a Discovery Cartridge in software.

One question: Should I buy it, given that I can never afford
the Translator One or the Spectre GCR?

Jared J. Brennan <ins_bjjb@jhunix.hcf.jhu.edu>
BITNET: INS_BJJB@JHUNIX ARPA: ins_bjjb%jhunix@hopkins.ARPA
UUCP: allegra!hopkins!jhunix!ins_bjjb "Help me, Spock!"

205. Re: STs Do Exist

Newsgroup: comp.sys.atari.st
Date: 1989-03-01 22:29:50 UTC
From: Xorg@cup.portal.com
Message-ID: <15239@cup.portal.com>
Source record: 249727

ST's are also in plentiful supply in the NYC area with at least three mail order houses regularily advertising and selling the Mega and 1040 lines.

Peter Szymonik

206. Re: Removeable hard disk drive for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1989-03-01 22:34:35 UTC
From: Xorg@cup.portal.com
Message-ID: <15240@cup.portal.com>
Source record: 249728

I've seen that rumor as well. The company that is currently advertising in START magazine, WestCo has announced a price of $1,300 for their removable system with drive, and interface, but rumor has it that the ICD host adaptor will do the job of the interface at much less cost. Also, this is noweher near the $300 price mentioned and another rumor is that the entire Westco project is now on hold. I would assume that since our cousins in the Mac world can get 45 meg removables at around $1,000 that the $1,300 asked by Westco is a bit much for their 20 meg removables. Of course this may all have nothing to do with the $300 removable - confused? I am, thats why I just swapped my 30meg mech for a 50meg mech instead! :-]

Peter Szymonik

207. software wanted

Newsgroup: comp.sys.atari.st
Date: 1989-03-01 23:13:19 UTC
From: ZUCCONI@FRMOP11.BITNET
Message-ID: <8903012212.AA12579@ucbvax.Berkeley.EDU>
Source record: 249729

Date: 01 March 1989, 23:01:13 GMT
From: J.-M. Zucconi ZUCCONI at FRMOP11
To: info-atari16@score.stanford.edu

Hi all !

Can someone tell me where I can found PANDORA and THE-BOX or send me these programs. (I Think they are from Holland and allows to connect several ST together to build a network but I am not sure)

Thanks a lot !

Jean-Marc Zucconi. BITNET: ZUCCONI@FRMOP11
%%%

208. Fun With Your Hard Drive Project

Newsgroup: comp.sys.atari.st
Date: 1989-03-02 04:18:13 UTC
From: src@cs.odu.edu
Message-ID: <7958@xanth.cs.odu.edu>
Source record: 249730

A couple of months ago, I posted asking for help with a hard drive project I'd been working on for my ST. I received lots of suggestions and some very good advice. I especially thank the Atari reps who offered help -- some good people work there.

I'd like to pass along some of the experience I've gained from all this. The drive I built is comprised of a Seagate ST-277R hard disk, an Adaptec 4070 controller board, and a Supra host adapter board. The result is a 60 Meg (formatted) hard disk drive with a battery backed clock/calendar, DMA pass-through, and the potential to add a second inexpensive RLL drive easily.

Rule number 1: Don't trust mail-order!! I looked at ads in Computer Slobber magazine until I found some really low prices on the hard drive and Adaptec board. I stayed with the larger advertisements, thinking that those with the money to advertise big would be more reputable. I wound up with a bad hard disk _and_ a bad controller board for my efforts. The hard disk would not reinitia-lize to track zero. The controller board caused crashing whenever a file was read from the hard disk. And although I have some technical experience, it takes a major investment in equipment and understanding to troubleshoot a setup like this. Expect to get burned!

My approach was to call each company, describe the problem, and send the item back for testing. I had to call Seagate directly about the first hard drive before the mail order company would accept a return. It took three days of repetitive dialing and "eternal hold" to reach a human being at Seagate -- but after that they were quite helpful. They described the problem with the drive and said that it needed to be replaced. They also told me the mail order company I was dealing with -- Computer Terminal -- was not an official Seagate dealer and was not supported by them.

Supra was the shining star of the group. The help I received from them was invaluable. The fellow I spoke to there (Mark) warned me that bad drives and bad controllers (even counterfiet ones!) were "out there". They had me return my Supra board, but found nothing wrong with it. They replaced a couple of the chips with new revisions anyway, and mailed it back. I had originally chosen Supra because their SCSI Host Adapter was cheaper than ICDs, and because their software wasn't copy protected and _was_ highly regarded. Supra's HD utilities are PD, and can be downloaded from GEnie. Great people!

My Adaptec board was the major source of problems. The 4070 needs to be shielded in order to work, when installed against the bottom of the hard disk (it is drilled for mounting in that position). At Supra's suggestion, I enclosed a piece of aluminum foil in some cardboard, connected an alligator clip to the foil and grounded it, made sure the whole assembly was insulated, and slipped it between the controller and the hard drive. This provided a good

shield.

Unfortunately the first Adaptec controller was bad, in an insidious manner. It gave errors exactly as if the shielding was inadequate (noise interference). This caused the programs I executed from the hard drive to bomb immediately. Finally I got permission to mail this board back to Computer Surplus, while it was barely in warranty. They sent me a replacement as soon as they had one, in spite of the fact that in the meantime, they'd changed distributors -- and the price was now $40 higher! Pretty decent of them, considering.

So, after three months of hassles, about $60 in phone calls and about $700 in hardware -- I have a functioning drive. I'm very pleased now that it works! Backing up a 60 meg drive onto floppies will be formidable, but it will take a long time to fill up this much space. I suggest that anyone planning on making an ST hard disk in this challenging manner have lots of forbearance. One has to constantly trade the urge to get momentary satisfaction for long-term results!

>>>Scott

--


```
_____________________________________________________________________________
|.--------------------------------..--------------------------------------.|
|| Usenet: src@xanth.UUCP || ||
|| Arpa: src@xanth.cs.odu.edu || "If you love something, set it ||
|| Earth: Scott R. Chilcote || free. ||
|| || If it doesn't return, ||
|| ||| "Sure, Jack, we || Hunt it down and kill it!" ||
|| ||| trust you. But will || ||
|| / | \ will you respect us || -- Klingon Proverb ||
|| / | \ in the morning?" || ||
|:_______________________________:'--------------------------------------'|
'-----------------------------------------------------------------------------'
```

209. FTP sites

Newsgroup: comp.sys.atari.st
Date: 1989-03-02 04:24:23 UTC
From: jriegel@polyslo.CalPoly.EDU
Message-ID: <8740@polyslo.CalPoly.EDU>
Source record: 249731

I also am interested in other FTP sites for the ST (aside from ssyx and him1). Please post this information instead of replying via email; I've seen many who have asked about this.

As a side note, please post followup messages whenever possible rather than using mail, as many do not have post access and cannot ask specific questions.

-Jeff Riegel
jriegel@polyslo.calpoly.edu

210. Re: Right of reply, virus- public, private- a thin line

Newsgroup: comp.sys.atari.st
Date: 1989-03-02 05:29:01 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <15261@cup.portal.com>
Source record: 249732
Cross-posted to: comp.sys.atari.st,comp.sys.apple,comp.sys.mac,comp.sys.ibm.pc

Lawrence Y. Chiu writes:
>What's the big deal about distributing the source code for vires? Compute!
>publishes an entire book on the subject, with examples. Furthermore anyone
>with a disassembler can disassemble a virus.

I'm sure you know by now just how responsible I think Compute! was in
publishing virus source code...

The thing about disassembling a virus is that first you need to HAVE an
example to disassemble... if the (stereotyped:nasty teenaged hacker with
nothing better to do) can't get hold of one to study, maybe he'll go make
explosives in his garage with the instructions he downloaded from the
local BBS instead...

Publishing source code for a computer virus is like handing out plans for
zipguns at a racially tense high school... maybe 99% will just look at them
and throw them away... then again, maybe they won't...

BobR

211. Re: Dungeon Master Maze Editor

Newsgroup: comp.sys.atari.st
Date: 1989-03-02 05:52:07 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <15264@cup.portal.com>
Source record: 249733

Jeff Riegel asks:
>Has anyone heard about a maze editor that can be used with Dungeon Master?

This is a program out of England, a demo version of which was included on a "disk magazine" which has the interesting feature of being a "flippie" disk, with Atari ST material on one side, and Amiga material on the other..!

(Hmm... should have said "disk included with a magazine" up there...^^^)

Anyway, it's NOT a Dungeon Master *maze* editor... (unfortunately..!)

It allows you to edit a Saved game file, and change several different kinds of things... you can delete things... like wall sections, to allow access into places you haven't been able to get into..

There's a "Global" option to change ALL doors into the kind with a simple button to open them... (no tricky stuff needed to open them any more)

Also, there's a Global option to make ALL "hidden" doors *open*.. (all those wall sections that open when you whistle Dixie while holding your left ear..)

Other than that, there's an option to print out the maps of all the levels, and that's about it..

If you operate on a COPY of your Saved game, it might not involve too much danger, but the Saved file is pretty touchy about how much it will tolerate as far as these changes... it's a pretty complex compressed image of the entire Dungeon and too many edits, or one in the wrong place, and the game may lock up... and the down side of it is that the crash may not occur until long after you've made the changes, after you've fought your way down through all those nasty Levels... suddenly... CRASH...

Just remember not to blame FTL or Dungeon Master, if the Save file has been edited...!

I really wish it *had* been a true "maze editor"... I'd love to be able to create my own Levels for Dungeon Master while waiting for DM II to be released..!

:)

BobR

212. Debugger/Monitor

Newsgroup: comp.sys.atari.st
Date: 1989-03-02 07:32:29 UTC
From: jriegel@polyslo.CalPoly.EDU
Message-ID: <8751@polyslo.CalPoly.EDU>
Source record: 249734

Can anyone recommend a good PD assembly language debugger or monitor?
I have Laser C but its in-line assembly code is difficult to debug.

-Jeff Riegel jriegel@polyslo.calpoly.edu

213. NeoDesk / GEM replacements question

Newsgroup: comp.sys.atari.st
Date: 1989-03-02 11:53:24 UTC
From: wraith@ucscb.UCSC.EDU
Message-ID: <6548@saturn.ucsc.edu>
Source record: 249735

I would like some information of NeoDesk (and any other
GEM interface/substitute). Specificly, I'd like to know;
- how much memory does it use (or save)?
- how configurable is it?
- What does the program do that GEM does not do?

Thanks,
Cameron Reid
wraith@haunts.santa-cruz.ca.us
or wraith@ssyx.ucsc.edu
or wraith@ucscb.ucsc.edu

214. GULAM with german keyboard

Newsgroup: comp.sys.atari.st
Date: 1989-03-02 13:04:36 UTC
From: G38@DHDURZ1.BITNET
Message-ID: <8903021304.AA26604@ucbvax.Berkeley.EDU>
Source record: 249736

Where can I get a version of GULAM which respects the german keyboard?

Peter Stede
University of Heidelberg, West-Germany

Bitnet: G38@DHDURZ1

215. Re: lc

Newsgroup: comp.sys.atari.st
Date: 1989-03-02 13:31:02 UTC
From: juancho@dgp.toronto.edu
Message-ID: <8903021331.AA16536@cartier.dgp.toronto.edu>
Source record: 249737

```
>lc is a XENIX-ism. It is, in system 5 jargon, equivalent to ls -C.
>It forces ls to produce multi-column output with the entries sorted
>down the column (as opposed to ls -x which sorts across).

Maybe I am all screwed up but there are two things that I do not understand.
First, why are we talking about this here on the TOSed os newsgroup? Second,
On the unix box that I use (sun running BSD 4.3 v 3.5) ls -C and lc look like
>ls -C
318 dvi misc thesis xmodem.log
News fiat papers user.ps
bin lib src waterloo.mail
calendar mbox temp waterloo.map
>lc
Directories:
.private 318 News bin dvi
fiat lib misc papers src
temp thesis

Files:
.startup .suntools .twmrc .uwmrc .wprompt
.x11startup.cg4 .xstartup calendar mbox
user.ps waterloo.mail waterloo.map xmodem.log

What gives?

=========================================================================
| Typical conversation on comp.[atari|amiga|mac].* |
=========================================================================
My watch is better than yours. It has multitasking, windows and
plays Old macdonald has a farm. I will not listen to reason, of
course your watch is not as good as mine, in fact you are
silly for having bought it. Sell it and buy my kind.
o /
====X====================================================================
o \
John W. Buchanan Dynamic Graphics Project
Computer Systems Research Institute
(416) 978-6619 University of Toronto
juancho@dgp.toronto.edu
juancho@toronto.CSNET
{allegra,cornell,decvax,ihnp4,linus,utzoo}!utdgp!juancho
```

216. Re: Atari ST Screen Dump Info Sought

Newsgroup: comp.sys.atari.st
Date: 1989-03-02 15:22:23 UTC
From: johnnyd@csd4.milw.wisc.edu
Message-ID: <1396@csd4.milw.wisc.edu>
Source record: 249738

In article <3958@druhi.ATT.COM> terrell@druhi.UUCP (TerrellE) writes:
|
|My question is this: Does this screen dump work with non EPSON compatible
|printers? If so, which ones (and how can it tell what kind of printer
|is connected)?
|
The screen dump works fine on my Panasonic 1091i, although I only get
3/4 of the screen since it's an 80 column printer. As far as I know,
the screen dump should work with any IBM compatible dot matrix printer.

--
Have a nice day -- | John P Dombeck
It may be your last! | <Johnny D>
|
"And remember -- Walk on the LEFT side." | johnnyd@csd4.milw.wisc.edu

217. Hebrew

Newsgroup: comp.sys.atari.st
Date: 1989-03-02 15:54:36 UTC
From: VSLARRY@WEIZMANN.BITNET
Message-ID: <8903021556.AA03902@ucbvax.Berkeley.EDU>
Source record: 249739

ELSegal@UNCAMULT.BITNET would like to know about the availabilty of
Hebrew word processing programs for the ST. Please reply directly to him,
as he does not read this list.

218. Re: Right of reply, virus- public, private- a thin line

Newsgroup: comp.sys.atari.st
Date: 1989-03-02 15:54:43 UTC
From: dav@eleazar.dartmouth.edu
Message-ID: <12465@dartvax.Dartmouth.EDU>
Source record: 249741

In article <15225@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>Greg Lindahl writes that he was able to write a virus detecting ACCessory
>from a description of a virus...
>
>That's great, and Greg's ACCessory may be able to help a lot of others to
>check out their disks... but... Greg and others here are in the minority
>when considered against the larger body of ST *users* to whom a description
>of a virus would be largely "Greek". To them, the information would be
>practically worthless, other than to alert them that such things are
>possible..

I have no idea how to make a virus. I also have no idea how to stop one. If someone posted a virus I would not read it to learn how to stop so I could right my own. Why should I when there are great humanitarians like Greg L. running around (Thanks Greg!). On the other hand, I would like to see the code with an explanation of how it works just so I can learn a little about the subject. I wont be creating any vires (sp?) and I wont be creating any vaccination programs but I would like to know how they work.

_
"Shadow, do something! Those flying Morpheous / \
birds are going to get us!" Psimon / _ \
shadow master / //\ \
"O.k., o.k., I'll cast Dav El II / // \\ \
Transmute Roc to mud." / /____\\ \
We are the /________\\ \
warrior spirit. __________\/

219. Re: Atari ST Screen Dump Info Sought

Newsgroup: comp.sys.atari.st
Date: 1989-03-02 15:58:45 UTC
From: soohoo@cory.Berkeley.EDU
Message-ID: <10597@pasteur.Berkeley.EDU>
Source record: 249740

In article <3958@druhi.ATT.COM> terrell@druhi.UUCP (TerrellE) writes:
>
>I have a question about the Atari ST screen-dump (which can be invoked
>by typing ALT & HELP at the same time.
>
>My question is this: Does this screen dump work with non EPSON compatible
>printers? If so, which ones (and how can it tell what kind of printer
>is connected)?
>

I'm _very_ certain that the screen dump works only with Epson printers,
in Monochrome mode, and with the Okimate 20 Color Printer in Color Mode.
BUT for the Atari Laser Printer (SLM804) there's a screen dumper that
steals the Alt-Help and outputs the correct data over the DMA to print
to the laser printer...
--Kenneth Soohoo (soohoo@cory.Berkeley.Edu)
Atari 400/800/600xl/800xl/1200/130xe/65xe/xe game/7800, 1040ST/MEGA hacker
"It could be worse, you could get hit by a truck..."
My opinions are my OWN, _not_ necessarily Atari's.

220. Re: Mice problems

Newsgroup: comp.sys.atari.st
Date: 1989-03-02 16:42:20 UTC
From: dynasoft!john@stag.UUCP
Message-ID: <0202891142200549@dynasoft.UUCP>
Source record: 249742

[01659@AECLCR.BITNET (Greg Csullog) writes...]
> Our company has had a rash of mouse failures. The situation was
> puzzling because not one home user had a similar failure and there
> are more mice (mouses) off site than on site.
>
> We believe we know the problem. There are load resistors used in
> conjunction with the phototransistors. They typically have values
> of 600-800 ohms. With extended hours of operation (7-8 hours per
> day computers are on at work, typically <1 hour at home) there
> appears to be some deterioration in the load capacity that is
> followed by transistor drift.

Sorry Greg, but I doubt that's it.... Many people I know leave
their machines on 24 hours a day (at home). I've had mine "on" for
nearly 4 years now with the only mouse failure being when the little
rollers inside the mouse got dirty. I cleaned them up and used a
mouse-pad after that and haven't had a problem in the last 3 years...
(This is the typical mouse failure story from many of the people I've
spoken to...)

John Stanley <dynasoft!john@stag.UUCP>
Software Consultant / Dynasoft Systems

221. Re: Atari ST Screen Dump Info Sought

Newsgroup: comp.sys.atari.st
Date: 1989-03-02 17:08:36 UTC
From: rjung@sal61.usc.edu
Message-ID: <2897@nunki.usc.edu>
Source record: 249743

In article <1396@csd4.milw.wisc.edu> johnnyd@csd4.milw.wisc.edu (Johnny D) writes:
>In article <3958@druhi.ATT.COM> terrell@druhi.UUCP (TerrellE) writes:
>|My question is this: Does this screen dump work with non EPSON compatible
>|printers?
>
> The screen dump works fine on my Panasonic 1091i, although I only get
>3/4 of the screen since it's an 80 column printer. As far as I know,
>the screen dump should work with any IBM compatible dot matrix printer.

Not necessarily, since the Panasonic 1091 is Epson compatable (at least mine
is).

And by the way, the reason you're getting 3/4ths of the screen is probably
not due to 80 columns, but because the ST thinks you have 1250 dots across.
Try using the Control Panel to "Set Printer" to 960 dots, and see if that
improves the situation.

--R.J.
B-)

==========
Disclaimer: This message was written with my authorization
#
Mailing address: rjung@nunki.usc.edu
(It's easier to just use the reply function, tho)
#####

222. Dictionaries

Newsgroup: comp.sys.atari.st
Date: 1989-03-02 17:55:41 UTC
From: a360ad@blake.acs.washington.edu
Message-ID: <1026@blake.acs.washington.edu>
Source record: 249744

Does anyone know anything about obtaining PD dictionaries
as robust as the ones found on university systems... that
i can put on my hard drive?

Also, where can I learn about crunching a dictionary so
that a fairly sizeable subset can fit on a floppy...

What are the best search routines?
Do i need to design my own data structure?

Thanks for the help.

-kevin
a360ad@blake.acs.washington.edu

223. Re: Degas and GDOS

Newsgroup: comp.sys.atari.st
Date: 1989-03-02 18:01:16 UTC
From: fyl@ssc.UUCP
Message-ID: <1734@ssc.UUCP>
Source record: 249745

In article <4208@mtuxo.att.com>, rcd@mtuxo.att.com (XG1V6-R.DUTT) writes:
> If you have access to Genie, there is a program called DJ_DEGAS.TTP
> in the ST Software Libraries RT.

While we are on the subject, anyone seen the source code for any
sort of DeskJet driver. I need it for a non-ST application.
Thanks.
--
Phil Hughes, SSC, Inc. P.O. Box 55549, Seattle, WA 98155 (206)FOR-UNIX
uw-beaver!tikal!ssc!fyl or uunet!pilchuck!ssc!fyl or attmail!ssc!fyl

224. CompuClub and Atari repair policy

Newsgroup: comp.sys.atari.st
Date: 1989-03-02 18:31:24 UTC
From: kchin@BBN.COM
Message-ID: <8903021847.AA13048@ucbvax.Berkeley.EDU>
Source record: 249746

Hi All,

My brother-in-law had a problem with getting his 1040ST repaired, a problem which has turned into locating his now missing 1040ST. Does anyone know what happened to CompuClub in Framingham, Mass., which is where he sent his machine? Their phone has been disconnected recently and I assume they have gone out of business.

Now the more general question is this: Before CompuClub disappeared, they had told them that they had sent his machine to Atari for repair. This is in July of last year. Calls to customer service in Sunnyvale, CA have only gotten him recordings. Who can we call to find out if Atari has his machine? Is there a *real* customer service at Atari?

Any and all info appreciated,

Ken Chin
kchin@bbn.com
(617)873-3375

225. Re: nullfilling

Newsgroup: comp.sys.atari.st
Date: 1989-03-02 19:48:42 UTC
From: david@bdt.UUCP
Message-ID: <526@bdt.UUCP>
Source record: 249747

In article <8903010551.AA25974@ucbvax.Berkeley.EDU> U46050@UICVM.BITNET (JOHN ZAFIRIS) writes:
>Here's the proposal: Atari, write 4 instructions worth of code into
>those new, amazing, almost-as-good-as-sliced bread v.1.4 ROMS that check
>the last 4 bytes of the program that was just loaded (I'm sure that 4
>instructions are able to fit into that 192K or ROM). If those last 4
>bytes are some magic value, say 628318530 (2*pi, yes, I know, really
>original...) then the memory clearing code is just ignored. ...
[Rest Deleted]
Last four bytes of which part of the program just loaded? The last bytes of the Text, Data, BSS, Symbols, or what? If it's the last bytes of the file, these are currently undefined, and in fact they're used by MWC executables. Who puts the four bytes there? The linker? The User? What's to guarantee that the magic number isn't there now in some executable file?

Basically I think this is old news. Forget it. There's a lot more important things for Atari to do with the ST; like how about multichannel DMA and a real MMU and some hardware for that Mega Bus and an expansion box for it and some ATARI SUPPORTED network hooks built into the OS and FORWARD SLASHES and virtual file systems and ... :-)
--
David Beckemeyer (david@bdt.UUCP) | "Lester Moore - Four slugs from a .44
Beckemeyer Development Tools | no Les, no more."
478 Santa Clara Ave. Oakland, CA 94610 | - Headstone at Boot Hill
UUCP: {uunet,ucbvax}!unisoft!bdt!david | Tombstone, AZ

226. Re: International ST SW Catalog?

Newsgroup: comp.sys.atari.st
Date: 1989-03-02 19:58:03 UTC
From: ecs40hw036@minnie.ucdavis.edu
Message-ID: <3756@ucdavis.ucdavis.edu>
Source record: 249748

Yes, Virginia, there is an International ST Software Catalog, and
it's put out by none other than Atari itself. It should be available
at any Atari dealer. If you're in the West Coast, it should be available
at Federated.

To be listed, I would imagine that you should be an official Atari
developer. You should contact Atari about this. If you don't know
by now, here's the address:

Atari Software Catalog
PO Box 61657
Sunnyvale, CA 94088

-Andy

227. Desktop.inf formatting info???

Newsgroup: comp.sys.atari.st
Date: 1989-03-02 20:06:01 UTC
From: sstanfie@polyslo.CalPoly.EDU
Message-ID: <8762@polyslo.CalPoly.EDU>
Source record: 249749

I have heard that modem programs such as emulator.acc from atari store the modem information (eg. baud rate, etc) in the desktop.inf file. I am writing a term program; anybody have that information?

Thanks.
--

_____
------------------------------ /|/ --- --------------------------
sstanfie@polyslo.calpoly.edu /|\()| pyramid!polyslo!sstanfie
------------------------------_____----------------------------

228. Re: Script Editor

Newsgroup: comp.sys.atari.st
Date: 1989-03-03 01:48:44 UTC
From: 35002_3025@uwovax.uwo.CA
Message-ID: <0604878524@uwovax.uwo.ca>
Source record: 249750

using wordprfect you could use to columns if you had prepared the text before ha
nd... or better yet use two windows.
/
Kevin-john Conway
...a librarian from hell...

School of Library and Information Science
University of Western Ontario
London Canada
"...deviants from the norm..."

"My ideas may be silly, but I'm not. I'm positively skewed!"

35002_3025@uwovax.uwo.ca
conway@uwovax.bitnet
kjc@uwovax.bitnet

229. RE: Script Editor

Newsgroup: comp.sys.atari.st
Date: 1989-03-03 04:29:00 UTC
From: BROCKMAN@ITHACA.BITNET
Message-ID: <8903030557.AA18655@ucbvax.Berkeley.EDU>
Source record: 249601

Miles-

Try using word perfect. There is a columns command you can use..
Its a pain to get used to...but it works...

-Craig

230. Request for ARC on VAX

Newsgroup: comp.sys.atari.st
Date: 1989-03-03 06:54:46 UTC
From: P.J.M._Verbruggen.ven1RX@XEROX.COM
Message-ID: <890302-232814-12664@Xerox>
Source record: 249602

I would like to obtain ARC for a VAX mainframe. Anybody who could inform how to get one ?

Thanks
Peter

P.J.M._Verbruggen.ven1RX"@Xerox.COM

231. Re: Atari ST Screen Dump Info Sought

Newsgroup: comp.sys.atari.st
Date: 1989-03-03 08:24:05 UTC
From: decouty@irisa.UUCP
Message-ID: <1039@irisa.UUCP>
Source record: 249603

In article <3958@druhi.ATT.COM> terrell@druhi.UUCP (TerrellE) writes:
|
|I have a question about the Atari ST screen-dump (which can be invoked
|by typing ALT & HELP at the same time.
|
|My question is this: Does this screen dump work with non EPSON compatible
|printers? If so, which ones (and how can it tell what kind of printer
|is connected)?
|
|
|Thanks in advance,
|
|
|
|
|Eric Terrell (att!druhi!terrell)

This does not work with 24-pin EPSON printers, at least with LQ1000 series.
The ST sends a command (ESC 1) which sets 7/72 inch line spacing.
As 24-pin printers spacing are only 1/60 inch spacing, they do not reco-
gnize this command and so you can't dump screen on them.

Naturally, only experience can tell you this fact (-(-

The needed printer codes are: esc L (graphic data), esc 3 (1/216 spacing),
esc 1 (1/72 spacing).

----- Bertrand DECOUTY @ INRIA-IRISA (Centre de Rennes) -----
+-----------------------------+---+
IRISA - INRIA	EMAIL : decouty@irisa.fr
Campus de Beaulieu	
F-35042 Rennes Cedex	UUCP : {uunet,mcvax,inria}!irisa!decouty
FRANCE	decouty@irisa.UUCP
+--------------------------+---+--------------------+-------------------------+
| PHONE : +33 99 36 20 00 | TELEX : 950473 UNIRISA | FAX : +33 99 38 38 32 |
+--------------------------+------------------------+-------------------------+

232. NOAA-METEOR receiver project part 1 of 3

Newsgroup: comp.sys.atari.st
Date: 1989-03-03 09:30:29 UTC
From: magore@watdcsu.waterloo.edu
Message-ID: <5621@watdcsu.waterloo.edu>
Source record: 249604
Cross-posted to: rec.ham-radio,comp.sys.atari.st

2400HZ Crystal phase lock Weather Satellite decoder
Updated by Mike Gore March 1989
Part 1 of 3
==========

This posting is broken into 3 parts. Part 1 contains a functional outline of the decoder and some information of interest on the NOAA and Meteor weather satellites. Part 2 contains the decoder diagram in ascii text format. Part 3 contains some functional test software written for the ATARI ST. You are encouraged to extend/modify this to other machines and to add improvements. I hereby place these postings in the public domain. My hope is to stimulate other people to get involved and share ideas in this in testing area.

Background:

The NOAA and Meteor weather satellites transmit images of the Earth using an APT format [Automatic Picture Transmission]. The image information is encoded with a 2400HZ AM audio signal that is transmitted on a FM modulated VHF downlink. The amplitude of the 2400HZ signal represents the surface brightness at a given instant scanned by a rotating mirror. The image format is 120 per minute for Meteor and lines per minute for NOAA. Frequencies in use are are 137.5MHZ, 137.620MHZ for NOAA and 137.300MHZ, 137.400MHZ and 137.850MHZ for the Soviet Meteor satellites. The receiver bandwidth must be at least 30KHZ or more for good results.

The NOAA craft transmit both visual and IR images where the Meteor crafts only send visual band images. The resultant image is therefore the sum total number of scans you are able to receive before the satellite drops below your local radio horizon. There is thus no concept of vertical sync other then indirectly by whatever range of scan line you may happen to choose when displaying a final image.

After demodulating the 2400HZ AM signal one is only left with the original amplitude. Beside having brightness information the demodulated signal for NOAA satellites has a 1200HZ sync burst to flag the start of a given scan line whereas the Meteor craft uses a 300HZ sync.

For my receiver I used a Radio Shack PRO-26 scanner but I had to replace both ceramic IF filters. For the 455KHZ filter I use a muRata CFM455A and for the 10.7MHZ filter I used a muRata 10.7MA. I should mention that the CFM455A is larger the the original filter so you must lay the filter on its side on top of the MC3361. For the 10.7MHZ filter you could use most any 3 terminal filter used for many FM radios with around 1 to 1.5K impedance. For best result you must adjust the preamp in the PRO-26 to recenter the

passband near 137.5MHZ. For my antenna I chose a turnstile antenna with a 2 stage FET preamp. Very useful information may be obtained from either of the 1987, 1988 or 1989 ARRL Handbook published by the American Radio Relay League. Also I would suggest the ARRL Antenna Book for anyone seriously interested in experimenting with various antennas.

Circuit description:

My demodulator uses a passband network built of 2 high and 2 low pass filters. The stop bands are currently 1200HZ and 3600HZ however this value was somewhat a matter of experiment on my part. The filter feeds a full wave active rectifier that can be balanced with a 10K variable resistor. The rectifier part is similar in form to that found in several National Linear AP Notes yet I liked the version in the 1987 ARRL handbook enough that I used theirs. What follows the full wave rectifier is a resetable integrator followed by a sample hold. The DG201 analog switches are made by GE Intersel. The op amps I used were the TL082 dual or TL084 quad op amps yet LF353's just as well.

I chose to use the resetable integrator rather then a low pass filter after a rectifying stage so as to push the overall demodulated bandwidth of the system to the limit. The results are very good, the main advantage here being that aliasing errors are virtually gone because the integration period is synced with the 2400 AM carrier. The integrator may be run at half cycle intervals but the circuit described here is wired for 1 cycle samples. In order to phase lock the system clock with the 2400HZ AM carrier I chose a Crystal VXO design for very stable operation.

In order to be able to record on tape I shaped the output of the VXO into a triangle wave in order to drive one channel of a stereo tape deck. During play back I use a simple PLL onto lock to this signal and provide timing uneffected by any residual wow and flutter. It is this last analog PLL that actually drives the switchable integrators and A/D converter timing. So that the VXO can run closed loop the analog PLL must see a copy of the shaped VXO signal during a recording session. If a tape deck is removed from circuit you just need to jumper the shaped VXO signal to the analog PLL input in order to let the VXO run closed loop.

If there is no need to record signals on tape for later play back at all you can remove the analog PLL and VXO wave shaping circuit. To do this just jumper pin 14 of the MC14020 to pin 1&2 to the 74LS164 directly and remove any left over connections from the 74HC86 XOR gate (pins 4,5 &6).

Some may wonder why I just don't use the analog PLL by it's self and skip the VXO all together. Part of my reason for not doing this is because the analog PLL is not nearly as stable nor noise immune as the VXO. Any phase errors in the system will cause amplitude errors which reduce the whole usefulness of using a switchable integrator design in the first place. Also I use the VXO to create basic timing to such accuracy that in fact I no longer even need to examine the sync information transmitted in the APT signal. The loop time of the VXO is so slow that noise does not impact the VXO much. Ok, so why not use an analog PLL with very slow loop time then ? The

answer for this is that drift is a serious problem in setting and maintaining an analog PLL whereas a crystal does not suffer from shifts in the center frequency. Remember that the loop response time for the PLL must be very slow and as the center frequency drifts the time for the loop to close increases. Lastly because a PLL is used for timing we need to restrict how far the loop frequency can actually move.

For NOAA I found with it's scans of 240 lines per minute and also with two images interleaved on alternate scans there isn't much bandwidth left over for image detail. This need for maximal bandwidth led me to choose the VXO design after much experimentation. I should note that the Meteor satellites run their carrier slightly off 2400HZ and my system can not phase lock on their carrier - in fact there doesn't seem to be a strict 1 to 1 relationship between carrier frequency and scan rate as is the case with NOAA. The loss of lock still gives very good images but not as good as they could be. I should mention that when the VXO loses lock it stays near it's center frequency so it remains useful for timing to a very high degree of accuracy. Regardless of the carrier differences the scan rate for both satellites is *very* accurate - enough so that one doesn't even need to use the sync information to maintain sync. In fact in the final data collection software I chose not to use the sync burst in favor of a manual software offset adjustment in the final display program.

The VXO uses a standard XOR phase comparator for locking yet there is no loop filter needed by design. It works out that the phase jitter is to small to even worry about with only an 8bit A/D. Basically the XOR gate forces the 2400 divided reference clock to be roughly 90 degrees out of phase with the downlink 2400HZ carrier. The crystal I used is series tuned such that when the analog switch closes the frequency runs low and when it is open it runs high. The 20pf cap across the switch adds to the switch capacitance to give a minimal value to keep the oscillator stable. The idea is to weight the two values of frequency with the switch open and then closed such that it averages to 2457600 MHZ with about +/- 150HZ swing when switched. The swing must at least be in excess of the worst case doppler shift - the higher the value the faster the lock yet with a chance of larger phase errors as a function of noise. This circuit works very well at locking on a signal almost totally lost in noise much unlike what one would expect with a simple analog PLL. Of course a noisy signal is of no real value yet even noise bursts can cause loss of sync with a normal non VXO analog PLL design. Also any phase errors that can occur will cause aliasing errors in the recovered amplitude at a rate determined by the loop lock time.

Software:

The code included was complied under Mark Williams C 3.0.9 on the ST.
It works in both Mono or Color modes.

The data collection program takes 1 argument which is simply the file name to save the collected data with. This program displays a digital scope style profile of the signal as it's being saved to disk along with the current line count. You may stop and close the file at any time by typing any character. The program will also stop and close its files if any kind

of write error occurs [such as a full disk and so on].

Example: get afile

The display program takes 4 arguments.

Example: disp afile 100 900 -hs2

Argument 1 is the file name, 2 is the line count to skip when reading
the file, 3 is the image offset and 4 is a a list of flags.

Flags:
c - contrast enhance
h - histogram equalize
s - flip image
y - correct aspect ratio of NOAA images
2 - magnify 2x
3 - magnify 3x
4 - magnify 4x
Notes:
You can not use both "c" & "h" at the same time.

Example: disp afile 100 900 -hs2

Credits

Many thanks go to Alan Paeth for letting me use a well tuned version
of the Floyd error diffusion method he implimented for his IM Raster Toolkit.
It provied a main basis for my final monochrome display driver.

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End of Part 1

At Home: watmath!mgvax!root, watmath!mgvax!mike
Note: do not use an '@' in a path to 'mgvax' (old mail software)

233. NOAA-METEOR receiver project part 2 of 3

Newsgroup: comp.sys.atari.st
Date: 1989-03-03 09:32:33 UTC
From: magore@watdcsu.waterloo.edu
Message-ID: <5622@watdcsu.waterloo.edu>
Source record: 249605
Cross-posted to: rec.ham-radio,comp.sys.atari.st

```
2400HZ Crystal phase lock Weather Satellite decoder
Updated by Mike Gore March 1989.

Part 2 of 3
===========

The following are symbols used for the ascii diagram that follows.

Labels:
(round braces)

Traces:

(Corner) +----O (Main signal I/O or control)
|
(Connection) o

Resistor:
100 = 100 ohms
4K7 = 4700 ohms
v10K = 10000 ohms variable

Capacitor:
3n3 = 3.3 nanofarad

Diode: 1N914
-|<- ->|-
(Cathode)(Anode) (Anode)(Cathode)

FET: MPF102
o (Drain)
D
oG (Gate)
S
o (Source)

Inductor:

--44mH--

Crystal: 2,457,600HZ

-Y-

Op Amp: LF353 or TL082

(-IN) o-
OPo (Out)
```

```
(+IN) o+

Analog switch: DG201

(Control)

O
(In/Out) oXo (In/Out)

NAND gate: 74LS00
(IN 1) o
NANDo (OUT)
(IN 2) o

XOR gate: 74HC86
(IN 1) o
XORo (OUT)
(IN 2) o

================================================================================

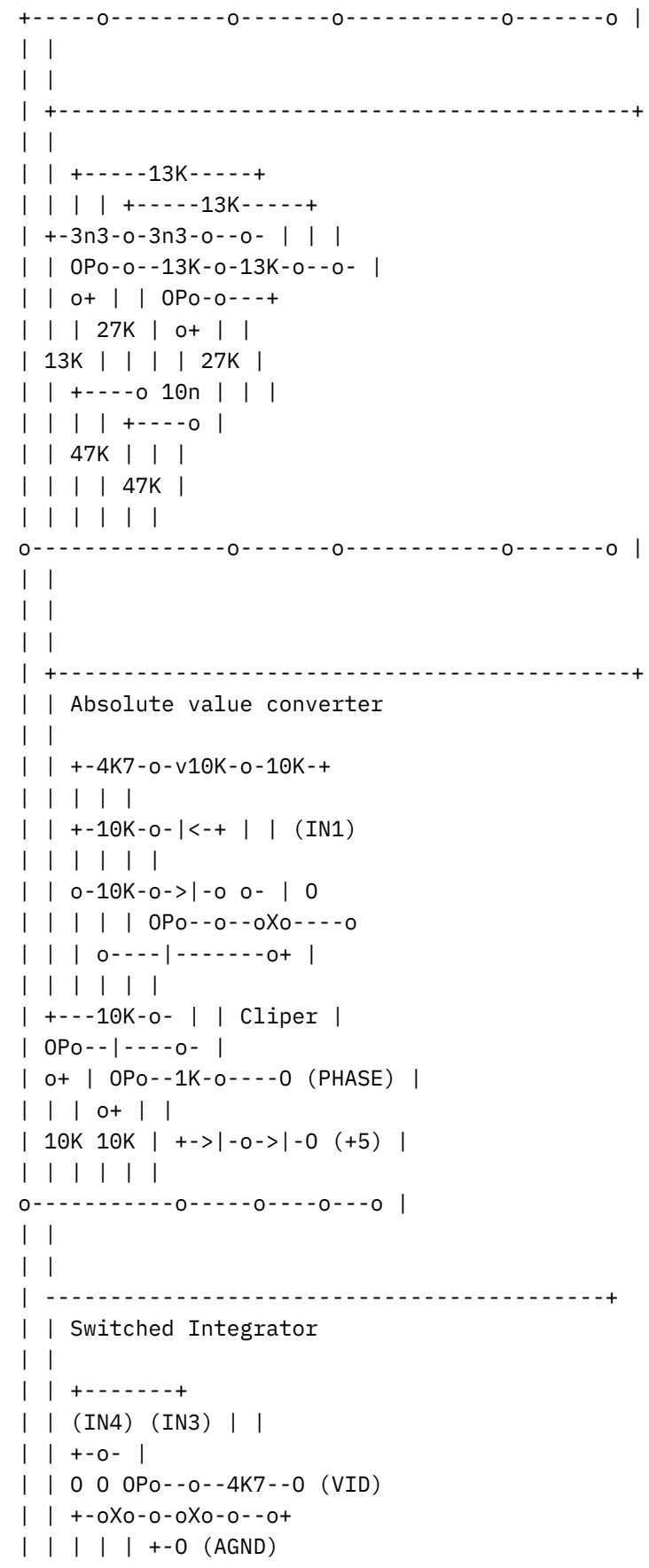
Analog section:

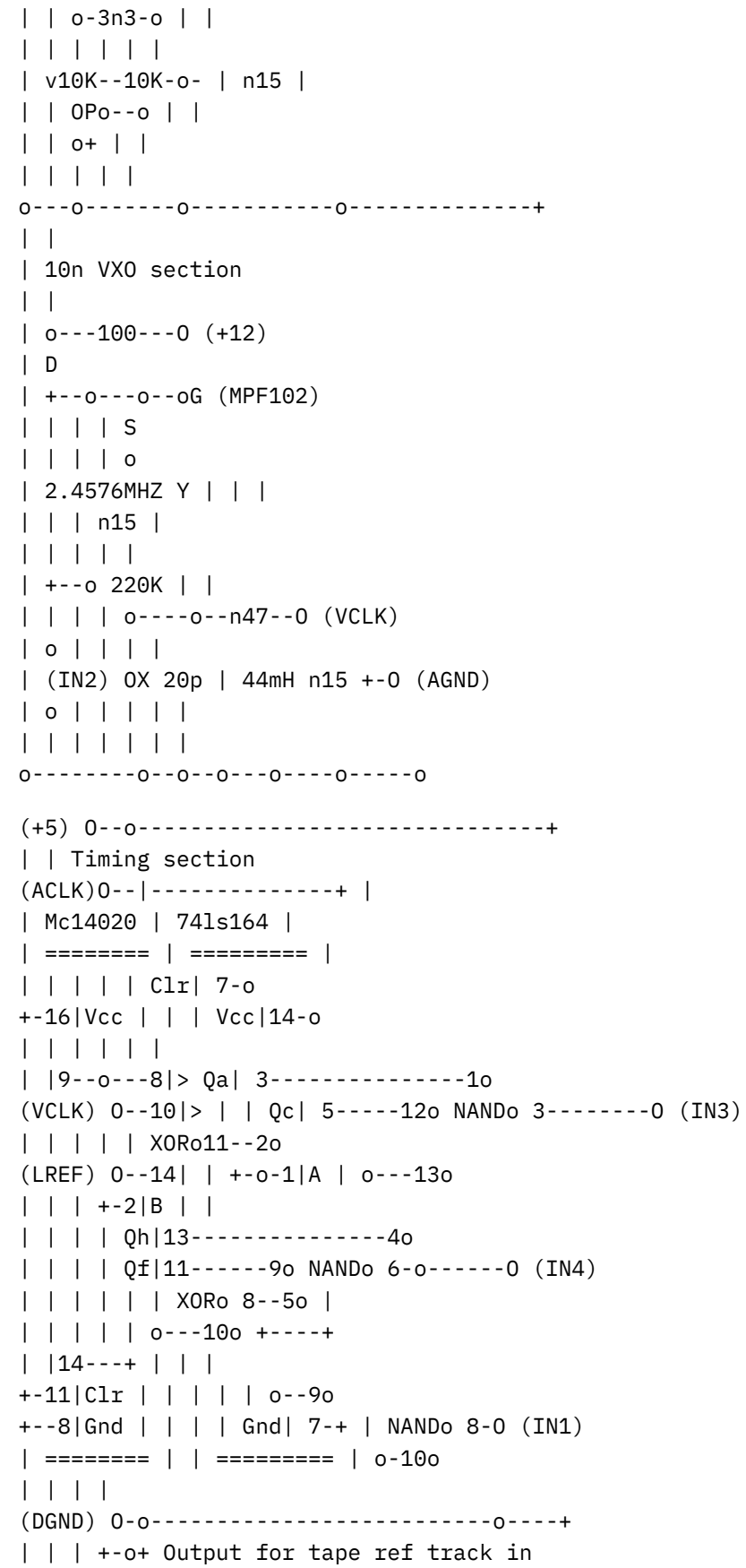
Power in

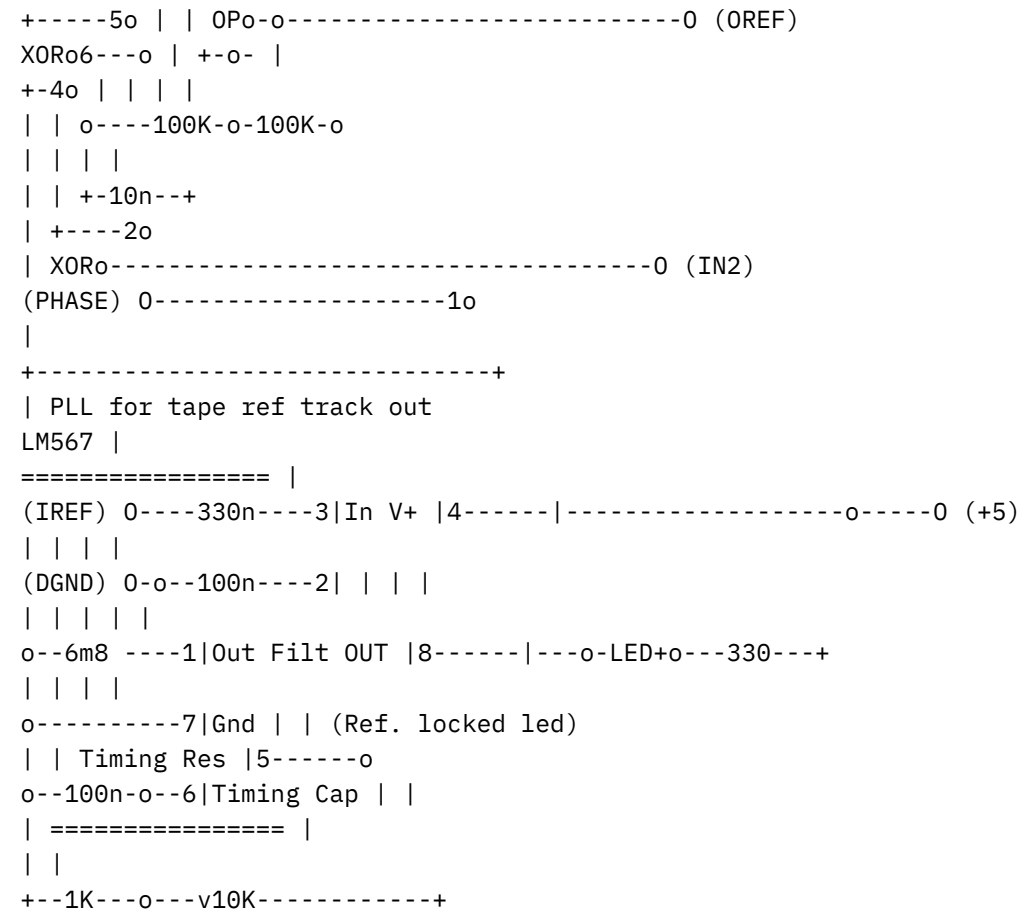
(+12)---100---o---------O (+12 to all OP amps)
+|
47uf
|
(GND)---------o----o----O (AGND and DGND) - AGND is to be tied to DGND here
+| |
47uf |
| |
(-12)---100---o---------O (-12 to all OP amps)
|
|
47uf
+|
(+5)---------------o----O (Logic +5)

Passband filter section

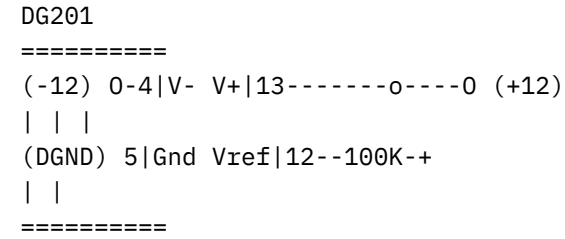
+----13K------+
| | +-----13K-----+
(SIG IN) O-3n3-o-3n3-o--o- | | |
| OPo-o--13K-o-13K-o--o- |
| o+ | | OPo-o---+
(AGND) O-+ | | 27K | o+ | |
| 13K | | | | 27K |
| | +----o 10n | | |
| | | | +----o |
| | 47K | | |
| | | | 47K |
| | | | | |
```


Absolute value converter
Switched Integrator
13K
47K
10K
27K
(IN1)
(PHASE)
(+5)
(VID)
(AGND)
(IN4)
(IN3)
Cliper

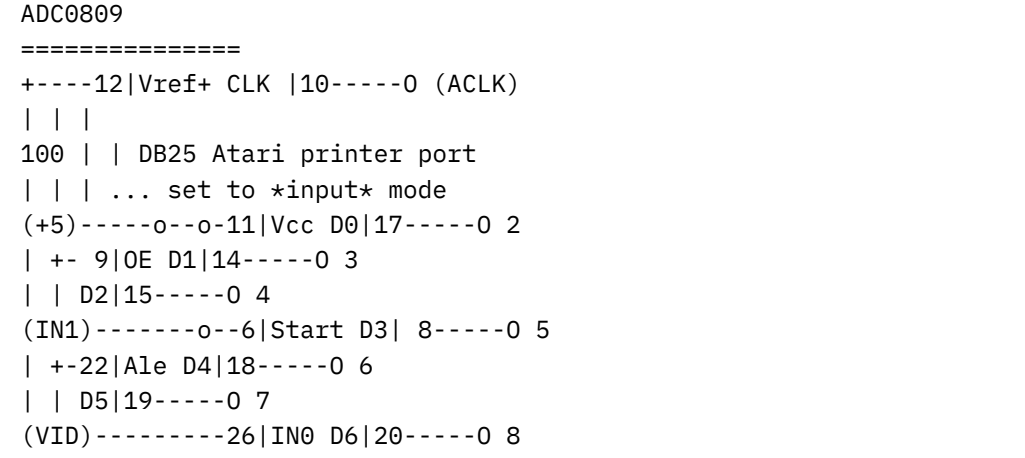

	o-3n3-o	
v10K--10K-o-	n15
	OPo--o	
	o+	
o---o-------o-----------o--------------+
10n VXO section
o---100---O (+12)
D
+--o---o--oG (MPF102)
			S
			o
2.4576MHZ Y		
		n15
+--o 220K	
			o----o--n47--O (VCLK)
o			
(IN2) OX 20p	44mH n15 +-O (AGND)
o				
o--------o--o--o---o----o-----o
(+5) O--o--------------------------------+
| | Timing section
(ACLK)O--|--------------+ |
| Mc14020 | 74ls164 |
| ======== | ========= |
| | | | | Clr| 7-o
+-16|Vcc | | | Vcc|14-o
| | | | | |
| |9--o---8|> Qa| 3---------------1o
(VCLK) O--10|> | | Qc| 5-----12o NANDo 3--------O (IN3)
| | | | | XORo11--2o
(LREF) O--14| | +-o-1|A | o---13o
| | | +-2|B | |
| | | | Qh|13---------------4o
| | | | Qf|11------9o NANDo 6-o------O (IN4)
| | | | | | XORo 8--5o |
| | | | | o---10o +----+
| |14---+ | | |
+-11|Clr | | | | | o--9o
+--8|Gnd | | | | Gnd| 7-+ | NANDo 8-O (IN1)
| ======== | | ========= | o-10o
| | | |
(DGND) O-o-------------------------o----+
| | | +-o+ Output for tape ref track in

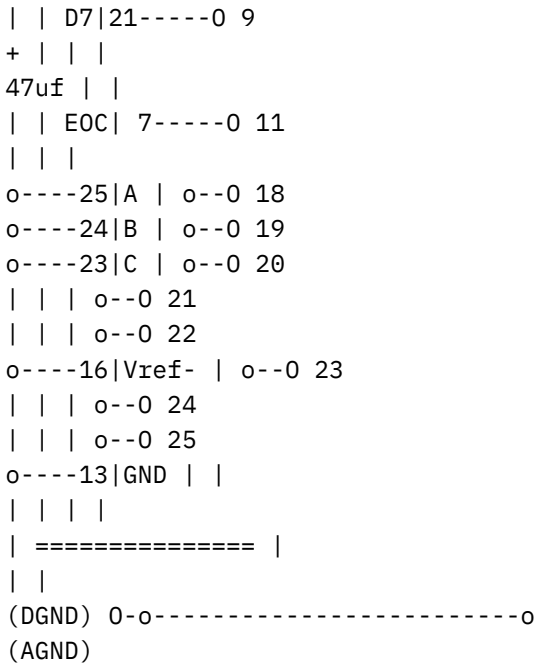


TTL reference set point for DG201



A/D Section:





Signals:
SIG IN: 2400HZ Audio signal from receiver or tape deck
OREF: 2400HZ reference signal to tape deck
IREF: 2400HZ reference signal from tape deck

--
End of Part 2 of 2

At Home: watmath!mgvax!root, watmath!mgvax!mike
Note: do not use an '@' in a path to 'mgvax' (old mail software)

234. NOAA-METEOR receiver project part 3 of 3

Newsgroup: comp.sys.atari.st
Date: 1989-03-03 09:34:49 UTC
From: magore@watdcsu.waterloo.edu
Message-ID: <5623@watdcsu.waterloo.edu>
Source record: 249606
Cross-posted to: rec.ham-radio,comp.sys.atari.st

```
2400HZ Crystal phase lock Weather Satellite decoder
Updated by Mike Gore March 1989

Part 3 of 3
===========
: This is a shar archive. Extract with sh, not csh.
: The rest of this file will extract:
: makefile sat.h sup.h disp.c dofloyd.c dohist.c get.c sup.c
echo Extracting makefile
sed 's/^X//' > makefile << 'e-o-f'
X# Mark Williams version 3.0.9 C for the ATARI ST
X#
XCFLAGS= -O -c
XLDFLAGS=
X
XSUP= dofloyd.o dohist.o sup.o
X
Xall: get.ttp disp.ttp
X
Xget.ttp: get.o setrte.o sup.o
X cc $(LDFLAGS) get.o sup.o setrte.o -o get.ttp
X
Xdisp.ttp: $(SUP) disp.o
X cc $(LDFLAGS) disp.o $(SUP) -o disp.ttp -lm
X
Xdisp.o: disp.c
X cc $(CFLAGS) disp.c
X
Xdofloyd.o: dofloyd.c
X cc $(CFLAGS) dofloyd.c
X
Xdohist.o: dohist.c
X cc $(CFLAGS) dohist.c
X
Xsup.o: sup.c
X cc $(CFLAGS) sup.c
X
Xget.o: get.c
X cc $(CFLAGS) get.c
X
Xsetrte.o: setrte.s
X cc $(CFLAGS) setrte.s
e-o-f
```

```
echo Extracting sat.h
sed 's/^X//' > sat.h << 'e-o-f'
X/*
X * Mike Gore
X * March 1989
X * watmath!watdcsu!magore
X * watmath!mgvax!mike
X*/
X
X#define HSIZE 1200
X#define GREY 256
X#define BITS 8
e-o-f
echo Extracting sup.h
sed 's/^X//' > sup.h << 'e-o-f'
X/*
X * Mike Gore
X * March 1989
X * watmath!watdcsu!magore
X * watmath!mgvax!mike
X*/
X
X#define setres(a) ( *((char *) 0xff8260L) = (int) (a))
X#define getres() ( *((char *) 0xff8260L) & 0xff)
X#define extsync() ( *((char *) 0xff820aL) = (1) )
X#define intsync() ( *((char *) 0xff820aL) = (0) )
X#define giport(a) ( *((char *) 0xff8800L) = (a) )
X#define giwrite(a) ( *((char *) 0xff8802L) = (a) )
X#define giread() ( *((unsigned char *) 0xff8800L) )
X#define strobeon() ( giport(14), giwrite(giread() | 0x20) )
X#define strobeoff() ( giport(14), giwrite(giread() & ~0x20) )
X#define stat() ( *((char *) 0xfffa01L) )
X#define setcol(a,b) ( *((int *) (0xff8240L+((int)(a)<<1)) ) = ((int)(b))&0x1ff )
X#define getcol(a) ( *((int *) (0xff8240L+((int)(a)<<1)) ) & 0x1ff )
e-o-f
echo Extracting disp.c
sed 's/^X//' > disp.c << 'e-o-f'
X/*
X * Mike Gore
X * March 1989
X * watmath!watdcsu!magore
X * watmath!mgvax!mike
X*/
X
X#include <osbind.h>
X#include <linea.h>
X#include <math.h>
X#include <stdio.h>
X
X#include "sat.h"
```

```
X#include "sup.h"
X
X
Xint XMAX = 300;
Xint YMAX = 200;
X
X#define USAGE "line offset [-hcys1234]
X
Xlong histb[GREY];
Xunsigned char mapb[GREY];
X
Xunsigned char inbuf[HSIZE+1], outbuf[HSIZE+1], tmpbuf[HSIZE+1];
X
Xchar line[256];
X
Xmain(argc,argv)
Xint argc;
Xchar **argv;
X{
X int fp;
X int Lskip = 0;
X int Loff = 0;
X int Lswap = 0;
X long Vpos = 0L;
X int nres, ores;
X int hflag = 0;
X int cflag = 0;
X int yflag = 0;
X int sflag = 1;
X int val,vmin,vmax;
X
X int i,s,x,y;
X char *ptr = "";
X
X
X long lseek();
X
X
X if(argc < 4 || argc > 5) {
X fprintf(stderr,"Usage: %s\n",argv[0],USAGE);
X exit(1);
X }
X if(argc == 5) {
X ptr= argv[4];
X if(*ptr != '-') {
X fprintf(stderr,"Usage: %s\n",argv[0],USAGE);
X exit(1);
X }
X
X for(i=1;ptr[i];++i) {
```

```
X switch(ptr[i]) {
X case '1':
X case '2':
X case '3':
X case '4':
X sflag = ptr[i] - '0';
X break;
X case 'h':
X hflag = 1;
X break;
X case 's':
X Lswap = 1;
X break;
X case 'c':
X cflag = 1;
X break;
X case 'y':
X yflag = 1;
X break;
X default:
X fprintf(stderr,
X "%s: unknown mode:%s\n",
X argv[0],ptr);
X exit(1);
X }
X }
X
X }
X if((fp=open(argv[1],0)) < 0 ) {
X fprintf(stderr,"%s:Can't open:%s\n",argv[0],argv[1]);
X exit(1);
X }
X
X Lskip = atoi(argv[2]);
X Loff = atoi(argv[3]);
X
X Vpos = (long)HSIZE*Lskip + (long)Loff;
X
X map_init(mapb);
X
X ores = Getrez();
X nres = (ores == 2) ? 2 : 0;
X scrinit(nres);
X
X switch(nres) {
X case 0:
X XMAX = 320;
X YMAX = 200;
X break;
X case 1:
```

```
X XMAX = 500;
X YMAX = 200;
X break;
X case 2:
X floyd_init();
X XMAX = 500;
X YMAX = 400;
X break;
X }
X
X for(y=0; y<YMAX; y += sflag) {
X
X if(lseek(fp, Vpos, 0)<0)
X break;
X if(read(fp, inbuf, XMAX)<XMAX)
X break;
X Vpos += HSIZE;
X
X if(yflag) {
X if(lseek(fp, Vpos, 0)<0)
X break;
X if(read(fp, tmpbuf, XMAX)<XMAX)
X break;
X Vpos += HSIZE;
X for(i=0;i<XMAX;++i)
X inbuf[i] = (inbuf[i]+tmpbuf[i])>>1;
X }
X
X if(cflag) {
X vmin = 255;
X vmax = 0;
X for(i=0;i<XMAX;++i) {
X val = inbuf[i];
X if(val > vmax)
X vmax += ((val-vmax)/2);
X if(val < vmin)
X vmin -= ((vmin-val)/2);
X }
X val = vmax - vmin + 1;
X for(i=0;i<GREY;++i) {
X if(i < vmin)
X mapb[i] = 0;
X else if(i > vmax)
X mapb[i] = 255;
X else
X mapb[i] = (i-vmin)*256/val;
X }
X }
X
X if(hflag) {
```

```
X hist_init(histb);
X hist_add(histb, inbuf, XMAX/sflag);
X hist_to_map(histb, mapb);
X }
X
X if(sflag == 1) {
X map(mapb, inbuf, outbuf, XMAX);
X }
X else {
X map(mapb, inbuf, tmpbuf, XMAX/sflag);
X scale(tmpbuf,outbuf,XMAX,sflag);
X }
X
X if(nres) {
X floyd(outbuf,tmpbuf,XMAX);
X for(s=0;s<sflag;++s) {
X if(Lswap == 1)
X wline1(tmpbuf, YMAX-(y+s)-1, XMAX, 1);
X else
X wline1(tmpbuf, (y+s), XMAX, 0);
X }
X }
X else {
X for(s=0;s<sflag;++s) {
X if(Lswap == 1)
X wline4(outbuf, YMAX-(y+s)-1, XMAX, 1);
X else
X wline4(outbuf, (y+s), XMAX, 0);
X }
X }
X }
X gets(line);
X screxit(ores);
X close(fp);
X}
X
Xscale(iptr,optr,len,mag)
Xregister unsigned char *iptr, *optr;
Xint len,mag;
X{
X register int i,s;
X
X for(i=0;i<len; i+= mag) {
X for(s=0;s<mag;++s)
X *optr++ = *iptr;
X iptr++;
X }
X}
e-o-f
echo Extracting dofloyd.c
```

```
sed 's/^X//' > dofloyd.c << 'e-o-f'
X#include "sat.h"
X
X/*
X * The Original code for this routine was writen by Alan Paeth
X * watmath!watcgl!awpaeth
X */
X
Xstatic int errtab[HSIZE+1];
X
Xfloyd_init()
X{
X int i;
X
X for(i=0;i<HSIZE;++i)
X errtab[i] = 0;
X}
X
X
X/*
X * fast conversion loop
X */
X
Xfloyd(invec,outvec, count)
Xregister unsigned char *invec, *outvec;
Xregister int count;
X{
X
X register int err, err4, err16;
X register int *errv;
X register int maxval, maxval2, diag, down;
X
X errv = errtab;
X
X err4 = err16 = diag = down = 0;
X maxval = (1L<<BITS)-1;
X maxval2 = maxval>>1;
X
X do {
X err = (*invec++)+(errv[1])+err4+err4-err16;
X if (err >= maxval2) {
X *outvec++ = 1;
X err -= maxval;
X }
X else *outvec++ = 0;
X err4 = err>>2;
X err16 = err>>4;
X *errv++ = down + err4 - err16;
X down = diag + err4 + err16;
X diag = err16;
```

```
X } while (--count > 0);
X *errv++ = down;
X}
e-o-f
echo Extracting dohist.c
sed 's/^X//' > dohist.c << 'e-o-f'
X/*
X * Mike Gore
X * March 1989
X * watmath!watdcsu!magore
X * watmath!mgvax!mike
X*/
X
X#include "sat.h"
X
X
Xhist_init(hist_buf)
Xlong *hist_buf;
X{
X register int x;
X
X for(x=0;x<GREY;++x)
X hist_buf[x] = 0L;
X}
X
Xhist_add(hist_buf, inbuf, len)
Xregister long *hist_buf;
Xregister unsigned char *inbuf;
Xregister int len;
X{
X register int x;
X
X for(x=0;x<len;++x)
X ++hist_buf[inbuf[x]];
X}
X
Xhist_to_map(hist_buf, map)
Xregister long *hist_buf;
Xregister unsigned char *map;
X{
X register int x;
X register long Hsum,Hcnt;
X
X for(Hcnt=0L,x=0;x<GREY;++x)
X Hcnt += hist_buf[x];
X
X for(Hsum=0L,x=0;x<GREY;++x) {
X Hsum += hist_buf[x];
X map[x] = (Hsum << 8) / (Hcnt+1);
X }
```

```
X}
X
Xmap_init(map)
Xregister unsigned char *map;
X{
X register int x;
X
X for(x=0;x<GREY;++x)
X map[x] = x;
X}
X
X
Xmap(map,inbuf,outbuf,len)
Xregister unsigned char *map, *inbuf, *outbuf;
Xregister int len;
X{
X register int x;
X
X for(x=0;x<len;++x)
X outbuf[x] = map[inbuf[x]&0xff];
X}
e-o-f
echo Extracting get.c
sed 's/^X//' > get.c << 'e-o-f'
X/*
X * Mike Gore
X * March 1989
X * watmath!watdcsu!magore
X * watmath!mgvax!mike
X*/
X
X#include <osbind.h>
X#include <linea.h>
X#include <stdio.h>
X
X#include "sup.h"
X#include "sat.h"
X
Xint XMAX = 300;
Xint YMAX = 200;
X
X#define EXT
X
X#define VMEM (16L*(long)HSIZE)
X
Xlong save_ssp;
Xunsigned char *mptr;
Xunsigned int Vsum = 0;
Xunsigned int Vsize = 0L;
Xunsigned int Vhead = 0L;
```

```
Xunsigned int Vtail = 0L;
Xint Verror = 0;
Xint Vcnt = 0;
X
Xint pmin = 0;
Xint pmax = 0;
X
Xunsigned char scan[HSIZE+1];
Xunsigned char Vbuff[HSIZE+1];
X
X#ifdef EXT
Xvoid extstrobe()
X{
X setrte();
X if(Vsize < VMEM) {
X giport(15);
X mptr[Vhead++] = giread();
X if(Vhead >= VMEM)
X Vhead = 0;
X Vsize++;
X }
X else {
X Verror = 1;
X }
X *((char *) 0xfffa11L) &= ~0x01;
X}
X
X#else
X
Xvoid timetick()
X{
X setrte();
X if(++Vcnt >= 2) {
X if(Vsize < VMEM) {
X mptr[Vhead++] = Vsum>>1;
X if(Vhead >= VMEM)
X Vhead = 0;
X Vsize++;
X }
X else {
X Verror = 1;
X }
X Vcnt = 0;
X Vsum = 0;
X }
X giport(15);
X Vsum += giread();
X strobeoff();
X strobeon();
X *((char *) 0xfffa0fL) &= ~0x20;
```

```
X}
X
X#endif
X
X
Xmain(argc,argv)
Xint argc; char *argv[];
X{
X register unsigned char *ptr1;
X register int i;
X int x,y;
X
X int nres, ores;
X int val = 0;
X int line = 0;
X long *vecp = (long *) 0x100L;
X long oldvec = 0L;
X unsigned int oldmask = 0;
X int fp;
X
X
X if(argc < 2) {
X printf("Usage: vmain OUTfile\n");
X exit(1);
X }
X
X if((fp=creat(argv[1],1)) < 0) {
X printf("Can't open: %s\n",argv[1]);
X exit(1);
X }
X fflush(stdout);
X
X init();
X ores = Getrez();
X nres = (ores == 2) ? 2 : 0;
X scrinit(nres);
X
X switch(nres) {
X case 0:
X XMAX = 320;
X YMAX = 200;
X break;
X case 1:
X XMAX = 640;
X YMAX = 200;
X break;
X case 2:
X XMAX = 640;
X YMAX = 400;
X break;
```

```
X }
X
X save_ssp = Super(0L);
X#ifdef EXT
X Jdisint(0);
X oldvec = vecp[0];
X vecp[0] = (long) extstrobe;
X oldmask = *((char *) 0xfffa03L);
X *((char *) 0xfffa03L) |= 0x01;
X Jenabint(0);
X#else
X Xbtimer(0,3,32,timetick);
X#endif
X Super(save_ssp);
X
X while(Verror == 0) {
X if(Cconis() != 0) {
X Verror = 1;
X printf("\n\n");
X break;
X }
X if(Vsize < HSIZE )
X continue;
X ptr1 = (unsigned char *) &mptr[Vtail];
X for(i=0;i<HSIZE; i++ ) {
X val = *ptr1++;
X Vbuff[i] = val;
X switch(nres) {
X case 0:
X if((i&3)==0) {
X x = i >> 2;
X y = 128 - (val>>1);
X clr4(x,scan[x],15);
X set4(x,y,15);
X scan[x] = y;
X }
X break;
X case 1:
X if((i&1)==0) {
X x = i >> 1;
X y = 128 - (val>>1);
X clr2(x,scan[x],3);
X set2(x,y,3);
X scan[x] = y;
X }
X break;
X case 2:
X if((i&1)==0) {
X x = i >> 1;
X y = 256 - val;
```

```
X clr1(x,scan[x],1);
X set1(x,y,1);
X scan[x] = y;
X }
X break;
X }
X }
X Vsize -= HSIZE;
X Vtail += HSIZE;
X if(Vtail >= VMEM)
X Vtail = 0;
X if(write(fp,Vbuff,(int)HSIZE) != (int)HSIZE ) {
X printf("Write error: %s\n", argv[1]);
X Verror = 1;
X break;
X }
X ++line;
X printf("line:%5d, Vsize:%5d\r",line, Vsize);
X fflush(stdout);
X }
X
X save_ssp = Super(0L);
X#ifdef EXT
X Jdisint(0);
X vecp[0] = oldvec;
X oldmask = *((char *) 0xfffa03L) = oldmask;
X#else
X Xbtimer(0,0,0,0L);
X#endif
X Super(save_ssp);
X
X close(fp);
X screxit(ores);
X portout();
X}
X
X
Xinit()
X{
X register int i;
X
X Vsize = 0;
X Vhead = 0;
X Vtail = 0;
X Verror = 0;
X
X portin();
X mptr = (unsigned char *) Malloc((long)(VMEM)+1L);
X if(mptr == 0L) {
X printf("Malloc Failed\n");
```

```
X exit(1);
X }
X for(i=0;i<VMEM;++i)
X mptr[i] = 0;
X}
e-o-f
echo Extracting sup.c
sed 's/^X//' > sup.c << 'e-o-f'
X#include <osbind.h>
X#include <linea.h>
X#include <stdio.h>
X#include "sup.h"
X
Xunsigned int disp[] = {
X 0x000,0x001,0x011,0x111,
X 0x112,0x222,0x223,0x333,
X 0x334,0x444,0x445,0x555,
X 0x556,0x666,0x667,0x777
X};
X
Xunsigned int Smap[] = {
X 0x000,0x001,0x011,0x111,
X 0x112,0x222,0x223,0x333,
X 0x334,0x444,0x445,0x555,
X 0x556,0x666,0x667,0x777
X};
X
Xlong Vbase;
Xlong save_ssp;
X
Xvclr(ptr,size)
Xregister unsigned char *ptr;
Xregister long size;
X{
X while(size--)
X *ptr++ = 0;
X}
X
Xvcopy(dest, src, size)
Xregister unsigned char *dest, *src;
Xregister long size;
X{
X while(size--)
X *dest++ = *src++;
X}
X
Xscrinit(mode)
Xint mode;
X{
X Cursconf(0,30);
```

```
X Getpallete(Smap);
X Setscreen(-1L, -1L, mode);
X Setpallete(disp);
X linea0();
X Vbase = Physbase();
X vclr(Vbase, 0x8000L);
X}
X
Xscrexit(mode)
Xint mode;
X{
X Setscreen(-1L, -1L, mode);
X Setpallete(Smap);
X Cursconf(1,30);
X}
X
Xportin()
X{
X save_ssp = Super(0L);
X strobeon();
X giport(7);
X giwrite( (giread() & 0x7f) );
X *((char *) 0xfffa0fL) &= ~0x20;
X Super(save_ssp);
X
X}
X
Xportout()
X{
X save_ssp = Super(0L);
X giport(7);
X giwrite( (giread() | 0x80) );
X strobeon();
X Super(save_ssp);
X}
X
XGetpallete(pal)
Xunsigned int *pal;
X{
X int i;
X
X save_ssp = Super(0L);
X for(i=0;i<16;++i)
X *pal++ = getcol(i);
X Super(save_ssp);
X}
X
Xset1(x,y,color)
Xregister unsigned int x,y,color;
X{
```

```
X register unsigned int mask = ((unsigned) 0x8000) >> (x & 0xf);
X register unsigned int *ptr = Vbase + (80L * y) + ((x & 0xfff0)>>3);
X *ptr |= ((color & 1) ? mask : 0);
X}
X
Xclr1(x,y,color)
Xregister unsigned int x,y,color;
X{
X register unsigned int mask = ((unsigned) 0x8000) >> (x & 0xf);
X register unsigned int *ptr = Vbase + (80L * y) + ((x & 0xfff0)>>3);
X *ptr &= ~((color & 1) ? mask : 0);
X}
X
Xset4(x,y,color)
Xregister unsigned int x,y,color;
X{
X register unsigned int mask = ((unsigned) 0x8000) >> (x & 0xf);
X register unsigned int *ptr = Vbase + (160L * y) + ((x & 0xfff0)>>1);
X *ptr++ |= ((color & 1) ? mask : 0);
X *ptr++ |= ((color & 2) ? mask : 0);
X *ptr++ |= ((color & 4) ? mask : 0);
X *ptr |= ((color & 8) ? mask : 0);
X}
X
Xclr4(x,y,color)
Xregister unsigned int x,y,color;
X{
X register unsigned int mask = ((unsigned) 0x8000) >> (x & 0xf);
X register unsigned int *ptr = Vbase + (160L * y) + ((x & 0xfff0)>>1);
X *ptr++ &= ~((color & 1) ? mask : 0);
X *ptr++ &= ~((color & 2) ? mask : 0);
X *ptr++ &= ~((color & 4) ? mask : 0);
X *ptr &= ~((color & 8) ? mask : 0);
X}
X
Xwline1(buf, y, len, swap)
Xregister unsigned char *buf;
Xint y, len, swap;
X{
X register unsigned int tmp;
X register unsigned int mask;
X register unsigned int *ptr = Vbase + (80L * y);
X
X if(!swap) {
X while(len>0) {
X for(tmp=0,mask=0x8000;mask>0 && len>0;mask >>= 1)
X tmp |= (*buf++ ? mask : 0);
X *ptr++ = tmp;
X len -= 16;
X }
```

```
X }
X else {
X buf += (len-1);
X while(len>0) {
X for(tmp=0,mask=0x8000;mask>0 && len>0;mask >>= 1)
X tmp |= (*buf-- ? mask : 0);
X *ptr++ = tmp;
X len -= 16;
X }
X }
X}
X
Xwline4(buf, y, len, swap)
Xregister unsigned char *buf;
Xint y, len, swap;
X{
X register unsigned int mask;
X register unsigned int *ptr = Vbase + (160L * y);
X register unsigned int val;
X
X if(!swap) {
X while(len>0) {
X for(mask=0x8000;mask>0 && len>0;mask >>= 1) {
X val = *buf++ >> 4;
X ptr[0] |= ((val & 1) ? mask : 0);
X ptr[1] |= ((val & 2) ? mask : 0);
X ptr[2] |= ((val & 4) ? mask : 0);
X ptr[3] |= ((val & 8) ? mask : 0);
X }
X ptr += 4;
X len -= 16;
X }
X }
X else {
X buf += (len-1);
X while(len>0) {
X for(mask=0x8000;mask>0 && len>0;mask >>= 1) {
X val = *buf-- >> 4;
X ptr[0] |= ((val & 1) ? mask : 0);
X ptr[1] |= ((val & 2) ? mask : 0);
X ptr[2] |= ((val & 4) ? mask : 0);
X ptr[3] |= ((val & 8) ? mask : 0);
X }
X ptr += 4;
X len -= 16;
X }
X }
X}
X
X
```

```
X
X/* set2 & clr2 are untested */
Xset2(x,y,color)
Xregister unsigned int x,y,color;
X{
X register unsigned int mask = ((unsigned) 0x8000) >> (x & 0xf);
X register unsigned int *ptr = Vbase + (160L * y) + ((x & 0xfff0)>>2);
X *ptr++ |= ((color & 1) ? mask : 0);
X *ptr |= ((color & 2) ? mask : 0);
X}
X
Xclr2(x,y,color)
Xregister unsigned int x,y,color;
X{
X register unsigned int mask = ((unsigned) 0x8000) >> (x & 0xf);
X register unsigned int *ptr = Vbase + (160L * y) + ((x & 0xfff0)>>2);
X *ptr++ &= ~((color & 1) ? mask : 0);
X *ptr &= ~((color & 2) ? mask : 0);
X}
X
e-o-f
exit 0
```

235. Crippled mice

Newsgroup: comp.sys.atari.st
Date: 1989-03-03 12:09:00 UTC
From: ivan@rzsin.sin.ch
Message-ID: <91
Source record: 249607

I was interested in the messages last week about mice "dying", because one of our rodents started exhibiting the same behaviour (only moving horizontally & not vertically) the day before. The messages suggested to me that the cause is the loss of pulses on one of the four outputs (two for each axis), and blocking the light-path to one of the phototransistors on the good axis duplicated the behaviour on this channel too.

A little bit of investigation showed that each phototransistor is connected between +5V and a resistor to ground; the signal developed across the resistor is then fed to one section of an LM339 quad-comparator. The reference for the comparator was 0.20V, and the output should switch between 0 and 5V as the input passes through 0.2V. A multimeter showed that one signal from the faulty axis was only just coming up to 0.2 while the other three were reaching up to 0.3 to 0.4. Obviously the circuit characteristics had changed enough with time that the output pulses were no longer being reliably generated. The quick fix was just to increase the sensing resistor from 470 to 820 ohms, since for small signals the phototransistor should develop a given current flow; passing this through a higher resistance gives a proportionately higher voltage.

I hope this info might be of use to anyone with a dying mouse and a little bit of electronics equipment (hint: SolderWick or a SolderPuller are highly recommended when unsoldering the resistor, as the circuit board is easily damaged).

idr

236. Adding A Floppy Drive

Newsgroup: comp.sys.atari.st
Date: 1989-03-03 13:58:07 UTC
From: cbz@mhuxu.UUCP
Message-ID: <9148@mhuxu.UUCP>
Source record: 249608

Does anyone have any experience using the ST/PC Drive Cable from E. Arthur Brown Co.? This cable supposedly allows you to hook up any IBM compatible 3.5" or 5.25" floppy drive to the ST. Is this something that I can easily make myself? Can I run the second drive off of my existing power supply somehow? Any comments appreciated.

* Craig B. Ziemer %% DISCLAIMER: AT&T does not *
* AT&T Bell Laboratories %%%%%% officially support what I *
* Reading, PA %% just said, in fact, they *
* UUCP ADDRESS: mhuxu!cbz %% rarely do :^) *

237. Re: Debugger/Monitor

Newsgroup: comp.sys.atari.st
Date: 1989-03-03 15:21:10 UTC
From: rjd@brunix
Message-ID: <1275@brunix.UUCP>
Source record: 249609

In article <8751@polyslo.CalPoly.EDU> jriegel@polyslo.CalPoly.EDU (Jeff Riegel) writes:
>
> Can anyone recommend a good PD assembly language debugger or monitor?
>I have Laser C but its in-line assembly code is difficult to debug.
>
>-Jeff Riegel jriegel@polyslo.calpoly.edu

If you have Laser C, you should seriously consider getting the
upgrade to the newst version, and then get the Laser C Source
Debugger. It's an excelllent debugging tool, and it works flawlessly
in the Laser C environment. (It also works well from Gulam)

- Rob DeMillo
Brown University - Planetary Science Group

238. Quick Directory Size

Newsgroup: comp.sys.atari.st
Date: 1989-03-03 16:44:24 UTC
From: iadt2tg@prism.gatech.EDU
Message-ID: <305@hydra.gatech.EDU>
Source record: 249610

What is the quickest way to find out the total byte size of all files
in the current subdirectory? I need the size to do the equivalent of
a "ls -l", and I'd rather not add up the individual file sizes.

239. MWC Rsconf() return value?

Newsgroup: comp.sys.atari.st
Date: 1989-03-03 17:23:51 UTC
From: csrobe@CS.WM.EDU
Message-ID: <8903031723.AA06330@cs.wm.edu>
Source record: 249611

I've been working no the UUPC code and noticed that the original code
(compiled with a different compiler) has a return value for Rsconf().
I looked in the _Atari_ST_Internals_ and the c-code fragment shows
Rsconf() as "void". BUT!, if you go to the assembler listing in the
back of the book you see that the asm code shows a long being returned
in D0.

I looked in <osbind.h> and Rsconf() is just a macro for xbios() which
does indeed return a long. I changed the macro in <osbind.h> to be
of type "long" and it works -- i get the original values of the registers
as a return value. If you have MWC you might want to modify your
<osbind.h> to do the same.

Now if I could get the two systems to complete a connection...
cheers,
-c
|Chip Roberson ARPANET: csrobe@cs.wm.edu |
|Dept of Comp. Sci. csrobe@icase.edu |
|College of William and Mary BITNET: #csrobe@wmmvs.bitnet |
|Williamsburg, VA 23185 UUCP: ...!uunet!pyrdc!gmu90x!wmcs!csrobe|

"It takes 40 dumb animals to make a fur coat,
and just one dumb animal to wear it." -European TV commercial

[A Cruelty-Free Companies list is available for anonymous ftp from cs.wm.edu.]

240. World of Atari show

Newsgroup: comp.sys.atari.st
Date: 1989-03-03 17:38:24 UTC
From: sluziett@udenva.cair.du.edu
Message-ID: <11334@dutyche.cair.du.edu>
Source record: 249612

Here's something I pulled off a local BBS that I thought might be of
some interest to netkind.

==========
ST World
==========
presents

WORLD OF ATARI
APRIL 22-23, 1989

ANAHEIM, CALIFORNIA
DISNEYLAND HOTEL

o Atari Game Machines
o Atari 8-bit systems
o ST and Mega Systems
o Seminars
o Workshops
o Thousands of Super Sales!

Airfare, car rentals and lodging discounts available to
exhibitors and attenders. Discount tickets to user groups.
Call (503) 673 - 2259 for additional information.

*** Show area has been increased to 28,000 SQUARE FEET.
Fourteen times bigger than Atari's area at Comdex.

*** PC DITTO II will be shown for the FIRST TIME at the
show. Avant-Garde will be revealing the "secrets" of PC
Ditto II, a 4.77MHz IBM emulator for the ST, there.

*** GADGETS BY SMALL will introduce SPECTRE GCR - no
need for the Translator anymore. Use Macintosh software
right from the box.

*** ATARI, CORP. is behind the show 100% and will be
showing their new MIDI synthesizer, GENLOCK, and the new
ATARI ULTRASCRIPT LASER PRINTER.

*** FLEETWOOD MAC will be entertaining the spectators
with a concert.

*** WASTECH will be demonstrating their new monitor,
which will allow ALL THREE RESOLUTIONS to be shown on a
single monitor.

*** INTERLINK will be unveiling MASTERLINK, the new,
improved telecommunications software package.

*** HAPPY COMPUTERS will be there with their DISCOVERY
Cartridge, the program that will copy ANY program on
just about ANY format.

*** MIGRAPH will be demonstrating TOUCHUP, a graphics
package to aid in Desktop Publishing.

*** MEGAMAX will be showing LASER C, a very fast C
compiler.

*** GRIBNIF Software will be there with NEODESK 2.0.

*** ANTIC (START magazine) and ST-LOG will be there.
Possibly even MORE magazines.

ALSO, World of Atari will be at Dearborn, Michigan June
24-25, 1989 at the Hyatt Regency Dearborn. 18,000 square feet
of space. Make your plans early to attend this great event
for Atari users. (All of the events mentioned for the
Anaheim, CA show may not necessarily appear at the Dearborn,
MI show).

[plug for ST World mag deleted...]

--
{hplabs || seismo}!dunike!udenva!sluziett

"My body's on a hanger, in the closet nice and warm. I just got back from
another life, and boy am I ever tired..." -Volcano Suns

241. Other than Atari monochrome monitor on the ST?

Newsgroup: comp.sys.atari.st
Date: 1989-03-03 19:01:20 UTC
From: kis@beach.cis.ufl.edu
Message-ID: <19873@uflorida.cis.ufl.EDU>
Source record: 249613

Hi Atarians,
I am a new Atarian (just got my ST 2 months ago). My question is
whether it is possible to use other brand than Atari monochrome
monitor on the ST. I just bought a Spectre 128 and would like to
have a monochrome monitor to run Mac stuffs. Thanks for the input.

--
|-^-~--v^v--^^~v~---^-- Kris Iskandar ---^-~~v^-v^---~--v^v^-~v^---~~v^^----
Electrical Engineering Dept. | INTERNET: kis@beach.cis.ufl.edu
University of Florida | BITNET : iskand@ufeng
Gainesville, FL 32611, U.S.A.| UUCP: ...gatech!uflorida!beach.cis.ufl.edu!kis

242. Re: Right of reply, virus- public, private- a thin line

Newsgroup: comp.sys.atari.st
Date: 1989-03-03 19:15:21 UTC
From: kerchen@iris.ucdavis.edu
Message-ID: <3763@ucdavis.ucdavis.edu>
Source record: 249614
Cross-posted to: comp.sys.atari.st,comp.sys.apple,comp.sys.mac,comp.sys.ibm.pc

In article <15261@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>
>The thing about disassembling a virus is that first you need to HAVE an
>example to disassemble... if the (stereotyped:nasty teenaged hacker with
>nothing better to do) can't get hold of one to study, maybe he'll go make
>explosives in his garage with the instructions he downloaded from the
>local BBS instead...
>

I have to disagree. By making this statement, the implication is that
viruses are not a problem. If it's *so* difficult to get a virus,
then why is everyone up in arms about viruses? If this deranged
teenager has access to a BBS, he certainly has access to viruses,
since BBS's are prime vectors of infection. Folks will always resist
when others put controls on what they can and can not do and putting
controls on information is no exception. Trying to stop the flow of
virus information is like the war on drugs--if you can't get it here
then just walk down the block. The Internet is not the only source of
information about anything. If folks can't find what they're looking
for here, they'll just go somewhere else. I'd rather not see that happen.

Paul Kerchen | kerchen@iris.ucdavis.edu

243. need address Kevin Houser

Newsgroup: comp.sys.atari.st
Date: 1989-03-03 19:22:45 UTC
From: a360ad@blake.acs.washington.edu
Message-ID: <1041@blake.acs.washington.edu>
Source record: 249615

Sorry for posting like this...

Kevin .. i need your address..

kevin callahan
a360ad@blake.acs.washington.edu

244. Ethernet

Newsgroup: comp.sys.atari.st
Date: 1989-03-03 21:53:34 UTC
From: ugbernie@cs.Buffalo.EDU
Message-ID: <4481@cs.Buffalo.EDU>
Source record: 249616
Cross-posted to: comp.os.minix,comp.sys.atari.st

Are there any Ethernet controllers out for the ST?
I've wondering if it will be possible to port the Ethernet control (Amoeba)
to MINIX-ST and cross mount a sun's hard disk to MINIX's filesystem?
bernie

Bernard Bediako ---------=-=-=-=-> ugbernie@cs.buffalo.edu
"Sorry Love, just come to check the meter!" A.C.O.

245. Re: lc

Newsgroup: comp.sys.atari.st
Date: 1989-03-03 22:25:58 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <2125@water.waterloo.edu>
Source record: 249617

In article <8903021331.AA16536@cartier.dgp.toronto.edu> juancho@dgp.toronto.edu (John Buchanan) writes:

>Maybe I am all screwed up but there are two things that I do not understand.
>First, why are we talking about this here on the TOSed os newsgroup?
Because "lc" is a nice command to have on a command line interpreter.
In my first posting, I gave an example that showed what was wanted.
Your example (not repeated here) shows the right stuff. "lc" is not
specific to unix, as I stated in an earlier posting, but for some
folks, it has been ported there. Those who have "lc" aliased to "ls
-C" are missing something, if they do not know about the good stuff are
culturally deprived. Too bad.

I think we may have the right thing before long, to run on the Atari ST,
under TOS. OK?

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@water.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

246. Re: Who have I clobbered? (GEM windows)

Newsgroup: comp.sys.atari.st
Date: 1989-03-04 04:45:44 UTC
From: uace0@uhnix2.uh.edu
Message-ID: <719@uhnix2.uh.edu>
Source record: 249618

```
The easiest way to force a redraw of everything on the screen is to perform a
form_dial(FMD_FINISH,0,0,0,0,dx,dy,dw,dh);

where dx, dy, dw, dh are the maximum area of the desktop as returned by the
call wind_get(0,WF_WORKXYWH,&dx,&dy,&dw,&dh)

This will force a redraw message to be sent to everyone. This is by far
the easiest way to get other applications to redraw. If they don't do it,
some DAs won't handle redraw messages, then they don't do redraws.

- mike vederman

--
for (;;) : Use ATARINET, send an interactive
do_it(c_programmers); : message such as:
: Tell UH-INFO at UHUPVM1 ATARINET HELP
University Atari Computer Enthusiasts : University of Houston UACE
```

247. Re: Atari ST Screen Dump Info Sought

Newsgroup: comp.sys.atari.st
Date: 1989-03-04 06:49:36 UTC
From: jpexg@hermes.ai.mit.edu
Message-ID: <3292@hermes.ai.mit.edu>
Source record: 249619

> ... for the Atari Laser Printer (SLM804) there's a screen dumper that
> steals the Alt-Help and outputs the correct data over the DMA to print
> to the laser printer...
> --Kenneth Soohoo (soohoo@cory.Berkeley.Edu)

How does a program do this? Presumably terminate-and-stay-resident, but how does it intercept keypresses?

A couple of years ago Moshe Braner (where's he gone?) posted a program which did this but it shoved the screen into a reserved area of memory he called the "barrel"; then you could dump the barrel to a Degas file. I'd like to try writing a program which instead created a .TNY format screen file every time alt-help was hit.

248. Re: Adding A Floppy Drive

Newsgroup: comp.sys.atari.st
Date: 1989-03-04 07:02:59 UTC
From: saj@chinet.chi.il.us
Message-ID: <7866@chinet.chi.il.us>
Source record: 249620

In article <9148@mhuxu.UUCP>, cbz@mhuxu.UUCP (Craig B. Ziemer) writes:
> Does anyone have any experience using the ST/PC Drive Cable from E. Arthur
> Brown Co.? This cable supposedly allows you to hook up any IBM compatible
> 3.5" or 5.25" floppy drive to the ST. Is this something that I can easily
> make myself? Can I run the second drive off of my existing power supply
> somehow? Any comments appreciated.

Very much in the same vein: I just got a NEC Multispeed MS-DOS laptop (used--
mostly for use as a second terminal to do debugging on the ST). It has a funny
connector on the back, and there is a claim that it can pretend to be
external floppy drives on a desktop MS-DOS machine. Can the same thing be
arranged with an ST? Believe me, it would be the steal of the century if that
portable could pretend to be a pair of double sided drives for my ST.

249. Re: Atari ST Screen Dump Info Sought

Newsgroup: comp.sys.atari.st
Date: 1989-03-04 14:28:30 UTC
From: euloth@dalcsug.UUCP
Message-ID: <309@dalcsug.UUCP>
Source record: 249621

In article <1396@csd4.milw.wisc.edu>, johnnyd@csd4.milw.wisc.edu (Johnny D) writes:
> In article <3958@druhi.ATT.COM> terrell@druhi.UUCP (TerrellE) writes:
> |
> |My question is this: Does this screen dump work with non EPSON compatible
> |printers? If so, which ones (and how can it tell what kind of printer
> |is connected)?
> |
The standard (in the ROMs) screen dump routine is for an Epson compatible
printer. What sort of printer do you have that isn't Epson Compatible?
From what I understand almost all printers have available an Epson :
compatible mode. Some of the others are Epson compatible but the dump
doesn't work properly for one reason or another. There are PD programs
around which allows the use of the Degas style of printer drivers to
replace the standard. Also there is a program for the 24 pin printers
which definitely works for the Star NX2400 printer which gives excellent
printer dumps.
I still have a friend looking for a printer driver for GDOS which will
give better definition for the Star. He has been told of a driver in the
PD which will work for GDOS for the Nec P6/P7 printers which should work
for the Star. Has anyone seen these available for download anywhere?

> The screen dump works fine on my Panasonic 1091i, although I only get
> 3/4 of the screen since it's an 80 column printer. As far as I know,
> the screen dump should work with any IBM compatible dot matrix printer.

There is a modification you can make yourself using your control panel
and then save in the DESKTOP.INF file. One of the settings for the printer
960 or 1280 bits/pixels per line. Set the printer for the 960 and you
should be able to see the entire screen dumped.

Hope that helps.

--
****
* euloth@dalcsug.uucp || Disclaimer: All opinions are my own unless other- *
* /\/\/\/\/\/\/\/\/\ || wise noted. *
****AKA: Atari Nut**

250. missing files from poplib archive

Newsgroup: comp.sys.atari.st
Date: 1989-03-04 15:45:39 UTC
From: iadt2tg@prism.gatech.EDU
Message-ID: <310@hydra.gatech.EDU>
Source record: 249622

Does anyone have the two files lib_inst.c & lib_init.c that were
supposed to be included with the poplib sources on the comp.sources.atari.st
archive at ssyx.ucsc.edu? The documentation mentions them, and they are
necessary to compile the shared library code. If anyone does have them, could
you please E-mail them to me or tell me how I can get them. Thank You.

--
Terry O. Greenlaw @ Information Systems & Applications @ Georgia Tech
uucp: ...!{The World}!gatech!prism!iadt2tg ARPA: iadt2tg@prism.gatech.edu
Sheathed within the walkman, wear a halo of distortion,
Aural contraceptive, aborting pregnant conversation - Fish

251. mouse problems in London!

Newsgroup: comp.sys.atari.st
Date: 1989-03-04 17:41:31 UTC
From: 35002_3025@uwovax.uwo.ca
Message-ID: <1789@uwovax.uwo.ca>
Source record: 249623

Regarding the recent probems with mice, I shouls probably talk about the problem I have just being having with mine. On Thursday morning, I awoke to find that it would not move up, yet it would move down. After some experimentation, I found that the problem seemed to be allievated by tightening or loosening the four screws that hold the mouse together. I now have it working once more, although the amount of clicking that the left mouse requires is now negligible. I have replaced it with a MALAYSIAN mouse, as previously I had a TAIWANESE mouse. I do not if one or the other is better, or if this "fix" for the TAIWANESE mouse will work for others, but I offer it none the less for your edification.

Kevin-john Conway
...a librarian from hell...

School of Library and Information Science
University of Western Ontario
London Canada
"...deviants from the norm..."

"My ideas may be silly, but I'm not. I'm positively skewed!"

35002_3025@uwovax.uwo.ca
conway@uwovax.bitnet
kjc@uwovax.bitnet

252. Re: Atari ST Screen Dump Info Sought

Newsgroup: comp.sys.atari.st
Date: 1989-03-04 19:21:26 UTC
From: soohoo@cory.Berkeley.EDU
Message-ID: <10678@pasteur.Berkeley.EDU>
Source record: 249624

In article <3292@hermes.ai.mit.edu> jpexg@hermes.ai.mit.edu (John Purbrick) writes:
>> ... for the Atari Laser Printer (SLM804) there's a screen dumper that
>> steals the Alt-Help and outputs the correct data over the DMA to print
>> to the laser printer...
>> --Kenneth Soohoo (soohoo@cory.Berkeley.Edu)
>
>How does a program do this? Presumably terminate-and-stay-resident, but how
>does it intercept keypresses?
>

John, I'm not sure how this SDUMP program does this itself, but I would
create a terminate & stay res as suggested, and then sit on the keyboard
interrupt vector -- find the appropriate keys in the packet coming in
and just not pass them to the system. Once you've got contrl there,
you should be able to do anything with the screen... Don't know about the
specifics (use Kbdvbase() to grab the system keyboard vector, that's about
all I know), sorry.
--Kenneth Soohoo (soohoo@cory.Berkeley.Edu)
Atari 400/800/600xl/800xl/1200/130xe/65xe/xe game/7800, 1040ST/MEGA hacker
"It could be worse, you could get hit by a truck..."
My opinions are my OWN, _not_ necessarily Atari's.

253. Re: lc

Newsgroup: comp.sys.atari.st
Date: 1989-03-04 20:30:57 UTC
From: greg@sce.carleton.ca
Message-ID: <560@sce.carleton.ca>
Source record: 249625

In article <1729@ssc.UUCP> fyl@ssc.UUCP (Phil Hughes) writes:
>In article <8344@watcgl.waterloo.edu>, ljdickey@watmum.waterloo.edu (Lee Dickey) writes:
>> In article <300@laas.laas.fr> someone who shall remain nameless
>
>> >It seems that your `lc' is non-standard with respect to System V;
>> >that's where it came from.
>
>> Perhaps someone who knows more about this will comment.
>
>> I have used "lc" since the early 70's,
>> When was System V introduced?
>
>lc is a XENIX-ism. It is, in system 5 jargon, equivalent to ls -C.
>It forces ls to produce multi-column output with the entries sorted
>down the column (as opposed to ls -x which sorts across).
>

lc stands for 'list catalogue' and existed back in the good old V6
UNIX days, which predates XENIX and Microsoft. Lc was originally
written in 'B' and ran on a honeywell at Waterloo because the
catalogue listing commands, like most of the software that honeywell
produced, was rather 'quaint'. (how about 'ACCESS MF foobar' to
change the file attributes... blech)

Needless to say, its been ported quite a bit.

Lc (the one from the net) tends to follow me around where ever I go,
though I never even thought of porting it to my Atari :-).

--
Greg Franks Systems and Computer Engineering,
utzoo!dciem!nrcaer!sce!greg Carleton University, Ottawa, Ontario, Canada.
uunet!mitel!sce!greg greg@sce.carleton.ca
from Ottawa Ont, where life in the fast lane is skating two inners!

254. Re: MUSIC SOFTWARE

Newsgroup: comp.sys.atari.st
Date: 1989-03-04 22:19:00 UTC
From: greg.trice@canremote.uucp
Message-ID: <89030619042175@masnet.uucp>
Source record: 249626

I use Dr T's Copyist and within its limitation of page size find it very satisfactory. It successfully handles problems such as polyrhythms, transposing instruments, movable clefs that other editors ignore and has provision for user-defined symbols to fill in the gaps they forgot about (like string articulation symbols). The finished results are quite indistinguishable from professionally printed music. It isn't really suitable for orchestral music because of the small page size, but for piano, organ and chamber music, as well as songs, it is perfect.
--------Greg.
---
* Via ProDoor 2.9a

--- MaS Relayer v1.00.00
Via Fidonet node 1:223/224.0 - MaS Network Software and Consulting
Internet: greg.trice@canremote.uucp
UUCP: ...tmsoft!masnet!canremote!greg.trice

255. Re: NeoDesk / GEM replacements question

Newsgroup: comp.sys.atari.st
Date: 1989-03-05 00:23:15 UTC
From: R_Tim_Coslet@cup.portal.com
Message-ID: <15398@cup.portal.com>
Source record: 249627

In Article: <6548@saturn.ucsc.edu>
wraith@ucscb.UCSC.EDU (Cameron Reid) Writes:
> I would like some information of NeoDesk (and any other
>GEM interface/substitute). Specificly, I'd like to know;
>- how much memory does it use (or save)?
>- how configurable is it?
>- What does the program do that GEM does not do?
I am running under NeoDesk V2.00, it is a BIG improvement over the DeskTop.

1) Memory requirements: NeoDesk V2 can be run in 2 modes. One mode leaves
NeoDesk in memory all the time; this mode uses up 150K of RAM. The other
mode leaves only the "Master Shell" in memory when an application is
invoked then reloads the rest of NeoDesk when the application terminates;
this mode uses only 24K.

2) NeoDesk is VERY configurable (and the .INF file is even readable: it
uses DECIMAL numbers and contains comments identifying the fields).

3) NeoDesk does many things that the regular DeskTop won't do, so many that
I will not be able to list them all (I can't remember alot of them).
Some of the additions are...
7 Windows, "printer" icon, "rubberband" box works in ANY direction
(not just down to right), 128 character parameter line for .TTP
parameters (and selection of multiple files enters all file names
in the parameter line), Selectable "sort" including "nosort"
(usefull to see actual order of files in folders), Environment
Variables, Applications may be "installed" on two different file
entensions, New "program" types: .BAT and .BTP (Batch and Batch
Takes Parameters), Batch jobs run on user selectable
"text command Shell", Drag an Icon extended to "move" files too,
Icons may be placed on desktop for quick access, Disk to Disk
copies can reformat the disk if necessary, An Icon Editor to
edit any of NeoDesk's Icons, A NEW Control Panel that includes
a corner clock and screen saver and will show actual state of
Blitter and permit you to change it, A Printer Queue Accessory,
A BOMB trap server that will print an "english" error message on the
screen (instead of just a bunch of bombs) and can display the state
of the registers when the bombs occured, Max. viewable files in
a folder can be extended to 999.

I am sure I forgot alot of things, but that is probably most of the additional
features that NeoDesk offers.... Oh, one more... a "push-behind" button is
added to each window (this will let you push the top window behind all the
rest, without having to resize or move it).

R. Tim Coslet

Usenet: R_Tim_Coslet@cup.portal.com
BIX: r.tim_coslet

P.S. I just use NeoDesk (and like it very much). I have no connection with Gribnif Software.

P.P.S The NeoDesk Control Panel also includes "warm" and "cold" boot "hotkeys": ctrl-alt-del and ctrl-alt-undo that may be used almost anytime.

256. Re: CompuClub and Atari repair policy

Newsgroup: comp.sys.atari.st
Date: 1989-03-05 03:17:18 UTC
From: jansen@atari.UUCP
Message-ID: <1367@atari.UUCP>
Source record: 249628

in article <8903021847.AA13048@ucbvax.Berkeley.EDU>, kchin@BBN.COM (Ken Chin) says:

> Now the more general question is this: Before CompuClub disappeared, they
> had told them that they had sent his machine to Atari for repair. This is
> in July of last year. Calls to customer service in Sunnyvale, CA have only
> gotten him recordings. Who can we call to find out if Atari has his machine?

Have him try calling Atari Customer Relations at 408-745-2367 or 5759, during
normal business hours (Pacific.) After hours, there's a recording; otherwise,
there are real human beings there.

--
"Question" Mark Jansen UUCP: ...ames!atari!jansen
Atari Corporation BIX/GEnie: mjansen
These views do not necessarily reflect those of Atari Corporation.
"I want that car. I need the keys. Thank you. Bye."

257. ST COBOL

Newsgroup: comp.sys.atari.st
Date: 1989-03-05 03:17:19 UTC
From: euloth@dalcsug.UUCP
Message-ID: <311@dalcsug.UUCP>
Source record: 249629

I picked up the March '89 issue of ST-Log and it mentioned in the COMDEX report that a company named Castech in Grandview, MO has introduced a new COBOL compiler for the Atari ST. It is supposed to be ANSI '74 compatible and priced at $199.95. Has anyone seen it or used it or is near there to find out more about it? I would like to find out more about this.

--
****
* euloth@dalcsug.uucp || Disclaimer: All opinions are my own unless other- *
* /\/\/\/\/\/\/\/\/\ || wise noted. *
****AKA: Atari Nut**********

258. OSS Personal Pascal

Newsgroup: comp.sys.atari.st
Date: 1989-03-05 04:22:06 UTC
From: ugmuldoo@sunybcs.uucp
Message-ID: <4499@cs.Buffalo.EDU>
Source record: 249630

Does anybody out there own or have programmed in OSS's Personal Pascal?
I'm having a few problems. First does Personal have a random number generator?
I looked all around and could not find one. The result is having to write
my own, but I would much rather use a built in one. Second how do you
clear the screen in Personal?? I know you can import the procedure
Clear_Screen from the GemLib but this does not set the cursor back to the
home position. Is there any clear screen or home function which does this?

Thanks for any and all help

Tom Muldoon
V101N2QG @ubvmsc
State University of New York at Buffalo

259. Re: NeoDesk / GEM replacements question

Newsgroup: comp.sys.atari.st
Date: 1989-03-05 05:23:23 UTC
From: Xorg@cup.portal.com
Message-ID: <15404@cup.portal.com>
Source record: 249631

Neodesk is a love-hate program, either you love it or hate it. While
I liked what I saw in version one, I hated the 120K memory it up
on my 1040. Now that I have version 2 I love it and would never go
back to the regular GEM desktop (I also now have a Mega 2.) Here
are the features of NeoDesk 2.0:

Optionally can use as little as 24K of memory
Fast icon and text drawing as well as window opening
Optional use of a picture as a desktop background
Unlike version 1, version 2 uses the new 'twisted' or 'fast' format
option up to track 82 and 10 sectors
Auto execution of any program or batch file on boot up
Files can be moved, not just copied, this is fully selectable
If a system crash occurs NeoDesk almost always displays information on
the bomb and the status of the registers
There is no horizontial scroll bar, icons are wrapped around to fill
the window so no icons are unseen off the right edge
Windows can be stacked and brought to the top at a mouse click
A window that is not active can be resized and scrolled through without
selecting it.
Disk Volume name is displayed when each disk is opened
Filenames can now be displayed instead of icons and there is an option
for 'small' text ala a Mac and options for date, size, and type are
fully selectable.
A replacement Control Panel is provided that includes a corner clock
screen saver and a 'warm' or 'cold' reboot from within any program and
a on-off control for the blitter chip.

There are other goodies, in my opinion with NeoDesk and Universal
Item Selector the ST desktop becomes a powerhouse, a must buy.

Peter Szymonik

260. Re: ARC sites

Newsgroup: comp.sys.atari.st
Date: 1989-03-05 06:32:38 UTC
From: moses@m-net.UUCP
Message-ID: <2948@m2-net.UUCP>
Source record: 249632

In article <1249@cunixc.cc.columbia.edu> willi@cunixc.cc.columbia.edu (Gary A Williams) writes:
>
>Could somebody please send me a list of ARC sites available for anonymous
>FTPing? The only one I've been able to use so far is 35.1.1.43 and it is
>updated very slowly. Send responses to cmm1@cunixa.cc.columbia.edu rather
>than bore all those out there who are already in the know. Thanks.
>
>willi

I would like a copy too...
Mail me at...

uunet.uu.net!cardiology.ummc.umich.edu!m-net!moses

Thanks...
moses

261. Re: Ethernet

Newsgroup: comp.sys.atari.st
Date: 1989-03-05 17:22:33 UTC
From: rjd@brunix
Message-ID: <1351@brunix.UUCP>
Source record: 249633
Cross-posted to: comp.os.minix,comp.sys.atari.st

In article <4481@cs.Buffalo.EDU> ugbernie@cs.Buffalo.EDU (Bernard Bediako) writes:
>
> Are there any Ethernet controllers out for the ST?
>I've wondering if it will be possible to port the Ethernet control (Amoeba)
>to MINIX-ST and cross mount a sun's hard disk to MINIX's filesystem?
> bernie
>

According to the April '89 issue of STart, FutureDOS (a Canadian company)
will soon be releasing an Ethernet controller board
called TAXI (The Atari eXtended Interface) for the 520s, 1040s and
Megas. (The 520s and 1040s communicate thru the DMA port, while the
Mega uses the internal bus.)

For further info:
FutureDOS R&D
1207-120 Torresdale Ave
North York, Ontario
M2R 3N7
(416) 736-0321

The price of the boards is expected to be in the $1K-$2K range.
(I dunno whether those are US$ or Candian$)

- Rob DeMillo | UUCP: ...ima!brunix!brnpsg!demillo
Brown University | BITnet: DEMILLO%BRNPSG.SPAN@STAR.STANFORD.EDU
Planetary Science Group | GEnie: R.DEMILLO
Reality: 401-863-3769

262. Re: Adding A Floppy Drive

Newsgroup: comp.sys.atari.st
Date: 1989-03-05 20:08:50 UTC
From: clf3678@ultb.UUCP
Message-ID: <396@ultb.UUCP>
Source record: 249634

I saw the ad for the cable in E.Arthur Brown's catalog. What a rip off! I bought a PC drive cable kit from Best Electronics for $10! All it is is a 3 foot ST drive cable with a bare end, and a 34 pin connector. you just line up the cables coming out of the ST cable to the corresponding pins on the 34 pin connector. It is a ribbon-type connector, so you have to push the wire into the pronged end of the connector. I've built quite a few cables like this, with no problems. $40 is outrageous.

By the way, I have a Teac and a Toshiba 3.5 inch drive on my ST, so I guess the cables work. :^)

=cf=

263. Re: lc

Newsgroup: comp.sys.atari.st
Date: 1989-03-05 21:48:17 UTC
From: jangr@microsoft.UUCP
Message-ID: <806@microsoft.UUCP>
Source record: 249635

```
The One True lc (that is, Waterloo lc) has the advantages of separating files
by type and printing dotfiles:
% lc /
Directories:
bin dev etc lib lost+found
mnt once operator tmp u
usr

Files:
.profile boot boot- dos xenix
xenix- xenix.880922

For exploring the file system, lc is superior to ls. For shell scripts,
lc is all but useless. Thus lc is the antithesis of proper UNIX tools.
Even so, it is a good bet that a clone of lc can be found on any machine
that a Waterloo-raised UNIX zealot uses. Accept no substitutes.

Jan Gray uunet!microsoft!jangr Microsoft Corp., Redmond Wash. 206-882-8080
```

264. Re: OSS Personal Pascal

Newsgroup: comp.sys.atari.st
Date: 1989-03-05 22:01:56 UTC
From: cs163afu@sdcc10.ucsd.EDU
Message-ID: <82@sdcc10.ucsd.EDU>
Source record: 249636

In article <4499@cs.Buffalo.EDU> ugmuldoo@sunybcs.UUCP (Thomas Muldoon) writes:
> ...
> First does Personal have a random number generator?

The easiest way to get a random number is with the XBIOS random
function.

```
FUNCTION Random : Long_Integer ;
XBIOS(17) ;
```

This returns a 24 bit random number.

> ...
> Second how do you clear the screen in Personal??

I usually use an escape sequence to do this.

```
write(chr(27),'E') ; { ESCAPE 'E' -- CAPITAL E -- clears the screen }
```

This information comes out of Atari ST Internals from Abacus
Software, but there is apparently another book available that is a
lot better organized, though the name escapes me...I can find it if
there's any interest.

Tim Mensch Disclaimer: No one is responsible
EMAIL : tmensch@ucsd.edu for what I say.

265. Re: ARC sites

Newsgroup: comp.sys.atari.st
Date: 1989-03-06 01:41:14 UTC
From: maverick@Portia.Stanford.EDU
Message-ID: <661@Portia.Stanford.EDU>
Source record: 249637

In article <2948@m2-net.UUCP>, moses@m-net.UUCP (Eric Doggett) writes:
> In article <1249@cunixc.cc.columbia.edu> willi@cunixc.cc.columbia.edu (Gary A Williams) writes:
> >
> >Could somebody please send me a list of ARC sites available for anonymous
> >FTPing? ...
[Which sites he knows about deleted]
>
> I would like a copy too...
[Mail address deleted]

It seems that this could be a topic of general interest to net-landers. If anyone has compiled such a list and mails it to me, I'll post it. (This is to avoid posting 15 different lists -- I'll be happy to combine the lists people send.)

--
Steve Whitney Internet: maverick@portia.stanford.edu
UUCP: ..!decwrl!portia.stanford.edu!maverick
"It's never really the Bitnet: maverick%portia.stanford.edu@stanford
last minute!" GEnie: S.WHITNEY

266. SPEED CONTROL FOR FLOPPY DRIVES

Newsgroup: comp.sys.atari.st
Date: 1989-03-06 02:18:35 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <890305.20183431.002142@SFA.CP6>
Source record: 249638

"I called Data Pacific and
they said if my drives are more than 1% fast the format will not work.
My drives checked out at 304.5 rpm."

304.5 rpm would indeed probably be a little hot. There are two
PD disk utility files that you need so that you can find out for sure
if everything is ok. One is SEEKS and the other is, eek, I can't
recall! Sorry.
At any rate, if you've found a potentiometer then adjusting that
will correct the speed, but if you are faint-hearted, I wouldn't do
it. The pot is very sensitive and it might be tough touching it just
right to get the speed right.
I did it a long time ago on a previous drive that I had and was
shocked as to how sensitive the pot was.

Larry Rymal <Z4648252@SFAUSTIN.BITNET>

267. RE: ST Conversion to a MAC

Newsgroup: comp.sys.atari.st
Date: 1989-03-06 02:24:35 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <890305.20243410.002142@SFA.CP6>
Source record: 249639

I have to agree also about Spectre being the best emulator of the Mac
for the ST. Using a modest investment, I have a completely different and
incredibly powerful computer system.
I now get to use the software that is not available for my ST, such as,
FullWrite, Excell, etc.
Excellent machine, excellent emulator, incredible value for the money.

Larry Rymal <Z4648252@SFAUSTIN.BITNET>

268. STWriter printer driver needed FAST!!!!

Newsgroup: comp.sys.atari.st
Date: 1989-03-06 02:30:47 UTC
From: willi@cunixc.cc.columbia.edu
Message-ID: <1265@cunixc.cc.columbia.edu>
Source record: 249640

HELP!!!! A friend's printer just went dead and he has a 25 page paper to print out before Tuesday. He uses STWriter elite v2.52 and had a Seikosha printer. He just borrowed and Epson Apex 80 printer from a friend and needs the appropriate driver. He assures me that any old Epson 9-pin driver should work. Does anyone have such an animal? If so, please send it directly to: cmm1@cunixa.cc.columbia.edu as soon as possible. The Epson just refuses to work properly under the Seikosha driver and he has forgotten how to write a new driver. If anyone could help, it would be greatly appreciated. Thanks.

willi

269. MouseTrap for the Megas

Newsgroup: comp.sys.atari.st
Date: 1989-03-06 02:46:57 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <890305.20465561.002142@SFA.CP6>
Source record: 249641

Regarding the MouseTrap-type programs not working on the Megas. I've noticed that two programs which I have on myMega2 use their own form of trap: WordPerfect ST and MegaWatt.
WordPerfect's is the cleanest one of the two. Maybe someone could talk to the folks there and get their routine or at least, persuade them to release a version of what they call "Menu Bar Lock" into the domain.

Larry Rymal <Z4648252@SFAUSTIN.BITNET>

270. SICK MICE

Newsgroup: comp.sys.atari.st
Date: 1989-03-06 03:07:17 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <890305.21071596.002142@SFA.CP6>
Source record: 249642

"We have two sick mice for our Atari ST; one has a problem with the cord (a common problem, we are told). Does Atari have some policy concerning the repair or replacement/exchange of slightly damaged mice?"

Federated in Texas has been exchanging mice for sick via a price of $49.00 less 20%. That's quite good. However, when I attempted to do the exchange, all the Federated stores in the Dallas/Fort Worth area were out of the mice. SIGH.
The problem with my mouse was a dead IC on the mouse's circuit board.

Larry Rymal <Z4648252@SFAUSTIN.BITNET>

271. Atari 1040 ST, modem, printer for sale

Newsgroup: comp.sys.atari.st
Date: 1989-03-06 05:32:35 UTC
From: lean@sbcs.sunysb.edu
Message-ID: <2298@sbcs.sunysb.edu>
Source record: 249643
Cross-posted to: misc.forsale,comp.sys.atari.st

```
================================================================
FOR SALE:

Atari 1040 ST with color monitor (SC1224)
2400 baud modem (Practical Peripherals)
Epson LX-800 dot-matrix printer.
(together with a bunch of software for the Atari ST)

All in excellent condition. Asking for $750. Must sell.

Phone #: (203) 232-5795. Ask Hoo-Tee Ong.
--
if you can dream it, you can do it ... CSNET:lean@sbcs.csnet
... go sleep ARPA:lean@sbcs.sunysb.edu
UUCP:{allegra, hocsd, philabs, ogcvax}!sbcs!lean
```

272. Zoo compression prg

Newsgroup: comp.sys.atari.st
Date: 1989-03-06 06:31:34 UTC
From: willi@cunixc.cc.columbia.edu
Message-ID: <1266@cunixc.cc.columbia.edu>
Source record: 249644

Does anyone have more info about a file compression program called Zoo? A friend of mine who does not have posting privs for this net is curious. You can reply to the net (he CAN read the net) or send him mail directly at: cmm1@cunixa.cc.columbia.edu. Yep, he's the same guy who is in the STWriter pickle. Was anyone able to help him out? Thanks again.

willi

273. sozobon with gemfast libraries

Newsgroup: comp.sys.atari.st
Date: 1989-03-06 09:01:45 UTC
From: agray@eriskay.axion.bt.co.uk
Message-ID: <1167@zaphod.axion.bt.co.uk>
Source record: 249645

Has anyone tried writing programs with Sozobon in conjunction with the GEMfast libraries yet? If so, have any problems with the AES library come to light. I have just cobbled together a quick program which has stood on it's head. The main problem seems to be within the 'form_alert' usage

```
#define NO_DEFAULT 0
...
appl_init();
...
switch(form_alert(NO_DEFAULT,"[1][Hello World][SHOW|PRINT|CANCEL]")) {
case 0:
/* show */
break;
case 1:
/* print */
break;
case 2:
/* cancel */
break;
default:
/* how does this get invoked? */
}
...
appl_exit();
```

This cameo example should return 0, 1, or 2 according to the selected option. Hitting 'PRINT', however, inevitably returns 2, 'CANCEL' defaults etc !!!. The main text string is irksome, apparently not handling the text bounded by '|' properly. I'm sure these problems would have been noticed during testing, so where have I gone wrong. (The Megamax manual quotes that the text message can contain '4 lines of 32 characters each' and in the following line '5 lines of 32' characters. The DR GEM-AES manual states '5 lines of 40 characters' the total not exceding 200 characters.)

What did I, rather than GEMfast, do wrong?

Andy Gray

E-Mail (UUCP) AGray@axion.bt.co.uk ...!ukc!axion!AGray
Organisation UNIX Operating System Support and Development Group
British Telecom Research Laboratories (RT3134)
Snail Mail BTRL, Rm G23 B68, Martlesham Heath, IPSWICH IP5 7RE, UK
Telephone +44 473 646647
Quote "Hey - somebody's crept in here and committed a neatness!"
---

274. Re: problems

Newsgroup: comp.sys.atari.st
Date: 1989-03-06 11:23:52 UTC
From: cgw%trillian.irb@unido.uucp
Message-ID: <1172@laura.UUCP>
Source record: 249646

In article <8903011430438B5.AQIM@Mars.UCC.UMass.EDU> Leopold@UMass.BITNET writes:
> [most stuff deleted]
>
>P.S. It isn't loose chips; I've opened up the machine and pushed in every
>socketed chip. Twice.

Yes, that does sound painfully similiar to the trouble I had.
In the end (a couple of weeks later), the mouse cursor just went
uncontrollable in all directions. My ST is unusable now.

The repair guy [who usually isn't too bad in fixing things] couldn't find
the problem either, but he is sure that neither one of the 'big chips (*)' is
causing the problem. Well I bought a new computer and try to fix the old ST
myself. I think of replacing the LS244 from the keyboard and the
'Kondensatoren' (I have no idea, what that is in English). I don't have
much hope though.

Just in case someone did fix a similiar problem:
"How did you do it ?"

(*) MFP, 6850, Keyboardchip.
^^^
He sez, that this is in the majority of cases the problem!
Georg Wallmann (Natuerlich!) cgw@trillian.irb.informatik.uni-dortmund.de
"Lasst dicke Frauen um mich sein" ...uunet!mcvax!unido!trillian!cgw
(moving in March/zieht im Maerz um)
---------------[cgw[%trillian]@[ex]unido.<uucp|bitnet>]-----------------

275. Re: nullfilling

Newsgroup: comp.sys.atari.st
Date: 1989-03-06 11:37:38 UTC
From: cgw%trillian.irb@unido.uucp
Message-ID: <1173@laura.UUCP>
Source record: 249647

In article <526@bdt.UUCP> david@bdt.UUCP (David Beckemeyer) writes:
>In article <8903010551.AA25974@ucbvax.Berkeley.EDU> U46050@UICVM.BITNET (JOHN ZAFIRIS) writes:
>>[Start deleted]
>>instructions are able to fit into that 192K or ROM). If those last 4
>>bytes are some magic value, say 628318530 (2*pi, yes, I know, really
>>original...) then the memory clearing code is just ignored. ...
>[Rest Deleted]
>Last four bytes of which part of the program just loaded? The last bytes
>of the Text, Data, BSS, Symbols, or what? If it's the last bytes of the
>file, these are currently undefined, and in fact they're used by MWC
>executables. Who puts the four bytes there? The linker? The User?
>What's to guarantee that the magic number isn't there now in some
>executable file?
I think the chances, that the MAGIC number matches some long and
that the program _also_ requires zeroing of the data space are pretty much
'0'.
On the other hand isn't the blitter (I don't have one) able to do zeroing
of data? (At least it should be).
And, aren't there some unused bytes in the .PRG header of every
executable file ? That could be a better place to add a flag.

>
>Basically I think this is old news. Forget it. There's a lot more
News I never heard, but then I just hopped out of the cradle...

>important things for Atari to do with the ST; like how about multichannel
>DMA and a real MMU and some hardware for that Mega Bus and an expansion
>box for it and some ATARI SUPPORTED network hooks built into the OS
>and FORWARD SLASHES and virtual file systems and ... :-)
But since they are _obviously_ not able to do (*) that, I would be grateful
for the nullfilling thing (and probably a challenging task for Atari
programmers too (***)).

Natuerlich!

(*) A big "har har" (**) here. (Yes I did see the ':-)' there.)
(**) use a slightly bitter, cynical undertone
(***) har har, sorry.
Georg Wallmann (Natuerlich!) cgw@trillian.irb.informatik.uni-dortmund.de
"Lasst dicke Frauen um mich sein" ...uunet!mcvax!unido!trillian!cgw
(moving in March/zieht im Maerz um)
---------------[cgw[%trillian]@[ex]unido.<uucp|bitnet>]-----------------

276. cartridge port problems on mega st2 (boardrevision 5)

Newsgroup: comp.sys.atari.st
Date: 1989-03-06 13:46:00 UTC
From: VDKOOIJ@HDETUD5.BITNET
Message-ID: <8903061707.AA18545@ucbvax.Berkeley.EDU>
Source record: 249648

```
**************** line eaters **************** ************
&&&&&&&&&&&&&&&&&&&&&&&&&& breakfast $$$$$$$$$$$$$$ $$$$$$$$$$$$$$$$$$$$
-------------------------------------------------------------------------]
```

Hello,

we have mega-problems using the cartridge port on our MEGA ST2 and we think it is a common problem for all MEGA's with a boardrevision higher than revision 4. We use the cartridge/ROM-port to read data from an ADC to digitize satellite WEFAX-pictures from METEOSAT. The soft- and hardware works fine on a MEGA ST2 with a revision-4 board or a 1040STf, but it crashes (with 4 bombs) on any MEGA ST2 with a revision-5 board.

Our dealer (ECD delft) and ATARI Benelux (Netherlands) couldn't help us (yet?), so we would like to ask if there is somebody on this net with enough inside knowledge to help us. We would like to find out if there is a software or hardware difference between the mentioned boardrevisions, and if so what these differences are.

Aad & Jos


```
-------------------------------------------------------------------------
# Aad van der Kooij
### # Stralings Beschermings Dienst (Health Physics Dpt.)
# # # Interfacultair Reactor Instituut (IRI)
# # # Technische Universiteit Delft (TU-Delft)
# # # 015 - 781036
################ EARN/Bitnet : VDKOOIJ@HDETUD5
-------------------------------------------------------------------------
```

277. Virus 101 - Chapter 2

Newsgroup: comp.sys.atari.st
Date: 1989-03-06 14:00:21 UTC
From: woodside@ttidca.TTI.COM
Message-ID: <3995@ttidca.TTI.COM>
Source record: 249649
Cross-posted to: comp.sys.atari.st,comp.sys.apple,comp.sys.mac,comp.sys.ibm.pc

In response to a lot of the mail I've received:
1) You haven't missed the "rest of the chapters". I'm posting them as I get them written.

2) You may not agree with me. I tried to set down the definitions and terms as I would be using them, for the benefit of those who weren't familiar with them. This whole area is rather vague, and most of us in the trenches and making up the rules, as we learn the game.

When we left our virus at the end of Chapter 1, it had managed to get itself installed in our system by being present on the boot sector of a disk in the machine at cold start or reset.

Another way a virus may be installed is via a trojan horse program. Trojan horses come in many flavors. Some disguise themselves as programs which provide some useful function or service, while secretly doing something else. The something else may be installing a virus, sabotaging some part of a disk, setting up hooks to steal passwords on time sharing systems, or whatever else you can imagine. In the event of the virus installer, the trojan horse has a bit more flexibility than a typical boot sector virus, simply because it doesn't have to fit itself into a relatively small space. Since it is hiding in a larger program, it can be whatever size is necessary to accomplish the task.

A typical boot sector contains information about the layout of the disk it resides upon. This block of data requires 26 bytes. The first three bytes of the boot sector are left available for an assembly language "jump" command, to allow the execution of the code to skip over the boot sector's data block. And, the boot sector must add up to the proper magic number to have executable status. That will require another two bytes, since the checksum is a 16 bit value. So, 31 bytes are allocated. Since (at least in the 68000 family) machine instructions are always 16 bits and must begin on an even address, 32 of the 512 bytes in the boot sector are not available to any executable program. So, there are 480 bytes available for the executable code. Machine instructions vary in length, depending upon what they do, and how much additional information is required. In the 68000, instruction lengths vary from one to five words, but a reasonable average instruction length for a program is just over two words. That translates the 480 bytes to 120 instructions.

The virus must contain the code to install itself, reserve the memory it occupies to keep subsequent programs from over-writing it, spread itself to other disks, and whatever it really intends to do once it decides it is time to act. That's quite a bit of code to fit into 120 instructions, unless it extends itself by loading some other part of the disk, or a file.

Files are pretty much out of the question. Most computer users would notice if some file they didn't recognize started popping up on a lot of their disks. There are attributes settable in a disk directory which can be used to tell the operating system that certain files are "Hidden" or "System" files. If the file had the proper status bits set, it could prevent itself from appearing in normal disk directory displays. There are, however, more flexible disk directory listing programs which will display the entries for these files, as well as normal files. There is also the problem of the space the hidden file occupies, as well as the directory entry. The space available on the disk will be less than it should be, since the hidden file is present. These symptoms would not escape detection for long.

A more effective method is the use of specific disk sectors. The standard disk layout covered in the preceeding chapter mentioned such things as File Allocation Tables, and disk directory space. In a standard format Atari disk, for example, each FAT is 5 sectors long, and the directory is 7 sectors long. That is more than enough FAT space to accomodate the entire disk. A virus in need of more space than 480 bytes might write the remainder of itself in the last sector of the FAT (I have one that does this). It might also write itself in the last sector of the directory, taking advantage of a quirk in the operating system.

When a disk is formatted, all data sectors are normally filled with a pre-defined value, E5 (hexadecimal). The directory and FAT space is usually set to 00. When a directory entry is made active, the file name is written in the directory, along with some other required information. When a file is deleted, the first byte of the directory entry is set to E5. That makes the entry available again. This is a carry over from the early days of floppy disks, when where the directory would exist on a disk was not as well defined. The directory entries had to appear as empty on a freshly formatted disk, so E5 was used as a deleted entry mark. That way, no matter where the directory was, a freshly formatted disk would always appear as empty. Now, since disk formats are more flexible, the directory is located by parameters, and normally the entire directory space is zeroed at formatting time. Since an active entry will have some legitimate ASCII character in the beginning of the file name, and a deleted entry will have E5 in the first byte, it is generally assumed that encountering a directory entry with a value of 00 in the first byte indicates that the entry has never been used. Since directory entries are used (and deleted ones re-used) on a first-found basis, finding one with 00 means that not only has it not been used, but none of the ones following it will have been used either. Consequently, most software stops looking at the directory entries when a 00 entry pops up. If there are several more sectors available, there may be something hiding out there, beyond the last used entry. While this method of hiding is not foolproof, the typical virus is not concerned about being bulletproof in all cases. It just has to survive long enough to reproduce itself, and it has half the battle won. As long as it keeps spreading, sooner or later it will survive long enough to do the task it is designed to do, then it wins both halves of the battle.

There are other ways for the virus to get additional disk space. Typically, floppy disks are not used up a sector at a time, but rather in groups of

sectors. Each group of sectors is referred to as a data "cluster". The number of sectors in a cluster is variable, and is one of the parameters stored in the boot sector. If the number of data sectors on the entire disk, minus the boot sector, FATs, and directory, is not an exact multiple of the number of sectors in a data cluster, the remaining sectors will never be used by the opearting system. A clever virus can find them and hide there. The inconvenience of this is that the unused sectors would normally be at the end of the last track of the disk, causing long (and noticeable) disk seeks to load or spread the virus.

There is a parameter in the boot sector designed to permit the disk to have sectors reserved for any purpose, and not accessed as part of the normal data area. A virus could also use this method to extend itself, but it, too, has shortcomings. Using this feature requires the parameter to be set when the disk has absolutely no data on it. Reserving sectors causes the start of the data area to be moved further into the disk. While the data area would be moved, the data already on the disk would not. Consequently, altering the reserved sectors parameter would make all files on the disk garbage. (They could be returned to proper status by restoring the original value to the reserved sectors parameter, providing no disk write had occurred.) There would also be the problem of the disk's free space being less that it should.

Consequently, if a virus needs extra space, using prescribed system features or hidden files is not a good choice, since it is too easily detected. The approach used so far is to hide in sectors unlikely to be used, and hope to spread before they get clobbered (and it works).

OK, so now the virus has managed to get onto a disk in your library, and then get itself booted into your system at startup or reset. It may have been on a disk you received from someone, and booted with, or it may even have been installed by a trojan horse, but it is in your system. How does it spread?

There are ways, and then there ways.....

The most common method is through the vector reserved for floppy disk read and write functions. As we saw in Chapter 1, floppy disks get changed (some surprise, eh?). One disk is removed, and another is inserted. When that happens, the operating system is notified by the physical act of changing the disk that the event has occurred. How that event is detected will vary with different disk drives, but there are two common methods. One is the disk drive latch. Some hardware reports the transition of the latch on the floppy disk drive's door. When the locking lever is moved, a signal is sent to the disk controller card, indicating that the disk door has been opened. (Door is a carry over term from older drive mechanisms which had fully closing doors over the disk drive slot.) The operating system makes note of the fact that a disk change may have occurred.

The other method is the write protect notch. On both 5 1/4 and 3 1/2 inch disks, the write protect notch tab is located in a position which makes it impossible to fully remove and install a disk without having the write

protect detection mechanism be fully obstructed at some point, and fully unobstructed at some point. The detection mechanism may be a physical sense switch, or an optical sensor. Either way, as the body of the disk is removed from the drive, it will be blocked. Then, when the disk is out, the sense area is open. So, the drive will report transitions on the status line. The operating system notes the change, and sets the necessary flags to indicate that the disk may not be the same one that was there a little while ago. It may also be, if the same disk was re-inserted, but that's not important. The fact that it may have changed is very important. Attempting to read or write to the disk, without first noting the characteristics of it, could be very destructive.

When the next access of the (possibly) changed disk occurs, the operating system will read the boot sector. In MS-DOS systems, I believe that the operating system assumes that if there is a possiblity that the disk has changed, it assumes that it has, dumps all information relative to the old disk, and starts fresh. In the Atari, the operating attempts to be a bit smarter. The boot sector contains a serial number which is supposed to be unique across all disks. This serial number is 12 bits long, and is assigned when the disk is formatted. If there is a possibility that the disk has changed, the operating system reads the serial number. If the serial number is different than before, the disk has changed, all old data is wiped out, and the new serial number is noted. If the serial number is the same, the disk has presumably not changed, and the data in the operating system's internal buffers is assumed to be valid. This leads to thoroughly trashed disks if two disks have identical serial numbers, and are used consecutively.

In any event, when a possible disk change has occurred, the boot sector is always read to determine the characteristics of the new disk. The operating system uses the floppy disk read function to access the first sector on the disk. As previously noted, this disk read function is pointed to by a vector. If the vector has been altered to point to a virus, the plot thickens...

We will assume a typical floppy disk boot sector virus for a while, and see exactly what happens. The virus first checks the number of the drive being accessed. If it is not a floppy disk, it passes the call on to the address it found in the vector. No harm done.

If the call is to a floppy disk, most viruses check the side, track, and sector of the call to see if it is the boot sector. If it isn't, it passes the call on, and again, no harm done. Why? Performance. Not that the virus cares about good disk performance, mind you. What it cares about is being noticed. If it was busy snagging all the disk calls, and checking the boot sector all the time, there would be an incredible increase in disk head seeking, and a very noticeable drop in performance of the system. Anyone with at least half a brain (witch inkluds sum smarter komputer pepel) would notice that, and would become inquisitive about what was happenning. The virus would have given itself away. No self-respecting virus would want to be detected before it got a chance to spread, and possibly wreak a bit of

havoc, so it remains inactive until it can accomplish its task unnoticed.

When the read call is to the boot sector, the virus goes into action. The data is read into a buffer, as designated by the host operating system's call, exactly as expected. Normally, the disk read function would return to the operating system at this point, but the virus doesn't. Depending upon the sophistication of the virus, several things may happen. Some viruses will first check the image of the boot sector in the buffer, to see if they are already on the disk. If they find the disk already has the virus, the go back to sleep (pleased, we assume!). Some even check revision levels in the virus image, and replace themselves if the disk had a more recent version of themselves!

If the image from the boot sector is not the virus, some will check to see if the image was of an executable boot. If it was, the virus does not alter it. Doing so would make a self-booting disk fail forever after, and would probably lead to the detection of the virus. Other viruses, not as sophisticated, will not execute this test, and may be spotted more readily.

Now, assuming that the boot sector is not executable, or that it is but this virus is too dumb to leave it alone, it's time for the virus to spread. There is a copy of the boot sector from the original virus disk in a reserved memory area, from the original boot up process. The executing copy of the virus knows where that is, since it reserved the memory for itself and the image at the same time. The characteristics of the disk the virus came from may not be the same as the disk in the machine now. Depending upon the operating system's standards, the virus will either copy the disk parameter information from the current disk into its own image buffer, or copy its image into the current disk's buffer, leaving the disk's parameters unchanged. Either way, the result is a copy of the current disk's parameters, combined with the executable image of the virus. Now, the executable status checksum must be computed, and added to the buffer. This may be accomplished by a routine in the virus, or by an operating system call. If the virus is on an Atari, it might be careful enough to insure that the serial number on the new disk remains the same. Failing to do so would lead to all disks with the virus having the same serial number. That would lead to disks being accidently altered (due to the serial number test), and the virus would probably be detected too soon.

When the new checksum is completed, the updated boot sector is re-written to the disk. All this occurs in much less than the time required for the floppy disk to make a single revolution, so the boot sector is re-written on the next spin. Since the rotation speed of the disk is either 300 or 360 rpms, the total time lost is less than 1/5 of one second. Nearly impossible for anyone to notice, when combined with the time required for the drive to load the head, seek to track zero, read the sector, etc.

The only potential problem here is one of the virus' intended victim's primary levels of defense: the write protect feature. Despite rumors to the contrary, I have not seen a virus capable of writing to a write protected disk. The hardware in the disk drive will not write if the write protect status is set. It reports an error to the operating system. The virus can

not override this protection, but it must be wary of it. Older viruses were sometimes spotted when a system error occurred, reporting that an attempt was being made to write to a disk which was write protected. If the function being performed (listing a directory, for example) should not be writing to the disk, there was reason to become suspect. Most viruses now are more sophisticated. They take over the error vector before attempting the write, and restore it afterwards. That way, if the attempt to spread themselves to the new disk fails, the error never gets reported. While the user doesn't know that the attempt was ever made, the disk also doesn't get infected.

Many viruses run counters. Some count the number of already infected disks they have seen, while others count the number of disks they infect. Either way, the counting viruses have some threshold they are attempting to reach. When they reach that number, they (presumably) consider themselves thoroughly spread, and it is now time to start their third act.

End of Chapter 2.
--
*George R. Woodside - Citicorp/TTI - Santa Monica, CA
*Path: ..!{philabs|csun|psivax}!ttidca!woodside

278. Hard Disk Partitioning Tutorial

Newsgroup: comp.sys.atari.st
Date: 1989-03-06 14:30:18 UTC
From: hcj@lzaz.ATT.COM
Message-ID: <457@lzaz.ATT.COM>
Source record: 249650
Cross-posted to: comp.sys.atari.st,comp.os.minix

This is meant to be a tutorial on partitioning a hard disk connected
to an Atari ST computer. It will address TOS, Minix, PC-Ditto, and
Spectre 128 usage.

There is considerable mysticism about the partitioning hard disks for
the Atari. It isn't as complicated as it may appear.

OVERVIEW

A hard disk is just a collection of sectors, numbered 0 to MAX, where
MAX is the total good sectors on a given hard disk. Within most of the
disk interfaces is an Adaptec 4000 controller. When told which sectors
are bad this device automatically squeezes them out, leaving MAX-N good
sectors.

Rule one: Always subtract a reasonably small (128) number from the total
size of the disk to allow for this shrinkage.

PARTITIONS

Partitioning is just a way of thinking of the whole disk in parts. It
occures in UNIX and MS-DOS because the original files systems could not
exceed numbers which were small compared to the total disk. The most
current limit is TOS, which cannot handle a file system larger than
16 megabytes (32767 sectors of 512 bytes each).

Sector 0 of the hard disk holds three kinds of information. Within a
total of 512 bytes there exists: First, an area reserved for a boot program.
Second, sixteen bytes to describe the physical parameters of the disk; and
ten bytes to support bad sectoring. Third, an array of four partitions.
Each entry in this array describe the partitions storage area on the disk.

This is the 'C' description of a partion:

```
/*
* Partition information (part of sector 0)
*/
struct pi {
char pi_flag; /* active byte */
char pi_id[3]; /* partition id (GEM or MIX(?)) */
long pi_start; /* first sector */
long pi_size; /* total number of sectors */
};
```

If a partition is allocated, the flag is set to '1', and the size is set
to the actual size of the partition is sectors. Usually both the flag and

size will be 0 when a partition is unused. Start is the actual physical sector of the hard disk where this partition begins. Within the partition we talk of logical sector numbers from 0 to size -1. Additionally the partition may have a name (ID) to descibe who might expect to use it.

It is not uncommon to find several different names in the partitions, to indicate that each different name is organized logically different from the other.
Some examples of this:
A. TOS and PC-Ditto can process partions containing MS-DOS file systems. They use the ID 'GEM' to indicate this. When they boot, only the 'GEM' partitions are given ICONs on the desktop. Intervening partitions of other types are ignored. Thus the First GEM partition is called C:, the Second GEM partition is called D:, etc.
B. Spectre 128 and Magic Sac store Macintosh file systems on the hard disk. They are given a uniq ID of (ACK) so that they will not be used by TOS since they are not organized like a MS-DOS file system. Only the partitions with an ID of (ACK) are availiable to be mounted when the Macintosh emulator is running. Again they are numbered from first to last, and need not be adjacent. These partitions use both 1 and -1 as the active flag.
C. Minix, is a UNIX feel alike, and utilizes yet another file system organization. It does not label its partitions, but they should have an ID of 'MIX'. Minix, in the tradition of UNIX, allows all partitions to be accessed, although its only sensible to mount as a filesystem one known to belong to Minix. This allows great flexibility to Minix, for it is then possible to write a program to access a different area of the disk (different partition), and interpret its blocks according to the rules of its own file system. The 'tos' program in Minix does this to allow it to read and write files to and from GEM partitions.

FORMATTING

To physically format and partition the hard disk requires interaction with the formatter and file system builder (vendor supplied), the hard disk driver for TOS (vendor supplied) and TOS's demands on the disk (Atari supplied).
- TOS expects that there is a file system name GEM
and that it is no larger than the 16 Meg maximum TOS can handle.
- The driver expects to find 4 or 12 potential partitions, and stores the starting address and size for each GEM partition. These stored quantities are accessed by refering to them as logical drives (C:,D:, etc).
- The formatter and file system builder are usually supplied a one program called a formatter. The true formatter function issues one command to the Adaptec 4000, who in tern formats the drive. A good formatter will also allow entering a list of bad areas on the disk, which can also be input to the Adaptec 4000.
- The file system builder wants to 1) establish the size of a partition and 2) fill up the partition with a GEM file system. These are really two separate acts. This is the only component of the whole system that links

these two concepts.

The important thing to remember here is that a partition may be much larger
than the file system in it. Consider a 100 MB disk with 4 GEM partitions.
If we try to get the most disk usage:
A. Partition 1, 16 mb, ID=GEM, logical drive C: start=0x1 size=0xfffe
B. Partition 2, 16 mb, ID=GEM, logical drive D: start=0x10000 size=0xfffe
C. Partition 3, 16 mb, ID=GEM, logical drive E: start=0x20000 size=0xfffe
D. Partition 4, 16 mb, ID=GEM, logical drive F: start=0x30000 size=0xfffe

What about the area on the disk that starts at 0x40000 that continues to
the end of the disk? Its not being used. If there were a way to describe
a fifth partition, it could start there. This is what the Supra partitioning
scheem does. It adds 8 more partition slots in a separate array. Please
realize that the space is available on the disk with or without the slots.
While Spectre 128 and PC-Ditto are Binary distributions there is little
one can do to use an area of the disk that does not follow the Supra scheme.
But Minix, for example, is a Source distribution, and its hard disk driver
can be modified to utilize the remaining space any way the author wishes.
Consider what happens if:
- Minix slice 6 starts after partition 4, of size 512 blocks. We have a nice
Root partion.
- Minix slice 7 starts after slice 6. The whole rest of the disk is available
as a Minix file system.

SECTOR 0 of the HARD DISK

The Following is the way Sector 0 of the hard disk is organized:

```
struct hi {
char hi_gap1[0x156]; /* reserved */
union {
char hi_xgap1[0x60]; /* reserved */
struct pi hi_supra[8];
}
short hi_cc; /* number of cylinders */
char hi_dhc; /* number of heads */
char hi_gap2[1]; /* reserved */
short hi_rwcc; /* reduced write current cyl */
short hi_wpc; /* write-precompensation cyl */
char hi_lz; /* landing zone */
char hi_rt; /* seek rate code */
char hi_in; /* interleave factor */
char hi_spt; /* sectors per track */
long hd_size; /* size of disk in sectors */
struct pi hd_pi[NPARTS]; /* 4 partition descriptors */
long bsl_start; /* start of bad sector table */
long bsl_count; /* number of bad sectors */
short hi_magic; /* reserved for checksum */
};
```

SUPRA PARTITIONING

The Supra partitioning scheme has become a defacto standard. It adds
8 partitions to the 4 original ones, by taking 0x60 bytes from the end
of the boot area and allocating a array of 8 more partitions. Supra
also supplies a hard disk boot program that will run in the reduced
space.

LOGICAL SECTOR 0

It is well here to emphasize the difference between sector 0 of a hard disk,
and sector 0 of a partition. When a MS-DOS file system occupies a partition
its first sector is also called the boot sector (of the file system). This
sector describes the structure of the rest of the file system. Utilities
such as memfile display only partitions, and sector 0 is that of the partition
not the hard disk. Using TOS, the only way to display sector 0 of a
hard disk is with a specially written program to address the disk directly.
The Abacus books contain a sample program that works. In MINIX, /dev/rhd0
accesses sector 0; so 'od -x /dev/rhd0' can be used to display the
information.

When Magic Sac first came out with hard diks support it was found that TOS
seemed to have a boundary problem, and if it wrote on the last sector it
seemed to damage the Magic area on the disk. While I will not comment on
this, both Magic/Spectre and Minix, worry about this situation.

Howard C. Johnson
ATT Bell Labs
att!lzaz!hcj
hcj@lzaz.att.com

279. Re: software wanted

Newsgroup: comp.sys.atari.st
Date: 1989-03-06 14:58:15 UTC
From: bertram@quando.UUCP
Message-ID: <771@quando.UUCP>
Source record: 249551

In article <8903012212.AA12579@ucbvax.Berkeley.EDU> ZUCCONI@FRMOP11.BITNET writes:
>Date: 01 March 1989, 23:01:13 GMT
...
>Can someone tell me where I can found PANDORA and THE-BOX or send me these
>programs. (I Think they are from Holland and allows to connect several ST
>together to build a network but I am not sure)
>
>Jean-Marc Zucconi. BITNET: ZUCCONI@FRMOP11

PANDORA is a BBS and THE BOX is a FIDONET compatible mailer program.
You should be able to download them from good FIDO BBS.
It's nothing to do with ordinary networking.
The FIDONET is similar to the usenet but run by hobbyists all over the world
mostly on MeSsyDOS and recently some Atari systems to exchange message areas
(equivalent to newsgroups) and netmail bitween BBS.
If you can't get them anywhere and you are still interested send mail and
I'll try to find a way.

Matthias

280. atariST TOS gcc V1.34 avail for FTP

Newsgroup: comp.sys.atari.st
Date: 1989-03-06 14:59:51 UTC
From: bammi@dsrgsun.ces.cwru.edu
Message-ID: <563@cwjcc.CWRU.Edu>
Source record: 249552

A new distribution of TOS atariST gcc and associated
libraries and tools are available for anonymous FTP from dsrgsun.ces.cwru.edu
[129.22.16.2], directory ~ftp/pub/atari (cd to pub/atari).

Features:
- update compiler to gcc V1.34
- update assembler to gas V1.31
- update gcc-ar, gcc-ld
- several fixes to library and support files.
- a few new utilities (cnm, fixstk, printstk).
- lots of your suggestions/comments incorporated.
- better floating point support.
- slightly improved portable math library.
- binaries/lib objects included in distribution for your convenience.

usenet: {decvax,sun}!cwjcc!dsrgsun!bammi jwahar r. bammi
csnet: bammi@dsrgsun.ces.CWRU.edu
arpa: bammi@dsrgsun.ces.CWRU.edu
compuServe: 71515,155

281. Re: Atari ST Screen Dump Info Sought

Newsgroup: comp.sys.atari.st
Date: 1989-03-06 15:03:11 UTC
From: bertram@quando.UUCP
Message-ID: <772@quando.UUCP>
Source record: 249553

In article <3958@druhi.ATT.COM> terrell@druhi.UUCP (TerrellE) writes:
>
>I have a question about the Atari ST screen-dump (which can be invoked
>by typing ALT & HELP at the same time.
>
>My question is this: Does this screen dump work with non EPSON compatible
>printers? If so, which ones (and how can it tell what kind of printer
>is connected)?
>
Originally it only works with EPSON compatible printers but there are drivers
e.g. for the NEC P6/7 which are run from the AUTO folder as far as I know.
Hope this helps

Matthias

282. Re: GULAM with german keyboard

Newsgroup: comp.sys.atari.st
Date: 1989-03-06 15:08:10 UTC
From: bertram@quando.UUCP
Message-ID: <773@quando.UUCP>
Source record: 249554

In article <8903021304.AA26604@ucbvax.Berkeley.EDU> G38@DHDURZ1.BITNET writes:
>Where can I get a version of GULAM which respects the german keyboard?
>
>Peter Stede
>University of Heidelberg, West-Germany
>
On Feb 24th Steven Grimm posted the prg 'keyfix' to comp.binaries.atari.st,
the source should have been posted to the sources group.
It can be run on the gulam.prg and makes a gulamnew.prg for your keyboard.

Matthias

283. Re: Request for ARC on VAX

Newsgroup: comp.sys.atari.st
Date: 1989-03-06 15:17:59 UTC
From: bertram@quando.UUCP
Message-ID: <774@quando.UUCP>
Source record: 249555

In article <890302-232814-12664@Xerox> "P.J.M._Verbruggen.ven1RX"@XEROX.COM writes:
>I would like to obtain ARC for a VAX mainframe. Anybody who could inform how to get one ?
>
>P.J.M._Verbruggen.ven1RX"@Xerox.COM

On Feb 27th andie@uk.ac.ed.aipna.UUCP (Andi Ness) writes in comp.sources.wanted
that he got the source. Maybe you could contact him.

Matthias

284. Bulliten Board Systems.

Newsgroup: comp.sys.atari.st
Date: 1989-03-06 15:56:40 UTC
From: jason@ean-relay.ac.UK
Message-ID: <8903061751.AA21199@ucbvax.Berkeley.EDU>
Source record: 249556

Hello All,

I recently purchased a copy of BBS version 2.1 for my 520STFM, in the hope that I would be able to set up a simple board which would allow the downloading of files and some sort of mailing system for the users only to find that it contains some bugs.

So I have now decided to write my own. This will involve finding out how kermit works, and any other file transfer protocal methods such as XMODEM, etc. so that users can download files from my machine to their own. I also intend to use the Midi ports on the 520STFM for a local area network which will enable me to connect a Mega ST 4 and another 520STFM for local users.

Any info on kermit, midi, or other BBS packages which run on the ST will be greatfully welcome.

Regards,

Jason.

---

285. Re: Atari ST Screen Dump Info Sought

Newsgroup: comp.sys.atari.st
Date: 1989-03-06 16:16:20 UTC
From: dlm@druwy.ATT.COM
Message-ID: <3856@druwy.ATT.COM>
Source record: 249557

in article <3292@hermes.ai.mit.edu>, jpexg@hermes.ai.mit.edu (John Purbrick) says:
>> ... for the Atari Laser Printer (SLM804) there's a screen dumper that
>> steals the Alt-Help and outputs the correct data over the DMA to print
>> to the laser printer...
>> --Kenneth Soohoo (soohoo@cory.Berkeley.Edu)
>
> How does a program do this? Presumably terminate-and-stay-resident, but how
> does it intercept keypresses?

You don't have to intercept the keypress data. There is a
documented low memory vector to the screen dump routine. All you need
to do is take over that vector, whenever the user presses Alt-HELP your
code will be run. Check the "Hitch Hiker's Guide to the BIOS", it has
the official list of low memory vectors and variables.

Dan Moore
AT&T Bell Labs
Denver
dlm@druwy.ATT.COM
dlm@druhi.ATT.COM

286. SEDT

Newsgroup: comp.sys.atari.st
Date: 1989-03-06 17:00:00 UTC
From: TOXI_CE@HNYKUN51.BITNET
Message-ID: <8903061723.AA19479@ucbvax.Berkeley.EDU>
Source record: 249558

Distribution-File:
"info-atari16@score.stanford.edu"

Recently, in reply to my question about a spelling checker DA,
Steve Jacobs asked:
>
>Did I get this right? If this SEDT is the freely-redistributable editor that
>looks like a tweaked-up version of DEC EDT, I'd be real interested in getting
>a copy. There are jobs on the IBM PC where I've found it to be EXACTLY the
>right tool, and there isn't anything similar in my Atari ST kit. Thanks!
> Steve J.
>
> From: att!chinet!saj@ucbvax.Berkeley.EDU (Stephen Jacobs)
>
I think he's got it right. I do have this SEDT, both as GEM and TTP program.
And indeed it is a very nice tool, especially when you are used to DECs
EDT. I tried to reach Steve Jacobs, but ...

I would be willing to mail SEDT to a file server. But somebody has to tell
me how to do this from BITNET/EARN. Would it be allright to use ARC 5.21b
(from SSYX) for archiving, or does this have the same problems as the original
ARC 5.21?

I think the best idea would be to mail three archives:
1) The manual (which I have to dig up somewhere)
2) SEDT.TTP and related files
3) GSEDT.PRG and related files

The versions I have are 3.3 for the programs and 3.2 for the manuals.
If somebody has a newer version, please let me now.

No, no, I am not going to mail it to 200 different persons.

++

Chris Evelo

TOXI_CE@HNYKUN51 (BITNET/EARN)
|
an underscore _ not -.

Mail adress: Department of Toxicology
University of Nijmegen
Kapittelweg 54
6525 EP Nijmegen
The Netherlands
tel. 080-517184/514206

++

287. Re: Atari ST mouse: is there an alternative?

Newsgroup: comp.sys.atari.st
Date: 1989-03-06 17:07:21 UTC
From: VBRANDT@DBNUAMA1.BITNET
Message-ID: <8903061707.AA18570@ucbvax.Berkeley.EDU>
Source record: 249559

In Info-Atari16 Digest V89 #44, Lee J. Dickey writes: :

>I had a 1040 ST for about two years, and had no trouble to speak of with
>any aspect of hardware. In November, I traded up to a Mega ST2. As
>many of you know, I like to use Gulam and prefer using keystrokes to
>using the mouse, so my mouse does not get a lot of wear.

Same here (except that I upgraded in July '88, and to a Mega 4).

>... noticed that the arrow liked to go to the right but not to the left. I
>did what I had done several times before with the mouse on the 1040,
>clean the lint from the ball and the rollers. I even took off the cover
>and cleaned the rollers and disk from above.

Well, my arrow didn't like to go up or down. This problem came and went.
I, too, opened and thoroughly cleaned the beast.

>But this time the problem persists. I have not mis-treated the cord,
>which lies slack on my desktop, so I doubt broken wires in this case.

Same here. Worse, sometimes the mouse arrow starts 'wandering' in little
(one-pixel) increments.

>Now, I am worried. Any other suggestions? Since this is a "one way"
>problem, I suspect a diode in the motion detection circuit inside the
>mouse. Any insight or suggestions would be appreciated.

Since my mouse sometimes moves on its own, I suspect the optical detector
(don't know the tech term, the thingie that sits behind the little wheel
opposite the light source :-).

Solution? I have no idea. Maybe some friendly EE can come up with a more
accurate description of how the mouse works (or even a part # to replace).

WARNING: FLAMES AND UNPROVEN ALLEGATIONS AHEAD

Strangely, Atari Germany offers a "DM 50 new mouse trade-in policy", whereas
normally they won't even sell motherboards. Maybe there are some mouse pro-
duction problems ????? Also, since they changed from the 'Japan mouse' to
the 'Taiwan mouse', quality has decreased drastically. After a year of regular
(ie daily but not excessive) use, the left mouse button usually fails. So this
is 'power without the price' ... maybe it's only Atari Germany behaving weird.
(Wouldn't be the first time ...)

ENDWARNING

Bitnet: VBRANDT@DBNUAMA1 Volker A. Brandt

UUCP: ...!unido!DBNUAMA1.bitnet!vbrandt Angewandte Mathematik
ARPAnet: VBRANDT%DBNUAMA1.BITNET@CUNYVM.CUNY.EDU (Bonn, West Germany)

288. Anyone coming to Cebit in Hannover (W. Germany) ?

Newsgroup: comp.sys.atari.st
Date: 1989-03-06 17:07:36 UTC
From: VBRANDT@DBNUAMA1.BITNET
Message-ID: <8903061707.AA18581@ucbvax.Berkeley.EDU>
Source record: 249560

Hello everyone! :

Is there someone on the net who plans to visit the CeBit Fair in Hannover, West Germany? I'm going on Thursday, March 9th. If there's interest for a meeting and trading of experiences, I'd be delighted.

Maybe we could gang up and pressure Atari into releasing TOS 1.4 :-)

Are any of the US Atari people attending (aside from Mr. Shivji) ?

Bitnet: VBRANDT@DBNUAMA1 Volker A. Brandt
UUCP: ...!unido!DBNUAMA1.bitnet!vbrandt Angewandte Mathematik
ARPAnet: VBRANDT%DBNUAMA1.BITNET@CUNYVM.CUNY.EDU (Bonn, West Germany)

289. Leaving both monitors on.

Newsgroup: comp.sys.atari.st
Date: 1989-03-06 18:57:22 UTC
From: doyle@riacs.edu
Message-ID: <1294@hydra.riacs.edu>
Source record: 249561

I have heard rumors that leaving your monitor on when it is not connected to the Atari may cause problems. Does anyone have any information about this? I use Monitor Master and as I switch back and forth, I am not turning my monitors on and off.

Thanks in advance.
doyle@riacs.edu

290. Re: SEDT

Newsgroup: comp.sys.atari.st
Date: 1989-03-06 19:44:15 UTC
From: disd@hubcap.UUCP
Message-ID: <4674@hubcap.UUCP>
Source record: 249562

From article <8903061723.AA19479@ucbvax.Berkeley.EDU>, by TOXI_CE@HNYKUN51.BITNET:
> Steve Jacobs asked:
>>
>>Did I get this right? If this SEDT is the freely-redistributable editor that
>>looks like a tweaked-up version of DEC EDT, I'd be real interested in getting
>>a copy. There are jobs on the IBM PC where I've found it to be EXACTLY the
>>right tool, and there isn't anything similar in my Atari ST kit. Thanks!
>> Steve J.
>>
>> From: att!chinet!saj@ucbvax.Berkeley.EDU (Stephen Jacobs)
>>
> I think he's got it right. I do have this SEDT, both as GEM and TTP program.
> And indeed it is a very nice tool, especially when you are used to DECs
> EDT. I tried to reach Steve Jacobs, but ...

There was some question about SEDT's status. I'd suggest you attempt
to contact SEDT's author Anker Berg-Sonne, at DEC. I don't know if
Anker reads this forum. And yes, SEDT is a very good editor, for EDT
throwbacks like me. :-)

Gary

--
Gary R Heffelfinger - Not speaking for Clemson University
disd@hubcap.clemson.edu -- FIX the Holodeck --
Furman Paladins --- National Champs!!

291. RE: Info-Atari16 Digest V89 #43

Newsgroup: comp.sys.atari.st
Date: 1989-03-06 21:07:00 UTC
From: BROCKMAN@ITHACA.BITNET
Message-ID: <8903062125.AA03627@ucbvax.Berkeley.EDU>
Source record: 249563

In reference to the user who wanted a program w/ vt100 and kermit-

ST-TERM is a very good program, it has all sorts
of emulaitons and capture/receive/send modes.
kermit is just one of I think...10.

-Craig

292. Adaptec controller boards

Newsgroup: comp.sys.atari.st
Date: 1989-03-06 21:37:00 UTC
From: jwd@iuvax.cs.indiana.edu
Message-ID: <36500062@iuvax>
Source record: 249564

Could someone tell me what the difference is between the Adaptec 4000 and 4000A hard disk controller cards? And will either one work in combination with an ICD host adaptor and MFM drive? Thanks.

-Jon Dunn
jwd@iuvax.cs.indiana.edu

293. Atari 520ST

Newsgroup: comp.sys.atari.st
Date: 1989-03-06 22:40:40 UTC
From: grutz@killer.DALLAS.TX.US
Message-ID: <7456@killer.DALLAS.TX.US>
Source record: 249565

Hello, everybody... I have a chance to get a 520ST with Mono Monitor
and a drive for a stealling price of $250! (whoa!) I'm wondering if
the 520ST is being supported anywhere - and what are it's limitations?

Also, what sort of software works/does not work with it?

email me if you wish, or post ....

grutz!killer.Dallas.Tx.US
or: FidoNet: 124/3224

thanks....

294. (none)

Newsgroup: comp.sys.atari.st
Date: 1989-03-07 00:27:00 UTC
From: Postmaster@qmc.ac.UK
Message-ID: <Mon..6.Mar.89.16
Source record: 249566

```
FAILURE TO SEND MAIL TO ADDRESS: JANET.000001000250.ISO.38826110000135000600010 3
Transfer failed - too many unsuccessful tries.
```

295. bconinning

Newsgroup: comp.sys.atari.st
Date: 1989-03-07 00:53:18 UTC
From: kbad@atari.UUCP
Message-ID: <1368@atari.UUCP>
Source record: 249567

This is a reply to a mail query I recieved regarding hooking into the system console input routines. Basically the question boiled down to: "How do I do something at the BIOS level before GEMDOS gets ahold of an input character?"

==========

As you may have guessed, GEMDOS gets all its character input by trapping into the BIOS. Not only that, but (thank goodness) the BIOS has a RAM based jump table for its* character IO, and it actually uses that jump table.

Starting at $51e, there are four sets of 8 vectors for character device functions, as follows:

```
*--- "soft" console vectors
xconstat: ds.l 8 ; (51e) console status vectors
xconin: ds.l 8 ; (53e) console input vectors
xcostat: ds.l 8 ; (55e) console output-status vectors
xconout: ds.l 8 ; (57e) console output vectors
```

Each set of vectors consists of the addresses of the routines that handle the BIOS character devices (in the following order):

```
0 - lst: (printer)
1 - aux: (rs232)
2 - con: (screen)
3 - midi
4 - keyboard (output only)
5 - raw console output (bypass vt52 pressure cooker)
6 - reserved
7 - reserved
```

and, as comments in the BIOS source indicate:

```
* No range checking is performed. If a bogus device number
* is passed to the BIOS' character I/O handler, the system
* will crash or become funky duex.
*
* BIG BUG: ikbd and midi output status are reversed. Sorry, kids.
* For compatibility, we won't fix it. (But we should!)
```

Armed with all that information, you should probably be able to do what you need at BIOS level by replacing the built-in input and input status routines with your own.

```
--
Ken Badertscher | Hey, umm, the stuff I said up there
Atari R&D Software Engine | is, like, what _I_ think, okay?
```

{portal,ames,imagen}!atari!kbad | So, y'know, don't bug Atari about it.

296. Re: nullfilling

Newsgroup: comp.sys.atari.st
Date: 1989-03-07 04:26:07 UTC
From: pa2183@sdcc15.ucsd.edu
Message-ID: <1274@sdcc15.ucsd.edu>
Source record: 249568

This is not so much about 'nullfilling' as strange startup
problems.
I have had your MT C-shell as well as the Micro C-shell for sometime
now. I have recently downloaded the Sozobon C stuff. The *.TTP
programs work under the Micro C-shell but not under MT C-shell.
Atfer some investigation it appears that the Sozobon startup uses
some interresting methods to find the name of the program that was
'pexec-ed'. I would like to know if this code uses standard things
'everyone knows' in the atari world or do I have an old version of
MT C-Shell or this is what I get for using 'free' stuff.

Thank You
John Clark
Internet: pa2183@sdcc15.ucsd.edu

297. BBS List Request

Newsgroup: comp.sys.atari.st
Date: 1989-03-07 06:52:22 UTC
From: cs110@handel.ColoState.EDU
Message-ID: <1344@ccncsu.ColoState.EDU>
Source record: 249569

If anyone has a comprehensive list of ST boards in the US that are
PC Pursuitable I'd appreciate it if you could mail it to me. If anybody
else would like a copy, let me know (via mail) and I'll send it out. Thanks
for your help.

Kip Russell
cs110@handel.cs.colostate.edu

| cs110@handel.cs.colostate.edu "Welcome, my son |
| Welcome to the machine." |
| -Roger Waters, 1975 |

298. Re: Anyone coming to Cebit in Hannover (W. Germany) ?

Newsgroup: comp.sys.atari.st
Date: 1989-03-07 07:43:49 UTC
From: atoenne@laura.UUCP
Message-ID: <1177@laura.UUCP>
Source record: 249570

In article <8903061707.AA18581@ucbvax.Berkeley.EDU> VBRANDT@DBNUAMA1.BITNET writes:
> Is there someone on the net who plans to visit the CeBit Fair in Hannover,
>West Germany? I'm going on Thursday, March 9th. If there's interest for a
>meeting and trading of experiences, I'd be delighted.
>Maybe we could gang up and pressure Atari into releasing TOS 1.4 :-)

Hi!

you'll find me at booth A31 in building 23 (Georg Heeg Smalltalk-80 Systems).

We'll show Smalltalk80 on a Mega ST too. (And perhaps on the TT)

I'll get TOS1.4 from Atari. Even if I have to .... it :-0

Andreas

299. Re: SEDT

Newsgroup: comp.sys.atari.st
Date: 1989-03-07 09:06:48 UTC
From: t19@np1.hep.nl
Message-ID: <141@np1.hep.nl>
Source record: 249571

I implemented the keypad commands and cntrl-keys of EDT in STedi keyboard redefinitions a long time ago: much faster than EDT itself. I can send a copy if you are interestd, some of the code needs polishing for 2.0.
(this also allows you to have folds in EDT :-))

Geert Jan van Oldenborgh.

300. Looking for MIDI MAZE

Newsgroup: comp.sys.atari.st
Date: 1989-03-07 10:49:01 UTC
From: colas@mirsa.inria.fr
Message-ID: <136@mirsa.inria.fr>
Source record: 249572

I want to buy the MIDI MAZE game, but as it is not a recent software it is impossible to find it in France (I phoned every known ST Software retailer...). So I will be greatly pleased if either:

- somebody give me the adress of a mail-order US software distributor having midi-maze in stock (not just on its catalog!), or the adress of "Hybrid Arts" which edited midi maze, I think.

- somebody is willing to sell me his (original) copy of midi-maze

Thank you for any information...

Colas NAHABOO BULL Research FRANCE -- Koala Project
(GWM X11 Window Manager)
Internet: colas@mirsa.inria.fr
Surface Mail: Colas NAHABOO, INRIA - Sophia Antipolis,
2004, route des Lucioles, 06565 Valbonne Cedex -- FRANCE
Voice phone: (33) 93.65.77.71, Fax: (33) 93 65 77 66, Telex: 97 00 50 F

301. ssyx archive

Newsgroup: comp.sys.atari.st
Date: 1989-03-07 11:58:55 UTC
From: PAS03@DMSWWU1A.BITNET
Message-ID: <8903071158.AA19234@ucbvax.Berkeley.EDU>
Source record: 249573

```
Try sending to
archive-server%ssyx.ucsc.edu@cunyvm.cuny.edu
because the default gateway seems to corrupt the mail.
I think blank lines are (80 spaces in BBITNET) are not converted to
only "\n" . They are converted to at least one blank and "\n".
So the parser of the archive software doesn't recognize the end of the
mail header.(should be fixed in the archive software too!
I think a blank line is line with 0 or n spaces plus a "\n")
Good luck
Stefan

------------------------------------------------------------------------------
#include <disclaimer.std> Stefan Grefen
PAS03@DMSWWU1A.BITNET
------------------------------------------------------------------------------
Acknowledge-To: <PAS03@DMSWWU1A>
```

302. also having trouble with ssyx

Newsgroup: comp.sys.atari.st
Date: 1989-03-07 12:36:30 UTC
From: HIGGS_M@prime1.lancashire-poly.ac.UK
Message-ID: <8903071246.AA21290@ucbvax.Berkeley.EDU>
Source record: 249574

Somebody mailed to the group to say that they couldn't receive stuff
from ssyx, I have had this problem as well.
I can request indexes, help etc. and receive them no problem so I know
that I have the correct address but I don't get anything when I ask for
binaries.
Any help would be appreciated.

Thanks in advance.

Mike Higgs

School of Computing, JANET : higgs_m@uk.ac.lancsp.p1
Lancashire Polytechnic, EARN : higgs_m@p1.lancsp.ac.uk
Preston,
United Kingdom.
PR1 2TQ.

303. Where can I get "vi"?

Newsgroup: comp.sys.atari.st
Date: 1989-03-07 14:01:58 UTC
From: twolf@homxb.ATT.COM
Message-ID: <3116@homxb.ATT.COM>
Source record: 249575

Several eons ago, someone posted (in the binaries?) a "vi-lookalike". At the time, I didn't have any use for it and promptly decided not to download to my system....<many moons later>...Seems like I need it after all. Only problem is that I have forgotten where and, more importantly, under what name the program can be found. Can anyone help? Was it ever posted in the binaries?

Thanks in advance for any info.

--
Tom Wolf
Bell Labs, Holmdel, NJ E-mail: twolf@homxb.att.com

(My employer doesn't know about these and other incriminating remarks)

304. Re: mouse problems

Newsgroup: comp.sys.atari.st
Date: 1989-03-07 14:19:38 UTC
From: jbu@warwick.UUCP
Message-ID: <1472@ubu.warwick.UUCP>
Source record: 249576

I notice that a large number of mouse problems are being raised on the net. Some hardware, and some software. The hardware ones do not perticuly interest me, however, the article mentioning the mouse drifting to the top left seems very simular to the problems I was having with my software to drive the mouse. Has Atari really thought through this mouse buissness, or did they just stick another processor in, write some shity software, and pray?

JANET: jbu@uk.ac.warwick.cs
UUCP: jbu@warwick.UUCP
ARPA: jbu%cs.warwick.ac.uk@nss.cs.ucl.ac.uk
BITNET: jbu%uk.ac.warwick.cs@ukacrl

305. multi-sync monitors, LISP

Newsgroup: comp.sys.atari.st
Date: 1989-03-07 14:32:07 UTC
From: Forster%vax2@cs.umass.edu
Message-ID: <2814273127-3247389@Cousteau>
Source record: 249577

[I sent out two previous messages about this, but appear to have botched the address, so here goes again:]

Multi-sync monitors:
My mono monitor has given up the ghost (or at least become comatose), so I've decided to look into getting a multi-sync monitor instead. I've heard that the NEC Multisync-II and some Sony monitor will work, once the right wires have been plugged into the right places, but I've also been told to watch out, in case a monitor doesn't handle the signals the ST puts out. How many monitors are actually compatible with the ST. Does someone (hello, Atari?) have a list of monitors known to work with the ST? (hope, hope) In particular I'm looking at an economical model put out by Samsung under the Imtec label (sorry, no model number, just `multi-sync'), which may or may not be the same as its slightly higher-priced brother, the Samsung CN4551. Can anyone help on this, please?

LISP:
On another note, I asked about this here before (about a year ago), but the answer may have changed in the meantime. Does anyone know of a decent implementation of Common LISP for the ST? I've heard about Cambridge LISP (which is PSL, not Common, and therefore not as useful), XLISP, something from Robinson Engineering in the U.K., LeLisp, and something Sandra Loosemore (are you listening?) was working on a while ago. Has the status of any of these changed? Have new versions come out which I'm not aware of?

Sorry if either or both of these have come up recently in discussions. We've not received any ST netnews since the networm in November (or whenever).

Thanks in advance, David Forster
Forster@Cs.Umass.Edu -or- Forster@Umass.Bitnet

306. Re: MouseTrap for the Megas

Newsgroup: comp.sys.atari.st
Date: 1989-03-07 15:30:33 UTC
From: saj@chinet.chi.il.us
Message-ID: <7882@chinet.chi.il.us>
Source record: 249578

The referenced article observes that WordPerfect and Megawatt have the ability to disable 'drop' menus in favor of 'pull' ones, and expresses the hope that this feature can be harnessed. I'd just observe that this feature is easy to program in, but hard to add to a running program without source.

307. GIF viewers?

Newsgroup: comp.sys.atari.st
Date: 1989-03-07 15:46:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19890307154629.3.JRD@MOA.SCRC.Symbolics.COM>
Source record: 249579

Anybody out there got a GIF file viewer that's any better than GIFSHOW.PRG (the one by Zaphodyne (sp?))? GIFSHOW is too bloody slow, what with displaying long-winded commercial messages about itself, and gets confused if you've got more than about a dozen files to look at.

308. Displaying Specturm 512 pictures

Newsgroup: comp.sys.atari.st
Date: 1989-03-07 17:09:13 UTC
From: dcrevier@jarthur.Claremont.EDU
Message-ID: <410@jarthur.Claremont.EDU>
Source record: 249580

A while ago someone posted some C source code for displaying a spectrum 512 picture. I lost my copy. Will someone send it to me in e-mail?

Thanks

Dan Crevier
(dcrevier@jarthur.claremont.edu)

309. Re: cartridge port problems on mega st2 - now also on 1040 ST

Newsgroup: comp.sys.atari.st
Date: 1989-03-07 17:33:48 UTC
From: jbww@ukc.ac.uk
Message-ID: <328@harrier.ukc.ac.uk>
Source record: 249581

In article <8903061707.AA18545@ucbvax.Berkeley.EDU> VDKOOIJ@HDETUD5.BITNET writes:
>
>we have mega-problems using the cartridge port on our MEGA ST2 and we think
>it is a common problem for all MEGA's with a boardrevision higher than revision
>4. We use the cartridge/ROM-port to read data from an ADC to digitize
>satellite WEFAX-pictures from METEOSAT. The soft- and hardware works fine on a
>MEGA ST2 with a revision-4 board or a 1040STf, but it crashes (with 4 bombs)
>on any MEGA ST2 with a revision-5 board.
>

We also have met a problem with our ADC/DAC cartridge,
but now also on some Atari 1040 STs.
(one Serial No. is A1840 3010343 M)
(the desktop says it is copyright 86,87)
(some - but not all - the power/disk LEDs are green/yellow)

We have a few different cartridge designs that have worked fine for some
months. A student has just wasted quite a bit of his project time as a
result of this change - by chance he was allocated one of a new batch of
1040 STs just purchased.

The ROM seems to be checking the cartridge for valid code, and then marking
cartridge address space as unused memory when no code is found there
- no further access to the cartridge can be made.

A further problem we have noticed is that gemstart
(i.e. for an autobooting Uniterm terminal) refuses
to run on these machines, presumably due to ROM changes.

J.B. Webber jbww@ukc.ac.uk

Rm. 15, Physics Lab., University of Kent at Canterbury, Kent. CT2 7NR. U.K.

310. Screen Dump & Color Monitors

Newsgroup: comp.sys.atari.st
Date: 1989-03-07 19:43:41 UTC
From: terrell@druhi.ATT.COM
Message-ID: <3966@druhi.ATT.COM>
Source record: 249582

Someone commented that the built in <ALT> + <HELP> screen dump does not work for color printers. In fact it does - but you need to have the screen colors set right or you get a printout that is the reverse of what you want (i.e. black where white should be, & vice versa).

I can tell you how I set the colors if you're interested.

Terrell

311. Color Monitors and Screen Dump (again)

Newsgroup: comp.sys.atari.st
Date: 1989-03-07 19:46:08 UTC
From: terrell@druhi.ATT.COM
Message-ID: <3967@druhi.ATT.COM>
Source record: 249583

Sorry for the confusion in the previous posting.

Someone commented that the built in <ALT> + <HELP> screen dump does not work when a color monitor is being used.

In fact it does - but you need to have the screen colors set right or you get a printout that is the reverse of what you want (i.e. black where white should be, & vice versa).

I can tell you how I set the colors if you're interested.

Terrell

312. Re: mouse problems in London!

Newsgroup: comp.sys.atari.st
Date: 1989-03-07 19:52:36 UTC
From: coffey@ucselx.uucp
Message-ID: <3546@sdsu.UUCP>
Source record: 249584

My mouse was on the verge of giving up the ghost. I would have to click many times for it to recognize the click. I took it apart and squirt some 'tuner tonic' from Radio shack on the microswitches and it is as good as new. I bought my 520 st when they first came out, so my mousie is just wearing out, I think.

_ _ Ms. Pat Coffey
|_) (_ San Diego State University
|

313. Re: Atari ST mouse: is there an alternative?

Newsgroup: comp.sys.atari.st
Date: 1989-03-07 20:26:49 UTC
From: coffey@ucselx.uucp
Message-ID: <3547@sdsu.UUCP>
Source record: 249585

In article <8903061707.AA18570@ucbvax.Berkeley.EDU> VBRANDT@DBNUAMA1.BITNET writes:
> ... Worse, sometimes the mouse arrow starts 'wandering' in little
>(one-pixel) increments.
>
I have an Atari 520 ST (a very early model) with an A.E. Brown 1 meg
upgrade. I noticed that my mouse arrow 'wanders' with 2 programs.
For some reason, both programs were on partition F of my 20 meg Supra
hard drive. I thought it was a problem with memory. Does anyone out
there have any ideas on what causes the 'wandering mouse arrow' ? The
2 programs it happens in are: the demo version of Calamus and the
GFA Basic program from STart magazine.

Since I thought the 'wandering mouse' was a software bug, I dumped both
of those programs from my hard disk.

_ _ Ms. Pat Coffey
|_) (_ San Diego State University
|

314. Re: Leaving both monitors on.

Newsgroup: comp.sys.atari.st
Date: 1989-03-07 20:39:31 UTC
From: danscott@atari.UUCP
Message-ID: <1372@atari.UUCP>
Source record: 249586

in article <1294@hydra.riacs.edu>, doyle@riacs.edu (Dee Doyle) says:
>
>
> I have heard rumors that leaving your monitor on when it is not connected
> to the Atari may cause problems. Does anyone have any information about
> this? I use Monitor Master and as I switch back and forth, I am not
> turning my monitors on and off.

Well, you should always have all your equipment off when plugging or unplugging any sort of computer equipment.....just in case.....The monitor master box was intened to save the life-span of the monitor plug and the cords....

I have the monitor master at home and always leave the monitor off when not in use or switching with the M/M box.

If you have the color monitor too close to the mono, you will notice some disruption of the mono screen when the color monitor is on. This is due to both monitors producing a *VERY* strong magnetic source when powered up and the 60Hz color monitor is affecting the 70Hz mono.

Dan/Atari Corp.

"These postings are not Atari's opinions. Nor, are they mine, I rented them for the week."

315. STAR NX-2400 PRINTER AND FIRST WORD PLUS V. 2.02

Newsgroup: comp.sys.atari.st
Date: 1989-03-07 20:53:44 UTC
From: CHIASSA@UDEM.BITNET
Message-ID: <ID4730.D890307.T165344.CHIASSA@UDEM>
Source record: 249587

I just purchased an Star NX-2400 printer and am trying to configure the driver to give me the best graphic resolution with FIRST WORD PLUS. I can get it to work at 8-bit Single-density(60dpi) but this is far below what the printer is capable of doing. If you have managed to obtain a better resolution could you let me know what you used for the linefeed in printer units D (first line of the driver), pixels/inch (first line of the driver), and the start graphics command. If you known that 60dpi is the resolution limit imposed by the software I would also appreciate the message.

Many thanks

Alyre Chiasson

316. Re: Leaving both monitors on.

Newsgroup: comp.sys.atari.st
Date: 1989-03-07 23:02:01 UTC
From: rjd@brunix
Message-ID: <1485@brunix.UUCP>
Source record: 249588

In article <1294@hydra.riacs.edu> doyle@hydra.riacs.edu.UUCP (Dee Doyle) writes:
>
>I have heard rumors that leaving your monitor on when it is not connected
>to the Atari may cause problems. Does anyone have any information about
>this? I use Monitor Master and as I switch back and forth, I am not
>turning my monitors on and off.
>
>Thanks in advance.
>doyle@riacs.edu

The only "problems" I've encountered is that the color monitor
will cause unbelieveable interference on the monochrome if both
are on at the same time.

But then again...my two monitors are about 3 mm apart ;-)

- Rob DeMillo | UUCP: ...ima!brunix!brnpsg!demillo
Brown University | BITnet: DEMILLO%BRNPSG.SPAN@STAR.STANFORD.EDU
Planetary Science Group | GEnie: R.DEMILLO
Reality: 401-863-3769

317. Floats in GCC v1.3x

Newsgroup: comp.sys.atari.st
Date: 1989-03-08 00:42:00 UTC
From: franco@iuvax.cs.indiana.edu
Message-ID: <36500063@iuvax>
Source record: 249589

Here is a question concerning floating point capability using gnu c-compiler v 1.34. I cannot seem to be able to get floats having value greater than 10^9 or less than 10^-9. For example, the program below gives erroneous results for z and c:

```
main()
{ double x,y,z,a,b,c;

x=1e5; y=1e8; z=1e12; a=1e-5; b=1e-8; c=1e-12;
printf("\n\n%le %le %le %le %le %le\n\n",x,y,z,a,b,c);
}
```

In fact, the output is not even in e format (but f format instead). The question is, am I doing something wrong (possibly an incorrect switch when compiling) or is there essentially no float support with the gcc so far ported to the atari? If floats are currently broken, is there a way that I might be able to fix them?

BTW I have tried several switch combos including ffloat-store, -DIEEE etc.

Email to franco@iuvax.cs.indiana.edu would be appreciated. Thanks.

318. Re: MUSIC software

Newsgroup: comp.sys.atari.st
Date: 1989-03-08 01:40:53 UTC
From: gwhiz@avantgarde.Sun.COM
Message-ID: <92856@sun.uucp>
Source record: 249590

Victor et al, all the scoring program reviews here panned each program, but no one mentioned SuperScore v1.3. I would be very interested in peoples comparisons, since 1.4 is in the works. This program is sold by Sonus Corp.

Mike

319. Re: SICK MICE

Newsgroup: comp.sys.atari.st
Date: 1989-03-08 06:23:06 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <15530@cup.portal.com>
Source record: 249591

Concerning the replacement of dead mouses, the latest info I have on the Atari exchange program is that they will exchange an ST mouse for $25.

Contact Atari Corp., Customer Relations Dept., 390 Carribean Dr., Sunnyvale, CA 94089

(There is a "Door #" to the address which I forget now, but it seems that mail to this address gets there anyway..)

This "Exchange Program" has been one of the few "shining stars" from Atari Corp. in recent years. If you have ANY dead Atari equipment, contact them FIRST.. before paying high repair or replacement prices (like from Federated gak!) This program would be even more remarkable if Atari would publicize its existance...

BobR

320. Re: Anyone coming to Cebit in Hannover (W. Germany) ?

Newsgroup: comp.sys.atari.st
Date: 1989-03-08 06:29:10 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <15531@cup.portal.com>
Source record: 249592

Volker... both Sig Hartman and Sam Tramiel of Atari Corp. USA will be attendin the Hannover Fair... (possibly more.. those are the only two that I know of for sure...)

Good luck on your efforts to get things released..!

Be sure to give us up-to-the-minute reports on the show, as things develop... looks as if you're going to be our "man in the street"..!

<grin>

BobR

321. Re: Adaptec controller boards

Newsgroup: comp.sys.atari.st
Date: 1989-03-08 06:31:52 UTC
From: rthurlow@van-bc.UUCP
Message-ID: <2277@van-bc.UUCP>
Source record: 249593

In article <36500062@iuvax> jwd@iuvax.cs.indiana.edu writes:
>Could someone tell me what the difference is between the Adaptec
>4000 and 4000A hard disk controller cards? And will either one
>work in combination with an ICD host adaptor and MFM drive?

NO! The Adaptec 4000A is a combination of the Adaptec 4000 and 4010
interface cards, according to the Adaptec 40xx series manual. You don't
want an Adaptec 4000 at all - either the 4000A or the 4070 will work fine.
--
"There was something fishy about the butler. I think he was a
Pisces, probably working for scale." - Nick Danger
Robert Thurlow {uunet,ubc-cs}!van-bc!rthurlow
Vancouver, BC, Canada or rthurlow@van-bc.UUCP
In the heart of Kitsilano or rthurlow@wimsey.bc.ca

322. Spectre 128 GCR

Newsgroup: comp.sys.atari.st
Date: 1989-03-08 06:54:11 UTC
From: willi@cunixc.cc.columbia.edu
Message-ID: <1271@cunixc.cc.columbia.edu>
Source record: 249594

Does anyone out there know what the deal is with Spectre GCR? Is it a hardware device or is it some sort of software trick? Is is supposed to be any more reliable than the ill-fated Translator I?

willi

323. UniTerm

Newsgroup: comp.sys.atari.st
Date: 1989-03-08 06:55:51 UTC
From: willi@cunixc.cc.columbia.edu
Message-ID: <1272@cunixc.cc.columbia.edu>
Source record: 249595

What is the latest version of UniTerm floating around out there? I have version 2.0e (edit 2). Is that it?

willi

324. Atari Sozobon C stuff and compatiblity clarification

Newsgroup: comp.sys.atari.st
Date: 1989-03-08 07:20:13 UTC
From: pa2183@sdcc15.ucsd.edu
Message-ID: <1280@sdcc15.ucsd.edu>
Source record: 249596

Recently I have been trying to get the Sozobon C stuff to
work under the Beckemeyer C-Shell products. Due to a
certain lack of clarity I am posting this follow-up item.

Ok so I flunked English 1-A. The "free" reference was to
the Sozobon Stuff.

Attached is the Sozobon argument initializer function
which performs some arcane things to determine what
was the name of the program that was run by the
parent task. My guess is that in the MT C-Shell
product, the TOS exec function is not called or not in
the way this code expects. So it crashs because the
pointer that is eventually found is NULL or in general
bad. Since the Sozobon folks made the linker they could
have embedded the program name into a standard variable
location and just picked that up if all else failed. At
least that's what the ancient DECUS C compiler did
in RT-11 an ancestor of TOS/DOS et al.

My "free" remark was directed towards this type of
debugging required, i.e. there's no free lunch!!

I am running Micro C-Shell 2.61 and MT C-Shell 1.10
which are not the latest versions available.

John Clark
pa2183@sdcc15.ucsd.edu

```
#include <stdio.h>
#include <osbind.h>
#include <string.h>
#include <basepage.h>
#include <errno.h>

typedef struct
{
char xarg_magic[4]; /* verification value "xArg" */
int xargc; /* argc */
char **xargv; /* argv */
char *xiovector; /* i/o handle status */
BASEPAGE *xparent; /* pointer to parent's basepage */
}
XARG;

extern int _argc;
extern char **_argv;
```

```
static char xmagic[] = "xArg";
static char hex[] = "0123456789ABCDEF";

static char *_sbrk(size)
register int size;
/*
* Internal error checking interface for the sbrk() function
*/
{
register char *p;
char *sbrk();

size = (size + 1) & ~1;
if(p = sbrk(size))
return(p);
Cconws("Too many arguments\n");
_exit(ENSMEM);
}

/*
* Retrieve extended arguments, if possible, and set up argc and argv[].
*/
void _initargs(cmdline, cmdlen)
char *cmdline;
int cmdlen;
{
register XARG *xp;
register char *p, **q;
register int i, n;
register long a;
char *getenv();

if(p = getenv(xmagic))
{
/*
* if the "xArg" variable exists, decode the address
* and assume that it points somewhere reasonable,
* though possibly not to a valid XARG struct
*/
for(a = 0L; *p; ++p) /* convert ascii-hex to long */
a = ((a << 4) | (0xF & strpos(hex, *p)));
xp = ((XARG *) a);
}
if((p == NULL) /* no extended args */
|| (strncmp(xp->xarg_magic, xmagic, 4)) /* not XARG struct */
|| (xp->xparent != _base->p_parent)) /* not right parent */
{
/* copy the command line */
i = cmdlen;
p = strncpy(_sbrk(i + 1), cmdline, i);
p[i] = '\0';
_argv = q = (char **) _sbrk(sizeof(char *));
```

```
*q = ""; /* argv[0] == "" */
n = 1;
/*
* parse command line image based on whitespace
*/
if(p = strtok(p, " \t"))
{
do
{
q = (char **) _sbrk(sizeof(char *));
++n;
*q = p;
}
while(p = strtok(NULL, " \t"));
}
q = (char **) _sbrk(sizeof(char *));
*q = NULL; /* tie off argv */
_argc = n;
}
else /* EXTENDED ARGS! */
{
/*
* extended args are easy... just remember to copy the
* data, since it resides in your parent's data space
*/
_argc = n = xp->xargc; /* copy argc */
i = ((n + 1) * sizeof(char *));
_argv = q = ((char **) _sbrk(i));
memcpy(q, xp->xargv, i); /* copy argv */
q[n] = NULL;
do /* copy arguments */
{
p = _sbrk(strlen(*q) + 1);
*q = strcpy(p, *q);
}
while(*++q);
}
if((_argv[0] == NULL) || (_argv[0][0] == '\0'))
{
/*
* argv[0] not set, extract value from parent's dta
*/
p = (char *) _base->p_parent; /* get parent's basepage */
if(p == NULL)
_argv[0] = ""; /* for sid... */
else
{
p = *(char **)(p+0x7C); /* get parent's saved usp */
p = *(char **)(p+0x36); /* get Pexec'd filename */
_argv[0] = _sbrk(strlen(p) + 1);
```

```
strcpy(_argv[0], p); /* copy filename */
}
}
}
```

325. ST reference manuals

Newsgroup: comp.sys.atari.st
Date: 1989-03-08 07:58:44 UTC
From: dynasoft!john@stag.UUCP
Message-ID: <0208890258440566@dynasoft.UUCP>
Source record: 249597

[cs163afu@sdcc10.ucsd.EDU (Some call me...Tim) writes...]

> This information comes out of Atari ST Internals from Abacus
> Software, but there is apparently another book available that is a
> lot better organized, though the name escapes me...I can find it if
> there's any interest.

The book I know of that fits that description is:

"The Concise Atari ST 68000 Programmers Reference Guide"
by Katherine D. Peel
Published by Glentop Press.

It's a good reference. It's -not- a tutorial.

If you're looking for a copy, you can contact:

E. Arthur Brown Co.
3404 Pawnee Drive
Alexandria, Mn. 56308
Phone: (612)-762-8847

They sell them for $26.95 + postage. I got my copy from them in
less than two days and their catalog of ST and Amiga products alone
(which they include in any shipment) is worth the price of the phone
call.

John Stanley <dynasoft!john@stag.UUCP>
Software Consultant / Dynasoft Systems

326. Re: lc

Newsgroup: comp.sys.atari.st
Date: 1989-03-08 08:04:04 UTC
From: dynasoft!john@stag.UUCP
Message-ID: <0208890304040567@dynasoft.UUCP>
Source record: 249598

[jangr@microsoft.UUCP (Jan Gray) writes...]

> For exploring the file system, lc is superior to ls. For shell scripts,
> lc is all but useless. Thus lc is the antithesis of proper UNIX tools.
> Even so, it is a good bet that a clone of lc can be found on any machine
> that a Waterloo-raised UNIX zealot uses. Accept no substitutes.

Alright already. Enough... If someone (anyone) will send me full
information on the options and what the different formats look like
I'll take a shot at writing it for the ST...

John Stanley <dynasoft!john@stag.UUCP>
Software Consultant / Dynasoft Systems

327. Re: Adaptec controller boards

Newsgroup: comp.sys.atari.st
Date: 1989-03-08 08:10:04 UTC
From: Allanon@cup.portal.com
Message-ID: <15539@cup.portal.com>
Source record: 249599

As I understand it, the 4000 is the MFM controller, and the 4000A is the RLL version. The 4000 works fine with the ICD host adapter and an MFM drive--I use the ICD host adapter and a Seagate ST 251-1.

Arnie Elkins
Allanon@cup.portal.com
or
sun!cup.portal.com!allanon

328. FATAL TOS 1.4 ERROR!

Newsgroup: comp.sys.atari.st
Date: 1989-03-08 08:12:44 UTC
From: kbad@atari.UUCP
Message-ID: <1373@atari.UUCP>
Source record: 249600

(heh, I figured that title would get your attention... ;-)

When somebody showed me what ST Report had to say about TOS 1.4 in the latest issue, I just about fell out of my chair. Something about a "fatal hard disk error" that was corrected by Leonard Tramiel and myself.

For those of you who don't know who I am, my name is Ken Badertscher, and I'm a TOS software engineer at Atari. In fact, for the past six or eight months, I've been the guy who puts all the various parts of TOS together and burns the result into EPROMS for us to test here at Atari. I've also worked on many of the later enhancements that went into TOS 1.4, in the BIOS, Desktop and AES, primarily.

The last thing that was holding up approval for TOS 1.4's release to manufacturing a couple of weeks ago was a bug that bit Leonard Tramiel (VP of Software at Atari). Leonard had been running his system for quite some time with a hard disk that was literally on its last legs -- it had several* hardware problems, as well as media problems, but he had a lot of old stuff on it and never bothered to move it off to a different disk. It's too bad that he didn't, because a VERY OBSCURE bug in TOS reared its ugly head, and sent his hard disk data into oblivion.

Now before everyone starts to panic and think that TOS is going to thrash their hard disk, I want to make something very clear:

THE BUG IN QUESTION IS *VERY* RARE AND ONLY SHOWS UP IN EXTREMELY RARE CIRCUMSTANCES!

Now that I've made that perfectly clear, on with the story. Allan Pratt looked into the guts of GEMDOS, the part of TOS that handles files, and after a lot of looking, reconstructed the weird circumstances that caused Leonard to lose his hard disk data. Allan fixed the bug. In fact, this whole episode started back in December, and Allan fixed the bug in December. Leonard wasn't convinced that it had been tested thoroughly, however, so he was reluctant to proceed with releasing TOS until it had been tested thoroughly.

So, after weeks of writing test code, and trying to reconstruct the problem that happened to Leonard, and performing extensive autopsies on his hard disk, and running test programs for days at a time, I finally concluded that the bug was fixed. Not only that, but I cleared up another minor inconsistency in the way GEMDOS deals with deleting files. (Actually, I just discovered it; Allan finally upgraded the code).

In conclusion, I'd like you to all remember two very important points. NUMBER 1: The bug that bit Leonard has been around in GEMDOS since DAY ONE. If this were really a "FATAL ERROR" that could regularly cause

problems, IT WOULD HAVE BEEN FOUND AND CORRECTED A LONG TIME AGO, AND A LOT MORE PEOPLE WOULD HAVE REPORTED THE PROBLEM. In point of fact, it was a very unusual bug, and to his immense credit, Leonard is such a perfectionist that he would not allow TOS 1.4 to be released even with such a obscure, rare bug in it! NUMBER 2: ST Report reported that this bug was fixed in the FEBRUARY 24 version of TOS 1.4. In point of fact, the FEBRUARY 24 version of TOS does not exist. As you recall, I am currently the person at Atari who builds these things, and I never built a FEBRUARY 24 version. You can rest assured, however, that the FINAL RELEASE of TOS 1.4 will be as bug-free as we could possibly make it.

The moral of the story is:
Don't believe everything you read in the press!
--
Ken Badertscher | Hey, umm, the stuff I said up there
Atari R&D Software Engine | is, like, what _I_ think, okay?
{portal,ames,imagen}!atari!kbad | So, y'know, don't bug Atari about it.

329. Keyboard input

Newsgroup: comp.sys.atari.st
Date: 1989-03-08 08:45:43 UTC
From: c60c-3ds@web-1b.berkeley.edu
Message-ID: <21306@agate.BERKELEY.EDU>
Source record: 249501

Do the Bconin and Bconstat functions lie?

```
while (c!='q') {
if (x=Bconstat(2)) c=Bconin(2);
printf("%d %c\n",x,c);
}
```

When I hold down a key, it starts with Bconstat=-1, which means a character is waiting, and then Bconin gets that character. After the key starts auto repeating, Bconstat starts to flip back to 0 sporadically (no character waiting). I let go of the key, and Bconstat goes to 0 (no key waiting), which is fine.
Then when I press 'q' to quit, and I see the keyboard buffer dumped out (into the Gulam shell). If I had put a getchar() after the loop, the keyboard buffer would be barfed out there. In any case, some keys were missed and just sat in the buffer.
Shouldn't Bconstat return -1 until they keyboard buffer is empty?

I'm asking this because I wrote a small game that used the keyboard. After a while of playing, the buffer would fill up, overwrite ram, and crash the machine (this is a known bug in the keyboard handler).

P.S. Are there better ways to get keys from the keyboard? i've tried evnt_multi(), and it does the same thing, no matter how long a delay I tell evnt_multi() to generate.

John Kawakami c60c-3ds@web.berkeley.edu

330. Two HD's?

Newsgroup: comp.sys.atari.st
Date: 1989-03-08 12:33:19 UTC
From: viljanen@kreeta.cs.Helsinki.FI
Message-ID: <815@hydra.cs.Helsinki.FI>
Source record: 249502

I recently replaced the old 3.5" 20M drive in my SH205 with a new 5 1/4" 40M Miniscribe 3650 and now it works just fine. But now I don't really know what to do with the old HD. I heard a rumour that it's possible to connect 2 HD's into one controller. Is this true? If it is, how it's done?

Thank you in advance for any help!

"""

Lea 'LadyBug' Viljanen ____ University of Helsinki, Finland
viljanen@finuha.bitnet \ / . ' Dept. of Computer Science
viljanen@cs.helsinki.fi \/ |_ 'Small is beautiful'

331. Memory upgrade for a 1040ST

Newsgroup: comp.sys.atari.st
Date: 1989-03-08 16:28:00 UTC
From: Crawley@ALDERAAN.SCRC.SYMBOLICS.COM
Message-ID: <19890308162820.7.CRAWLEY@DJINN.SCRC.Symbolics.COM>
Source record: 249503

I called E.A. Brown to ask for a price on a memory upgrade for a 1040ST and was disappointed to learn that they never finished the board for the 1040. They still sell an upgrade for the 520ST. Is there anyone out there that has a board to upgrade a 1040ST to 2, 3, or 4 Megs?

332. help

Newsgroup: comp.sys.atari.st
Date: 1989-03-08 16:54:00 UTC
From: jluis@ADAN.etsitm.upm.es
Message-ID: <8903081702.AA26244@goya.dit.upm.es>
Source record: 249504

```
help
```

333. Re: Dealers? What Dealers?

Newsgroup: comp.sys.atari.st
Date: 1989-03-08 18:28:03 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <890308.12280299.007366@SFA.CP6>
Source record: 249505

Here in Central, East, and South East Texas, we have a good supply of
ST dealers. Excluding Federated, Fort Worth/Dallas has five dealers, Austin
has two, Houston has about five. Add to that the Federated chain.
The areas that hurt, though, are the rural parts. You find nothing
but Tandys, a few clones, and lots of Apples in the schools.

Larry Rymal <Z4648252@SFAUSTIN.BITNET>

334. question about monochrome monitor

Newsgroup: comp.sys.atari.st
Date: 1989-03-08 18:32:06 UTC
From: news@uflorida.cis.ufl.EDU
Message-ID: <19890@uflorida.cis.ufl.EDU>
Source record: 249506

leftmost column on the screen are strangely compressed. Their height is normal but they are noticeably less wide than normal. After a few minutes the effect goes away, and all characters look normal. Can anyone tell me what causes this and/or how to avoid it? Thanks in advance.

335. SYSTEM FINDER FOR THE MAGIC SAC AND SPECTRE

Newsgroup: comp.sys.atari.st
Date: 1989-03-08 18:33:47 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <890308.12334643.007366@SFA.CP6>
Source record: 249507

"In an attempt to avoid this situation.. I, too, just received my Mac Sac.
I DO need a finder/system disk... how do I get one of these LEGALLY?"

I'm not sure about what is required for the Magic Sac and whether it can
run the latter SYSTEM/FINDER or not, but going to an Apple Dealer might be of
help.

Larry Rymal <Z4648252@SFAUSTIN.BITNET>

336. Second Word?

Newsgroup: comp.sys.atari.st
Date: 1989-03-08 18:56:30 UTC
From: keithr@vice.ICO.TEK.COM
Message-ID: <3374@vice.ICO.TEK.COM>
Source record: 249508

A year or so ago I remember see something about Second Word. It was suppose to be a full page word processor. What you did was turn your monitor on its side to get a full page. I haven't heard anything since. Does anyone know about this?

Keith
keithr@icogem3.ico.TEK.COM

337. archive ftp addresses

Newsgroup: comp.sys.atari.st
Date: 1989-03-08 19:23:19 UTC
From: guy@dukempd.phy.duke.edu
Message-ID: <783@dukempd.phy.duke.edu>
Source record: 249509
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Recently there was a burst of requests for addresses of archives
accessible to anonymous ftp.

In no particular order these are arpanet addresses of some places from which
I've gotten software or which maintain public archives for one of the
computers I use. This is the entire list so you'll have to cull atari
specific references yourself. I have connected to all of these at one time
or another, though, not recently for some of them. For those on
unix systems I'd remind you that sometimes there is a list of machine names
and their internet numbers in the file /etc/hosts.

An interesting non atari archive is expo.lcs.mit.edu. It has some 50 Mb of
bitmap pictures. They are in X11 format, but if someone were to write a
conversion routine, there would be plenty of stuff to use it with.

Common name official(?) name comments
----------- --------------- --------

stanford score.stanford.edu TeX u.a.
washington june.cs.washington.edu TeX
killer ssyx.ucsc.edu pub/atari (128.114.133.1)
softvax radc-softvax.arpa (26.10.0.18) atari16
cornell svax.cs.cornell.edu ftp/pub/fig, transfig
rice titan.rice.edu sun archives
yale celray.cs.yale.edu TeX acompanyment
michigan him1.cc.umich.edu atari (35.1.1.43) cd pc7:
waterloo surya.waterloo.edu sun (129.97.129.72) /images/sun
netlib mcs.anl.gov 26.0.0.24, netlib@mcs.anl.gov
mit expo.lcs.mit.edu 18.30.0.212, /contrib/poskbitmaptars
case dsrgsun.ces.cwru.edu 129.22.16.2, cd pub/atari gcc

--
Guy Metcalfe
Duke University Dept. of Physics guy@phy.duke.edu
& Center for Nonlinear Studies guy@physics.phy.duke.edu
Durham, N.C. 27706 guy%phy.duke.edu@cs.duke.edu

338. Re: Keyboard input

Newsgroup: comp.sys.atari.st
Date: 1989-03-08 19:43:23 UTC
From: cs163afu@sdcc10.ucsd.EDU
Message-ID: <83@sdcc10.ucsd.EDU>
Source record: 249510

In article <21306@agate.BERKELEY.EDU> c60c-3ds@web-1b.berkeley.edu () writes:
>
>Do the Bconin and Bconstat functions lie?
>

I've encountered this before, and I forget how I resolved it, but I
think my theory was that GEMDOS was eating the characters--i.e. you
can probably find them in CONIN and CONSTAT, GEMDOS $01 and $0b.

Tim Mensch
Internet: tmensch@ucsd.edu

339. Format of 'bad sector list' of HDX 2.0 ?

Newsgroup: comp.sys.atari.st
Date: 1989-03-09 02:06:39 UTC
From: felner@inf.ethz.ch
Message-ID: <85@inf.ethz.ch>
Source record: 249511

I just added a new harddisk to my selfbuilt harddisk-kit. The disk has some hard errors on the media as indicated on the cover of the disk. To map them out, I formatted it with the HDX 2.0 from Atari, which has a Markbad facility that generates a bad sector list (BSL). However, it didn't find all hard errors, and after running 'Markbad' a few times, I got several different BSLs. Two entries at the end of the bootblock indicate the first sector and the number of contiguous sectors holding the BSL. The BSL looks like this (3 real examples):

000002 550000 002DC8 002D2C (2 bad sectors)

000003 AB0000 002DC8 002D2C 0003A6 (a 3rd bad sector)

000003 030000 00123F 002DC8 002D2C (different ordering and another bad sector)

It seems that the first entry indicates the number of bad sectors, and the third, forth, ... hold the number of the bad sectors. But what does the second entry mean ? Is it a checksum ? How to get it ???
Since this is the format used by Atari, I guess it will be 'official'.

If I know what the second entry means, I can build the BSL by hand, adding the bad sectors not found by the formatter (you never know !).

But how about handling that BSL. Does the TOS or any driver support it or even look at it ? Any comments ? Atari ?

Or even better: the format-command of the Adaptec 4000 controller supports adding a BSL, so that the bad sectors are mapped out at format-time. Doing so, you don't have to worry about them any more, because they are not accessible. Is there any formatter around that accepts such a BSL as parameter ?

BTW, how did you, netlanders, map out bad sectors before (or now) ? I was lucky not to have any bad sectors on my other harddisk so far.

- Tomas

340. Re: bconinning

Newsgroup: comp.sys.atari.st
Date: 1989-03-09 02:36:12 UTC
From: fgbrooks@pnet01.cts.com
Message-ID: <3896@crash.cts.com>
Source record: 249512

Hello Ken. I'm setting up a hard disk using a adaptec 5580 controller and a SMD 80 mb disk drive. I need some info about sending data "commands" to the DMA port so I can format and setup the drive for GEM. An example in C, Modula-2 or assemply would do.

UUCP: {nosc ucsd hplabs!hp-sdd}!crash!pnet01!fgbrooks
ARPA: crash!pnet01!fgbrooks@nosc.mil
INET: fgbrooks@pnet01.cts.com

341. Re: Adaptec controller boards

Newsgroup: comp.sys.atari.st
Date: 1989-03-09 04:20:27 UTC
From: a146@mindlink.UUCP
Message-ID: <116@mindlink.UUCP>
Source record: 249513

Sorry to say but the 4000 and the 4000A are both MFM controllers. The Adaptec 4070 is the RLL controller. I'm using an Omti 3520 controller which is MFM and came as part of my ICD kit.

342. GDOS font format and more fonts questions

Newsgroup: comp.sys.atari.st
Date: 1989-03-09 04:35:31 UTC
From: clj@ksr.UUCP
Message-ID: <8903090435.AA21221@dudley-doright.ksr.com>
Source record: 249514

Can someone describe the GDOS font file format (a C header file would probably be great)? Unless I'm missing it in the documentation available to me (MWC 2.0.1, Sozobon C, Abacus GEM and Internals, and ProGEM), my only references to this documentation say to look in "the VDI manual", which I assume is part of the Atari developer's kit. (If I'm missing it, a pointer to read chapter such-and-such would do.)

Several random related points. What I'm trying to do is add characters to the font files shipped with Timeworks DTP. Since the characters I'm most interested in are Spanish alphabet characters, I don't think I'd have a problem contorting existing characters into the appropriate format given I knew what the format is. I'm correct, right, in believing these characters aren't available in the distributed fonts.

Also, I've seen references in STart and other places praising G+Plus. Does anyone have a quick review of this? I understand it's faster than GDOS (does it have higher quality (i.e. fewer bugs and/or increased performance)?), though I don't find GDOS's speed to be real annoying (I don't use a lot of graphics in DTP, which I understand is a big part of the problem). Also, how much should I want to get Fontz, given that increasing my supply of fonts is a desire, but I won't steal them (I have access to Macintoshes, so if there are good PD fonts available for them, that's a plus).

343. Printing to windows

Newsgroup: comp.sys.atari.st
Date: 1989-03-09 06:21:10 UTC
From: sbrown@bgsuvax.UUCP
Message-ID: <3719@bgsuvax.UUCP>
Source record: 249515

I need some help with printing to windows using personal pascal. I have set up a new window, declared it as the front window, set the clip, and used the draw_string function to write text. What am I doing wrong? I would like for someone out there to send me a simple example. Thanks in advance.

- Scott F. Brown

sbrown@andy.bgsu.edu.UUCP

344. ResEdit PD/PF...

Newsgroup: comp.sys.atari.st
Date: 1989-03-09 07:25:00 UTC
From: glk287@uxf.cso.uiuc.edu
Message-ID: <46300026@uxf.cso.uiuc.edu>
Source record: 249516

```
Does anyone have any PD resource editors and/or
resource -> Laser C code compatible convertors?

If not PD, then PF (pay for).

Thanks,

Spieu!
```

345. DC-PORT & BBS V3.0 for ST.

Newsgroup: comp.sys.atari.st
Date: 1989-03-09 10:50:07 UTC
From: jason@ean-relay.ac.UK
Message-ID: <8903091100.AA11086@ucbvax.Berkeley.EDU>
Source record: 249517

I don't know if you are the person to ask the following questions, if you are not then could you inform me of the people I should be contacting.

Firstly, How much does the DC-PORT for the ST cost and where do I get it from if I wish to buy it?

Secondly, I have version 2.1 of Michtron's BBS program and would like to upgrade it to version 3.0. I will have to do this if I want to use DC-PORT anyway. Could you please inform me the best way to go about getting the upgrade as I have seen no Ad's for it over here!

Thanks in advance,

Jason, ULCC NSG.

P.S. Please could you send your reply to the following address :-

Jason@UK.AC.EAN-RELAY

346. SIGNOFF

Newsgroup: comp.sys.atari.st
Date: 1989-03-09 14:33:12 UTC
From: BUJOLDJ@UDEM.BITNET
Message-ID: <ID7166.D890309.T103312.BUJOLDJ@UDEM>
Source record: 249518

```
SIGNOFF (NETWIDE)
```

347. Re: cartridge port problems on mega st2 - now also on 1040 ST

Newsgroup: comp.sys.atari.st
Date: 1989-03-09 15:07:05 UTC
From: wheels@mks.UUCP
Message-ID: <691@mks.UUCP>
Source record: 249519

In article <328@harrier.ukc.ac.uk>, jbww@ukc.ac.uk (J.B.W.Webber) writes:
| We also have met a problem with our ADC/DAC cartridge, but now also on
| some Atari 1040 STs. The ROM seems to be checking the cartridge for
| valid code, and then marking cartridge address space as unused memory
| when no code is found there - no further access to the cartridge can be
| made.

No further access can be made? What happens when you try it? Does it
generate a bus error?
--
Gerry Wheeler Phone: (519)884-2251
Mortice Kern Systems Inc. UUCP: uunet!watmath!mks!wheels
35 King St. North BIX: join mks
Waterloo, Ontario N2J 2W9 CompuServe: 73260,1043

348. problems using joystick with ELITE(tm)

Newsgroup: comp.sys.atari.st
Date: 1989-03-09 15:26:13 UTC
From: dag@per2.UUCP
Message-ID: <830@per2.UUCP>
Source record: 249520

After seeing the game on a freind's ST, I went out and purchased a copy of "ELITE(tm)". I am having trouble using the joystick with it and want to know if this is a common problem:

When manuvering with the joystick, spurrious key events are being detected which are interpreted by ELITE as commands to launch, fire torpedes, jump into hyperspace, and several other things. This has happened with three different brands of joysticks.

This appears to me to be a problem with data overrun from the ikbd. It's my guess that the joystick packets are coming in faster than ELITE can respond to them and some characters from the packets are being lost. When the packet interpreter loses characters inside a packet, the first few characters from the next packet are used to complete the packet and the remaining characters from that packet are interpreted as key events.

The problem is such that I cannot play the game comfortably. I've only been able to dock successfully once, and that was using the keyboard.

What I would like to know is if anybody else has this problem. Also, is this due to the fact that I have a very early machine with an early IKBD? Is there a fix that does not cost $$$? I'm at work now, but I believe that this is a Rainbird product. Do they have a fix that reduces the joystick sampling rate to something that the program can keep up with?
--

Daniel A. Glasser One of those things that goes
uwvax!per2!dag "BUMP!!!(ouch)" in the night.
---Persoft, Inc.---------465 Science Drive-------Madison, WI 53711----------

349. Re: SM124 Diminishing Screen

Newsgroup: comp.sys.atari.st
Date: 1989-03-09 16:35:46 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <890309.10354523.009357@SFA.CP6>
Source record: 249521

A question was raised regarding the SM124's shifting of the screen to the right, SOMETIMES, and its being normal (centered properly) other times probably when the system is rebooted. I also get that here on my monitor. The problem seems that the 'picture' on the monitor is never in the same position per bootup. Allam Pratt summed up the fix with:

"No, it's not the ST hardware. It's good old analog electronics. Your screen's horizontal adjustment is off. To fix it you would have to open your monitor, and there are lots of nasties which can get you when you do. Have a TV type or dealer fix this for you. It's trivial, but you have to know where to look."

If only this was so. Adjusting the horizontal position of the picture is good for only THAT bootup. It will, alas, shift again during another bootup. The only real solution is to adjust, reboot, adjust and reboot again. Get the picture position in a good compromised location.
I'm really picky about this because I reside at a university where Macs rule. I run Spectre 128 and am frequently demoing the ST. I always want my SM124 to be at top shape. There's not anything that *I* can do about the shifting, but averaging the postion seems to help.

Larry Rymal <Z4648252@SFAUSTIN.BITNET>

350. Splitting shell archives (shars)

Newsgroup: comp.sys.atari.st
Date: 1989-03-09 17:15:55 UTC
From: saj@chinet.chi.il.us
Message-ID: <7897@chinet.chi.il.us>
Source record: 249522
Cross-posted to: comp.sys.atari.st,comp.binaries.ibm.pc.d

A MicroEMACS macro for splitting shell archives (shar files) has lately been posted to comp.sources.misc. It has some advantages for users of systems which have different filename conventions than the system the shell archive originated on. The files are put into buffers, to be saved as the user pleases.

The macro works on most recent shars that were generated automatically, and is appropriate for 3.9 generations of MicroEMACS. The changes needed for SOME of the shars it doesn't unpack are fairly obvious (but specialized for each case). I understand that the release of MicroEMACS 3.10, which will remove the need for some of the peculiarities of the macro, is imminent. Steve J.

351. Files at score.stanford.edu?

Newsgroup: comp.sys.atari.st
Date: 1989-03-09 19:23:00 UTC
From: BHOLMES@WAYNEST1.BITNET
Message-ID: <8903092009.AA08818@ucbvax.Berkeley.EDU>
Source record: 249523

After trying to reply to the person who asked about files on score.stanford.edu with it being tossed back in my face by the mailer, I was wondering if anyone could tell me the directory on score.stanford.edu which has ST files? Thanks in advance.
Brian
Acknowledge-To: Brian Holmes <BHOLMES@WAYNEST1>

352. Problems backing up Mark Williams C 3.0

Newsgroup: comp.sys.atari.st
Date: 1989-03-09 20:37:46 UTC
From: prophet@sfsup.UUCP
Message-ID: <4932@sfsup.UUCP>
Source record: 249524

I have just purchased a 520STfm, and I have run into a problem with
backing up my Mark Williams C Compiler disks.
When I try to format my backup disks as described in the
manual, using the working.tos program.
I get an error message concerning error -16 and then it
tells me that there are bad sectors on the disk and that I should
not use it for distribution. This occurs with both single sided and
double sided, double density diskettes. The configuration of the machine
is as follows:

512K RAM
One floppy drive (ss)
SC1224 color monitor

Any help would be mongo appreciated.

I can be reached via e-mail at att!sfsup!prophet

Michael Brooks
"Non Serviam"

353. Re: archive ftp addresses

Newsgroup: comp.sys.atari.st
Date: 1989-03-09 22:23:00 UTC
From: wsr@tippy.uucp
Message-ID: <13300002@tippy>
Source record: 249525

```
Pw[LV\Uj}u
M;7{P4SsV$[H~,FIvAvRxD

~rq

q

q

q

q

[B[B[B[B[B
```

354. Supra 30 meg Hard Drive for sale

Newsgroup: comp.sys.atari.st
Date: 1989-03-09 23:14:07 UTC
From: Xorg@cup.portal.com
Message-ID: <15598@cup.portal.com>
Source record: 249526

```
SUPRA 30meg Hard Drive, one year of extremely faithful service
never known bad sector!

First ** $549 ** takes it

Email to Xorg@cup.portal.com
```

355. ST software for sale

Newsgroup: comp.sys.atari.st
Date: 1989-03-09 23:16:06 UTC
From: Xorg@cup.portal.com
Message-ID: <15599@cup.portal.com>
Source record: 249527

```
Atari ST Sixteen bit Software:

* Global Commander by DataSoft
* Great Battles by Royal Software
* ST Raiders by Atari
* Hacker II by Activision
* Questron II by SSI
* Leatherneck by MicroProse
* Lords of Conquest by Electronic Arts

All in excellent condition and played maybe 2-3 times

This is OVER $200 worth of software at RETAIL prices,
OVER $150 worth of software at MAIL ORDER prices,

Take it all for ** $99 **

Email to XORG@cup.portal.com
```

356. Re: Spectre 128 GCR

Newsgroup: comp.sys.atari.st
Date: 1989-03-09 23:21:59 UTC
From: Xorg@cup.portal.com
Message-ID: <15601@cup.portal.com>
Source record: 249528

Spectre GCR will be shown at World of Atari but will not yet be for sale at that time. GCR is a hardware cartridge with a drive cable. The cart is chained into the drive chain and enables the internal and extrenal drives to read and write MAC disks DIRECTLY (out of box) at (get this) 1:1 Mac speed!! Its is also much more reliable than Translator and the entire Spectre GCR package will probably cost less then the Translator alone!

Peter Szymonik

(all from info gleened from the Gadgets by Small RT on GEnie)

357. Re: Adaptec controller boards

Newsgroup: comp.sys.atari.st
Date: 1989-03-10 02:01:07 UTC
From: clf3678@ultb.UUCP
Message-ID: <404@ultb.UUCP>
Source record: 249529

Let's see if we can get this straight.

The Adaptek 4000 and 4000A are the MFM controllers.
The Adaptek 4070 and 4070A are the RLL controllers.

I THINK the A is just a revision of the older 4000/4070.

=cf=

358. Bug in GEMFAST

Newsgroup: comp.sys.atari.st
Date: 1989-03-10 02:32:00 UTC
From: to_stdnet@stag.UUCP
Message-ID: <735@stag.UUCP>
Source record: 249530

From: thelake!steve@stag.UUCP (Steve Yelvington)

agray@eriskay.axion.bt.co.uk (Andy Gray) writes...

>Has anyone tried writing programs with Sozobon in conjunction with the GEMfast
>libraries yet? If so, have any problems with the AES library come to light. I
>have just cobbled together a quick program which has stood on it's head. The
>main problem seems to be within the 'form_alert' usage

/* code omitted */

> This cameo example should return 0, 1, or 2 according to the selected
>option. Hitting 'PRINT', however, inevitably returns 2, 'CANCEL' defaults etc
>!!!.

Congratulations! You have found a genuine bug in GEMFAST -- probably not
the only one. It exists in GEMFAST 1.1, so I'm forwarding a bug report to
the author.

Don Farmer's GEMQ bindings do not have this bug.

By the way, when specifying the default button or when checking the
returned value, the buttons are numbered 1-2-3, etc., not 0-1-2, so beware
of that in the logic of your program. The 0 is reserved for "no default
button."

>The main text string is irksome, apparently not handling the text bounded
>by '|' properly. I'm sure these problems would have been noticed during
>testing, so where have I gone wrong. (The Megamax manual quotes that the text
>message can contain '4 lines of 32 characters each' and in the following line
>'5 lines of 32' characters. The DR GEM-AES manual states '5 lines of 40
>characters' the total not exceding 200 characters.)
>
> What did I, rather than GEMfast, do wrong?
>
> Andy Gray

When the AES figures out how big to draw the alert box, it considers the
text of the message and not the text of the buttons. You can force the
dialog to be wider by including spaces:
switch(form_alert(NO_DEFAULT,
"[1][Hello World][SHOW|PRINT|CANCEL]"))
and so on.

The Pollack & Weber book "Atari ST Application Programming" says there can
be four lines of 32 characters; Mark Williams' manual says five lines of
40. The final arbiter is the AES; see what works.

```
/*
* UUCP: {uunet!rosevax,amdahl!bungia,chinet,killer}!orbit!thelake!steve
* ARPA: crash!orbit!thelake!steve@nosc.mil
* #member <STdNET> The ST Developers Network
*/
```

359. DESKTOP VE

Newsgroup: comp.sys.atari.st
Date: 1989-03-10 02:41:00 UTC
From: 01659@AECLCR.BITNET
Message-ID: <8903100240.AA29743@ucbvax.Berkeley.EDU>
Source record: 249531

Recently I had a chance to run the CDC application Desktop VE on an ST
under Spectre 128. First, I could not reset the baud rate; the default of
1200 baud could not be changed from the menu options. Second, the system
hung when it entered the X.PC protocol on our NET.

I would love to be able to run DT/VE under Spectre because I have to switch
to NOS/VE on our CDC (NOS is going soon) and I have not got the time to learn
yet another OS. A 1040ST using DT/VE would be a bargain basement front end
to our CDC system and could probably result in the acquisition of a bunch
of STs.

Anyone have any ideas on how to work around the problems. Attached is a copy
of a message sent from CDC; seems they had to work around Mac bugs to get
DT/VE going in the first place.

*** for those who do not know, DT/VE becomes a front end for the CDC file
server and lets the Mac's icon/mouse/menu interface be the controller, i.e.
for basic NOS/VE use one just points and clicks; no VE commands to learn ***

Resent-Date: Thu, 09 Mar 1989 14:05 EST
Resent-From: Chris Tanner <01696@AECLCR>
Resent-Subject: re: Desktop/VE
Resent-To: Greg Csullog <01659@AECLCR>

Received: From <JOHND@CDCCENTR> for <01696@AECLCR>
via NETNORTH by AECLCR; Thu, 09 Mar 1989 14:03 EST
Message-ID: <890309083405.00000507.ACXT.01@CDCCentr> (UMass-Mailer 4.03)
Date: Thu, 9 Mar 89 08:34:05 CST
From: JohnD@CDCCentr
(John Dykstra - CDC Workstation Software)
Subject: re: Desktop/VE
To: 01696@AECLCR

If you manage to get Desktop/VE running on the ATARI, I'd like
to know, so that Control Data's Central Software Support group
can keep the information on file. I don't have much hope though...
We had to work around a number of bugs in various versions of
the Mac ROMs and system software, and I doubt that SPECTRE 128
exactly matches those bugs.

John Dykstra - Operating System Design - Control Data Corporation
(612) 482-3749 JohnD@CDCCentr.BITNET

360. Replacement memcpy() for dLibs

Newsgroup: comp.sys.atari.st
Date: 1989-03-10 03:03:17 UTC
From: to_stdnet@stag.UUCP
Message-ID: <736@stag.UUCP>
Source record: 249532

From: thelake!steve@stag.UUCP (Steve Yelvington)

I'm posting the following on the behalf of David Brooks, who is having
some trouble with the postnews mechanism at his site.
-- Steve Yelvington

David Brooks Internet: BROOKS@CSSS-A.PRIME.COM
uucp: {mit-eddie,uunet}!csss-a.prime.com!brooks
-----8<---
The broken memcpy() in the version of Dlibs distributed with Sozobon C
will hurt xargs processing (and a few other routines). Replace it with
the following, which fixes several bugs...

```
* memcpy by David Brooks 1/23/89
*
* char *memcpy(dest, source, len)
* char *dest at 4(sp)
* char *source at 8(sp)
* unsigned int len at 12(sp)
*
* This is generally optimized around the commonest case (even alignment,
* more than 4 bytes) but the time savings and space cost are minimal.
* Also, we avoid using "btst #n,dn" because of a bug in the Sozobon
* assembler.

.text
.globl _memcpy
_memcpy:
lea 12(a7),a2 ; Point to argument list
move.w (a2),d2 ; d2 = len
move.l -(a2),a0 ; a0 = source
move.l -(a2),a1 ; a1 = dest
move.l a1,d0 ; d0 = dest, ready to return

move.l a0,d1 ; Check for odd/even alignment
add.w a1,d1 ; This is really eor.w on the lsb. Really.
asr.w #1,d1 ; Get lsb into C. If it's 1, alignment is off.
bcs memcpy8 ; Go do it slowly

move.l a0,d1 ; Check for initial odd byte
asr.w #1,d1 ; Get lsb
bcc memcpy1
subq.w #1,d2 ; Move initial byte
bcs memcpy6 ; (unless d2 was 0). We could use dbra here,
move.b (a0)+,(a1)+ ; but that would have been bigger.
memcpy1:
```

```
moveq.l #3,d1 ; Split into a longword count and remainder
and.w d2,d1
lsr.w #2,d2
bra memcpy3 ; Enter loop. Note d2 could equal 0.
memcpy2:
move.l (a0)+,(a1)+
memcpy3:
dbra d2,memcpy2

bra memcpy5 ; Enter final loop. Again d1 could equal 0.
memcpy4:
move.b (a0)+,(a1)+ ; Up to 3 trailing bytes
memcpy5:
dbra d1,memcpy4
memcpy6:
rts ; All done.

memcpy7:
move.b (a0)+,(a1)+ ; Handle the odd/even aligned case
memcpy8:
dbra d2,memcpy7
rts ; and exit normally

-----8<-------------------------------------------------------

forwarded by:

/*
* UUCP: {uunet!rosevax,amdahl!bungia,chinet,killer}!orbit!thelake!steve
* ARPA: crash!orbit!thelake!steve@nosc.mil
* #member <STdNET> The ST Developers Network
*/
```

361. argv[0] and Sozobon C

Newsgroup: comp.sys.atari.st
Date: 1989-03-10 03:03:39 UTC
From: to_stdnet@stag.UUCP
Message-ID: <737@stag.UUCP>
Source record: 249533

From: thelake!steve@stag.UUCP (Steve Yelvington)

John Clark writes...

> I have had your MT C-shell as well as the Micro C-shell for sometime
> now. I have recently downloaded the Sozobon C stuff. The *.TTP
> programs work under the Micro C-shell but not under MT C-shell.
> Atfer some investigation it appears that the Sozobon startup uses
> some interresting methods to find the name of the program that was
> 'pexec-ed'. I would like to know if this code uses standard things
> 'everyone knows' in the atari world or do I have an old version of
> MT C-Shell or this is what I get for using 'free' stuff.
>
> Thank You
> John Clark
> Internet: pa2183@sdcc15.ucsd.edu

The argv[0] work is done by dLibs, not by Sozobon's compiler.

They are not standard things that everybody knows; Dale Schumacher and John Stanley had to do some detective work to get the argv[0] information correctly filled out. Mark Williams C apparently leaves argv[0] empty; some other compilers on the ST fill in a bogus word such as ya.out.

Try:

```
#include <stdio.h>
main(argc, argv) int argc; char **argv;
{
printf("argv[0] = %s\n", argv[0]);
}
```

... and you'll get some interesting answers, depending on who wrote your C libraries. If you use dLibs, you get the real current name of the program, including the path (c:\cstuff\argv.tos, for example).

Problems with MT C-Shell are not peculiar to Sozobon C and/or dLibs; Mark Williams provides a conversion program to get MWC-compiled software running under the Beckemeyer product.

```
/*
* UUCP: {uunet!rosevax,amdahl!bungia,chinet,killer}!orbit!thelake!steve
* ARPA: crash!orbit!thelake!steve@nosc.mil
* #member <STdNET> The ST Developers Network
*/
From MAILER-DAEMON Thu Mar 9 14:16:50 1989 remote from stag
Received: by stag.UUCP (5.9/smail2.5/03-21-87)
```

```
id AB17658; Thu, 9 Mar 89 14:10:15 CST
Date: Thu Mar 9 13:25:56 1989 CST
From: MAILER-DAEMON@stag.UUCP (Mail Delivery Subsystem)
Subject: Returned mail: User unknown
Message-Id: <8903092010.AB17658@stag.UUCP>
To: thelake!steve

----- Transcript of session follows -----
550 atari.st... User unknown

----- Unsent message follows -----
Received: by stag.UUCP (5.9/smail2.5/03-21-87)
id AA17658; Thu, 9 Mar 89 14:10:15 CST
Path: thelake!steve
Date: Thu Mar 9 13:25:56 1989 CST
To: atari.st@stag
From: thelake!steve@stag.UUCP (Steve Yelvington)
Message-Id: <0209891325560632@thelake.UUCP>
Reply-To: thelake!steve@stag.UUCP
X-Member-Of: STdNet, the ST Developers' Network
Organization: Otter Lake Leisure Society

> I have had your MT C-shell as well as the Micro C-shell for sometime
> now. I have recently downloaded the Sozobon C stuff. The *.TTP
> programs work under the Micro C-shell but not under MT C-shell.
> Atfer some investigation it appears that the Sozobon startup uses
> some interresting methods to find the name of the program that was
> 'pexec-ed'. I would like to know if this code uses standard things
> 'everyone knows' in the atari world or do I have an old version of
> MT C-Shell or this is what I get for using 'free' stuff.
>
> Thank You
> John Clark
> Internet: pa2183@sdcc15.ucsd.edu

The argv[0] work is done by dLibs, not by Sozobon's compiler.

They are not standard things that everybody knows; Dale Schumacher and
John Stanley had to do some detective work to get the argv[0] information
correctly filled out. Mark Williams C apparently leaves argv[0] empty;
some other compilers on the ST fill in a bogus word such as ya.out.

Try:

#include <stdio.h>
main(argc, argv) int argc; char **argv;
{
printf("argv[0] = %s\n", argv[0]);
}

... and you'll get some interesting answers, depending on who wrote your
C libraries. If you use dLibs, you get the real current name of the
program, including the path (c:\cstuff\argv.tos, for example).
```

David Brooks suggests that you may have been bitten by a bug in memcpy().
His replacement for the function appears in the next message.

By the way, problems with MT C-Shell are not peculiar to Sozobon C and/or
dLibs; Mark Williams provides a conversion program to get MWC-compiled
software running under the Beckemeyer product.

```
/*
* UUCP: {uunet!rosevax,amdahl!bungia,chinet,killer}!orbit!thelake!steve
* ARPA: crash!orbit!thelake!steve@nosc.mil
* #member <STdNET> The ST Developers Network
*/
```

362. TOS 1.4 vs NEODESK and UIS-II

Newsgroup: comp.sys.atari.st
Date: 1989-03-10 03:22:00 UTC
From: 01659@AECLCR.BITNET
Message-ID: <8903100344.AA03075@ucbvax.Berkeley.EDU>
Source record: 249534

I have read a mess of specs on TOS 1.4. I also own NeoDesk 2.0 and the UIS-II.
Personally, with NeoDesk and the UIS I cannot see any reason to buy TOS 1.4.
Can someone give me an honest opinion on what advantages 1.4 would provide?

FOLDXXX.PRG fixes the folder limit
DISKFREE.PRG speeds up the slow FAT access
STARTGEM.PRG allows GEM codes to autoexecute
STARTUP.PRG allows system reconfig on boot (my start up screen says:
M=Mac I=IBM A=Atari
to run Spectre, PC_Ditto, GEM
NITE.PRG gives me a screen save
UIS_II.PRG has replaced my need for Crystal for DOS functions from in an appl.
NEODESK.PRG for a hard disk system is essential in my opinion.

(awards of merit should be given to UIS and NEODESK authors)

Why, pray tell, would I want TOS 1.4; my Mega 2 with a Megafile 20 blows away
80286/80287 machines for DTP (average print time from Timeworks DTP to an
SLM804 laser is 43 seconds; average print time from an AT to an HP laserjet
is > 7 minutes for programs like GEM Draw with lots of hash patterns!)

What will I miss out on if I do not get TOS 1.4? Anything?

363. Re: GDOS font format and more fonts questions

Newsgroup: comp.sys.atari.st
Date: 1989-03-10 05:14:42 UTC
From: clj@ksr.UUCP
Message-ID: <8903100514.AA22410@dudley-doright.ksr.com>
Source record: 249535

From: Chris Jones <clj>
Date: Wed, 08 Mar 89 23:35:31 EST

Can someone describe the GDOS font file format (a C header file would probably be great)? Unless I'm missing it in the documentation available to me (MWC 2.0.1, Sozobon C, Abacus GEM and Internals, and ProGEM), my only references to this documentation say to look in "the VDI manual", which I assume is part of the Atari developer's kit. (If I'm missing it, a pointer to read chapter such-and-such would do.)

(Replying to my own request). I found some help in the MWC linea.h file, but it doesn't look like I really have enough information from there to do what I want. Info on G+Plus and Fontz also still desired, thank-you.

364. Re: Adaptec controller boards

Newsgroup: comp.sys.atari.st
Date: 1989-03-10 06:10:04 UTC
From: ritchie@hpldola.HP.COM
Message-ID: <11830035@hpldola.HP.COM>
Source record: 249536

>/ hpldola:comp.sys.atari.st / Allanon@cup.portal.com (Arnie W Elkins) / 1:10 am Mar 8, 1989 /
>As I understand it, the 4000 is the MFM controller, and the 4000A is the
>RLL version. The 4000 works fine with the ICD host adapter and an
>MFM drive--I use the ICD host adapter and a Seagate ST 251-1.
>
>Arnie Elkins
>Allanon@cup.portal.com
>or
>sun!cup.portal.com!allanon
>----------

Isn't the 4070 the RLL controller?
Dave

365. Metafont

Newsgroup: comp.sys.atari.st
Date: 1989-03-10 08:12:44 UTC
From: andre@htsa.uucp
Message-ID: <801@htsa.uucp>
Source record: 249537

Sometime ago Metafont was posted in comp.binaries.atari.st . Is there some
documentation that I missed. If there is I'd like to get that too.
Thanx.

--
Andre v.d. Vlies
Algemene Hogeschool Amsterdam
Technische en Maritieme Faculteit
andre@htsa.uucp or ...{backbones}!htsa!andre

366. Re: question about monochrome monitor

Newsgroup: comp.sys.atari.st
Date: 1989-03-10 08:34:03 UTC
From: klute%trillian.irb@unido.uucp
Message-ID: <1186@laura.UUCP>
Source record: 249538

In article <19890@uflorida.cis.ufl.EDU> drc@beach.cis.ufl.edu writes:
>leftmost column on the screen are strangely compressed. Their height
>is normal but they are noticeably less wide than normal. After a few
>minutes the effect goes away, and all characters look normal. Can
>anyone tell me what causes this and/or how to avoid it? Thanks in
>advance.

I noticed the same effect when my 520ST+ at work got a SH205
harddisk. Whenever I switch on the SH205 before the ST the
effect appears. However, when I switch on the ST before the
harddisk everything looks as it should. So this is what I
am doing:

1. Switch on the ST
2. Wait until the desktop appears
3. Switch on harddisk and floppy
4. Press reset to boot from harddisk

On a ST with built-in floppy this procedure would require a
boot from floppy as you cannot switch it off separatly. Ok, the
whole thing takes a bit longer than a direct harddisk startup
but I couldn't stand that nasty monitor look for hours.

Rainer Klute ---- klute@irb.informatik.uni-dortmund.de
Universitaet Dortmund, IRB |)|/ klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |\|\ ...uunet!mcvax!unido!klute
D-4600 Dortmund 50 ---- Tel.: +49 231 7554663

367. Re: Uniterm

Newsgroup: comp.sys.atari.st
Date: 1989-03-10 13:35:22 UTC
From: EHARNDEN@AUVM.BITNET
Message-ID: <8903101337.AA00820@ucbvax.Berkeley.EDU>
Source record: 249539

is Uniterm available on this network?

Eric Harnden (Ronin)
<EHARNDEN@AUVM>
The American University Physics Dept.
(202) 885-2758

368. Re: lc

Newsgroup: comp.sys.atari.st
Date: 1989-03-10 14:00:12 UTC
From: silvert@cs.dal.ca
Message-ID: <3212@cs.dal.ca>
Source record: 249540

In article <02088903040405 67@dynasoft.UUCP> dynasoft!john@stag.UUCP (John Stanley) writes:
> Alright already. Enough... If someone (anyone) will send me full
>information on the options and what the different formats look like
>I'll take a shot at writing it for the ST...

I've already sent off the source code for Unix to LJDickey, and I think
that he is working on a port. Shouldn't be a problem unless it uses
very unusual Unix libraries, but since I ported it from BSD to V several
years ago that is unlikely. I forget what the code looks like, but I
can make it available. Address requests to ...!dalcs!biomel!bill, not
to this address. But be a bit patient, OK?

--
Bill Silvert, Habitat Ecology Division.
Bedford Institute of Oceanography, Dartmouth, NS, Canada B2Y 4A2
UUCP: ...!{uunet,utai,watmath}!dalcs!biomel!bill
CDN: biomel@cs.dal.CDN BITNET: bs%dalcs@dalac.BITNET

369. Re: Adaptec controller boards

Newsgroup: comp.sys.atari.st
Date: 1989-03-10 14:19:26 UTC
From: ajy2208@ultb.UUCP
Message-ID: <416@ultb.UUCP>
Source record: 249541

NONONO!!
========

The Adaptek 4000a is an MFM controller card. The 4070 is RLL. I have
both boards, but I have never heard of an Adaptek 4000. I'm sure one
exists, perhaps it was an earlier version of the 4000a??

Both the 4000a and the 4070 work reliably with the ICD Host Adapter.
They also work fine with the ICD MIO board for the 8-bit (for anyone who
might be interested)..

Albert Yarusso

Bitnet: ajy2208@ritvax (preferred)
Usenet: ajy2208@ultb.rit.edu

370. Laser C bug? (diasterous)

Newsgroup: comp.sys.atari.st
Date: 1989-03-10 14:20:19 UTC
From: rjd@zaphod.cs.brown.edu
Message-ID: <1709@brunix.UUCP>
Source record: 249542

Well, I just installed the new version of Laser C and the
C Source Debugger. I think I have encountered a horrific
error, but I would like to check with you folks, first.

I make a call to rsrc_load() and give it the *complete* path
of the location of the resource file. When I run the
program, the drive A light comes on (weird enough as it
is, considering the resource file is on the hard disk), and the
program gets a 68000 exception error. When I return to the
desktop, *all* occurrances of my resource file *wherever they
exist on the hard disk* are gone. In addition, any file that
begins with the filename prefix that my resource file had are
gone also.

For instance, in my working directory, I had:
FRED.RSC
FRED.H (the include for the resource)
FRED.C (the C version of the RSC)
In a subdirectory, I duplicated these files for backup purposes.
My program gets to
rsrc_load("d:\workshop\fred.rsc");
I get the exception error, and when I come back, all files
that match FRED.* are gone from the hard disk.

Now, either I've hit some strange combination of code that
does a seek and destroy mission on the FAT, or I've been sipping
too much herbal tea while debugging.

Anyone out there encounter anything remotely like this?

- Rob DeMillo | UUCP: ...ima!brunix!brnpsg!demillo
Brown University | BITnet: DEMILLO%BRNPSG.SPAN@STAR.STANFORD.EDU
Planetary Science Group | Reality: 401-863-3769
"I say your the Messiah, Lord! And I ought to know, I've followed a few!"

371. Re: Spectre 128 GCR

Newsgroup: comp.sys.atari.st
Date: 1989-03-10 16:27:50 UTC
From: dlm@druwy.ATT.COM
Message-ID: <3867@druwy.ATT.COM>
Source record: 249543

in article <1271@cunixc.cc.columbia.edu>, willi@cunixc.cc.columbia.edu (Gary A Williams) says:
> Does anyone out there know what the deal is with Spectre GCR? Is it a
> hardware device or is it some sort of software trick?

The hardware in the ST (17xx series FDC) can only uses MFM encoded disks, the Mac uses GCR. The Mac also uses variable speed drives which spin at 300 to 600 RPM, the ST (and most other computers) use fix speed drives which spin at 300 RPM.

The Spectre GCR is a hardware device (an ST cartridge) that allows the ST to use GCR formatted disks. It also takes care of simulating the variable drive speed the Mac uses. The hardware does require a lot of custom software in order to work.

> Is is supposed to be any more reliable than the ill-fated Translator I?

The "Translator One(tm)" is a fairly reliable product. Very few of the problems people have are actually due to failures of the Translator. Most are caused by the large variations in the brands of floppy drives Atari has sold. Some of the drives Atari sells do not spin at the correct speed (300 RPM) and thus will not work with the Translator, others have electronics that prevent the data from a Mac disk from being read since it doesn't "look" right. STs also have a lot of noise on the floppy disk interface which can interfere with the GCR data on a Mac disk.

The Spectre GCR will remove most but not all of the limitations the Translator One had. It will not be as sensitive to variations in drive speed, or to problems caused by the noisy floppy interface Atari used. Drives with electronics that prevent Mac data from being read will still not work though. (NOTE: There is a simple fix for some of these drives, Gadgets by Small will announce details on that when the Spectre GCR is released.) The Spectre GCR will be much faster than the Translator since it won't be limited to the data rate of the MIDI ports. Reading and writing disks with the Spectre GCR will be just as fast as a real Mac.

Dan Moore
AT&T Bell Labs
Denver
dlm@druwy.ATT.COM
dlm@druhi.ATT.COM

372. Re: DC-PORT & BBS V3.0 for ST.

Newsgroup: comp.sys.atari.st
Date: 1989-03-10 16:50:44 UTC
From: uace0@uhnix2.uh.edu
Message-ID: <720@uhnix2.uh.edu>
Source record: 249544

DC-PORT will cost:

$199.95 for the cartridge and $29.95 for the three DC-PORT cables.
You can order directly from us, or contact MichTron, they will also be
selling the units and cable sets.

MichTron 3.0 is (I believe) $30 to upgrade from 2.1 to 3.0, otherwise
the retail price is $79.95.

Believe me, 3.0 is *GREAT* I have been playing around with the MCL
(MichTron Command Language) which the BBS runs, and I have implemented
E-Mail, F-Mail, Fortune, and Wheel of Fortune with it. I also plan on
doing some other online-type games with it. It is a very, very nice BBS
system, the best Ihave ever played with.

If you want a demo of what it all looks like, call (713)973-6665 or 973-6555

That is our clubs BBS, and it is shaping up very nicely.

- mike vederman

--
for (;;) : Use ATARINET, send an interactive
do_it(c_programmers); : message such as:
: Tell UH-INFO at UHUPVM1 ATARINET HELP
University Atari Computer Enthusiasts : University of Houston UACE

373. Re: TOS 1.4 vs NEODESK and UIS-II

Newsgroup: comp.sys.atari.st
Date: 1989-03-10 16:55:40 UTC
From: uace0@uhnix2.uh.edu
Message-ID: <721@uhnix2.uh.edu>
Source record: 249545

The only thing you will be missing by running all those patches to speed up the old ROMs is the slow bootup time and MEMORY!

NOthing in the new 1.4 could replace UIS II or NEOdesks functionality, but everything sure runs faster under the new ROMs.

- mike

--
for (;;) : Use ATARINET, send an interactive
do_it(c_programmers); : message such as:
: Tell UH-INFO at UHUPVM1 ATARINET HELP
University Atari Computer Enthusiasts : University of Houston UACE

374. MX2

Newsgroup: comp.sys.atari.st
Date: 1989-03-10 17:56:00 UTC
From: MCCABE@MTUS5.BITNET
Message-ID: <8903101756.AA13718@ucbvax.Berkeley.EDU>
Source record: 249546

Date: 10 March 89, 12:54:27 EST
From: Jim McCabe MCCABE at MTUS5
To: INFO-ATARI16 at SCORE.STANFORD.EDU
Subject: MX2

Does MX2 support any message passing (or any communication at all) between processes?

Also, how difficult is it to use GEM while running MX2? What I'd like to do is have a GEM program control it's subprocesses that will run in the background. This program would be the only one using GEM calls... Is this possible?

Jim McCabe
MCCABE @ MTUS5.BITNET

375. 2 questions

Newsgroup: comp.sys.atari.st
Date: 1989-03-10 18:25:06 UTC
From: elixir@m-net.UUCP
Message-ID: <2963@m2-net.UUCP>
Source record: 249547

Hello one and all,}i
I am in need of a command processor that can handle batch files andthe
error code levels that are passed back from a program.
(Ie if I run program A from the command processor I want to return an error
condition and branch on that error code to another batch file or another
within the same bacth file..
It also must be able to exit from its self unattended.
Pcommand will do this for me but it doesnt ve an exit routine that you
dont have to hit return with.
I used to use gulam but I forgot how to use gulam with error codes returned
from programs.
I know anyone running citadel (Or STadel) should be able to help
me out.
I KNOW gulam will work but it DOES take up alot of memory doesn't it?

If I could find something that will work I would appreciate it..
WEven just knowing how to use the error levels to branch to other commands
from gulam will work for now.

376. Kludge for GEMFAST users

Newsgroup: comp.sys.atari.st
Date: 1989-03-10 20:14:53 UTC
From: to_stdnet@stag.UUCP
Message-ID: <738@stag.UUCP>
Source record: 249548

From: thelake!steve@stag.UUCP (Steve Yelvington)

Andrew Gray (agray@eriskay.axion.bt.co.uk) discovered a bug in the
form_alert() function of GEMFAST. The following can be used as a
replacement until Ian Lepore releases a fixed version. Compile to
fixform.o, then link it before the GEMFAST libraries. Your program will be
bigger than it needs to be, but it will work properly.

```
/*
* fixform.c
* kludge to replace bad form_alert() function in GEMFAST 1.0 & 1.1
* link fixform.o before aesfast.a to bind in this version
* instead of the GEMFAST function that returns the wrong values.
*/

unsigned int control[4], global[15], int_in[16], int_out[7];
unsigned int *addr_in[2], *addr_out[1];
extern unsigned char ctrl_cnts[115][3]; /* in crystal.o module of dlibs */

unsigned int *_aespb[6] = /* data to tell AES where to find its mail */
{
control,
global,
int_in,
int_out,
(unsigned int *)addr_in,
(unsigned int *)addr_out
};

/*
* function _aesop(opcode)
* sets the control arrays, kicks AES into action,
* and returns int_out[0]
*/

unsigned int _aesop(opcode)
register unsigned int opcode; /* R7/d7 */
{
control[0] = opcode;
control[1] = (int) ctrl_cnts[(opcode-10)][0];
control[2] = (int) ctrl_cnts[(opcode-10)][1];
control[3] = (int) ctrl_cnts[(opcode-10)][2];
asm(" move.l #__aespb,d1 ");
asm(" move.w #200,d0 ");
asm(" trap #2 ");
return int_out[0];
```

```
}

int form_alert(button, string)
int button; char *string;
{
int_in[0] = button;
addr_in[0] = (unsigned int *)string;
return _aesop(52);
}

/*
* UUCP: {uunet!rosevax,amdahl!bungia,chinet,killer}!orbit!thelake!steve
* ARPA: crash!orbit!thelake!steve@nosc.mil
* #member <STdNET> The ST Developers Network
*/
```

377. Re: Looking for MIDI MAZE

Newsgroup: comp.sys.atari.st
Date: 1989-03-10 20:45:54 UTC
From: danscott@atari.UUCP
Message-ID: <1381@atari.UUCP>
Source record: 249549

in article <136@mirsa.inria.fr>, colas@mirsa.inria.fr (Colas NAHABOO) says:
> - somebody give me the adress of a mail-order US software distributor
> having midi-maze in stock (not just on its catalog!), or the adress
> of "Hybrid Arts" which edited midi maze, I think.

Hybrid Arts address is:

Hybrid Arts
11920 West Olympic Boulevard
Los Angeles, CA 90064
(213) 826-3777

Dan/Atari Corp.

378. Re: GDOS font format and more fonts questions

Newsgroup: comp.sys.atari.st
Date: 1989-03-10 20:48:29 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440015@hplsla.HP.COM>
Source record: 249550

```
|
|Also, I've seen references in STart and other places praising G+Plus. Does
|anyone have a quick review of this? I understand it's faster than GDOS (does
|it have higher quality (i.e. fewer bugs and/or increased performance)?), though
|I don't find GDOS's speed to be real annoying (I don't use a lot of graphics in
|DTP, which I understand is a big part of the problem).
|----------

I received my copy of G+Plus last night (along with LDW Power). I fired up
LDW Power with GDOS and it was pretty snappy re-displaying when paging and
scrolling. I installed G+Plus and it was noticeably faster. I put G+Plus into
"solid" mode and it was faster still - i.e. damn fast! My initial impression
is very favorable for both programs.

The curious thing is that LDW states that GDOS is necessary only for saving
spreadsheets and printing graphs. What's GDOS doing the rest time - getting
in the way?

G+Plus comes with a manual that might as well be called "All You Ever Wanted
to Know About GDOS But Were Afraid to Ask". As if that wasn't enough, there's
also a disk file that expounds further!

I'll be installing G+Plus on my Easy Draw disk next and that should prove
interesting!

%%%
```

379. Re: SM124 Diminishing Screen

Newsgroup: comp.sys.atari.st
Date: 1989-03-10 21:02:46 UTC
From: 35002_3025@uwovax.uwo.ca
Message-ID: <1850@uwovax.uwo.ca>
Source record: 249401

In article <890309.10354523.009357@SFA.CP6>, Z4648252@SFAUSTIN.BITNET (Z4648252) writes:
>
> A question was raised regarding the SM124's shifting of the screen
> to the right, SOMETIMES, and its being normal (centered properly) other
> times probably when the system is rebooted. I also get that here on my
> monitor. The problem seems that the 'picture' on the monitor is never in
> the same position per bootup. Allam Pratt summed up the fix with:
>
I, too, am having the same problem. My local dealer suggested that the horror-
zontal hold was off. For me, it only happens occassionally, and a re-boot will
cure it. I am sure that the problem can be fixed if I had the horror-zontal
hold fixed - but that costs money and time....

Kevin-john Conway
...a librarian from hell...

School of Library and Information Science
University of Western Ontario
London Canada
"...deviants from the norm..."

"My ideas may be silly, but I'm not. I'm positively skewed!"

35002_3025@uwovax.uwo.ca
conway@uwovax.bitnet
kjc@uwovax.bitnet

380. bug in gcc V1.34 crt0.s -- fix included

Newsgroup: comp.sys.atari.st
Date: 1989-03-10 21:10:57 UTC
From: bammi@dsrgsun.ces.cwru.edu
Message-ID: <579@cwjcc.CWRU.Edu>
Source record: 249402

```
Thanks to eric smith who reported the following serious bug in
gcc V1.34 startup file (crt0.s):

i had tried to include a redirection for stderr to console, so that
gcc applications would not need a wrapper shell to run in by doing
a
Fforce(2,(short)Fdup(1))
in crt0.s. This works fine, until you try to redirect stdout from
a shell (like gulam)
a.out > foo
what happens is that stdout and stderr end up in foo (another exotic TOS
bug -- is this fixed in tos 1.4??)
Now if you try to run this program a second time:
- i get error code -61
- eric smith reported that some files got trashed
so depending on your setup, i suspect one of the two will happen.
Please apply the patch enclosed below that backs out these changes, and
recompile and install crt0.o in $GNULIB. Hopefully we will come up
with a better scheme for stderr soon:
--
*** crt0.s~ Fri Mar 10 16:00:34 1989
--- crt0.s Fri Mar 10 16:01:00 1989
***************
*** 146,162 ****
| movw d3, sp@- | push argc
movel d3,sp@- | .. jrd

- movw #1, sp@- | set up stderr ++jrb
- movw #0x45,sp@- | Fforce(2,(int)Fdup(1))
- trap #1
- movw d0,sp@-
- movw #2,sp@-
- movw #0x46,sp@- | Fforce
- trap #1
- lea sp@(10),sp | adjust stack
-
- subl a6, a6 | clear link reg - why I don't know
-
| here we set up a trap handler for address errors - this is used in
| doing long branches and long bsrs (see comments in Leat()).

--- 146,151 ----
usenet: {decvax,sun}!cwjcc!dsrgsun!bammi jwahar r. bammi
csnet: bammi@dsrgsun.ces.CWRU.edu
arpa: bammi@dsrgsun.ces.CWRU.edu
```

compuServe: 71515,155

381. Re: Replacement memcpy() for dLibs(really - other bugs)

Newsgroup: comp.sys.atari.st
Date: 1989-03-10 21:20:46 UTC
From: mj@myrias.UUCP
Message-ID: <938@myrias.UUCP>
Source record: 249403

```
Beside of a memcpy bug in dLibs here are two others (minor)
- access() return values are reversed
- system() is practically guaranteed to fail /* not very hard
to replace */

Does anybody has a list of known bugs for Sozobon/dLibs? Maybe
we should poll our knowledge in order to help to make this software
better. But we need a clearinghouse for that purpose. Or maybe
it already exists?

Michal Jaegermann
Myrias Research Corporation
...{ncc, alberta}!myrias!mj
```

382. Re: Two HD's?

Newsgroup: comp.sys.atari.st
Date: 1989-03-11 00:10:59 UTC
From: Xorg@cup.portal.com
Message-ID: <15649@cup.portal.com>
Source record: 249404

Funny you should mention that :-], I'm in the middle of a major hard drive upgrade. Mine started when I replaced the Miniscribe 8438 in my Supra 30 meg drive with a Seagate 157R. Now I had an extra mech and needed a case, so I bought an ICD Fast style case that holds two drives! Once that arrives I'll send mail on the cabling. Word of warning though - you *need* a controller board that can handle two drives, I have an OMTI 3527 that does the trick.

Peter Szymonik
Xorg@cup.portal.com

383. FTPing from score.stanford.edu

Newsgroup: comp.sys.atari.st
Date: 1989-03-11 02:56:00 UTC
From: BHOLMES@WAYNEST1.BITNET
Message-ID: <8903110306.AA12183@ucbvax.Berkeley.EDU>
Source record: 249405

Does one need a password for the <INFO-ATARI> directory at score?
When ever I 'cd' to that directory is get the following message:
331 Default name accepted. Send password to connect to it.

Although I have no problem getting a 'dir' or 'get'ing a file,
after a little bit, I get the following message:
421 Autologout - job idle too long/time exceeded without login.

The packets were still proceeding normaly when I received this message,
so I was wondering if this happened because I didn't send a password for
this directory or what?

```
*****************************************************************
* Brian Holmes \ / ___ *
* Wayne State University \/\/su | | *
* Detroit Michigan ____| |____ *
* | | | | *
* BITNET : BHOLMES@WAYNEST1 | | | | *
* INTERNET : Brian_Holmes@UM.CC.UMICH.EDU | | | | *
* UUCP : {UMIX|ITIVAX}!WAYNE-MTS!BRIAN_HOLMES ============= *
*****************************************************************
Acknowledge-To: Brian Holmes <BHOLMES@WAYNEST1>
```

384. Re: TOS 1.4 vs NEODESK and UIS-II

Newsgroup: comp.sys.atari.st
Date: 1989-03-11 02:57:44 UTC
From: clf3678@ultb.UUCP
Message-ID: <418@ultb.UUCP>
Source record: 249406

Why would you want TOS 1.4 instead of UIS or NeoDesk?

Because it is in ROM, and doesn't take up 300k like ALL the other hundreds of programs you need. If you have a Mega 2, memory concerns aren't as great as us folks with 520's and a meg upgrade.

I'd KILL to have TOS 1.4 in my machine to fix all the nasties I've got now. But I will never see it in my machine (assuming Atari's track record for upgrading older machines doesn't change).

That brings up an interesting point. Why doesn't Atari put out a daughterboard so that all of us who have older machines can enjoy 1.4? It only seems fair. We spent our money on Ataris just like you guys with the Mega 2, only we spent it a few years earlier. :^)

If the size of the program is too big for the 256k chips we use now, Atari could:

1) Put out a smaller version (if this is possible) to fit into our machines.
2) Write the ENTIRE thing in Assembly (as it should be) to conserve space and speed things up.

I'm not ragging on anybody/anything, but it just annoys the heck out of me that I can't get all these new things for the machine I prefer to own. Just be glad you have the POSSIBILITY of getting TOS 1.4!

=cf=

385. (none)

Newsgroup: comp.sys.atari.st
Date: 1989-03-11 04:47:26 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <890310.22472534.012112@SFA.CP6>
Source record: 249407

```
INDEX

Larry Rymal <Z4648252@SFAUSTIN.BITNET>
```

386. Re: Adaptec controller boards

Newsgroup: comp.sys.atari.st
Date: 1989-03-11 06:36:52 UTC
From: rthurlow@van-bc.UUCP
Message-ID: <2312@van-bc.UUCP>
Source record: 249408

In article <404@ultb.UUCP> clf3678@ultb.UUCP (C.L. Freemesser (709ITP)) writes:
>Let's see if we can get this straight.
>
>The Adaptek 4000 and 4000A are the MFM controllers.
>The Adaptek 4070 and 4070A are the RLL controllers.
>
>I THINK the A is just a revision of the older 4000/4070.

NO!!!!!!!!!!!!!!!!!!!!!!

Please, people, check your facts! This thread could result in a lot of people buying the wrong card. I quote from the Adaptec "ACB-4000 Series User's Manual":

"The ACB-4000A Controller ... supports SCSI features and controls two Winchester drives. The ACB-4000A also supports both hard-sectored and soft-sectored removable drives, as well as all ST506/412 type fixed drives. The ACB-4000A was previously known as two separate products, the ACB-4000 and the ACB-4010. It is fully compatible with these products."

The inescapable conclusion I come to after reading that is that the Adaptec 4000 (no 'A') is NOT complete, and that you would need the 4010 as well to get a working system. If this is wrong, someone with a 4000 (no 'A') should break their silence and put us straight about the differences. DO NOT BUY AN ADAPTEC 4000 unless you know how it differs from the 4000A, because the 4000A is the one people are running.

Buy an Adaptec 4000A for MFM and a 4070 for RLL; that *works* (I have the former sitting directly in front of me). There does not appear to have ever been an Adaptec 4070. This "I THINK" crap is just going to cause trouble; if you don't have it, BTFM or CTFM so that you can RTFM.
--
"There was something fishy about the butler. I think he was a
Pisces, probably working for scale." - Nick Danger
Robert Thurlow {uunet,ubc-cs}!van-bc!rthurlow
Vancouver, BC, Canada or rthurlow@van-bc.UUCP
In the heart of Kitsilano or rthurlow@wimsey.bc.ca

387. Re: For Sale

Newsgroup: comp.sys.atari.st
Date: 1989-03-11 07:24:28 UTC
From: c60b-id@buddy.Berkeley.EDU
Message-ID: <10952@pasteur.Berkeley.EDU>
Source record: 249409

For Sale...
Atari520STFM with 512K, internal DS/DD drive, SC1224 color monitor, and
Citizen 120D printer. Only 6 months old.

$650 takes it all!

388. Re: GDOS font format and more fonts questions

Newsgroup: comp.sys.atari.st
Date: 1989-03-11 07:36:49 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <15671@cup.portal.com>
Source record: 249410

Chris Jones asks about GDOS fonts, and how to modify them...

Yes.. by all means, if you're going to be working with GDOS fonts at all, you're going to need FONTZ... it will allow you to add those Spanish characters to the existing font.. *easily*

It's ability to import and edit fonts created on other machines, notably the Mac, is also invaluable.

Other than the Public Domain font editor GEMFED, Fontz is the only GDOS font editor I'm aware of..

BobR

389. Metafont for ST

Newsgroup: comp.sys.atari.st
Date: 1989-03-11 19:21:31 UTC
From: lean@sbcs.sunysb.edu
Message-ID: <2338@sbcs.sunysb.edu>
Source record: 249411

I have received quite a lot of mail regarding the Metafont program
(and misc files) that was posted recently on comp.binaries.atari.st

I do not have the sources currently. I got them (everything) from
John Dunning who is the one that did the port. { THANKS, John !! }

Yes, I forgot to send Steve the definition files (.mf) for roman,
math, etc. I'll post them here in the next couple of days :)

Some asked about where the Epson and Atari modes are defined. I'm not
quite sure, but i think it's already pre-loaded in the program itself.
They worked just as advertised!

Generating the fonts takes about 15-30 minutes per font size/type.
Be warned - if you use DVIST, you can get carried away and use days' worth
of CPU time to generate lots of fonts for it. But they're worth it in the
end, though. Mag=2000 in DVIST is really cool !!

...Lean
--
if you can dream it, you can do it ... CSNET:lean@sbcs.csnet
... go sleep ARPA:lean@sbcs.sunysb.edu
UUCP:{allegra, hocsd, philabs, ogcvax}!sbcs!lean

390. The incredible disappearing RSC file...

Newsgroup: comp.sys.atari.st
Date: 1989-03-11 20:39:02 UTC
From: rjd@cs.brown.edu
Message-ID: <1802@brunix.UUCP>
Source record: 249412

```
Well, for anyone that paid attention to my last posting, half
of the problem was solved. As I stated in my last posting, the
new version of Laser C seemed to selectively distroy all files
on my hard disk that started with the filename given in my
rsrc_load()
function.

I received a mail message from Ted Miller here at Brown University
that pointed out that I was at least partially brain dead. (Um,
those are my words, not Ted's...) It seems that in my excitement
about playing with Laser C, I left my mind on hold and forgot
to enter the '\\' character in the path name. (This also explains
why the Atari accessed drive A:, since the path was non-existant)
So, instead of
rsrc_load("e:\workshop\test.rsc");
I should have had:
rsrc_load("e:\\workshop\\test.rsc");

Ok, I make the change, and everything is fine. The problem is
solved, or is it?

Obviously, the above change gets me on my way, but my original
question is still there: why did the badly constructed string
cause rsrc_load() to go on a killing spree on my hard drive?

Any ideas anyone?

- Rob DeMillo | UUCP: ...ima!brunix!brnpsg!demillo
Brown University | BITnet: DEMILLO%BRNPSG.SPAN@STAR.STANFORD.EDU
Planetary Science Group | Reality: 401-863-3769
"I say your the Messiah, Lord! And I ought to know, I've followed a few!"
```

391. Re: question about monochrome monitor

Newsgroup: comp.sys.atari.st
Date: 1989-03-11 21:22:03 UTC
From: ftw@masscomp.UUCP
Message-ID: <856@masscomp.UUCP>
Source record: 249413

In article <19890@uflorida.cis.ufl.EDU> drc@beach.cis.ufl.edu writes:
>leftmost column on the screen are strangely compressed. Their height
>is normal but they are noticeably less wide than normal. After a few
>minutes the effect goes away, and all characters look normal. Can
>anyone tell me what causes this and/or how to avoid it? Thanks in
>advance.

One of two things here. First, you could have a defective component in the horizontal sweep circuitry that gets a bit better as it warms up. One way to track down such beasties is with a can of "freeze mist" (assuming you want to fix it yourself).

Another thing that perhaps the horizontal centering control is near the edge of it's useful range. The way I adjusted mine was this:

Turn the horizontal centering control in one direction until you notice a bit of folding (characters getting squished). Back the control off 'til this just disappears. Note the position of the control. Now, turn it the other direction and watch for the same thing on the other side of the screen. Back the control off again and not its new position. Move the control exactly between these two points. If the resulting picture is not centered on the screen, then use the centering rings on the back of the yoke to correct it.

This adjustment should be done when the monitor is fully warmed up. If you do this adjustment, and the folding is still present when the monitor is cold, then you'll need to track down the defective component.

I can provide more details if you like; they're a bit tedious, so I hesitate to post them. Good luck!

--
Farrell T. Woods Voice: (508) 392-2471
Concurrent Computer Corporation Domain: ftw@masscomp.com
1 Technology Way uucp: {backbones}!masscomp!ftw
Westford, MA 01886 OS/2: Half an operating system

392. Running IBM Software on an Atari ST with PC-Ditto

Newsgroup: comp.sys.atari.st
Date: 1989-03-11 21:36:55 UTC
From: arya@eros.Berkeley.EDU
Message-ID: <10966@pasteur.Berkeley.EDU>
Source record: 249414

I received a brochure from Gadgets by Small that mentions a product called PC-Ditto from Avante-Garde (I'm not positive of the name, I don't have the brochure with me right now) that allows an ST to run IBM Software. Supposedly this product can coexist with the Spectre 128, and with the aid of a piece of public domain software, allow selection of Mac, IBM, or Atari mode at boot-time.

Can anyone attest to the quality of the IBM emulation PC-Ditto provides? I'd also like to know the company's phone number and a rough estimate of its price, and how it "plugs" into an ST.

-Manish Arya
arya@ernie.berkeley.edu

393. Message

Newsgroup: comp.sys.atari.st
Date: 1989-03-11 23:37:00 UTC
From: LISTSERV@MARIST.BITNET
Message-ID: <8903112340.AA06187@ucbvax.Berkeley.EDU>
Source record: 249415

```
Error 2013 from LSVFWR1 INFO-A16 89-01256 I while logging mail for INFO-A16.
An incomplete copy of the message might be present in the notebook. List is
being held with current mailing being postponed. Your file (7452) has been
transferred to HARRY@MARIST.
```

394. Re: Information about AtariST<->Roland D-50

Newsgroup: comp.sys.atari.st
Date: 1989-03-12 03:16:58 UTC
From: jtn@potomac.ads.com
Message-ID: <7673@potomac.ads.com>
Source record: 249416
Cross-posted to: rec.music.synth,comp.sys.atari.st

> I own an Atari 1040ST with a Roland D-50 synthesizer.
> Are there any people on the net who can give me some information
> about making my own sounds ? I need some realistic piano sounds and
> some E-piano (Fender Rhodes) sounds.

Realistic piano sounds on the D50? HA HA HA HA HA HA WOO hee hee
hee....

Sorry, I guess by now you have realized that there really isn't a
credible piano in the D50 to save its life. There are some really
good Fender Rhodes patches around though. One of the thrid-party
vendors out there has a killer patch but I don't recall who. You can
probably whip one up by experimentation that will suit your needs.

The D50 has a lot of great pads, strings and some wild synth stuff but
only a half dozen or so acceptable realistic anythings.

395. atari chip contact problems

Newsgroup: comp.sys.atari.st
Date: 1989-03-12 03:26:06 UTC
From: I656@UNB.CA
Message-ID: <ID9760.D890311.T232606.I656@UNB.CA>
Source record: 249417

THERE IS A SUBSTANCE NOW ON THE MARKET CALLED 'TWEAK' FOR AUDIO
APPLICATIONS WHICH IS SUPPOSED TO ENHANCE CONTACTS AND MINIMIZE CONTACT
LOSSES. WHAT I'D LIKE TO KNOW IS THIS: HAS ANYONE TRIED THIS STUFF
(OR VARIANTS OF IT) ON THE CHIPS INSIDE THE ST THAT ARE CAUSING
PROBLEMS? DOES ANYONE KNOW OF A REASON WHY IT SHOULDN'T BE USED?

```
=========================================================================
= _________________________ =
= / _____________________O =
= / /!_____________________ "NOTHING IS IMPOSSIBLE" =
= / /_/_____________________O =
= /_____________________________ (IT MAY JUST SEEM THAT WAY) =
= !_____________________________O =
= =
=-----------------------------------------------------------------------
= CHRIS FULLERTON =
= I656@UNB.CA IF YOU CAN FIGURE OUT HOW TO =
= UNIVERSITY OF NEW BRUNSWICK GET MAIL TO ME, YOU OBVIOUSLY =
= FREDERICTON, N.B. KNOW MUCH MORE ABOUT IT THAN I. =
= =
=========================================================================
```

396. Trak-Ball/Parsec Pixel Plus

Newsgroup: comp.sys.atari.st
Date: 1989-03-12 03:34:44 UTC
From: cstein@jarthur.Claremont.EDU
Message-ID: <462@jarthur.Claremont.EDU>
Source record: 249418

I just bought an Atari "Trak-Ball Controller" for my ST in hopes it would function as a mouse. It didn't. When I select Trak-Ball mode, everytime I move the ball either left or right, the mouse pointer moves left. When I move the ball either up or down, the mouse pointer moves down. The proportional speed does seem to work with the mouse pointer, though. I have not tried it in the joystick mode yet, but I would assume it does function like a joystick. Does anyone have any ideas on making it work?

I read last summer in _The Games Machine_, a British magazine, an article about a special graphics board which plugs into the cartridge port and gives your ST phenomenal graphics. It was called the Parsec Pixel Plus, and was being designed by Elmtech, I think. It had a resolution of 1024x1024 and would display 256 colors per raster line, and had a palette of 16 million colors. I think it also ran at a speed of 6.25 MIPS, and would work on all ST's. Has anyone else heard about this? Does anyone know what is happening with its development?

Thanks for any help.

-- Cliff Stein

(cstein@jarthur.claremont.edu cstein@jarthur.UUCP cstein@hmcvax.BITNET)

397. Kermit in uw

Newsgroup: comp.sys.atari.st
Date: 1989-03-12 03:40:15 UTC
From: c60c-3ds@web-1b.berkeley.edu
Message-ID: <21523@agate.BERKELEY.EDU>
Source record: 249419

I have tried to use the Kermit feature in UW, but it keeps timing out.
I tell kermit "send file" and from UW, I select kermit, and recieve.
The file mode is set the same on both sides as well.
What am I doing wrong?

John Kawakami c60c-3ds@web.berkeley.edu

398. Re: TOS 1.4 vs NEODESK and UIS-II

Newsgroup: comp.sys.atari.st
Date: 1989-03-12 03:47:21 UTC
From: jansen@atari.UUCP
Message-ID: <1383@atari.UUCP>
Source record: 249420

in article <418@ultb.UUCP>, clf3678@ultb.UUCP (C.L. Freemesser) says:
>
> I'd KILL to have TOS 1.4 in my machine to fix all the nasties I've got
> now. But I will never see it in my machine (assuming Atari's track
> record for upgrading older machines doesn't change).

Everything I have heard has said that Atari _is_ planning to make TOS 1.4
available to owners of existing machines. TOS 1.4 is a very different
animal than the 4/22/87 ROMs. The main point of 4/22 ROMs was the support
for the BLiTTER. TOS 1.4, on the other hand, is a significant upgrade even
without a blitter; it makes sense to make it available to everyone.

--
"Question" Mark Jansen UUCP: ...ames!atari!jansen
Atari Corporation BIX/GEnie: mjansen
These views do not necessarily reflect those of Atari Corporation.
"I want that car. I need the keys. Thank you. Bye."

399. Finding menu state

Newsgroup: comp.sys.atari.st
Date: 1989-03-12 04:53:23 UTC
From: saj@chinet.chi.il.us
Message-ID: <7912@chinet.chi.il.us>
Source record: 249421

Another in my endless series of questions about obvious/obscure points of Atari ST programming. Is there a neat way for a program to tell whether a menu is dropped? I didn't think this would be an issue, because I thought that once a menu drops the main program should be suspended as long as the menu is down. Doesn't work that way. I don't really want the program I'm working on to update the screen while a menu selection is being made--- kinda the reverse of disabling menus while you do screen updates. I don't even have bright but unpleasant ideas on this one: best I've come up with is walk the rectangle list and see if the part the present application doesn't own looks like a menu. Not bright & not reliable. What's the right way?
Steve J.

400. Re: Metafont

Newsgroup: comp.sys.atari.st
Date: 1989-03-12 15:48:06 UTC
From: mark@lakesys.UUCP
Message-ID: <455@lakesys.UUCP>
Source record: 249422

In article <801@htsa.uucp> andre@htsa.uucp (Andre van der Vlies) writes:
>Sometime ago Metafont was posted in comp.binaries.atari.st . Is there some
>documentation that I missed. If there is I'd like to get that too.
> Thanx.

"The METAFONTbook" by Donald E. Knuth, Stanford University.
Addison Wesley Publishing Company.
ISBN 0-201-13444-6

As far as I know this is the only documentation on METAFONT. It's by
the author of the METAFONT/TeX software. It's pretty good reading (I'm
reading it now).

--
Mark A. Storin
Lake Systems, Milw., WI
mark@lakesys.lakesys.COM

401. Re: Adaptec controller boards

Newsgroup: comp.sys.atari.st
Date: 1989-03-12 18:28:54 UTC
From: jlong@afit-ab.arpa
Message-ID: <978@afit-ab.arpa>
Source record: 249423

I have a basic question along the same line as this thread is going, (I think). I have the chance to get a CDC WREN-I 36 Meg drive. Qustion: Is this drive (it is supposed to have an ST-506 interface) compatible with the ICD or Supra adapters and if so, which controller will I need for it? Please reply soon, as I need to close the deal for the drive ASAP. Thanks for any tips, warnings or encouragement! Jeff Long

402. Barco GD 33

Newsgroup: comp.sys.atari.st
Date: 1989-03-12 18:58:06 UTC
From: dav@eleazar.dartmouth.edu
Message-ID: <12634@dartvax.Dartmouth.EDU>
Source record: 249424

I was given a Barco GD33 monitor. This is a color monitor that
is used with a GIGI terminal. Does anyone out in netland know
if it can be safely used with the 1040 st?

_
"Shadow, do something! Those flying Morpheous / \
birds are going to get us!" Psimon / _ \
shadow master / //\ \
"O.k., o.k., I'll cast Dav El II / // \\ \
Transmute Roc to mud." / /____\\ \
We are the /________\\ \
warrior spirit. __________\/

403. Re: Running IBM Software on an Atari ST with PC-Ditto

Newsgroup: comp.sys.atari.st
Date: 1989-03-12 19:45:52 UTC
From: Xorg@cup.portal.com
Message-ID: <15733@cup.portal.com>
Source record: 249425

Hi Manish, unlike Spectre 128, pc-ditto is not *yet* a hardware emulator. pc-ditto is strictly software emulator that does a great job emulating an XT albeit at about 50-80% IBM speed depending on the program being run. It costs $89 retail, about $65 mail order. Avant Garde's phone number is (904)-221-2904 9-5 EST.

There is more though! Scheduled for release at the World of Atari show in April is pc-ditto II, a HARDWARE and software emulator that will be more compatible and run at 100% XT speed! Avante Garde is offering current owners of pc-ditto and any new buyers a coupon for 50% off the hardware emulator when it is released! Now thats company support!

Peter Szymonik

404. Re: TOS 1.4 vs NEODESK and UIS-II

Newsgroup: comp.sys.atari.st
Date: 1989-03-12 19:54:20 UTC
From: clf3678@ultb.UUCP
Message-ID: <424@ultb.UUCP>
Source record: 249426

Well if you have a Mega or a newer 1040, you have the 4/22/87 ROMS that Mark mentioned. BUT, what about the old 520s (like mine) and the older 1040 machines that have the ORIGINAL ROMS?

Sure, the Mega can have the new ROMS because it has the required sockets for them (2 sockets). BUT, my machine has the smaller-capacity 6 sockets, which don't support the 1 meg chips 1.4 will use. A daughterboard is required to interface the chips into the sockets I have now.

Now I know that Atari's attitude is changing quite a bit towards the better (something I really like to see). It will be interesting to see if it changes enough to put out this fantastic upgrade for ALL machines. I really don't care about the BLITTER, but 1.4 is almost a necessity (it fixes SO many things and speeds up others). I guess it's a "wait and see" game now.

=cf=

405. Re: Finding menu state

Newsgroup: comp.sys.atari.st
Date: 1989-03-12 20:27:03 UTC
From: saj@chinet.chi.il.us
Message-ID: <7918@chinet.chi.il.us>
Source record: 249427

About 12 hours after I asked how to tell if a menu is dropped I figured out a way to do it (although it takes some discipline to make it work). Test the states of the TITLE objects in the menu. As long as they're all set to normal before the menu is activated, they should stay that way unless a menu drops. I haven't tested this yet, and I still worry that clicking off the menu without making a selection might not reset the TITLE states.
Steve J.

406. pd c compiler???

Newsgroup: comp.sys.atari.st
Date: 1989-03-12 20:32:56 UTC
From: T7M-HUSG@FINTUVM.BITNET
Message-ID: <696T7M-HUSG@FINTUVM>
Source record: 249428

I wonder if anyone could send me the sources and binaries of that
recent c-compiler. I missed it unfortunately and I don't seem to
get to the ssyx archives!

Thanks in advance,

H H Y Y SSSSS K K Y Y / EMAIL AS T7M-HUSG /
H H Y Y SS K K Y Y / /
HHHHH YYYYY SSSSS KKKKK YYYYY / at mammutti.utu.fi /
HH H YY S KK K YY / or fintuvm.bitnet /
HH H YY SSSSS KK K YY / (dated 01.02.89) /

407. Re: TOS 1.4 vs NEODESK and UIS-II

Newsgroup: comp.sys.atari.st
Date: 1989-03-12 20:38:18 UTC
From: rfpfeifle@watcgl.waterloo.edu
Message-ID: <8560@watcgl.waterloo.edu>
Source record: 249429

In article <418@ultb.UUCP> clf3678@ultb.UUCP (C.L. Freemesser (709ITP)) writes:
>Why doesn't Atari put out a
>daughterboard so that all of us who have older machines can enjoy 1.4?

I don't understand? Does this mean that I won't be able to upgrade my
1040 to TOS 1.4? Exactly what machines are upgradeable?

408. dealer support?

Newsgroup: comp.sys.atari.st
Date: 1989-03-12 22:12:07 UTC
From: 35002_3025@uwovax.uwo.ca
Message-ID: <1853@uwovax.uwo.ca>
Source record: 249430

With all of the good news about the renewed dealer support, I am sad to pass on news about a real JERK of a dealer. This fellow lost his dealership with Atari about three weeks ago, and has therefore been trying to cut his losses by advertising what he has to sell. In the bottom part of his advertisement in a local newspaper supplement, this appears:

Personal Computers recommends Amstrad or Amiga.

We want to help you move-up. Trade-ins are now accepted.

Bring us your outdated, unused, unsupported computers for cash-off...
We'll accept such makes as:

Timex Sinclair
TI 99/4s Vic 20
Atari Atari ST
Commodore 64/128

****

I think that this is very insulting. For anyone interested, this dealer is:

Personal Computers
Westown Plaza Mall
301 Oxford Street East
London, Ontario
Canada

{no postal code given in advertisement}

Area Code: 519
Phone Number: 432-8274 or 679-2953

Kevin-john Conway
...a librarian from hell...

School of Library and Information Science
University of Western Ontario
London Canada
"...deviants from the norm..."

"My ideas may be silly, but I'm not. I'm positively skewed!"

35002_3025@uwovax.uwo.ca
conway@uwovax.bitnet
kjc@uwovax.bitnet

409. Hard Disks

Newsgroup: comp.sys.atari.st
Date: 1989-03-12 22:16:34 UTC
From: c184-au@holden.Berkeley.EDU
Message-ID: <11000@pasteur.Berkeley.EDU>
Source record: 249431

There was a good article in STart by Dave Small a few years back about
how to attach two hard disk mechs to a currently functioning hard drive.
It works something like this :
One drive has to be logical unit 0, one drive has to be logical unit 1.
Set the jumpers/switches/whatever on the disk mechs in this manner.
Both drives are connected by a (non-twisted) 34 pin ribbon cable. The
cable runs from one drive mech to the next drive mech to the seagate->scsi
interface. The drive that is in the middle has its terminating resistor
removed. The one on the end doesn't : it is the terminating drive.
Each drive is connected by a 20 pin cable to the interface.
Logically selected drive 0 is connected to the interface's connection #0,
drive #1 goes to interface connection #1. Both drives need power, and
that's just about everything you need to know.
Some 34 pin cables have a 5-pin segment twisted around between two of
the connectors.. this is for swapping drive select signals -- in this
case I believe that both disk mechs should be set to logical unit 0.
(I use a non-twisted cable..)
I followed the article by Small in STart when I hooked up my system
and have had few troubles.

The system I use is a BMS ACSI-->SCSI interface, an adaptec 4070
SCSI-->ST506(RLL) interface, a Seagate 238R and a Seagate 277R.
This totals approximately 95 MB at a cost of around $1000.
The BMS board doesn't seem to have attracted much attention on this
Newsgroup discussion.. I recommend it, especially if you're in the
Berkeley area. When my hard disk died (my own fault), I took my
system to their shack and they kindly helped me out with data recovery.

No fancy sign off -
Dan Filner
c184-au@holden.berkeley.edu

410. Re: TOS 1.4 (really a plea to atari)

Newsgroup: comp.sys.atari.st
Date: 1989-03-12 23:07:25 UTC
From: bammi@dsrgsun.ces.cwru.edu
Message-ID: <582@cwjcc.CWRU.Edu>
Source record: 249432

In article <1383@atari.UUCP>, jansen@atari (Mark O. Jansen) writes:
>Everything I have heard has said that Atari _is_ planning to make TOS 1.4
>available to owners of existing machines. TOS 1.4 is a very different

This is really a request to Atari. I had mailed a similar request a while back, but never got any reply.

Please make TOS ver M.N available as binary files (raw binary, intel/motorola hex whatever). Quite a few of us replaced roms with eproms. This will be really convenient for us, and a lot cheaper for both parties.

advance thanks,
usenet: {decvax,sun}!cwjcc!dsrgsun!bammi jwahar r. bammi
csnet: bammi@dsrgsun.ces.CWRU.edu
arpa: bammi@dsrgsun.ces.CWRU.edu
compuServe: 71515,155

411. More on Hard Drives...Megafiles

Newsgroup: comp.sys.atari.st
Date: 1989-03-13 01:44:14 UTC
From: nims@accuvax.nwu.edu
Message-ID: <562@accuvax.nwu.edu.NWU.EDU>
Source record: 249433

With all the messages about Hard Drives and Controllers going on, I have a question. I just bought an Atari Megafile 30. Is the controller in it capable of supporting two Hard drives? I'd like to add another drive to the system soon, and iff possible, I'd like to hook it in through the Megafile.

Thanks...

Christopher D. Nims
Northwestern University
Academic Computing & Networking Services (ACNS)
nims@accuvax.nwu.edu

412. (none)

Newsgroup: comp.sys.atari.st
Date: 1989-03-13 03:01:08 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <890312.21010783.012390@SFA.CP6>
Source record: 249434

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413. MOUSE MODEL NUMBER

Newsgroup: comp.sys.atari.st
Date: 1989-03-13 03:31:27 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <890312.21312659.012390@SFA.CP6>
Source record: 249435

Could anyone in the know please post the model and series number of
the MicroSoft mouse that Richard has been referring to?
Thanks!!!

Larry Rymal <Z4648252@SFAUSTIN.BITNET>

414. GEM Objects

Newsgroup: comp.sys.atari.st
Date: 1989-03-13 04:57:00 UTC
From: 01659@AECLCR.BITNET
Message-ID: <8903130457.AA22507@ucbvax.Berkeley.EDU>
Source record: 249436

In playing around with GEM, I tried replacing the desktop (from within an application) with a Degas Elite picture by:

1. defining the picture as a BITBLK data structure

2. placing the BITBLK data structure into an object data structure where:

OB_TYPE=23 (G_IMAGE)
OB_SPEC=pointer to the BITBLK structure

The replacement worked OK, but in object redraws, the mode is transparent and I cannot see from my documentation how to get into the replace mode. Windows, accessory images, etc, leave ghosts on the new desktop.

If I use a GEM object like a G_BOX, the OB_SPEC lets me set either transparent or replace via the OBJECT COLOR; when I set replace, redraws eliminate the ghosting.

How would I set redraws to replace mode if I am using a G_IMAGE object spec? OBJC_DRAW does not have a parameter to set.

415. Blitter (Was: Re: TOS 1.4 vs NEODESK and UIS-II)

Newsgroup: comp.sys.atari.st
Date: 1989-03-13 08:48:13 UTC
From: meulenbr@cstw01.UUCP
Message-ID: <350@cstw01.UUCP>
Source record: 249437

In article <1383@atari.UUCP> jansen@atari.UUCP (Mark O. Jansen) writes:
>Everything I have heard has said that Atari _is_ planning to make TOS 1.4
>available to owners of existing machines. TOS 1.4 is a very different

*** SARCASM ON ***

Yes Mark.

We've all heard this before.
I bought my 1040 about 2.5 year ago, expecting to be able to add a
blitter soon. Blitters are being delivered with Mega's already quite a
time, and despite the fact that Atari has promised the availability of
blitters to us old-timers, I still have to see one.

Same holds for 1.4. It is announced long long ago.
However I don't believe it before I see it.

Anyway, since my system uses tos less and less, I'll probably burn a few
roms to contain minix instead of tos, and keep a disk version for the
few programs I still use.....

*** SARCASM OFF **

Still a 1040 makes a nice piece of hardware, much better than those AT
boxes with segmentation and that kind of problems....

Regards,
--
Frans Meulenbroeks (meulenbr@cst.prl.philips.nl)
Centre for Software Technology
(or try: ...!mcvax!philmds!prle!cst!meulenbr)

416. Failure of your mail.

Newsgroup: comp.sys.atari.st
Date: 1989-03-13 09:03:32 UTC
From: FTP@ukc.ac.UK
Message-ID: <8903130124.AA19862@mcvax.cwi.nl>
Source record: 249438

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Your mail to uk.co.stc.idec failed when the file was transferred.
The mail at this host was to be sent to the follow addresses.

stuser%uucp.cel@uk.co.stc.idec

This was due to an error at uk.co.stc.idec.
The reason given was:

File access denied

The body of your mail follows.

Received: from nss.cs.ucl.ac.uk by kestrel.Ukc.AC.UK via Janet (UKC CAMEL FTP)
id aa27084; 11 Mar 89 17:36 GMT
Received: from NSS.CS.UCL.AC.UK by NSS.Cs.Ucl.AC.UK via List-Channel
id aa10406; 11 Mar 89 16:01 GMT
Received: from score.stanford.edu by NSS.Cs.Ucl.AC.UK via Satnet with SMTP
id aa10275; 11 Mar 89 15:49 GMT
Date: Fri 10 Mar 89 18:31:30 PST
Subject: Info-Atari16 Digest V89 #72
From: Info-Atari16 Digest <Info-Atari16@edu.stanford.score>
Original-Sender: Info-Atari16-request@edu.stanford.score
Errors-to: Info-Atari16-request@Score.Stanford.EDU
Maint-Path: Info-Atari16-request@Score.Stanford.EDU
To: Info-Atari16 Distribution List: ;
Reply-to: Info-Atari16@edu.stanford.score
Sender: info-atari16-request@uk.ac.ucl.cs.nss

Info-Atari16 Digest Friday, March 10, 1989 Volume 89 : Issue 72

This weeks Editor: Bill Westfield

Today's Topics:

Hard Drive Kits
Re: Right of reply, virus- public, private- a thin line
Fun With Your Hard Drive Project
Messenger Plus software for Magic Sac
form_dial() (was Re: Who have I clobbered? (GEM windows))
Discovery questions?
FTP sites
Debugger/Monitor
Re: lc
Re: Fleet Street Publisher 2.0
Virus 101 - Chapter 1

------------------------------------------------------------------------
```

Date: 1 Mar 89 16:09:18 GMT
From: nyser!cmx!wotan!gjwelych@cunyvm.cuny.edu (Greg Welych)
Subject: Hard Drive Kits
To: info-atari16@score.stanford.edu

Hi there. I just purchased a Sheagate ST4096 80Meg full height hard drive,
and would like to know which hard dive kits are the best?

I have various questions about the kits:

1) Which kits support full height dives?
2) Which interface hardware is the best?
3) Which softare best supports an 80Meg drive? How many partitions are
allowed? Auto-bootable? Whats the maximum size of a partition? Is
it compatible with Minix or other OSs?
4) How large is the case? Does the fan make alot of noise?
5) Which Adaptec interface is the best for a MFM drive?
6) Which kit is the fastest? Which is the easist to put together?
7) What are the prices?

Please Email me directly. If anybody wants me to summarize, send me
Email.

Thanks in advance for any and all replies.
Greg Welych.

gjwelych@top.cis.syr.edu
#! rnews

Date: 1 Mar 89 15:14:57 GMT
From: biar!trebor@cu-arpa.cs.cornell.edu (Robert J Woodhead)
Subject: Re: Right of reply, virus- public, private- a thin line
To: info-atari16@score.stanford.edu

In article <1154@lzfme.att.com> jwi@lzfme.att.com (Jim Winer @ AT&T, Middletown, NJ)
writes:
>Most virus detecting programs work by intercepting writes to the
>hard disk and by checksumming programs before running them. A small
>change in a virus is not going to make it invisible to this type of
>checking.

Correct (sort of) but misleading. Virus detecting inits such as Vaccine
work by intercepting certain resource manager calls. Unfortunately, they
can get in the way. Checksumming programs is fine, but it involves adding
checksums to each application or storing them in a central file; each is
vulnerable to viral action. Viruses can be reprogrammed to avoid these.

Additionally, when you talk about detect and REPAIR programs, small changes
in viruses will make them invisible and/or unrepairable until the program
is updated. This is because none of these programs want to take a chance of
"repairing" an uninfected version of "Whiz-bang-space-aliens v1.2" just
because it looks sort of like it is infected by a virus. We are extremely
specific in our check criteria in order to avoid this unfortunate consequence.

+---+
| Robert J Woodhead !uunet!cornell!biar!trebor CompuServe 72447,37 |
| Biar Games, Inc., 10 Spruce Lane, Ithaca NY 14850 607-257-1708,3864(fax) |
+---+
| Games written, Viruses killed "I'm the head honcho of this here spread; |
| While U Wait. Take a number. I don't need no stinking disclaimers!!!" |

Date: 2 Mar 89 04:18:13 GMT

**** Rest omitted - too long!

417. Failure of your mail.

Newsgroup: comp.sys.atari.st
Date: 1989-03-13 09:04:26 UTC
From: FTP@ukc.ac.UK
Message-ID: <8903130125.AA19873@mcvax.cwi.nl>
Source record: 249439

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Your mail to uk.co.stc.idec failed when the file was transferred.
The mail at this host was to be sent to the follow addresses.

stuser%uucp.cel@uk.co.stc.idec

This was due to an error at uk.co.stc.idec.
The reason given was:

File access denied

The body of your mail follows.

Received: from nss.cs.ucl.ac.uk by kestrel.Ukc.AC.UK via Janet (UKC CAMEL FTP)
id aa27090; 11 Mar 89 17:37 GMT
Received: from NSS.CS.UCL.AC.UK by NSS.Cs.Ucl.AC.UK via List-Channel
id ab10278; 11 Mar 89 15:49 GMT
Received: from score.stanford.edu by NSS.Cs.Ucl.AC.UK via Satnet with SMTP
id aa10224; 11 Mar 89 15:44 GMT
Date: Fri 10 Mar 89 18:30:32 PST
Subject: Info-Atari16 Digest V89 #69
From: Info-Atari16 Digest <Info-Atari16@edu.stanford.score>
Original-Sender: Info-Atari16-request@edu.stanford.score
Errors-to: Info-Atari16-request@Score.Stanford.EDU
Maint-Path: Info-Atari16-request@Score.Stanford.EDU
To: Info-Atari16 Distribution List: ;
Reply-to: Info-Atari16@edu.stanford.score
Sender: info-atari16-request@uk.ac.ucl.cs.nss

Info-Atari16 Digest Friday, March 10, 1989 Volume 89 : Issue 69

This weeks Editor: Bill Westfield

Today's Topics:

Re: STs, QLs and the great emulation game.
Re: Zoo/ST status update
Re: VGA, EGA, CGA: what is the difference?
Re: Who have I clobbered? (GEM windows)
Good ST software and hardware for sale
Re: Removeable hard disk drive for Atari ST
Re: alternative mice
get
get
Re: help
Re: Right of reply, virus- public, private- a thin line
Problems with new DCFORMAT.
PD dictionaries
```

Hard Drives
Re: Right of reply, virus- public, private- a thin line

Date: 27 Feb 89 13:24:36 GMT
From: mcvax!nikhefh!n62@uunet.uu.net (Klamer Schutte)
Subject: Re: STs, QLs and the great emulation game.
To: info-atari16@score.stanford.edu

In article <3528@sugar.uu.net> peter@sugar.uu.net (Peter da Silva) writes:
>In article <171@ucl-cs.UUCP>, S.Usher@ucl-cs.UUCP writes:
>> Full multitasking
>
>Note that the operating system on the QL is Tripos, which is what Commodore

The operating system of the QL is QDOS, not Tripos.

To return to the article: I think porting software from a QL to an Amiga (or
vice versa) is about as difficult as porting software from UNIX to a QL :
Not to simple. The problem is that QDOS is a quite odd operating system; it
has calls which can do the job but with different calls then you should expect.
e.g. a stty() call on a window is not existent; one should use another call to
read in "raw" and "cooked" mode (no cbreak; signals doesn't exist on a QL).
Another major problem is the lack of any environment variables on the QL.
--
____
Klamer Schutte mcvax!nikhefh!n62 n62@nikhefh.hep.nl

Date: 27 Feb 89 10:13:14 GMT
From: mcvax!unido!laura!trillian.irb!klute@uunet.uu.net (Rainer Klute)
Subject: Re: Zoo/ST status update
To: info-atari16@score.stanford.edu

In article <107625@neabbs.UUCP> daanjj@neabbs.UUCP (DAAN JITTA) writes:
>Finally, it's nice to remark that about 2 days after I uploaded a beta
>version of Zoo/ST to some Dutch BBSes, somebody started writing a graphical
>shell, much like the very popular ARCSH graphical shell for ARC. When this
>program is fully developed, it will be posted to comp.binaries.atari.st as
>well. Give "ZOOBOY" a few more weeks...

As the author of ARCGSH I'd like to state that I plan to
integrate a mechanism for calling ZOO from ARCGSH.
Unfortunately I haven't much time currently to do so but some
day it *will* come.

I just received the shar/unshar package in the sources group.
If it works reliably I will also support it with ARCGSH. (Ok,
the name "ARCGSH" may be a little bit confusing after those
extensions.)

Rainer Klute ---- klute@irb.informatik.uni-dortmund.de
Universitaet Dortmund, IRB |)|/ klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |\|\ ...uunet!mcvax!unido!klute
D-4600 Dortmund 50 ---- Tel.: +49 231 7554663

Date: 26 Feb 89 03:24:38 GMT
From: munnari!otc!metro!ipso!runx!avenger@uunet.uu.net (Troy Rollo)
Subject: Re: VGA, EGA, CGA: what is the difference?
To: info-atari16@score.stanford.edu

>

**** Rest omitted - too long!

418. Failure of your mail.

Newsgroup: comp.sys.atari.st
Date: 1989-03-13 09:12:06 UTC
From: FTP@ukc.ac.UK
Message-ID: <8903130125.AA19885@mcvax.cwi.nl>
Source record: 249440

```
Your mail to uk.co.stc.idec failed when the file was transferred.
The mail at this host was to be sent to the follow addresses.

stuser%uucp.cel@uk.co.stc.idec

This was due to an error at uk.co.stc.idec.
The reason given was:

File access denied

The body of your mail follows.

Received: from nss.cs.ucl.ac.uk by kestrel.Ukc.AC.UK via Janet (UKC CAMEL FTP)
id aa27092; 11 Mar 89 17:37 GMT
Received: from NSS.CS.UCL.AC.UK by NSS.Cs.Ucl.AC.UK via List-Channel
id ac10278; 11 Mar 89 15:50 GMT
Received: from score.stanford.edu by NSS.Cs.Ucl.AC.UK via Satnet with SMTP
id aa10248; 11 Mar 89 15:46 GMT
Date: Fri 10 Mar 89 18:30:53 PST
Subject: Info-Atari16 Digest V89 #70
From: Info-Atari16 Digest <Info-Atari16@edu.stanford.score>
Original-Sender: Info-Atari16-request@edu.stanford.score
Errors-to: Info-Atari16-request@Score.Stanford.EDU
Maint-Path: Info-Atari16-request@Score.Stanford.EDU
To: Info-Atari16 Distribution List: ;
Reply-to: Info-Atari16@edu.stanford.score
Sender: info-atari16-request@uk.ac.ucl.cs.nss

Info-Atari16 Digest Friday, March 10, 1989 Volume 89 : Issue 70

This weeks Editor: Bill Westfield

Today's Topics:

Re: STs Do Exist
ST Monitor Port specification
Re: lc
Re: lc
Re: Degas and GDOS
Beta Test Opportunity for Astronomy Program
Re: Right of reply, virus- public, private- a thin line
Re: More on Spectre 128 Problems
nullfilling
Re: MUSIC software
Re: lc
Re: uw
Broken ST revisited
```

Date: 28 Feb 89 21:19:29 GMT
From: bgsuvax!sbrown@tut.cis.ohio-state.edu (Scott F. Brown)
Subject: Re: STs Do Exist
To: info-atari16@score.stanford.edu

In article <890226201240.281042@PCO-MULTICS.HBI.HONEYWELL.COM>,
Friesen@PCO-MULTICS.HBI.HONEYWELL.COM writes:
> Every so often someone posts to the net saying that they cannot find any
> STs. I would just like to post some info. about ST availability here
> in Phoenix AZ. I just came from my ST dealer, and he had about ten Mega
> 4s, five mega 2s, and four or so 1040s. Buy the way he was selling his
> Mega fours for $1900 (ram prices must be falling!).
>

Ah, finding Ataris can be a difficult experience, however, I have had
a pleasant surprise recently. Our campus is packed wall to wall with Macs, PCs
and PSIIs. A rather sickening sight to Atarians. However, this past week I
discovered a room at the health center. It appears that the health center uses
STs. In a full count, it was about a dozen 1040s, 3 or 4 megas, a laser
printer, and an image scanner. It was a nice sight.

- Scott F. Brown

----
sbrown@andy.bgsu.edu
If you want to clean your disk drive, take a piece of sandpaper and
make it the size of a standard disk, insert into drive and turn on computer.
Works almost as good as Comet :=)

Date: Tue, 28 Feb 89 17:07:55 EST
From: Marcelino Bernardo <MBERNAR%ERENJ.BITNET@Forsythe.Stanford.EDU>
Subject: ST Monitor Port specification
To: INFO-ATARI16@SCORE.STANFORD.EDU

I am still interested in using a multisync monitor for the ST. Would
someone please either give me the specifications for the monochrome and
color video output of the ST or refer me to a good source (books, articles
etc.) for this information?
Please send replies to me directly, since the DIGEST takes a long time
to get here.

Thanks,
Marcelino Bernardo BITNET: MBERNAR@ERENJ.BITNET

Date: 28 Feb 89 16:57:45 GMT
From: mailrus!jarvis.csri.toronto.edu!utgpu!watmath!watcgl!watmum!ljdickey@tut.cis.ohio-st
ate.edu (Lee Dickey)
Subject: Re: lc
To: info-atari16@score.stanford.edu

In article <300@laas.laas.fr> someone who shall remain nameless

>It seems that your `lc' is non-standard with respect to System V;
>that's where it came from.

Perhaps someone who knows more about this will comment.

I have used "lc" since the early 70's,
When was System V introduced?

**** Rest omitted - too long!

419. Failure of your mail.

Newsgroup: comp.sys.atari.st
Date: 1989-03-13 09:18:02 UTC
From: FTP@ukc.ac.UK
Message-ID: <8903130126.AA19909@mcvax.cwi.nl>
Source record: 249441

```
Your mail to uk.co.stc.idec failed when the file was transferred.
The mail at this host was to be sent to the follow addresses.

stuser%uucp.cel@uk.co.stc.idec

This was due to an error at uk.co.stc.idec.
The reason given was:

File access denied

The body of your mail follows.

Received: from nss.cs.ucl.ac.uk by kestrel.Ukc.AC.UK via Janet (UKC CAMEL FTP)
id aa27097; 11 Mar 89 17:38 GMT
Received: from NSS.CS.UCL.AC.UK by NSS.Cs.Ucl.AC.UK via List-Channel
id ad10278; 11 Mar 89 15:50 GMT
Received: from score.stanford.edu by NSS.Cs.Ucl.AC.UK via Satnet with SMTP
id aa10261; 11 Mar 89 15:47 GMT
Date: Fri 10 Mar 89 18:31:13 PST
Subject: Info-Atari16 Digest V89 #71
From: Info-Atari16 Digest <Info-Atari16@edu.stanford.score>
Original-Sender: Info-Atari16-request@edu.stanford.score
Errors-to: Info-Atari16-request@Score.Stanford.EDU
Maint-Path: Info-Atari16-request@Score.Stanford.EDU
To: Info-Atari16 Distribution List: ;
Reply-to: Info-Atari16@edu.stanford.score
Sender: info-atari16-request@uk.ac.ucl.cs.nss

Info-Atari16 Digest Friday, March 10, 1989 Volume 89 : Issue 71

This weeks Editor: Bill Westfield

Today's Topics:

uw
ARC sites
Dungeon Master Maze Editor
Re: MUSIC software
Re: Who have I clobbered? (GEM windows)
Re: Right of reply, virus- public, private- a thin line
Fleet Street Publisher 2.0
Re: FTP problems
Uniterm Question
ZMAGAZINE
Mice problems
problems
software wanted
```

Re: Who have I clobbered? (GEM windows)
Apple 64K ROMS for sale.
Re: Right of reply, virus- public, private- a thin line
Re: Who have I clobbered? (GEM windows)

Date: 1 Mar 89 00:51:29 GMT
From: cunixc!willi@columbia.edu (Gary A Williams)
Subject: uw
To: info-atari16@score.stanford.edu

Has anyone out there had any success running the version of uw from the
umich ARC site? I can't seem to get it to work. Thanks.

willi

Date: 1 Mar 89 00:49:44 GMT
From: cunixc!willi@columbia.edu (Gary A Williams)
Subject: ARC sites
To: info-atari16@score.stanford.edu

Could somebody please send me a list of ARC sites available for anonymous
FTPing? The only one I've been able to use so far is 35.1.1.43 and it is
updated very slowly. Send responses to cmm1@cunixa.cc.columbia.edu rather
than bore all those out there who are already in the know. Thanks.

willi

Date: 1 Mar 89 02:45:26 GMT
From: mailrus!wasatch!cs.utexas.edu!sm.unisys.com!csun!polyslo!jriegel@ames.arc.nasa.gov
(Jeff Riegel)
Subject: Dungeon Master Maze Editor
To: info-atari16@score.stanford.edu

Has anyone heard about a maze editor that can be used with Dungeon Master?
A local store here says they can special-order it, but I've never heard of
it before and I'm not sure if it really exists.

Any info would be appreciated.

Jeff Riegel
jriegel@polyslo.calpoly.edu

Date: 27 Feb 89 15:38:00 GMT
From: inmet!ishmael!inmet!rm@bbn.com
Subject: Re: MUSIC software
To: info-atari16@score.stanford.edu

I am also a fond user of C-Lab Notator. Does everything indicated in the base note, and is amazingly bug-free. My only real complaint with it is that it has a really confused (and combined) notion of triplets and dotted notes. Oh, you can get it to do what you want, but it takes a little getting used to. All in all though, a great program.

_________ __ __
/ ______ / / \ / \ R.M. Mottola
/ /_____/ / / /\ \ / /\ \ Intermetrics Inc.
/ / _____/ / / \ \/ / \ \ 733 Concord Ave.
/ / \ \ / / __/ \ \ Cambridge MA. 02138
/ / \ \ _ / / \ \ _
/_/ _\ /_/ /_/ _\ /_/ UUCP: uunet!inmet!rm

**** Rest omitted - too long!

420. Failure of your mail.

Newsgroup: comp.sys.atari.st
Date: 1989-03-13 09:20:03 UTC
From: FTP@ukc.ac.UK
Message-ID: <8903130126.AA19935@mcvax.cwi.nl>
Source record: 249442

Your mail to uk.co.stc.idec failed when the file was transferred.
The mail at this host was to be sent to the follow addresses.

stuser%uucp.cel@uk.co.stc.idec

This was due to an error at uk.co.stc.idec.
The reason given was:

File access denied

The body of your mail follows.

Received: from nss.cs.ucl.ac.uk by kestrel.Ukc.AC.UK via Janet (UKC CAMEL FTP)
id aa27103; 11 Mar 89 17:38 GMT
Received: from NSS.CS.UCL.AC.UK by NSS.Cs.Ucl.AC.UK via List-Channel
id ab10406; 11 Mar 89 16:01 GMT
Received: from score.stanford.edu by NSS.Cs.Ucl.AC.UK via Satnet with SMTP
id aa10296; 11 Mar 89 15:51 GMT
Date: Fri 10 Mar 89 18:31:48 PST
Subject: Info-Atari16 Digest V89 #73
From: Info-Atari16 Digest <Info-Atari16@edu.stanford.score>
Original-Sender: Info-Atari16-request@edu.stanford.score
Errors-to: Info-Atari16-request@Score.Stanford.EDU
Maint-Path: Info-Atari16-request@Score.Stanford.EDU
To: Info-Atari16 Distribution List: ;
Reply-to: Info-Atari16@edu.stanford.score
Sender: info-atari16-request@uk.ac.ucl.cs.nss

Info-Atari16 Digest Friday, March 10, 1989 Volume 89 : Issue 73

This weeks Editor: Bill Westfield

Today's Topics:

Atari ST Screen Dump Info Sought
Re: ST Hard Drives
GULAM with german keyboard
Re: lc
Re: Atari ST Screen Dump Info Sought
Hebrew
Re: Atari ST Screen Dump Info Sought
Re: Who have I clobbered? (GEM windows)
Re: Right of reply, virus- public, private- a thin line
CompuClub and Atari repair policy
Dictionaries
Re: International ST SW Catalog?
Re: STs Do Exist

Re: Removeable hard disk drive for Atari ST
Re: Right of reply, virus- public, private- a thin line
Re: Dungeon Master Maze Editor

Date: 1 Mar 89 17:36:23 GMT
From: att!mtuxo!mtgzz!drutx!druhi!terrell@ucbvax.Berkeley.EDU (Eric R. Terrell)
Subject: Atari ST Screen Dump Info Sought
To: info-atari16@score.stanford.edu

I have a question about the Atari ST screen-dump (which can be invoked
by typing ALT & HELP at the same time.

My question is this: Does this screen dump work with non EPSON compatible
printers? If so, which ones (and how can it tell what kind of printer
is connected)?

Thanks in advance,

Eric Terrell (att!druhi!terrell)

Date: 1 Mar 89 16:15:46 GMT
From: att!mtuxo!mtgzz!drutx!druwy!dlm@ucbvax.Berkeley.EDU (Dan Moore)
Subject: Re: ST Hard Drives
To: info-atari16@score.stanford.edu

in article <2173@brahma.cs.hw.ac.uk>, neil@cs.hw.ac.uk (Neil Forsyth) says:
> We have just bought two more 1040ST computers complete with SM124
> monitors and Megafile 30 hard disks. The odd thing is that the new
> computers only boot a new hard drive from power up but not an old SH204.
> Performing a coldboot will then boot up an SH204.

Atari has started buying DMA chips from a new supplier. The new
DMA chips are not compatible with some older DMA host adpaters. So some
older third party hard drives and Atari SH204s won't work with the new
STs.

Dan Moore
AT&T Bell Labs
Denver
dlm@druwy.ATT.COM
dlm@druhi.ATT.COM

Date: Thu, 02 Mar 89 11:43:24 CET
From: G38%DHDURZ1.BITNET@Forsythe.Stanford.EDU
Subject: GULAM with german keyboard
To: INFO-ATARI16@SCORE.STANFORD.EDU

Where can I get a version of GULAM which respects the german keyboard?

Peter Stede
University of Heidelberg, West-Germany

Bitnet: G38@DHDURZ1

**** Rest omitted - too long!

421. Unit Fonts

Newsgroup: comp.sys.atari.st
Date: 1989-03-13 09:24:52 UTC
From: JJL101@PSUVM.BITNET
Message-ID: <75682JJL101@PSUVM>
Source record: 249443

Can anyone tell me how to replace or load in the new fonts and how to use them on Uniterm V2.0 e . Any and all info would be greatly appreciated!!!!

Thanks in advance,

G o o d B y e F r o m T A Z !

/--\
| |
| John J. Lehett Zeta Psi Fraternity |
| Atari ST enthusiast |
| Alias: Taz Penn State University |
| JJL101 @ psuvm.BITNET Major interest: CHESS! |
| |
\--/

422. Failure of your mail.

Newsgroup: comp.sys.atari.st
Date: 1989-03-13 09:26:51 UTC
From: FTP@ukc.ac.UK
Message-ID: <8903130148.AA20699@mcvax.cwi.nl>
Source record: 249444

```
Your mail to uk.co.stc.idec failed when the file was transferred.
The mail at this host was to be sent to the follow addresses.

stuser%uucp.cel@uk.co.stc.idec

This was due to an error at uk.co.stc.idec.
The reason given was:

File access denied

The body of your mail follows.

Received: from nss.cs.ucl.ac.uk by kestrel.Ukc.AC.UK via Janet (UKC CAMEL FTP)
id aa05451; 11 Mar 89 23:15 GMT
Received: from NSS.CS.UCL.AC.UK by NSS.Cs.Ucl.AC.UK via List-Channel
id aa13023; 11 Mar 89 21:35 GMT
Received: from score.stanford.edu by NSS.Cs.Ucl.AC.UK via Satnet with SMTP
id aa12949; 11 Mar 89 21:28 GMT
Date: Sat 11 Mar 89 12:08:07 PST
Subject: Info-Atari16 Digest V89 #74
From: Info-Atari16 Digest <Info-Atari16@edu.stanford.score>
Original-Sender: Info-Atari16-request@edu.stanford.score
Errors-to: Info-Atari16-request@Score.Stanford.EDU
Maint-Path: Info-Atari16-request@Score.Stanford.EDU
To: Info-Atari16 Distribution List: ;
Reply-to: Info-Atari16@edu.stanford.score
Sender: info-atari16-request@uk.ac.ucl.cs.nss

Info-Atari16 Digest Saturday, March 11, 1989 Volume 89 : Issue 74

This weeks Editor: Bill Westfield

Today's Topics:

Re: Atari ST Screen Dump Info Sought
Desktop.inf formatting info???
Re: Script Editor
Re: Mice problems
RE: Script Editor
Request for ARC on VAX
NeoDesk / GEM replacements question
NOAA-METEOR receiver project part 3 of 3

----------------------------------------------------------------------

Date: 2 Mar 89 17:08:36 GMT
From: nunki.usc.edu!sal61.usc.edu!rjung@oberon.usc.edu (Robert allen Jung)
Subject: Re: Atari ST Screen Dump Info Sought
```

To: info-atari16@score.stanford.edu

In article <1396@csd4.milw.wisc.edu> johnnyd@csd4.milw.wisc.edu (Johnny D) writes:
>In article <3958@druhi.ATT.COM> terrell@druhi.UUCP (TerrellE) writes:
>|My question is this: Does this screen dump work with non EPSON compatible
>|printers?
>
> The screen dump works fine on my Panasonic 1091i, although I only get
>3/4 of the screen since it's an 80 column printer. As far as I know,
>the screen dump should work with any IBM compatible dot matrix printer.

Not necessarily, since the Panasonic 1091 is Epson compatable (at least mine
is).

And by the way, the reason you're getting 3/4ths of the screen is probably
not due to 80 columns, but because the ST thinks you have 1250 dots across.
Try using the Control Panel to "Set Printer" to 960 dots, and see if that
improves the situation.

--R.J.
B-)

==========
Disclaimer: This message was written with my authorization
#
Mailing address: rjung@nunki.usc.edu
(It's easier to just use the reply function, tho)

Date: 2 Mar 89 20:06:01 GMT
From: polyslo!sstanfie@oberon.usc.edu (skot)
Subject: Desktop.inf formatting info???
To: info-atari16@score.stanford.edu

I have heard that modem programs such as emulator.acc from atari store the
modem information (eg. baud rate, etc) in the desktop.inf file. I am
writing a term program; anybody have that information?

Thanks.
--
_____
------------------------------ /|/ --- --------------------------
sstanfie@polyslo.calpoly.edu /|\()| pyramid!polyslo!sstanfie

From: "K.J. CONWAY" <35002_3025%uwovax.uwo.ca@Forsythe.Stanford.EDU>
To: INFO-ATARI16@SCORE.STANFORD.EDU
Date: Thu, 2 Mar 89 21:48:44 EDT
Subject: Re: Script Editor
In-Reply-to: <0604872443@uwovax.uwo.ca> of Thu, 2 Mar 89 16:28:00 EST

using wordprfect you could use to columns if you had prepared the text before ha
nd... or better yet use two windows.
/
Kevin-john Conway
...a librarian from hell...

School of Library and Information Science
University of Western Ontario
London Canada
"...deviants from the norm..."

"My ideas may be silly, but I'm not. I'm positively skewed!"

**** Rest omitted - too long!

423. Failure of your mail.

Newsgroup: comp.sys.atari.st
Date: 1989-03-13 09:33:47 UTC
From: FTP@ukc.ac.UK
Message-ID: <8903130151.AA20858@mcvax.cwi.nl>
Source record: 249445

```
Your mail to uk.co.stc.idec failed when the file was transferred.
The mail at this host was to be sent to the follow addresses.

stuser%uucp.cel@uk.co.stc.idec

This was due to an error at uk.co.stc.idec.
The reason given was:

File access denied

The body of your mail follows.

Received: from nss.cs.ucl.ac.uk by kestrel.Ukc.AC.UK via Janet (UKC CAMEL FTP)
id aa28087; 12 Mar 89 4:50 GMT
Received: from NSS.CS.UCL.AC.UK by NSS.Cs.Ucl.AC.UK via List-Channel
id ac01359; 12 Mar 89 2:51 GMT
Received: from score.stanford.edu by NSS.Cs.Ucl.AC.UK via Satnet with SMTP
id aa01263; 12 Mar 89 2:42 GMT
Date: Sat 11 Mar 89 12:09:58 PST
Subject: Info-Atari16 Digest V89 #78
From: Info-Atari16 Digest <Info-Atari16@edu.stanford.score>
Original-Sender: Info-Atari16-request@edu.stanford.score
Errors-to: Info-Atari16-request@Score.Stanford.EDU
Maint-Path: Info-Atari16-request@Score.Stanford.EDU
To: Info-Atari16 Distribution List: ;
Reply-to: Info-Atari16@edu.stanford.score
Sender: info-atari16-request@uk.ac.ucl.cs.nss

Info-Atari16 Digest Saturday, March 11, 1989 Volume 89 : Issue 78

This weeks Editor: Bill Westfield

Today's Topics:

Hard Disk Partitioning Tutorial
atariST TOS gcc V1.34 avail for FTP
Atari 1040 ST, modem, printer for sale
Zoo compression prg
SEDT
Bulliten Board Systems.
Leaving both monitors on.
RE: Info-Atari16 Digest V89 #43
Re: SEDT
Adaptec controller boards
Atari 520ST

------------------------------------------------------------------------
```

Date: 6 Mar 89 14:30:18 GMT
From: att!lzaz!hcj@ucbvax.Berkeley.EDU (HC Johnson)
Subject: Hard Disk Partitioning Tutorial
To: info-atari16@score.stanford.edu

This is meant to be a tutorial on partitioning a hard disk connected to an Atari ST computer. It will address TOS, Minix, PC-Ditto, and Spectre 128 usage.

There is considerable mysticism about the partitioning hard disks for the Atari. It isn't as complicated as it may appear.

OVERVIEW

A hard disk is just a collection of sectors, numbered 0 to MAX, where MAX is the total good sectors on a given hard disk. Within most of the disk interfaces is an Adaptec 4000 controller. When told which sectors are bad this device automatically squeezes them out, leaving MAX-N good sectors.

Rule one: Always subtract a reasonably small (128) number from the total size of the disk to allow for this shrinkage.

PARTITIONS

Partitioning is just a way of thinking of the whole disk in parts. It occures in UNIX and MS-DOS because the original files systems could not exceed numbers which were small compared to the total disk. The most current limit is TOS, which cannot handle a file system larger than 16 megabytes (32767 sectors of 512 bytes each).

Sector 0 of the hard disk holds three kinds of information. Within a total of 512 bytes there exists: First, an area reserved for a boot program. Second, sixteen bytes to describe the physical parameters of the disk; and ten bytes to support bad sectoring. Third, an array of four partitions. Each entry in this array describe the partitions storage area on the disk.

This is the 'C' description of a partion:

```
/*
* Partition information (part of sector 0)
*/
struct pi {
char pi_flag; /* active byte */
char pi_id[3]; /* partition id (GEM or MIX(?)) */
long pi_start; /* first sector */
long pi_size; /* total number of sectors */
};
```

If a partition is allocated, the flag is set to '1', and the size is set to the actual size of the partition is sectors. Usually both the flag and size will be 0 when a partition is unused. Start is the actual physical sector of the hard disk where this partition begins. Within the partition we talk of logical sector numbers from 0 to size -1. Additionally the partition may have a name (ID) to descibe who might expect to use it.

It is not uncommon to find several different names in the partitions, to indicate that each different name is organized logically different from the other.
Some examples of this:
A. TOS and PC-Ditto can process partions containing MS-DOS file systems. They use the ID 'GEM' to indicate this. When they boot, only the 'GEM' partitions are given ICONs on the desktop. Intervening partitions of other types are ignored. Thus the First GEM partition is called C:, the Second GEM partition is called D:, etc.

**** Rest omitted - too long!

424. Failure of your mail.

Newsgroup: comp.sys.atari.st
Date: 1989-03-13 09:34:29 UTC
From: FTP@ukc.ac.UK
Message-ID: <8903130151.AA20866@mcvax.cwi.nl>
Source record: 249446

```
Your mail to uk.co.stc.idec failed when the file was transferred.
The mail at this host was to be sent to the follow addresses.

stuser%uucp.cel@uk.co.stc.idec

This was due to an error at uk.co.stc.idec.
The reason given was:

File access denied

The body of your mail follows.

Received: from nss.cs.ucl.ac.uk by kestrel.Ukc.AC.UK via Janet (UKC CAMEL FTP)
id aa28089; 12 Mar 89 4:50 GMT
Received: from NSS.CS.UCL.AC.UK by NSS.Cs.Ucl.AC.UK via List-Channel
id aa01359; 12 Mar 89 2:51 GMT
Received: from score.stanford.edu by NSS.Cs.Ucl.AC.UK via Satnet with SMTP
id aa01227; 12 Mar 89 2:40 GMT
Date: Sat 11 Mar 89 12:09:29 PST
Subject: Info-Atari16 Digest V89 #77
From: Info-Atari16 Digest <Info-Atari16@edu.stanford.score>
Original-Sender: Info-Atari16-request@edu.stanford.score
Errors-to: Info-Atari16-request@Score.Stanford.EDU
Maint-Path: Info-Atari16-request@Score.Stanford.EDU
To: Info-Atari16 Distribution List: ;
Reply-to: Info-Atari16@edu.stanford.score
Sender: info-atari16-request@uk.ac.ucl.cs.nss

Info-Atari16 Digest Saturday, March 11, 1989 Volume 89 : Issue 77

This weeks Editor: Bill Westfield

Today's Topics:

Re: OSS Personal Pascal
Re: Ethernet
Re: ARC sites
Re: lc
Re: ARC sites
SPEED CONTROL FOR FLOPPY DRIVES
MouseTrap for the Megas
RE: ST Conversion to a MAC
SICK MICE
STWriter printer driver needed FAST!!!!
Re: lc
cartridge port problems on mega st2 (boardrevision 5)
Re: Atari ST mouse: is there an alternative?
```

Anyone coming to Cebit in Hannover (W. Germany) ?

Date: 5 Mar 89 22:01:56 GMT
From: sdcc6!sdcc10!cs163afu@ucsd.edu (Some call me...Tim)
Subject: Re: OSS Personal Pascal
To: info-atari16@score.stanford.edu

In article <4499@cs.Buffalo.EDU> ugmuldoo@sunybcs.UUCP (Thomas Muldoon) writes:
> ...
> First does Personal have a random number generator?

The easiest way to get a random number is with the XBIOS random
function.

```
FUNCTION Random : Long_Integer ;
XBIOS(17) ;
```

This returns a 24 bit random number.

> ...
> Second how do you clear the screen in Personal??

I usually use an escape sequence to do this.

```
write(chr(27),'E') ; { ESCAPE 'E' -- CAPITAL E -- clears the screen }
```

This information comes out of Atari ST Internals from Abacus
Software, but there is apparently another book available that is a
lot better organized, though the name escapes me...I can find it if
there's any interest.

Tim Mensch Disclaimer: No one is responsible
EMAIL : tmensch@ucsd.edu for what I say.

Date: 5 Mar 89 17:22:33 GMT
From: brunix!rjd@uunet.uu.net (Rob Demillo)
Subject: Re: Ethernet
To: info-atari16@score.stanford.edu

In article <4481@cs.Buffalo.EDU> ugbernie@cs.Buffalo.EDU (Bernard Bediako) writes:
>
> Are there any Ethernet controllers out for the ST?
>I've wondering if it will be possible to port the Ethernet control (Amoeba)
>to MINIX-ST and cross mount a sun's hard disk to MINIX's filesystem?
> bernie
>

According to the April '89 issue of STart, FutureDOS (a Canadian company)
will soon be releasing an Ethernet controller board
called TAXI (The Atari eXtended Interface) for the 520s, 1040s and

Megas. (The 520s and 1040s communicate thru the DMA port, while the
Mega uses the internal bus.)

For further info:
FutureDOS R&D
1207-120 Torresdale Ave
North York, Ontario
M2R 3N7
(416) 736-0321

The price of the boards is expected to be in the $1K-$2K range.

**** Rest omitted - too long!

425. Failure of your mail.

Newsgroup: comp.sys.atari.st
Date: 1989-03-13 09:36:34 UTC
From: FTP@ukc.ac.UK
Message-ID: <8903130151.AA20883@mcvax.cwi.nl>
Source record: 249447

```
Your mail to uk.co.stc.idec failed when the file was transferred.
The mail at this host was to be sent to the follow addresses.

stuser%uucp.cel@uk.co.stc.idec

This was due to an error at uk.co.stc.idec.
The reason given was:

File access denied

The body of your mail follows.

Received: from nss.cs.ucl.ac.uk by kestrel.Ukc.AC.UK via Janet (UKC CAMEL FTP)
id aa28122; 12 Mar 89 4:52 GMT
Received: from NSS.CS.UCL.AC.UK by NSS.Cs.Ucl.AC.UK via List-Channel
id aa01947; 12 Mar 89 3:53 GMT
Received: from score.stanford.edu by NSS.Cs.Ucl.AC.UK via Satnet with SMTP
id aa01927; 12 Mar 89 3:49 GMT
Date: Sat 11 Mar 89 12:08:26 PST
Subject: Info-Atari16 Digest V89 #75
From: Info-Atari16 Digest <Info-Atari16@edu.stanford.score>
Original-Sender: Info-Atari16-request@edu.stanford.score
Errors-to: Info-Atari16-request@Score.Stanford.EDU
Maint-Path: Info-Atari16-request@Score.Stanford.EDU
To: Info-Atari16 Distribution List: ;
Reply-to: Info-Atari16@edu.stanford.score
Sender: info-atari16-request@uk.ac.ucl.cs.nss

Info-Atari16 Digest Saturday, March 11, 1989 Volume 89 : Issue 75

This weeks Editor: Bill Westfield

Today's Topics:

1Mb RAM upgrade boards with 256kx4bit chips
Crippled mice
Re: Degas and GDOS
Quick Directory Size
Adding A Floppy Drive
MWC Rsconf() return value?
World of Atari show
Other than Atari monochrome monitor on the ST?
Re: Right of reply, virus- public, private- a thin line
need address Kevin Houser
Re: Atari ST Screen Dump Info Sought
Ethernet
Re: lc
```

Re: Who have I clobbered? (GEM windows)

Date: 1 Mar 89 13:03:27 GMT
From: mcvax!ukc!stl!stc!datlog!grigw@uunet.uu.net (Warwick Grigg)
Subject: 1Mb RAM upgrade boards with 256kx4bit chips
To: info-atari16@score.stanford.edu

I would like to upgrade my 520ST (new model) to 1Mb RAM. My ST contains a bank of 4 256kx4bit RAM chips (NEC part number D424256C-10) with space for 4 more. It looks as if the decoupling capacitors are already there. Does anyone know how to do the upgrade? Is it just a case of putting in the new chips ? (In sockets of course). Please mail replies and I'll summarise. Thanks for your help.

Regards,

Warwick

Date: 3 Mar 89 11:09 -0100
From: "Ivan D. Reid" <ivan%rzsin.sin.ch@RELAY.CS.NET>
To: Info-Atari16@SCORE.STANFORD.EDU
Subject: Crippled mice

I was interested in the messages last week about mice "dying", because one of our rodents started exhibiting the same behaviour (only moving horizontally & not vertically) the day before. The messages suggested to me that the cause is the loss of pulses on one of the four outputs (two for each axis), and blocking the light-path to one of the phototransistors on the good axis duplicated the behaviour on this channel too.

A little bit of investigation showed that each phototransistor is connected between +5V and a resistor to ground; the signal developed across the resistor is then fed to one section of an LM339 quad-comparator. The reference for the comparator was 0.20V, and the output should switch between 0 and 5V as the input passes through 0.2V. A multimeter showed that one signal from the faulty axis was only just coming up to 0.2 while the other three were reaching up to 0.3 to 0.4. Obviously the circuit characteristics had changed enough with time that the output pulses were no longer being reliably generated. The quick fix was just to increase the sensing resistor from 470 to 820 ohms, since for small signals the phototransistor should develop a given current flow; passing this through a higher resistance gives a proportionately higher voltage.

I hope this info might be of use to anyone with a dying mouse and a little bit of electronics equipment (hint: SolderWick or a SolderPuller are highly recommended when unsoldering the resistor, as the circuit board is easily damaged).

idr

Date: 2 Mar 89 18:01:16 GMT
From: uw-entropy!dataio!pilchuck!ssc!fyl@june.cs.washington.edu (Phil Hughes)
Subject: Re: Degas and GDOS
To: info-atari16@score.stanford.edu

In article <4208@mtuxo.att.com>, rcd@mtuxo.att.com (XG1V6-R.DUTT) writes:
> If you have access to Genie, there is a program called DJ_DEGAS.TTP
> in the ST Software Libraries RT.

While we are on the subject, anyone seen the source code for any

**** Rest omitted - too long!

426. Failure of your mail.

Newsgroup: comp.sys.atari.st
Date: 1989-03-13 09:39:16 UTC
From: FTP@ukc.ac.UK
Message-ID: <8903130152.AA20940@mcvax.cwi.nl>
Source record: 249448

```
Your mail to uk.co.stc.idec failed when the file was transferred.
The mail at this host was to be sent to the follow addresses.

stuser%uucp.cel@uk.co.stc.idec

This was due to an error at uk.co.stc.idec.
The reason given was:

File access denied

The body of your mail follows.

Received: from nss.cs.ucl.ac.uk by kestrel.Ukc.AC.UK via Janet (UKC CAMEL FTP)
id aa28569; 12 Mar 89 5:21 GMT
Received: from NSS.CS.UCL.AC.UK by NSS.Cs.Ucl.AC.UK via List-Channel
id aa01222; 12 Mar 89 2:40 GMT
Received: from score.stanford.edu by NSS.Cs.Ucl.AC.UK via Satnet with SMTP
id aa01209; 12 Mar 89 2:38 GMT
Date: Sat 11 Mar 89 12:08:55 PST
Subject: Info-Atari16 Digest V89 #76
From: Info-Atari16 Digest <Info-Atari16@edu.stanford.score>
Original-Sender: Info-Atari16-request@edu.stanford.score
Errors-to: Info-Atari16-request@Score.Stanford.EDU
Maint-Path: Info-Atari16-request@Score.Stanford.EDU
To: Info-Atari16 Distribution List: ;
Reply-to: Info-Atari16@edu.stanford.score
Sender: info-atari16-request@uk.ac.ucl.cs.nss

Info-Atari16 Digest Saturday, March 11, 1989 Volume 89 : Issue 76

This weeks Editor: Bill Westfield

Today's Topics:

Re: Atari ST Screen Dump Info Sought
Re: Adding A Floppy Drive
Re: Debugger/Monitor
missing files from poplib archive
mouse problems in London!
Re: Atari ST Screen Dump Info Sought
OSS Personal Pascal
ST COBOL
Re: Atari ST Screen Dump Info Sought
Re: CompuClub and Atari repair policy
Re: NeoDesk / GEM replacements question
Re: NeoDesk / GEM replacements question
```

Date: 4 Mar 89 06:49:36 GMT
From: hermes!jpexg@BLOOM-BEACON.MIT.EDU (John Purbrick)
Subject: Re: Atari ST Screen Dump Info Sought
To: info-atari16@score.stanford.edu

> ... for the Atari Laser Printer (SLM804) there's a screen dumper that
> steals the Alt-Help and outputs the correct data over the DMA to print
> to the laser printer...
> --Kenneth Soohoo (soohoo@cory.Berkeley.Edu)

How does a program do this? Presumably terminate-and-stay-resident, but how does it intercept keypresses?

A couple of years ago Moshe Braner (where's he gone?) posted a program which did this but it shoved the screen into a reserved area of memory he called the "barrel"; then you could dump the barrel to a Degas file. I'd like to try writing a program which instead created a .TNY format screen file every time alt-help was hit.

Date: 4 Mar 89 07:02:59 GMT
From: mcdchg!chinet!saj@gatech.edu (Stephen Jacobs)
Subject: Re: Adding A Floppy Drive
To: info-atari16@score.stanford.edu

In article <9148@mhuxu.UUCP>, cbz@mhuxu.UUCP (Craig B. Ziemer) writes:
> Does anyone have any experience using the ST/PC Drive Cable from E. Arthur
> Brown Co.? This cable supposedly allows you to hook up any IBM compatible
> 3.5" or 5.25" floppy drive to the ST. Is this something that I can easily
> make myself? Can I run the second drive off of my existing power supply
> somehow? Any comments appreciated.

Very much in the same vein: I just got a NEC Multispeed MS-DOS laptop (used--mostly for use as a second terminal to do debugging on the ST). It has a funny connector on the back, and there is a claim that it can pretend to be external floppy drives on a desktop MS-DOS machine. Can the same thing be arranged with an ST? Believe me, it would be the steal of the century if that portable could pretend to be a pair of double sided drives for my ST.

Date: 3 Mar 89 15:21:10 GMT
From: brunix!rjd@uunet.uu.net (Rob Demillo)
Subject: Re: Debugger/Monitor
To: info-atari16@score.stanford.edu

In article <8751@polyslo.CalPoly.EDU> jriegel@polyslo.CalPoly.EDU (Jeff Riegel) writes:
>
> Can anyone recommend a good PD assembly language debugger or monitor?
>I have Laser C but its in-line assembly code is difficult to debug.
>
>-Jeff Riegel jriegel@polyslo.calpoly.edu

If you have Laser C, you should seriously consider getting the upgrade to the newst version, and then get the Laser C Source Debugger. It's an excelllent debugging tool, and it works flawlessly in the Laser C environment. (It also works well from Gulam)

- Rob DeMillo
Brown University - Planetary Science Group

**** Rest omitted - too long!

427. Atari's fourth quarter

Newsgroup: comp.sys.atari.st
Date: 1989-03-13 11:48:54 UTC
From: to_stdnet@stag.UUCP
Message-ID: <739@stag.UUCP>
Source record: 249450

From: thelake!steve@stag.UUCP (Steve Yelvington)

Friday's edition of the Wall Street Journal carried a report that Atari Corp. lost $97 million in the fourth quarter of 1988, including more than $100 million in writeoffs and reserves charged to the Federated Group retail subsidiary. According to the article, Federated's fate will be announced soon; options include sale, spinoff and leveraged buyout.

Without the Federated losses, Atari would have made an operating profit of $9.3 million for the quarter, down from $21.2 million, a drop attributed to high RAM chip prices.

An Atari spokesman was quoted as saying that "a number of new items designed to complement the existing ST and MS-DOS product lines will be announced this year" and that RAM prices were dropping. Atari stock closed up 75 cents, at $6.50

```
/*
* UUCP: {uunet!rosevax,amdahl!bungia,chinet,killer}!orbit!thelake!steve
* ARPA: crash!orbit!thelake!steve@nosc.mil
* #member <STdNET> The ST Developers Network
*/
```

428. Virus 101: Chapter 3

Newsgroup: comp.sys.atari.st
Date: 1989-03-13 14:24:23 UTC
From: woodside@ttidca.TTI.COM
Message-ID: <4035@ttidca.TTI.COM>
Source record: 249351
Cross-posted to: comp.sys.atari.st,comp.sys.apple,comp.sys.mac,comp.sys.ibm.pc

First, the mail:

Addressing a controversial topic is sure to generate some strong responses, and this one is no exception. Mail of the "Thank You" flavor outweighs the "You Idiot" flavor by about 4-1, so I'll be pressing on. The majority of the "You Idiot" mail is from senders who either admit, or display, limited programming ability. For the benefit of those individuals: I appreciate your concern. I am not attempting to aid in the spread of viruses, but in your own understanding of them, and ability to defend yourself. People with the ability to create a working virus will have found little or nothing they didn't already know in the preceeding postings. There is certainly nothing in them that isn't already available in the most fundamental books about personal computers. The preceeding postings are also written at a superficial level, and are missing quite a few specific things necessary to make a real working virus. Those missing items would add nothing to the layman's understanding of how a virus spreads or works, so are not included. You need not take my word for this; contact anyone you know who is knowledgeable in the system software field, and they will confirm it.

Sin of omission:

Part of a message received from Forrest Gehrke (feg@clyde.att.com):

...One method for a virus finding enough space to hide itself, that I have seen, you have not mentioned. I have noticed that the so-called Pakastani virus uses non-standard sectoring at tracks 37 and 38 for IBM PC diskettes...

Mr. Gehrke is quite right. I did forget to mention this technique. While I had heard rumors of it being in use, I hadn't seen it in any of the virus code I've captured (again, I'm in the Atari ST world).

I have responded to all mail I have recieved (if it requested a response) including mailing out copies of missed chapters. Several responses have been returned by various mailers. If you requested something, and haven't heard from me, either your request or my response failed.

Now, Chapter 3:

Once a virus has installed itself, and replicated as frequently as it has found the opportunity, it will eventually launch whatever form of attack it was originally designed to do. That attack is the real purpose of the existance of the virus. Everything up to this point has been for the sake of getting to this stage.

What will it do? Almost anything. The limits are imagination and code space. The most benign virus I've seen claims to be an anti-virus. It blinks the screen on boot-up. The idea is that if you see the screen blink, you know that the benign virus is on the disk, rather than a more malicious one. It does, however, spread itself just like any other virus. From there, things proceed through the prank levels, time-triggered, messages, ones which try to simulate hardware failures, to ones which destroy files and disks. The actions vary from virus to virus. And, of course, there is a whole different library of viruses for each machine type. Attempting to detect a virus by describing or recognizing the symptoms is not only a task of limitless proportions, it is too little too late. When the symptoms appear, the damage has already been done.

Several viruses attempt to simulate hardware problems. (Conversly, I've had several pleas for help with a virus that proved to be other types of failures.) Frequently these viruses use timers to delay their actions until the system has been running for some time, and to spread out their activities to make the problem appear intermittent. Such virus induced glitches include occasionally faking succesful disk I/O, while actually not performing the read or write, altering the data being read or written, and (more commonly) screen display glitches. It is very difficult for anyone to determine whether such incidents are the results of a virus, or a real hardware problem. When such incidents start to occur on your system, start executing whatever virus detection software you have available, before lugging your system off to a service firm.

Previously, I mentioned the use of write protected disks as a step in the right direction to protect yourself. A large percentage of personal computer systems now use hard disk systems. Floppy disks are more often a backup media, or offline storage of files not needed on the hard disk for day to day use. Backing up requires the disks to be writeable, as does archiving off the infrequently used files. It is good practice to write protect the archived disks as soon as the files are copied to them. Run whatever virus checking software you have on the archive disks, write protect them, and then file them away.

(When reading the following suggestions about protecting your system from attacks, keep in mind that not all techniques can be applied to all systems or all software. Read the documentation accompanying the software before your first attempt to use it. Be familiar with what it is expected to do before you run it, and you'll be more able to recognize unexpected activity.)

The next step is to apply write protection to whatever disks you recieve software distributed on, before ever inserting them into a computer. Be they Public Domain, User Group Libraries, Commercial Software, or whatever, write protect them before you first read them. Then, make a backup copy if possible. Finally, when first executing the new software, have only write protected disks in your system. You should be well aware of any legitimate attempt to write to a disk by the software before it happens, and have adequate opportunity to insert a writeable disk when the proper time comes. This will not only give you a clue to the presence of a virus in the new software, but also protect the new software from a virus already resident

in your system.

If your system supports the use of a RAM disk, copy new software into the RAMdisk before executing it the first time. Put write protected disks in the drives, then execute the software from the RAMdisk. If the software has no reason to access other disks, especially when starting itself up, be very suspicious of any disk activity. The most common time for a virus or trojan horse program to do it's dirty work is at startup, when it is impossible to tell whether disk access is part of program loading, or some clandestine operation. By having the software loaded into and executing from memory, you will be able to detect any disk I/O which occurs.

Finally, backup everything. Hard disks, floppy disks, tapes, whatever. Make backup copies, write protect them, and store them in a safe place off-line. If you are attacked by a dstructive virus, your first problem is to rid your system of the virus. Do not go to your off-line backups until you have determined if your problem came from a virus, and if so, that you have removed it from the system. A backup is useless if you give a virus a chance to attack it as well as your working copy.

A significant portion of these three chapters have been related to boot sector viruses. While the most common type in the Atari and MS-DOS world, they are certainly not the only type.

What follows is next is mostly a re-phrasing of an article from "Los Angeles Computer Currents", June, 1988. There are a few direct quotes from the copyrighted article. While I do not agree with all that this article states, I can not disprove the items from a position of experience. Since my efforts here are to inform, you may judge for yourself. A significant portion of my remarks are oriented to the Atari ST, but the concept is true to most all personal computers.

An article in that issue, by Lewis Perdue, outlined the problems he faced when the IBM PC running Ventura Publisher he was using to create the first issue of PC Management Letter became infected. I won't begin to copy all that, but the most interesting part of the recovery task was when they used a normal (high-level) format program to clear the hard drive. It didn't kill the virus. They had to resort to a low level format, and rebuild from all original distribution disks. Their backups had been infected as well as their working copies of the software. They relied on a PC specific tool called Data Physician, by Digital Dispatch, to aid in the detection of the virus. It implements techniques to diagnose infections, but it has to be installed before the virus strikes.

Another, more interesting aspect of the article, was categorizing viruses into four groups: Shell, Intrusive, Operating System, and Source.

Shell - these "wrap themselves around a host program and do not modify the original program." In laymen's terms, such a virus would tack itself onto a program file, so it would get loaded with the program. It would have to do this in a manner that would cause itself to be executed before the host, since the host certainly would not pass control to the virus.

This would be quite a complex task on an Atari ST (and on systems with a similar structure for executable program files). The virus program would have to be quite large in order to deal with the structure of an executable file on the ST. In simple terms, an executable file (a program) is a series of unique sections: a header, the code, data, a relocation map, and possibly a symbol table. The header specifies the size of each of the following segments. The code is the program, but in a form which will not run until it has been relocated. The data is constants, literals, messages, graphic data, etc. The relocation map tells the ST what changes to make to the code before it can be run. The symbol table is not usually present, except during program development. The reason behind this structure is that when a program is created, it does not know where in memory it will reside when it is executed. Things like RAMdisks, device drivers, accessories, printer buffers, spelling checkers, and so on, may or may not be present in the computer when the program is run. Since each of those things require memory, the place where the program will wind up being loaded is unknown. So, when it does get loaded, it has to be told where it is. And, since the program will almost always contain references to itself (subroutines, variables, etc.) it has to be modified so that those references point to the right place. That's what the relocation map is for. It details how the program has to be modified. Once the program is loaded into memory, and fixed up, the relocation map and symbol table are discarded. So, to hook into a program file, a virus would have to split the program file, attach itself to the beginning of the code segment, (that's where execution begins), re-attach the data, relocation, and (possibly) symbol table segments, update the relocation map (all the original references would now have moved), update the header, then re-write itself to the original disk, assuming there was room on the disk for the (now bigger) file and that the disk was not write-protected. That's a large amount of work to develop, and a large amount of code to sneak into a system for the original infection.

I should mention here that it is not difficult to write "position independant" code on most micro-processors. You have to set out to do that, though, and take the necessary steps along the way to keep everything position independant. Boot sector code is a well known example. The address where the boot sector will be loaded into memory is unknown, and there is no relocation done on the code. It has to be position independant. It also has to fit in the boot sector. If it needs more than the amount of space in the boot sector, it has to determine its own location, and load the additional code itself. Of course, that means that it had to have a place to store the additional code, and it had to know where to find it. Those items were covered previously.

Detecting a "Shell" type virus is not difficult. When it attaches itself to the target program, it must increase the size of the file. While it would be a real nusiance to check file sizes on a regular basis, there are programs available to do this for you. An "alteration detection" program will typically accept a list of programs to recognize. It will write a data file of its own, noting characteristics of each file in the list, such as length and date, and then run a numeric algorithm across the file. The numeric algorithm (typically a Cyclic Redundancy Check, or CRC) will yield a value which is stored in the alteration detection program's own data

file. Then, on each subsequent execution of the alteration detection program, it checks the recorded characteristics of each file in its list, and re-executes the algorithm on the files. It reports back any file which has been changed since it last executed. Needless to mention, such a program must be run on the files to be monitored before any virus has an opportunity to attach itself to those files. Then, it must be run frequently to have a chance to detect altered files.

(Back to the types of viruses defined in the article)...

Intrusive - Intrusive viruses work by patching themselves into an existing program. This type of virus has two possibilities - either it is willing to render the host program useless, or it will attempt to co-exist with the host. If it is willing to corrupt the host, this is not too difficult a task. It would replace a part of the host program, modify the relocation map, and wait to get run. When it did, it would abandon the original task of the host program, and launch its attack. An example of this would be the virus bearing version of a word processor which struck the IBM compatible market some years ago. It signed on, looking just like a popular shareware program, but it was busy re-formatting the hard disk while the user waited for it to load and get ready to accept input.

The other flavor of intrusive virus, which attempts to co-exist with the host program, is terribly difficult to create. It has to modify the host in a manner that either accomplishes the host's task while also doing it's own, or find a part of the host that is infrequently or no longer used, and hide there. It would then have to modify some other part of the host in order to get itself executed. In either case, a virus of this type has to be aimed at one specific host program. There's no way it could perform the analysis necessary to locate such portions of a randomly selected program. For that reason, an intrusive virus has to target some program that resides on a large portion of the target computer's installations, and that it is certain will be available to tamper with when the virus introduction occurs. That normally means either the Operating System, or some utility program so common that it is found virtually every where.

Operating System viruses work by replacing a portion of the Operating System with their own code. This is similar to the intrusive type, except that it can use a new trick (and there are ones that do this on the IBM/MS-DOS computers). As a part of the operating system, it can sneak out to a hard disk, find an unused part, mark it as defective, and hide there. That would mean only a very small part of the code would have to be hooked into the operating system (possibly as an entry in a list of device initializing routines). That small segment could then allocate adequate memory for the real routine, and load it from wherever.

Source Code viruses - I found this type of virus to be a bit unbelievable. The article reads (I quote):

Source code viruses are intrusive programs that are inserted into a source program such as those written in Pascal prior to the program being compiled. These are the least-common viruses because they are not only hard

to write, but also have a limited number of hosts compared to other types.
(end quote)

Sounds to me like this would be nearly impossible to accomplish in after-market software. If, on the other hand, they mean a part of the program added by a devious member of a development team, then, it is credible. It brings to mind the story (which I can't verify, but I've heard it from enough different sources to believe it is true) about what may well have been the first virus. In case you're not familiar with "C" compilers, they are usually several different programs, which must be run in proper sequence, passing files and options from one to the next. Usually, this is all done by a another program, a "compiler driver", which is almost always called "cc". You execute "cc", passing it the necessary flags, and the name(s) of the program(s) you want compiled, and it drives all the necessary tasks to do it.

This was reported to have been done by one of the originators of the UNIX operating system, (name deleted), back in the development days at Bell Labs. Well, the story goes, he wrote the first versions of UNIX, "C", and "cc". He had a "back door" to get into a system running UNIX. He built the back door code into "cc". The code in "cc" checked to see what it was compiling. If it was the module "login", it incorporated the back door into the module, so that he could get into the system. If, on the other hand, it was compiling "cc", it included the code both to re-create itself, and the code to build the back door into "login". So, every "cc" had the code, and consequently every UNIX system included the back door. Eventually, it was discovered, and removed. There followed a frantic rebuilding of every UNIX system in existance, so the story goes.

This is the final chapter which will be distributed via cross-posting. Chapter 4 will relate specifically to viruses captured in the Atari ST environment, and will be posted only to comp.sys.atari.st. It will come out about 1 week after this one. This article was posted on March 13, 1989, so you can determine the approximate delay to your receipt, in case you don't read that newsgroup, but wish to locate the fourth chapter in comp.sys.atari.st.

End of Chapter 3.
--
*George R. Woodside - Citicorp/TTI - Santa Monica, CA
*Path: ..!{philabs|csun|psivax}!ttidca!woodside

429. Re: Adaptec controller boards

Newsgroup: comp.sys.atari.st
Date: 1989-03-13 15:06:18 UTC
From: al@tolerant.UUCP
Message-ID: <4021@tolerant.UUCP>
Source record: 249352

The 4000 will work fine with the ST. The main thing the 4000A adds is removable media. I have built hard drives using both the 4000 and the 4000A, and have had no problems. I use the 4000A because were I buy them, the 4000s are old (down rev). The 4000A costs about 50% more. What I would like to see is a list of ALL the SCSI drives that will work. I know the Seagate N drives work fine. What other drives are in use?

al

430. CALL FOR DISCUSSION -- COMP.VIRUS

Newsgroup: comp.sys.atari.st
Date: 1989-03-13 15:26:10 UTC
From: jwright@atanasoff.cs.iastate.edu
Message-ID: <871@atanasoff.cs.iastate.edu>
Source record: 249353
Cross-posted to: news.groups,comp.sys.amiga,comp.sys.apple,comp.sys.atari.st,comp.sys.ibm.pc,comp.sys.mac

Currently, there is no place in the Usenet heirarchy devoted to the discussion of, and dissemination of information about, computer viruses. All I have contacted believe this should change. We therefore propose the formation of a new newsgroup: COMP.VIRUS.

This newsgroup will be devoted to the discussion of computer viruses. Topics shall include, but not necessarily be limited to, virus protection software, reports of new viruses, and behavior of viruses. This group will not be specific to any machine or class of machines. However, it is anticipated that the focus will be on microcomputers.

The newsgroup comp.virus will be moderated. This will be done not to limit distribution of information, but rather to limit the number of inappropriate postings. Unfortunately, the experience of the coordinators for the virus-l mailing list has shown this to be necessary.

Current plans call for this newsgroup to be gatewayed with the virus-l mailing list. We intend to maintain an archive for the newsgroup. Also, we have a European coordinator for the group to handle European specific information (conferences, archive sites, etc.).

This posting on March 13, 1989 initiates the mandatory 2 week discussion period. After that votes will be taken.

[PLEASE DIRECT ALL FOLLOW-UPS TO NEWS.GROUPS.]
[This posting has been sent with a wide cross-posting in order]
[to (hopefully) reach most of the interested individuals on the net.]
[If you don't know how to redirect your follow-up, please find]
[out before posting.]

--
Jim Wright
jwright@atanasoff.cs.iastate.edu

431. MEGA2 CARTRIDGE PORT PROBLEMS

Newsgroup: comp.sys.atari.st
Date: 1989-03-13 16:00:15 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <890313.10001442.012690@SFA.CP6>
Source record: 249354

Aad and Jos wrote:

"we have mega-problems using the cartridge port on our MEGA ST2 and we think
it is a common problem for all MEGA's with a boardrevision higher than revision
4."

I had a similar problem with my Mega2 when using Spectre 128. After
about an hour of operation, the Spectre would crash. Obviously, the fault
sounded temperature related. Spraying *any* area of the mother board with
Circuit Freeze (my contribution to the ozone hole at the North Pole) would
correct the problem.
Strange...
My dealer ran a diagnostic on my Mega and could find no problems, even
when loading up the cartridge port. Note: the Spectre ran perfectly on other
Mega2's. Sound familiar? Hint: "There are not two STs which are created
equally."
The dealer's engineer, Dean Muller decided to get involved. He does
a lot of ST application hardware prototyping. After several days of
investigation, he discovered that (I'm not an electronic type) two ram
drivers were weak. He piggy-backed two new drivers on top of the old and
the problem stopped. The cost for the drivers was less than $5.00!!!
For my Mega, the drivers are located between the TOS chip area and
the memory chip area.
If anyone wants Dean's phone number and so forth, get in touch with
me. Such a simple fix but it took days to isolate.

It is interesting that he has had to do this fix to four Mega2's
in the past three months, all revision 5's. He says that it is not
the chip selection that is suspect, but the company which made the
chip. Only those revision 5.0 ST's with that brand chip has the
problems with the cartridge port.

Larry Rymal <Z4648252@SFAUSTIN.BITNET>

432. IMG files / GDOS fonts / Spectre 128

Newsgroup: comp.sys.atari.st
Date: 1989-03-13 16:06:17 UTC
From: RY04@DKAUNI11.BITNET
Message-ID: <8903131606.AA21296@ucbvax.Berkeley.EDU>
Source record: 249355

In article <8903081558.dmb@TIS.COM> David M. Baggett writes :
>
>
>> From: shc1@ukc.ac.uk (S.H.Cogheil)
>...
>>To: dmb@TIS.COM
>>In-Reply-To: <8902131815.AA10307@TIS.COM>
>
>>Would you possibly have any info on the .img formats ?
>
>Unfortunately I don't. If you (or anyone else here) has info
>on .IMG, send it along to me and I'll add it to the list.
>
> Dave

In fact there exists an information about *.IMG files. I will try
to discribe this format now.

At the beginning of each IMG file there is a structure with following
format :

```
typedef struct
{
int im_version; /* version number of image file */
int im_headlength; /* length of header in words -> you
should ALWAYS check this value
and skip the rest of the header if
this value is greater than 8 !! */
int im_nplanes; /* number of colour planes */
int im_patlen; /* pattern length in bytes;
normally 2 */
int im_pixwidth; /* pixel width in thousands of mm */
int im_pixheight; /* pixel height in th. of mm */
int im_scanwidth; /* line width in pixels */
int im_nlines; /* number of lines */
}
```

the picture information is structured in three groups :

- monochrome pixel series ("solid run") are stored as simple byte.
In this case bit no. 7 gives the status of the point, on or off.
bit no. 0-6 give the number of pixels to draw.
- pattern series ("pattern run") have as first byte a "0" and as
second the number of of repeats. the length of a pattern is stored
in "im_patlen". You see, the first two bytes are followed by as many
bytes as are needed to describe this pattern.

- picture informations which are difficult or aren't to be shortened
("Bit String") are stored without compressing. In this case the
first byte is $80 and the second gives the number of bitstrings.
Behind byte 2 follow the bytes of the bitstring.

If there more than one line with the same content they are coded
in following way :

```
typedef struct
{
int sc_zero; /* always 0 */
int sc_ff; /* always 255 */
int sc_cnt; /* number off coded scanlines */
}
```

ATTENTION !!
Information can be found only for one line and one plane. You should
take care that always a line with a full byte number is coded, although
the picture in fact can be smaller. So it can be that there are up to
7 bits more information. The real picture width stands in
"im_scanwidth".

Well, I think that should be enough.

Now, I have a problem of my own and hope someone on the net can help me.

1) Do there exist any FONTS for GDOS which are NOT Swiss or Dutch
or Rockface and if they do, in which sizes are they available ?

I want to write a program which uses full VDI interface and will
work expressive with texts. So I have a great interest to get
fonts in style ea. helvetica,times,swiss,symbol in sizes 7,9,12,
14,18,20,24 (28) points like on the mac.

Does anyone have an idea to get these ????

2) What's about this Spectre 128 where you are talking of ? Can any-
one explain this to me ? (what for ROMS ? Which converter ?
where could I get it ? how expensive is it ?....)

Thanks, Valentin

P.S : Please answer NOT to the List but direct to me..

433. LEAVING MONITORS ON

Newsgroup: comp.sys.atari.st
Date: 1989-03-13 16:23:21 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <890313.10232072.012690@SFA.CP6>
Source record: 249356

"I have heard rumors that leaving your monitor on when it is not connected to the Atari may cause problems. Does anyone have any information about this? I use Monitor Master and as I switch back and forth, I am not turning my monitors on and off."

It is not good to leave ANY monitor running when it doesn't have a load, that is, signal feeding into it. The horizontal oscillator, so I'm told, doesn't have anything to lock onto. TV studios, if leaving a monitor on without a 'picture', will feed what they call is SIGNAL BLACK to keep the monitor stable.
Instead of using Practical Solutions' Monitor Master, I'd recommend Astra's monitor switcher when trying to solve this problem. It is really a superior product, from my point of view as a user only, in that it kills power to the unused monitor. It also gives you the option to turn power off to a monitor via a switch, to tap into the audio, and to kill power to the audio for the monitor for routing to a stereo.
Switching from one monitor to another is easy enough with a switch and the un-used monitor will be denied power.

Larry Rymal <Z4648252@SFAUSTIN.BITNET>

434. Federated: Dumped by Atari! Shame on you, Atari!

Newsgroup: comp.sys.atari.st
Date: 1989-03-13 16:28:58 UTC
From: pa1132@sdcc15.ucsd.edu
Message-ID: <1308@sdcc15.ucsd.edu>
Source record: 249357

According to a Federated employee in El Cajon, CA store, Atari has seperated itself from Federated. Now Federated is in its own completely, and is expected to be bankrupted soon. Atari is said to make "megabucks" by doing this because it can deduct the Federated loss from tax. Federated is left to die on its own. We should condemn Atari for its irresponsibility! And if Atari can do this to Federated employees, nobody knows what Atari can do to Atari employees in the future!

435. Re: Adaptec controller boards

Newsgroup: comp.sys.atari.st
Date: 1989-03-13 16:37:46 UTC
From: dlm@druwy.ATT.COM
Message-ID: <3904@druwy.ATT.COM>
Source record: 249358

in article <2312@van-bc.UUCP>, rthurlow@van-bc.UUCP (Rob Thurlow) says:
> In article <404@ultb.UUCP> clf3678@ultb.UUCP (C.L. Freemesser (709ITP)) writes:
>>Let's see if we can get this straight.
>>
>>The Adaptek 4000 and 4000A are the MFM controllers.
>>The Adaptek 4070 and 4070A are the RLL controllers.
>>
>>I THINK the A is just a revision of the older 4000/4070.
>
> NO!!!!!!!!!!!!!!!!!!!!!
>
> Please, people, check your facts!

Your right. People should check their facts before posting.

The 4000 and 4000A are both 100% compatible with the ST. You
can even format drives on one and use them on the other.

Dan Moore
AT&T Bell Labs
Denver
dlm@druwy.ATT.COM
dlm@druhi.ATT.COM

436. Re: GDOS font format and more fonts questions

Newsgroup: comp.sys.atari.st
Date: 1989-03-13 16:43:11 UTC
From: keithj@ux1.lbl.gov
Message-ID: <2099@helios.ee.lbl.gov>
Source record: 249359

I too have used G+Plus quite extinsively and found it to be an excellent program...one of the best I`ve seen yet for the ST. I use it rather frequently during my Easydraw sessions and have noticed a markedly favorable increase in screen updates. I would definitely recommend giving this program a trial run.

Keith Groves

437. Re: TOS 1.4 vs NEODESK and UIS-II

Newsgroup: comp.sys.atari.st
Date: 1989-03-13 17:05:22 UTC
From: dclemans.falcon@mntgfx.mentor.com
Message-ID: <1989Mar13.090524.11816@mntgfx.mentor.com>
Source record: 249360

From article <8903100344.AA03075@ucbvax.Berkeley.EDU>, by 01659@AECLCR.BITNET (Greg Csullog):
> I have read a mess of specs on TOS 1.4. I also own NeoDesk 2.0 and the UIS-II.
> Personally, with NeoDesk and the UIS I cannot see any reason to buy TOS 1.4.
> Can someone give me an honest opinion on what advantages 1.4 would provide?
>
> FOLDXXX.PRG fixes the folder limit
> DISKFREE.PRG speeds up the slow FAT access
> STARTGEM.PRG allows GEM codes to autoexecute
> STARTUP.PRG allows system reconfig on boot (my start up screen says:
> M=Mac I=IBM A=Atari
> to run Spectre, PC_Ditto, GEM
> NITE.PRG gives me a screen save
> UIS_II.PRG has replaced my need for Crystal for DOS functions from in an appl.
> NEODESK.PRG for a hard disk system is essential in my opinion.
>
> (awards of merit should be given to UIS and NEODESK authors)
>
> Why, pray tell, would I want TOS 1.4; my Mega 2 with a Megafile 20 blows away
> 80286/80287 machines for DTP (average print time from Timeworks DTP to an
> SLM804 laser is 43 seconds; average print time from an AT to an HP laserjet
> is > 7 minutes for programs like GEM Draw with lots of hash patterns!)
>
> What will I miss out on if I do not get TOS 1.4? Anything?

FOLDRXXX.PRG is a partial patch; it DOES NOT completely fix the underlying memory allocation problems of TOS 1.0 or 1.2. Also, rather than just tromping on memory, TOS 1.4 checks for table exhaustion.

My experience with TOS 1.4 is that its FAT access speed is better than TOS 1.0 or 1.2 with the various public domain "patches".

TOS 1.4 gives you a cleaner auto-execute of GEM programs (for example, NEODESK comes up much more naturally).

dgc

438. Re: Flaky ST!

Newsgroup: comp.sys.atari.st
Date: 1989-03-13 17:06:34 UTC
From: med@druwy.ATT.COM
Message-ID: <3907@druwy.ATT.COM>
Source record: 249361

in article <8901150021.AA01172@ucbvax.Berkeley.EDU>, V067MAJP@UBVMS.BITNET (Arion) says:
>
> Help!
> I'm not sure watch to do with my ST. Anyone have any suggestions?
> (Before you start, let me list some symptoms.)
> VERY erratic behavior. Sometimes, it works perfectly, others it refuses to
> boot.
> When it does boot, sometimes it will refuse to recognise that my disks are NOT
> blank! Other times, it will just continuously reboot by itself over and over.
> Sometimes, the screen literally goes crazy and the ST crashes (or small blobs
> will appear on the screen and then the works)
> Sometimes a program which works fine (such as Uniterm) will end execution and
> return to the desktop at random (sometimes right after it loads!)
> Just to put things in perspective, this has been happening since I've gotten
> the computer (and I was zealous, from what I can make out on the motherboard is
> dated 1985 rev. A) and has been "repaired" quite a few times.
> Any suggestions?
> John
> Bitnet: v067majp@ubvmsd
> (the others, who knows? I'm still new at this stuff, I'm still not sure what
> USENET is.)

One easy solution... Gentle lift the ST up about 4 inches and drop *sharply*
on the tabletop. This actually works much better than it sounds. The chip
sockets for most of the ST's, especially the old ones, were
absolutely the *CHEAPEST* ones that Atari could buy. My ST used to exhibit many
of these symptoms, and I got fed up with it and brought it in to a de-solder
station and removed all of the sockets and replaced them with new, (and more
expensive ;-() sockets, and have had very little problems with it since. It's
a little radical, but it sure fixed it up proper.

Myron Drapal
att!med@druwy.ATT.COM

From vn Mon Jan 16 15:58:47 1989
Subject: Re: Flaky ST!
Newsgroups: comp.sys.atari.st
References: <8901150021.AA01172@ucbvax.Berkeley.EDU>

in article <8901150021.AA01172@ucbvax.Berkeley.EDU>, V067MAJP@UBVMS.BITNET (Arion) says:
>
> Help!
> I'm not sure watch to do with my ST. Anyone have any suggestions?
> (Before you start, let me list some symptoms.)
> VERY erratic behavior. Sometimes, it works perfectly, others it refuses to

> boot.

> Any suggestions?
> John
> Bitnet: v067majp@ubvmsd
> (the others, who knows? I'm still new at this stuff, I'm still not sure what
> USENET is.)

One easy solution... Gentle lift the ST up about 4 inches and drop *sharply*
on the tabletop. This actually works much better than it sounds. The chip
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absolutely the *CHEAPEST* ones that Atari could buy. My ST used to exhibit many
of these symptoms, and I got fed up with it and brought it in to a de-solder
station and removed all of the sockets and replaced them with new, (and more
expensive ;-() sockets, and have had very little problems with it since. It's
a little radical, but it sure fixed it up proper.

Myron Drapal
att!med@druwy.ATT.COM

From vn Mon Mar 13 10:05:33 1989
Subject: Re: Adaptec controller boards
Newsgroups: comp.sys.atari.st
References: <2312@van-bc.UUCP>

in article <2312@van-bc.UUCP>, rthurlow@van-bc.UUCP (Rob Thurlow) says:
>
> NO!!!!!!!!!!!!!!!!!!!!!
>
> Please, people, check your facts! This thread could result in a lot of
> people buying the wrong card. I quote from the Adaptec "ACB-4000 Series
> User's Manual":
>
> "The ACB-4000A Controller ... supports SCSI features and controls two
> Winchester drives. The ACB-4000A also supports both hard-sectored and
> soft-sectored removable drives, as well as all ST506/412 type fixed
> drives. The ACB-4000A was previously known as two separate products, the
> ACB-4000 and the ACB-4010. It is fully compatible with these products."
>
> The inescapable conclusion I come to after reading that is that the Adaptec
> 4000 (no 'A') is NOT complete, and that you would need the 4010 as well to
> get a working system. If this is wrong, someone with a 4000 (no 'A') should
> break their silence and put us straight about the differences. DO NOT BUY
> AN ADAPTEC 4000 unless you know how it differs from the 4000A, because the
> 4000A is the one people are running.
>

Right quote, wrong conclusion... I have both ACB-4000 and ACB-4000A
and they work *exactly* the same. In fact, the only difference that I could
find is that the board layout is slightly different, and the mounting holes
in the 4000A match the mounting holes on the bottom of a 5.25 hard disk, where
the older 4000 board does not. The way I would then read the above quote from

the ACB-4000 manual is that the 4000A is a (newer) replacement for the 4000 *OR* the 4010. So, buy the 4000 if you "get a deal on it" (Time Line has the 4000 in their ad for $60, but it's really a 4000A), otherwise buy an OMTI (its faster ;-)).

Myron Drapal
AT&T Bell Labs
Denver

==========
Disclaimer: These are my own opinions.

439. Re: TOS 1.4 vs NEODESK and UIS-II

Newsgroup: comp.sys.atari.st
Date: 1989-03-13 17:10:33 UTC
From: ajy2208@ultb.UUCP
Message-ID: <431@ultb.UUCP>
Source record: 249362

Chris,

My roommate's Mega ST2 has 6 sockets for TOS, but only two are occupied. We finally got the nerve to open the computer the other night (he purchased it last August). He has the older motherboard with space for 2 more banks of 1megabit chips, and as I said, 6 TOS sockets. There is also an interesting modification to the 68000. A few of the pins on it are bent UP, with wires running to a 7474 chip (if my memory serves me correctly). And the 7474 chip was piggy-backed onto another chip!!!! Interesting, to say the least. The drive came out nicely, easily detachable from the motherboard to which it is connected via a ribbon cable and power cable. There is a place to plug another drive in (such as a hard drive), an internal DMA port, and of course, the expansion bus. I was surprised to see how much room is really available inside the Mega case.

Oh yes, it is a Rev. 5 motherboard.

Albert Yarusso,

Bitnet: ajy2208@ritvax
Usenet: ajy2208@ultb.rit.edu

440. Re: More on Hard Drives...Megafiles

Newsgroup: comp.sys.atari.st
Date: 1989-03-13 17:15:18 UTC
From: c184-au@holden.Berkeley.EDU
Message-ID: <11022@pasteur.Berkeley.EDU>
Source record: 249363

Concerning the Megafile 30 :
The answer is, look inside. The old SH204 had an atari-made ACSI->SCSI
card connected to an adaptec 4000 connected to a seagate 225. The Adaptec
cards ARE capable of controlling 2 disk mechs at a time. As I recall, the
megafile 20 my friend has had only a single, large board in it. Look for
a spare 20 pin connector inside the drive -- probably right next to the
connector that attaches to the 30 mb mech.
It seems to me that there's not enough room in a megafile for a second mech.
If this is the case, a second power supply and etc would bring the total cost
up to near the cost of a complete extra drive, which could be daisy-ed
through the megafile, right?
If there's no other connector, you could always just sell off the current
30mb disk mech and replace it with a larger capacity one.
I am rather interested in what exactly IS in a megafile 30, so if you
or anyone else knows already or finds out, I'd like to hear.
Dan Filner

441. Re: TOS 1.4 vs NEODESK and UIS-II

Newsgroup: comp.sys.atari.st
Date: 1989-03-13 17:18:27 UTC
From: julius@yugas.UUCP
Message-ID: <815@yugas.UUCP>
Source record: 249364

In article <8903100344.AA03075@ucbvax.Berkeley.EDU>, 01659@AECLCR.BITNET (Greg Csullog) writes:

>I have read a mess of specs on TOS 1.4. I also own NeoDesk 2.0 and the UIS-II.
>Personally, with NeoDesk and the UIS I cannot see any reason to buy TOS 1.4.
>Can someone give me an honest opinion on what advantages 1.4 would provide?
>
>FOLDXXX.PRG fixes the folder limit

FOLDRXXX.PRG only *raises* the limit on TOS previous to 1.4 (with a cost of RAM). TOS 1.4 actually fixes the problem.

>DISKFREE.PRG speeds up the slow FAT access

Is a hack (with a bug) that only speeds up the GEMDOS Dfree() function.

>STARTGEM.PRG allows GEM codes to autoexecute

Is also a hack - that uses undocumented features (the worst programming sin! :-)

>STARTUP.PRG allows system reconfig on boot (my start up screen says:
> M=Mac I=IBM A=Atari
> to run Spectre, PC_Ditto, GEM

Very handy!

> [...parts deleted...]

>Why, pray tell, would I want TOS 1.4; my Mega 2 with a Megafile 20 blows away
> [...]
>What will I miss out on if I do not get TOS 1.4? Anything?

Bug fixes and many other enhancements that AUTO folder and applications programs can't hope to add to TOS. It sounds like you have read a magazine article or two that only skims the surface of what was done to TOS to create version 1.4

Some nice features:

CACHEXXX.PRG can be used to increase TOS 1.4's internal buffers - this means that FATs and directories stay in RAM. Dfree(), FAT searchs, directory searchs can now happen in RAM. Much speed increase here.

The File Selector can now be passed a string, such as "Load configuration file" no more tacky boxes sitting above, below, or beside the Item Selector.

Move file(s) from Desktop with display of destination folder/file name. File copying with time & date stamp retention. The ability to rename folders.

Format/Copy disk condensed into one dialog, with disks formatted being
MessyDOS compatible.

...and much more...

Best off all, it dosen't use up any RAM. :-)
--
Julius Oklamcak All views are my own.
Atari (Canada) Corp. Just say NO! to the abuse and
...!uunet!nexus!yugas!julius destruction of the environment.

442. Music Programs question

Newsgroup: comp.sys.atari.st
Date: 1989-03-13 17:23:07 UTC
From: keithr@vice.ICO.TEK.COM
Message-ID: <3387@vice.ICO.TEK.COM>
Source record: 249365

I am looking for a program for the ST which allows you to enter a melody of a song and will write an accompaniment for the melody. Is there such an animal available? Any recommendation? My mother-in-law wants something like this to help her write childrens songs, so we're not talking of something too complicated.

Thanks in advance,

Keith
keithr@icogem3.ico.TEK.COM

443. Laser Printer for sale

Newsgroup: comp.sys.atari.st
Date: 1989-03-13 17:23:33 UTC
From: 870646c@aucs.UUCP
Message-ID: <1650@aucs.UUCP>
Source record: 249366

I seem to have a dying need for money to help pay for school, since this is so someone is going to get a good deal on a SLM804 Laser. I have posted this before with a few wanting souls sending me a responce. All the normal things apply like condition, etc. I am asking $995.00 US for this beast which is a very fair price considering the fine shape that it is in.
If interested call me at:
1-(902)-542-9909 weekdays
1-(902)466-5345 weekends

Later
Barry Comer 870646c@aucs.UUCP

444. Re: Quick Directory Size

Newsgroup: comp.sys.atari.st
Date: 1989-03-13 17:31:17 UTC
From: leo@philmds.UUCP
Message-ID: <975@philmds.UUCP>
Source record: 249367

In article <305@hydra.gatech.EDU> iadt2tg@prism.gatech.EDU (Terry O. Greenlaw) writes:
|What is the quickest way to find out the total byte size of all files
|in the current subdirectory? I need the size to do the equivalent of
|a "ls -l", and I'd rather not add up the individual file sizes.

As far as I know TOS only has a call to get the size (used and unused)
of a device (my handbook says: GEMDOS 0x36, Get Disk Free Space; my
compiler calls it : Dfree()). So probably summing up the sizes is the
only way to go (correct me if I'm wrong).

I wrote once a UNIX style du; du -s gives you the number of blocks used
by all files in the current directory (recursively); du -a gives the
block usage for each file individually too. If that's what you want I
could check it out and submit it to the sources / binaries groups.
You can try to outperform this by reading the directory sector(s), but
I doubt if it's worth the effort.
Anyone interested send me fanmail.

Leo.

445. MailTruk versions.

Newsgroup: comp.sys.atari.st
Date: 1989-03-13 17:45:04 UTC
From: logajan@ns.UUCP
Message-ID: <1200@ns.UUCP>
Source record: 249368

In case anybody saw/sees the version of MailTruk (a GFA Basic source version of uucp) as it is even now being propogated by comp.sources.atari.st, please be advised that it may not function on machines with less than one meg of memory. I have gotten around the apparent GFA Basic bug that causes problems in 512k machines. The fixed version is V1.1.

I am sending the fixed version to the source.atari moderator, and perhaps it will be distributed in about two months or so. For those who want it earlier (a big rush of people, no doubt:) you can get it from me directly.

--
- John M. Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428 -
- ...rutgers!umn-cs!ns!logajan / logajan@ns.network.com / john@logajan.mn.org -

446. More on bugs in dLibs

Newsgroup: comp.sys.atari.st
Date: 1989-03-13 17:53:27 UTC
From: mj@myrias.UUCP
Message-ID: <947@myrias.UUCP>
Source record: 249369

Seeing David Brooks posting, relayed by Steve Yelvington, gave me
enough of incentive to look a little bit closer also at lmemcpy
code, as distributed with dLibs 1.2. Sure enough I found that
it exhibited the same set of problems as memcpy. So here is
a replacement code, quite obviously derived from a code by David.

```
* lmemcpy.s - replacement for a code in dLibs 1.2
*
* After memcpy by David Brooks - Michal Jaegermann, 11 Mar 89
*
* char *lmemcpy(dest, source, len)
* char *dest at 4(sp)
* char *source at 8(sp)
* unsigned long len at 12(sp)
*
* Avoid "btst #n,dn" because of a bug in the Sozobon assembler.
* If parity of both adresses the same - copies in 16 byte blocks.
* One has to stop loop unrolling somewhere.

.text
.globl _lmemcpy
_lmemcpy:
lea 4(a7),a2 ; Point to argument list
move.l (a2)+,a1 ; a1 = dest
move.l (a2)+,a0 ; a0 = source
move.l (a2),d2 ; d2 = len
beq lmemcpy6 ; return if zero

move.l a0,d1 ; Check for odd/even alignment
add.w a1,d1 ; This is really eor.w on the lsb. Really.
asr.w #1,d1 ; Get lsb into C. If it's 1, alignment is off.
bcs lmemcpy7 ; Go do it slowly

move.l a0,d1 ; Check for initial odd byte
asr.w #1,d1 ; Get lsb
bcc lmemcpy1
subq.l #1,d2 ; Move initial byte
move.b (a0)+,(a1)+ ;
lmemcpy1:
moveq.l #15,d1 ; Split into a longword count and remainder
and.w d2,d1
lsr.l #4,d2 ; for 16 bytes at a time
move.l d2,d0 ; a second counter for dbra
swap d0
bra lmemcpy3 ; Words (!!) d2 and d0 could equal 0.
```

```
lmemcpy2:
move.l (a0)+,(a1)+ ; Copy 16 bytes
move.l (a0)+,(a1)+
move.l (a0)+,(a1)+
move.l (a0)+,(a1)+
lmemcpy3:
dbra d2,lmemcpy2
dbra d0,lmemcpy2

bra lmemcpy5 ; Enter final loop. Again d1 could equal 0.
lmemcpy4:
move.b (a0)+,(a1)+ ; Up to 15 trailing bytes
lmemcpy5:
dbra d1,lmemcpy4
lmemcpy6:
move.l 4(a7),d0 ; stick return value into d0
rts ; All done.

lmemcpy7: ; Handle the odd/even aligned case
move.l a1,d0 ; d0 = dest, ready to return
subq #1,d2 ; here d2 was positive!
move.l d2,d1
swap d1 ; second dbra counter
lmemcpy8:
move.b (a0)+,(a1)+ ; move byte-by-byte
dbra d2,lmemcpy8
dbra d1,lmemcpy8
rts ; and exit normally
```

lmemcpy is used internally by realloc. Since malloc has to return
nicely aligned addresses, hence in this case we luckied out and an old
version of lmemcpy will work for realloc, maybe even a little bit
faster. :-). Unless your program will pass to realloc some funny argument.

And one more thing. dLibs documentation claims that length parameter
to memcpy and lmemcpy is either int or long. Code documents and works
with - more logically, but with some discrepancy with U*IX library -
unsigned quantities. Accordingly to ANSI standard specification
length parameter to memcpy has to be of size_t type, where size_t is
an integral type specified by an implementation. This means that
unsigned int, or unsigned long, are ok, if you said so. Watch out for
these until things get fixed.

Michal Jaegermann
Myrias Research Corporation
Edmonton, Alberta, CANADA
...{alberta,ncc}!myrias!mj

447. MS DOS mouse model number

Newsgroup: comp.sys.atari.st
Date: 1989-03-13 17:56:54 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <890313.11565406.012765@SFA.CP6>
Source record: 249370

I've been trying to post mail to richb@ucbvax.Berkeley.EDU privately
in an attempt to declutter the net with my messages, but I'm barraged with
the infamous 'RETURNED MAIL' error message. Sigh, what else is new?
Anyway, regarding the use of the MS DOS mouse, what is the model number?
Also, in reference to a bussed mouse and serial mouse. Which one is the
ST's? Does it matter since the user will be modifying the connector anyway.
At any rate, which mouse should we be searching for: bussed or serial?
This is all a little redundant due to Atari's excellant return policy.
The pricing is great, but I'd like to at least have the option of using
a different brand mouse in case I can't find any Atari mice in my area,
especially since my mouse is the Hong Kong one.

Larry Rymal <Z4648252@SFAUSTIN.BITNET>

448. comp.virus - early voting

Newsgroup: comp.sys.atari.st
Date: 1989-03-13 18:04:51 UTC
From: jwright@atanasoff.cs.iastate.edu
Message-ID: <875@atanasoff.cs.iastate.edu>
Source record: 249371
Cross-posted to: news.groups,comp.sys.amiga,comp.sys.apple,comp.sys.atari.st,comp.sys.ibm.pc,comp.sys.mac

Folks,

I appreciate your enthusiasm for the creation of comp.virus.
However, we must play by the rules of the game. I posted the
call for discussion not more than an hour ago, and votes are
already coming in. To avoid unnecesary hassles, all early
votes will be met with the following.

> Dear Usenet Reader,
>
> Thank you for your vote regarding comp.virus. Unfortunately,
> the Usenet guidelines do not allow votes to be collected
> until after the two week discussion period has expired.
> Please watch for the call for votes. I will post it to all
> the groups originally covered in the call for discussion.
>
> Sorry for the inconvience, but thanks for your concern.

--
Jim Wright
jwright@atanasoff.cs.iastate.edu

449. Wren I disk drive

Newsgroup: comp.sys.atari.st
Date: 1989-03-13 18:35:03 UTC
From: to_stdnet@stag.UUCP
Message-ID: <740@stag.UUCP>
Source record: 249372

From: thelake!steve@stag.UUCP (Steve Yelvington)

jlong@blackbird.afit.af.mil.UUCP writes...

> I have a basic question along the same line as this thread is going, (I
> think). I have the chance to get a CDC WREN-I 36 Meg drive. Qustion:
> Is this drive (it is supposed to have an ST-506 interface) compatible with
> the ICD or Supra adapters and if so, which controller will I need for it?
> Please reply soon, as I need to close the deal for the drive ASAP.
> Thanks for any tips, warnings or encouragement! Jeff Long

The Wren I will work just fine. I put together my first hard drive about a
month ago using the Supra adaptor ($99.95), Adaptec 4000A SCSI controller
from Timeline ($60) and a CDC Wren I. It formatted down to about 31 MB.
The Wren is not in Supra's menu, so you should write down the following
numbers and use them:

Heads 5
Cylinders 697
Interleave 1
Reduced Write 698
Write pre-comp 128
Landing zone 698
Step pulse rate 4
Reserved tracks 0

I got this data from a CDC technician.

/*
* UUCP: {uunet!rosevax,amdahl!bungia,chinet,killer}!orbit!thelake!steve
* ARPA: crash!orbit!thelake!steve@nosc.mil
* #member <STdNET> The ST Developers Network
*/

450. CompuClub stole many machines before they went Chapter 11

Newsgroup: comp.sys.atari.st
Date: 1989-03-13 19:30:43 UTC
From: MLS@s40.prime.COM
Message-ID: <8903132154.AA09667@ucbvax.Berkeley.EDU>
Source record: 249373

CompuClub in Framingham, MA screwed alot of people out of systems. One reason that they are no longer in business is that they did not pay their bills to Atari. That is probably the reason that systems sent to Atari last July were not returned to them.

The owner of CompuClub is (was) Thom Grazziano, and I understand he is still in the area. A couple of my friends got burned by him too. I was lucky, and got my system back unrepaired because I got tired of waiting and made a big issue out of the delay. (You wouldn't believe the stories Thom gave other customers while I was there, and most were gullible enough to believe him.)

I know of a number of people who would be interested in tracking down Mr. Grazziano for the purposes of a lawsuit. However, since I believe that CompuClub declared Chapter 11, this may not be possible.

Thom's second in command, Joe (I don't remember his last name) is now working at THE BIT BUCKET in Newton, MA. He may be able (though I'm not sure how willing) to provide more information on the whereabouts of missing systems or even Mr. Grazziano.

-Matt Stone
MLS@S40.Prime.Com

The views expressed above are not those of Prime Computer, who unfortunately run their own systems, and would not even think of using ST's.

451. C.L. Freemesser - Mail Failure

Newsgroup: comp.sys.atari.st
Date: 1989-03-13 20:06:59 UTC
From: iadt3tb@prism.gatech.EDU
Message-ID: <334@hydra.gatech.EDU>
Source record: 249374

My mailer can't get to Mr. C. L. Freemesser at Rochester, so I'm
stuck with trying to get in contact with him by posting to everyone.
Sorry, I don't like it either.

If you aren't him and don't want to read a message to him, you can
skip the rest of this.

Mr. Freemesser, I'm very interested in your message about TimeLink.
Your mail got to me OK but I can't seem to get my mailer to send anything
back to you. Please send me another message and I'll try again. If you
send a USMail address or phone number I'll get in touch with you that
way.

Thanks,
Terry

--
T. Terrell Banks uucp: { 'insert a backbone name here' }!gatech!prism!iadt3tb
Georgia Insitute of Technology - I.S.A. Internet: iadt3tb@prism.gatech.edu
190 Third Street NW Bitnet : iadt3tb@gitvm1
Atlanta, Georgia 30332-0185

452. Re: TOS 1.4 vs NEODESK and UIS-II

Newsgroup: comp.sys.atari.st
Date: 1989-03-13 20:42:22 UTC
From: apratt@atari.UUCP
Message-ID: <1385@atari.UUCP>
Source record: 249375

In article <418@ultb.UUCP> clf3678@ultb.UUCP (C.L. Freemesser (709ITP)) writes:
> If the size of the program is too big for the 256k chips we use now,
> Atari could:
>
> 1) Put out a smaller version (if this is possible) to fit into our
> machines.

TOS 1.4 certainly DOES fit in 192K (the ROM space for all STs), and you CAN upgrade a 520 or 1040 or Mega-2 or Mega-4... I don't know why you think you can't.

Some newer Megas have only two ROM chips, but that's because those two parts are cheaper than six parts. The addressable ROM space is the same for all current ST machines: 192K. The six-chip sets have 256K *bits* per chip, or 32Kbytes, and 192K is 32K times six. The two-chip sets have 1024K *bits* or 128Kbytes per chip, 256K total ROM space, but the ST can only address 192K of that.

TOS 1.4 will be available in both two-chip and six-chip sets, and can be put in all machines.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

453. Re: Trak-Ball/Parsec Pixel Plus

Newsgroup: comp.sys.atari.st
Date: 1989-03-13 21:00:56 UTC
From: clf3678@ultb.UUCP
Message-ID: <432@ultb.UUCP>
Source record: 249376

Yes, the Atari Trak-Ball can be used as a mouse.
No, it can't be used as a mouse without some rewiring.

I'm not exactly sure what is involved with the rewiring, but friends of
mine have done it. They even got the two buttons working. I'm sure
some good samaritan will send up the docs in the next few days.

=cf=

454. Re: TOS 1.4 vs NEODESK and UIS-II

Newsgroup: comp.sys.atari.st
Date: 1989-03-13 21:03:57 UTC
From: clf3678@ultb.UUCP
Message-ID: <433@ultb.UUCP>
Source record: 249377

I think a little history is needed.

The original 520 (which I own) and older 1040 machines used a set of 6 chips for it's ROMS. I believe these are 256k chips.

The new ROMS are larger, and need more room. Therfore, Atari used 2 1 meg chips. The pin-outs on these chips differ, so you cannot just stick the 1 meg chips into the 256k sockets. To interface the two (if it can be done), you need an interface board that will plug into the 6 sockets and hold the two new chips.

Now this can be done, OR Atari can put out a smaller version of the new ROMS that will fit into the 6 chip arrangement we have.

=cf=

455. Re: TOS 1.4 vs NEODESK and UIS-II

Newsgroup: comp.sys.atari.st
Date: 1989-03-13 21:06:53 UTC
From: clf3678@ultb.UUCP
Message-ID: <434@ultb.UUCP>
Source record: 249378

I would guess that the 6 sockets your roomie's Mega 4 has are for 1 meg chips, not the 256k chips I have. Why they are in there, I have no idea. Perhaps for the 68881 co-processor and other goodies. Atari has changed the design of the Mega motherboard quite a few times.

=cf=

456. More ELITE(tm) strangeness

Newsgroup: comp.sys.atari.st
Date: 1989-03-13 21:17:23 UTC
From: dag@per2.UUCP
Message-ID: <831@per2.UUCP>
Source record: 249379

I'm the person who posted a few days ago about the trouble that I'm having running ELITE(tm) from Rainbird Software on my ST. (Joystick problems) I've encountered another problem which is more serious.

If I play the game using the keyboard to control the ship, the program runs for a while and then bombs with either 11 or 22 bombs (I think it's 11 bombs, since that's the Line-F emulator trap, and exception 22 is listed as "reserved" in my M68000 reference -- the resolution changes to medium after the bombs appear, however, and I end up with 22 bombs and some strange artifacts on the screen) shortly after I leave hyperspace or when I've been practice docking for a while.

I've tried this with the mouse and joystick attached and removed in various combinations. I've also tried it with the serial, MIDI, hard disk and printer devices unplugged. Same thing. I have a RAM upgrade in my ST which gives me a total of 1meg, and a Z-time clock chip sandwiched in one of the ROM sockets on the system board. I doubt that either would be a problem. I've not had any problems with my RAM upgrade with other products. (This is one of the solderless upgrades which piggybacks with the shifter and has fingers which contact with the "MMU" chip.

As far as I can tell, I'm having no trouble with any other programs, though I must admit that I don't have many other "arcade" games (WizBall, MIDI-maze, and some PD stuff...) and programs like ELITE(tm) might just push my ST beyond its operational limits...

There was a problem a long time ago with some M68000's where under some "rare" instances the program counter or stack pointer would get screwed up when one interrupt came in while the processor was executing an RTE (or RTI), or something like that... I don't have the exact details. Is it possible that the M68K in my ST is of this vintage? I encountered this problem (and we received a revised chip) while working for DEC back sometime in 1984.

Any help is appreciated.
--

Daniel A. Glasser One of those things that goes
uwvax!per2!dag "BUMP!!!(ouch)" in the night.
---Persoft, Inc.---------465 Science Drive-------Madison, WI 53711----------

457. Bitnet Atari ST Forum proposal

Newsgroup: comp.sys.atari.st
Date: 1989-03-13 22:54:00 UTC
From: MCCABE@MTUS5.BITNET
Message-ID: <8903132254.AA12848@ucbvax.Berkeley.EDU>
Source record: 249380

Date: 13 March 89, 17:40:12 EST
From: Jim McCabe MCCABE at MTUS5
To: INFO-ATARI16 at SCORE.STANFORD.EDU
Subject: Bitnet Atari ST Forum proposal

A couple years ago, Paul Molenaar (spelling?) ran a weekly discussion group for Atari ST programmers and users. It died out, but I still like the idea (it might be one of the only good uses of Relay yet.)

I'd like to get the group back up, but first I'm going to need input from interested people as to *when* it should be held. (ESPECIALLY those in Europe, since that's where most of the ST activity takes place.) There's no way to please everyone on all the continents, but we should be able to find a happy medium.

Here's the scheme: everybody meets on some predetermined channel on Relay (say, channel 520), and they BS for a couple hours about programming problems, forthcoming program releases, etc...

It's a great way to get help with programming dead-ends, and probably kinda fun too.

Anyone interested please send mail to "MCCABE at MTUS5", and I'll try to find a good time to meet that will please most of those involved. I'll get back to everyone interested when I find a good schedule.

Jim McCabe
MCCABE @ MTUS5.BITNET

458. Calamus

Newsgroup: comp.sys.atari.st
Date: 1989-03-13 22:55:50 UTC
From: HEIMBIG@WSUVM1.BITNET
Message-ID: <8903132255.AA12916@ucbvax.Berkeley.EDU>
Source record: 249381

A review of Calamus in Sept Personal Publishing stated that Calamus can use 2 monitors at the same time. Is this right? I've seen such things with Mac II's but on the ST? If it is so can one be a monochrome and the other color?

Calamus has been advertized for months in STart but I don't think it has actually been available. Is there any one out there who has actually used it? Any problems? Does it bomb out the way PageStream does? how does it compare with PageStream (or other ST pub)?

I am very interested in a page layout program. WordUp and EasyDraw are great programs which I own and use constantly but are falling short of my my current need for page layout, so I'm look for something to augment them.

Bye
Bruce Heimbigner
Email: Snail mail:
HEIMBIG@WSUVM1.bitnet N.W. 324 True Street
OR Pullman WA 99163-3347 (USA)
----"It's all very well in practice,
but in theory it just doesn't work."

459. Re: Blitter (Was: Re: TOS 1.4 vs NEODESK and UIS-II)

Newsgroup: comp.sys.atari.st
Date: 1989-03-13 23:00:10 UTC
From: c184-au@holden.Berkeley.EDU
Message-ID: <11045@pasteur.Berkeley.EDU>
Source record: 249382

I know TOS 1.4 will work on 1040's. I've seen several 1040's running TOS 1.4; people who have close ties to Atari already have preliminary copies of the new ROMs. The only obstacle is getting Atari's legal permission to run the new version. In other words, I KNOW it's possible... it remains to be seen whether it will be legal. There's no good reason for it not to be available : it doesn't require anything harder than the original replacement of the tos-in-ram loader chips with the first ROM version did.. just take 6 socketed chips out and put in 6 new ones.

---

460. Re: TOS 1.4 vs NEODESK and UIS-II

Newsgroup: comp.sys.atari.st
Date: 1989-03-13 23:33:00 UTC
From: ajy2208@ultb.UUCP
Message-ID: <437@ultb.UUCP>
Source record: 249383

Chris,

I highly doubt that the extra 4 sockets in my roommate's Mega ST2 are for 'future upgrades' as Atari has apparently eliminated them in the latest Mega motherboard redesign. I am almost certain that all six sockets are for TOS chips, and once Atari went to the 2 chip set, the other four sockets were no longer used (hence, that is why they were removed, although I would have liked them to stay for future 'upgrades' that you spoke of).

As for the type of chips Atari is using for TOS, I am not sure. If both the 6 and 2 set TOS chips work with the Mega, perhaps Atari was smart enough in the early days that a 2 chip set might work with the older 520 motherboards. Maybe someone at Atari can answer this?

Albert Yarusso

Bitnet: ajy2208@ritvax
Usenet: ajy2208@ultb.rit.edu

461. Re: TOS 1.4 (really a plea to atari)

Newsgroup: comp.sys.atari.st
Date: 1989-03-13 23:42:09 UTC
From: danscott@atari.UUCP
Message-ID: <1387@atari.UUCP>
Source record: 249384

in article <582@cwjcc.CWRU.Edu>, bammi@dsrgsun.ces.cwru.edu (Jwahar R. Bammi) says:

>
> Please make TOS ver M.N available as binary files (raw binary, intel/motorola
> hex whatever). Quite a few of us replaced roms with eproms. This will be
> really convenient for us, and a lot cheaper for both parties.

Sorry, but TOS 1.4 will only be supported in ROM form only. That means
no EPROMS or RAM based versions will be suppored by Atari.

This is due in part to the large number of RAM revisions that left Atari for
developer testing and the number of pirated EPROMs available off those RAM
versions.

Dan Scott/Atari Corp.

"These opinions are mine----companies don't have opinions"

462. Re: QUIKMAIL!

Newsgroup: comp.sys.atari.st
Date: 1989-03-14 02:22:00 UTC
From: sylvia.jumaga@canremote.uucp
Message-ID: <89031812181092@masnet.uucp>
Source record: 249385

Hey peoples!!!

Try the new DOOR, QUIKMAIL, and see what's in store for us in the
near future. NEAT STUFF! When all of this gets going, its's going to
be great! Check it out!

'Till later,
Sylv...

* QNet 1.03a2: Bert's Bulletin Board. Brandon, Man.

--- MaS Relayer v1.00.00
Via Fidonet node 1:223/224.0 - MaS Network Software and Consulting/HST
Internet: sylvia.jumaga@canremote.uucp
UUCP: ...tmsoft!masnet!canremote!sylvia.jumaga

463. Re: Trak-Ball/Parsec Pixel Plus

Newsgroup: comp.sys.atari.st
Date: 1989-03-14 02:57:03 UTC
From: fgbrooks@pnet01.cts.com
Message-ID: <3911@crash.cts.com>
Source record: 249386

I bought one of those about a year ago. In order to use it with your ST you have to get a new cable and wire it directly to the opto-amp. It does work quite well. I don't have the doc's to do it now. Maybe someone else on the net can help you.

UUCP: {nosc ucsd hplabs!hp-sdd}!crash!pnet01!fgbrooks
ARPA: crash!pnet01!fgbrooks@nosc.mil
INET: fgbrooks@pnet01.cts.com

464. need help uploading to unix

Newsgroup: comp.sys.atari.st
Date: 1989-03-14 03:37:02 UTC
From: drc@beach.cis.ufl.edu
Message-ID: <19913@uflorida.cis.ufl.EDU>
Source record: 249387

I am trying to send a text file from my ST to a host running unix.
So far I have had no luck with either xmodem or kermit. I have
had no problem downloading with either one. I am using Uniterm
as my terminal emulator, and the text file was generated using
micro-emacs. When I try to upload all I get are NOACK's. I am
rather new at this and would be grateful for any help.
Thanks,
drc

465. Re: Federated: Dumped by Atari! Shame on you, Atari!

Newsgroup: comp.sys.atari.st
Date: 1989-03-14 05:29:18 UTC
From: walkerb@tramp.Colorado.EDU
Message-ID: <7389@boulder.Colorado.EDU>
Source record: 249388

In article <1308@sdcc15.ucsd.edu> pa1132@sdcc15.UUCP writes:
#According to a Federated employee in El Cajon, CA store, Atari has
#seperated itself from Federated. Now Federated is in its own
#completely, and is expected to be bankrupted soon. Atari is said to
#make "megabucks" by doing this because it can deduct the Federated
#loss from tax. Federated is left to die on its own. We should
#condemn Atari for its irresponsibility! And if Atari can do this to
#Federated employees, nobody knows what Atari can do to Atari
#employees in the future!

Frankly, that's life in the business community. If Federated wasn't making money, then why keep it around? But in any case, aren't you being a little melo-dramatic? Ditching Federated, a losing division, is not the same as getting rid of Atari employees. One could even argue that the move was for the benefit of Atari employees who's jobs could have been at risk by the losses suffered from Federated. Now, if Federated can now turn itself around, then we'll know that Atari made a bad decision. If not, then we'll know what Federated had in store for Atari. As further reference, note the following:

In article <739@stag.UUCP>, thelake!steve@stag.UUCP (Steve Yelvington)
#Friday's edition of the Wall Street Journal carried a report that Atari
#Corp. lost $97 million in the fourth quarter of 1988, including more than
#$100 million in writeoffs and reserves charged to the Federated Group
#retail subsidiary. According to the article, Federated's fate will be
#announced soon; options include sale, spinoff and leveraged buyout.
#
#Without the Federated losses, Atari would have made an operating profit of
#$9.3 million for the quarter, down from $21.2 million, a drop attributed
#to high RAM chip prices.
#
#An Atari spokesman was quoted as saying that "a number of new items
#designed to complement the existing ST and MS-DOS product lines will be
#announced this year" and that RAM prices were dropping. Atari stock closed
#up 75 cents, at $6.50

Brian Walker, University of Colorado at Boulder
walkerb@tramp.colorado.edu ...!{ncar,nbires}!boulder!tramp!walkerb
"As far as we were aware, we simply made up the language as we went along"
-John Backus on the developement of FORTRAN

466. (none)

Newsgroup: comp.sys.atari.st
Date: 1989-03-14 05:31:41 UTC
From: to_stdnet@stag.UUCP
Message-ID: <742@stag.UUCP>
Source record: 249389

From: BROOKS%csss-a.prime.com@RELAY.CS.NET

Subject: More on memcpy() and related bugs

As we know, the version of memcpy() released with Sozobon fails
because the btst instruction is assembled improperly. Note the
following routines call memcpy():

initargs() (part of startup IFF XARG is used)
lsearch()
qsort()

so you must install a fix to memcpy() before any of these will work.

Furthermore, lmemcpy() and bzero() have the same bug, and realloc()
calls lmemcpy(). If they matter to you, it's no big deal to write
(slow) versions in C. Dale Schumacher is said to be working on
official fixes.

Correct mail address is below:

David Brooks Internet: BROOKS@CSSS-A.PRIME.COM
uucp: {mit-eddie,uunet}!csss-a.prime.com!brooks

Signature on file. Standard disclaimer applies as appropriate.

467. Re: Adaptec controller boards

Newsgroup: comp.sys.atari.st
Date: 1989-03-14 07:54:57 UTC
From: rthurlow@van-bc.UUCP
Message-ID: <2322@van-bc.UUCP>
Source record: 249390

In article <4021@tolerant.UUCP> al@tolerant.UUCP (Albert Palmer) writes:
>The 4000 will work fine with the ST. The main thing the 4000A adds is
>removable media....

So, now I know. So the list is:
Adaptec 4000 - good if cheap and you don't want to use Bernoulli's
Adaptec 4000A - the currently popular board
Adaptec 4070 - if you KNOW that your media is good enough to withstand
the extra rigours of RLL

>What I would like to see is a list of ALL the SCSI drives that will
>work. I know the Seagate N drives work fine. What other drives are
>in use?

That I can do. This is the "ICDFMT.DAT" file from ICD, which lists all drives that ICD has used with their host adaptors and software. The parameter fields are number of heads, number of cylinders, cylinder at which to use reduced write current, cylinder at which to start using write precompensation, landing zone cylinder, and style of step-rate to use. How it's of some use. I also have a (hard-copy) list of supported drives from Berkeley Microsystems with more drive parameters.

Name Hd Cyl RW Pc Zone SR
d CMI CM-5205 02 0256 0256 0256 0256 02
d CMI CM-5410 04 0256 0256 0256 0256 02
d CMI CM-5616 06 0256 0256 0256 0256 02
d Fuji FK305-26 04 0615 0615 0615 0615 02
d Fuji FK305-39 06 0615 0615 0615 0615 02
d Fuji FK305-39R 04 0615 0615 0615 0615 02
d Fuji FK305-58R 06 0615 0615 0615 0615 02
d Fuji FK308S-39R 04 0615 0615 0615 0615 02
d Fuji FK308S-58R 06 0615 0615 0615 0615 02
d Fujitsu M2226D 06 0615 0615 0615 0615 02
d Fujitsu M2227D 08 0615 0615 0615 0615 02
d Fujitsu M2242AS2 07 0754 0754 0754 0754 02
d Fujitsu M2243AS2 11 0754 0754 0754 0754 02
d Fujitsu M2243T/TR 07 1185 1185 1185 1185 02
d Kyocera 20b/30b 04 0615 0615 0615 0656 02
d Kyocera 20a/30a 04 0616 0616 0616 0656 02
d Lapine LT200 04 0616 0616 0616 0656 02
d Lapine LT300 04 0616 0616 0616 0656 02
d Lapine LT2000 04 0615 0615 0615 0656 02
d MicroSci HH612B 02 0612 0612 0612 0612 02
d MicroSci HH725A 04 0612 0612 0612 0612 02

```
d Miniscribe 3053 05 1024 1024 1024 1024 02
d MiniScribe 3212 02 0612 0128 0128 0612 02
d MiniScribe 3425 04 0615 0128 0128 0615 02
d MiniScribe 3438 04 0615 0128 0128 0615 02
d Miniscribe 3650 06 0809 0809 0809 0809 02
d MiniScribe 6032 03 1024 1024 1024 1024 02
d MiniScribe 6053 05 1024 1024 1024 1024 02
d MiniScribe 6079 05 1024 1024 1024 1024 02
d MiniScribe 6085 08 1024 1024 1024 1024 02
d MiniScribe 6128 08 1024 1024 1024 1024 02
d MiniScribe 8051S 04 0745 0745 0745 0745 02
d MiniScribe 8425 04 0615 0615 0615 0656 02
d MiniScribe 8425S 04 0612 0612 0612 0656 02
d MiniScribe 8438 04 0615 0615 0615 0656 02
d MMI M112 04 0306 0306 0128 0340 02
d MMI M125 08 0306 0306 0128 0340 02
d MMI M212 04 0306 0306 0128 0340 02
d MMI M225 08 0306 0306 0128 0340 02
d MMI M312 04 0306 0306 0128 0340 02
d MMI M325 08 0306 0306 0128 0340 02
d NEC D3126 04 0615 0615 0615 0615 02
d NEC D5124 04 0309 0309 0309 0309 02
d NEC D5126 04 0612 0612 0612 0612 02
d NEC D5146 08 0615 0615 0615 0615 02
d NDR340 08 0615 0615 0615 0615 02
d NDR1065 07 0918 0918 0918 0918 02
d NDR1085 08 1024 1024 1024 1024 02
d NDR1105 11 0918 0918 0918 0918 02
d NDR1140 15 0918 0918 0918 0918 02
d NDR2190 15 1224 1224 1224 1224 02
d Oliveti HD561 02 0180 0128 0180 0180 02
d Oliveti HD562 02 0180 0128 0180 0180 02
d PTI PT225 04 0615 0615 0615 0615 02
d PTI PT338 06 0615 0615 0615 0615 02
d PTI PT238R 04 0615 0615 0615 0615 02
d PTI PT357R 06 0615 0615 0615 0615 02
d Quantum Q250 04 0823 0823 0823 0823 02
d Quantum Q280 06 0823 0823 0823 0823 02
d RMS 503 02 0153 0077 0077 0153 02
d RMS 506 04 0153 0077 0077 0153 02
d RMS 512 08 0153 0077 0077 0153 02
d Rodime RO 101 02 0192 0096 0000 0192 02
d Rodime RO 102 04 0192 0096 0000 0192 02
d Rodime RO 103 06 0192 0096 0000 0192 02
d Rodime RO 104 08 0192 0096 0000 0192 02
d Rodime RO 201 02 0321 0132 0000 0321 02
d Rodime RO 202 04 0321 0132 0000 0321 02
d Rodime RO 202E 04 0640 0640 0640 0640 02
d Rodime RO 203 06 0321 0132 0000 0321 02
d Rodime RO 203E 06 0640 0640 0640 0640 02
```

```
d Rodime RO 204 08 0321 0132 0000 0321 02
d Rodime RO 204E 08 0480 0480 0480 0480 02
d Rodime RO 252 04 0612 0612 0612 0612 02
d Rodime RO 650 04 0306 0306 0306 0306 02
d Rodime RO 652 04 0612 0612 0612 0612 02
d Rodime RO 3045 05 0872 0872 0872 0872 02
d Rodime RO 3055 06 0872 0872 0872 0872 02
d Rodime RO 5040 03 1224 1224 1224 1224 02
d Rodime RO 5065 05 1224 1224 1224 1224 02
d Rodime RO 5090 07 1224 1224 1224 1224 02
d Rodime S 3057 05 0680 0680 0680 0680 02
d Rodime S 3085 07 0750 0750 0750 0750 02
d Seagate ST125 04 0615 0615 0615 0615 02
d Seagate ST138 06 0615 0615 0615 0615 02
d Seagate ST138R 04 0615 0615 0615 0615 02
d Seagate ST157R 06 0615 0615 0615 0615 02
d Seagate ST212 04 0306 0306 0306 0306 02
d Seagate ST213 02 0615 0300 0300 0670 02
d Seagate ST225 04 0615 0300 0300 0670 02
d Seagate ST238R 04 0615 0300 0300 0670 02
d Seagate ST251 06 0820 0820 0820 0820 02
d Seagate ST251R 04 0820 0820 0820 0820 02
d Seagate ST277R 06 0820 0820 0820 0820 02
d Seagate ST412 04 0306 0064 0128 0306 01
d Seagate ST506 04 0153 0064 0128 0153 00
d Seagate ST4026 04 0615 0300 0300 0670 02
d Seagate ST4038 05 0733 0350 0350 0733 02
d Seagate ST4051 05 0977 0977 0977 0977 02
d Seagate ST4053 05 1024 1024 1024 1024 02
d Seagate ST4077R 05 1024 1024 1024 1024 02
d Seagate ST4096 09 1024 1024 1024 1024 01
d Seagate ST4144R 09 1024 1024 1024 1024 02
d Seagate N ST138N 04 0613 0613 0613 0613 02
d Seagate N ST157N 06 0613 0613 0613 0613 02
d Seagate ST225N 04 0615 0615 0615 0615 02
d Seagate N ST251N 04 0818 0818 0818 0818 02
d Seagate N ST277N 06 0818 0818 0818 0818 02
}i
d Seagate N ST4077N 05 1024 1024 1024 1024 02
d Seagate N ST4096N 04 1147 1147 1147 1147 02
d Seagate N ST4144N 09 1024 1024 1024 1024 02
d Seagate N ST4192N 08 1147 1147 1147 1147 02
d Shugart SA706 02 0306 0306 0306 0306 00
d Shugart SA712 04 0306 0306 0306 0306 01
d SyQuest SQ-555 02 1275 1275 1275 1275 02
d Tandon TM252 04 0306 0306 0306 0306 02
d Tandon TM501 02 0306 0306 0306 0306 02
d Tandon TM502 04 0306 0306 0306 0306 02
d Tandon TM602S 04 0153 0128 0153 0153 02
d Tandon TM603S 06 0153 0128 0153 0153 02
```

```
d Tandon TM603SE 06 0230 0128 0128 0230 02
d Tandon TM755 05 0980 0980 0980 0980 02
d Tulin TL226 04 0640 0640 0640 0640 02
d Tulin TL240 06 0640 0640 0640 0640 02
d Vertex V-170 07 0987 0987 0987 0987 02
d Xebec 4000 04 0306 0306 0306 0306 02
d CDC 94155-86 09 0925 0128 0128 0925 02
--
"There was something fishy about the butler. I think he was a
Pisces, probably working for scale." - Nick Danger
Robert Thurlow {uunet,ubc-cs}!van-bc!rthurlow
Vancouver, BC, Canada or rthurlow@van-bc.UUCP
In the heart of Kitsilano or rthurlow@wimsey.bc.ca
```

468. This is the GDOS font format

Newsgroup: comp.sys.atari.st
Date: 1989-03-14 08:38:01 UTC
From: jeroen@ruuinf.UUCP
Message-ID: <1192@ruuinf.UUCP>
Source record: 249391
Body handling: HTML body converted to readable text

```
This is the GDOS fontfile format that so many people asked for.
It is adapted from the (Dutch edition of the German book)
"Software development on the Atari ST" by J. and D. Geiss,
which is quite a nice book.

A GDOS font-file consists of four parts:
1. an 88-byte header
2. a tabel that describes where the information for each character starts
3. an (optional) table that gives an extra horizontal shift to each char
4. the pixel data.

1. The HEADER consists of ints (2 bytes each), longs (4 bytes), and a string.
All values in the header are in Intel-format, i.e. low byte first.
In order to process them, you should first apply
(n>>8)&0xFF + (n<<8)
to each int value n, and likewise for longs.
Items in the header are:
int number of this font (1=system font)
int font size in points (1/72 inch)
char[32] font name
int lowest ascii value in font
int highest ascii value in font
int distance baseline to top of box
int distance baseline to ascenders
int distance baseline to e-height
int distance baseline to descenders
int distance baseline to bottom box
int width of widest character
int width of widest character cell
int left offset for slanted style
int right offset for slanted style
int number of pixels to broaden bold caracters
int thickness of underline in pixels
int mask for halftone style (normally 0x5555)
int mask for halftone slanted style
int flags: bit 0 set = system font
bit 1 set = optional table 3 is used
bit 2 set = data is in M68000 format (high-low)
bit 3 set = font is proportional
long pointer to table 3
long pointer to table 2
long pointer to font data
int number of bytes in a scan line
int number of scan lines
```

long pointer to next font

2. Next comes a TABLE which for each character gives the startbit
in the scan lines. There is one item more than the number of characters
in the font; the last item point to the first unused bit.

3. If flag 1 in the header is set, another TABLE is given
which for each character gives a (positive or negative) number.
Characters should be shifted right this amount of bits before output.

4. Finally comes the PIXEL DATA.
All characters are packed directly next to another, ignoring
byte boundaries. Data is stored one row at a time:
A font like this: would be encoded:
.*.***..**.***.*** 0x5C, 0xDD, ...
*.**..**..**..**.. 0xB3, 0x33, ...
******.*...*..**** 0xFD, 0x13, ...
*.**..**..**..**.. 0xB3, 0x33, ...
*.****..**.***.*** 0xBC, 0xDD, ...

469. RE: NOAA/METEOR project Mike Gore

Newsgroup: comp.sys.atari.st
Date: 1989-03-14 11:11:00 UTC
From: AVDKOOIJ@HDETUD5.BITNET
Message-ID: <8903150011.AA29626@ucbvax.Berkeley.EDU>
Source record: 249392

In Info-atari digest v89 #74 Mike Gore from :
mailrus!jarvis.csri.toronto.edu!utgpu!watmath!maytag!watdcsu!magore@tut >
.cis.ohio-state.edu ??????
mentiones a project to receive NOAA and METEOR satellites.

I have tried several ways to respond to him about his project, but the mail
keeps bouncing.

Mike if you read this : please give me a working E-mail address

---
Aad van der Kooij
Stralings Beschermings Dienst (Health Physics Dpt.)
Interfacultair Reactor Instituut (IRI)
Technische Universiteit Delft (TU-Delft)
015 - 781036
################ EARN/Bitnet : AVDKOOIJ@HDETUD5
---

470. Re: need help uploading to unix

Newsgroup: comp.sys.atari.st
Date: 1989-03-14 11:29:40 UTC
From: mike@ncrcpx.UUCP
Message-ID: <1821842@ncrcpx.UUCP>
Source record: 249393

In article <19913@uflorida.cis.ufl.EDU> drc@beach.cis.ufl.edu writes:
>I am trying to send a text file from my ST to a host running unix.
>So far I have had no luck with either xmodem or kermit. I have
>had no problem downloading with either one. I am using Uniterm
>as my terminal emulator, and the text file was generated using
>micro-emacs. When I try to upload all I get are NOACK's. I am
>rather new at this and would be grateful for any help.
> Thanks,
> drc

I have had this same problem at times also. I have played around with it
and I have only one sure fire solution that works every time. If anyone
has a better solution, I like to hear it also.

My solution is send a short file from the Unix box to the ST first. Then
I am able to send the file I want to send from the ST to the UNIX box.

I would love to find a simpler way. I thought only I had this problem.
I guess I'm glad to hear that I am not.

mike

471. Re: Federated: Dumped by Atari! Shame on you, Atari!

Newsgroup: comp.sys.atari.st
Date: 1989-03-14 12:28:46 UTC
From: paone@aramis.rutgers.edu
Message-ID: <Mar.14.07.28.44.1989.11094@aramis.rutgers.edu>
Source record: 249394

Don't blame Atari, blame the Federated lawyers that misrepresented the
status of the company to Atari when they purchased it. Also, Atari
lost millions last year because of the debts run up by Federated
BEFORE Atari took it over. They had no real choice.
--
Phil Paone
attmail!ppaone
!rutgers.edu!topaz.edu!ppaone
paone@topaz.rutgers.edu

472. re: Adaptec 4000

Newsgroup: comp.sys.atari.st
Date: 1989-03-14 14:36:00 UTC
From: FORSTER@cs.umass.EDU
Message-ID: <8903141437.AA04155@crash.cs.umass.edu>
Source record: 249395

I have one connected to a Supra interface and to a Seagate ST251. It works just fine.

- David

P.S. A week or two back I asked about multisync monitors and about LISP. I've heard from some people about monitors, but had only one reply on LISP. I know some of you work with LISP on Explorers, etc. (some of the people who've contributed to this list have also contributed to lisp machine mailing lists, etc.). Doesn't anyone hack LISP on their ST?

473. Re: Trak-Ball/Parsec Pixel Plus

Newsgroup: comp.sys.atari.st
Date: 1989-03-14 15:57:33 UTC
From: mcli@uhura.cc.rochester.edu
Message-ID: <1116@ur-cc.UUCP>
Source record: 249396

In article <432@ultb.UUCP> clf3678@ultb.UUCP (C.L. Freemesser (709ITP)) writes:
>Yes, the Atari Trak-Ball can be used as a mouse.
>No, it can't be used as a mouse without some rewiring.
>
>I'm not exactly sure what is involved with the rewiring, but friends of
>mine have done it. They even got the two buttons working. I'm sure
>some good samaritan will send up the docs in the next few days.
>
>=cf=

Here's the trackball conversion docs that I used to convert my trackball...

Cut here
8<----------

CX22MOD.TXT

The following instructions explain how to modify an Atari
trackball (model number CX22) to work like a mouse for the Atari
ST (complete with left and right buttons).

To start with, if the instructions here are followed PROPERLY
(and you don't fry a chip) it should work just fine, however, I
make no claims as to the accuracy of this file, nor do I guarantee
that this will work for you.

NOTE: This modification will NOT retain the original "trackball"
or "joystick" modes of the ball.

WARNING: The following ONLY applies to the model CX22 trackball!
The CX22 can usually be identified by its case (the case matches
the 800XL series computer) which is dark brown on top with a white
bottom. When in doubt, flip it over and look for a model number!

If you have the older Atari trackball (solid black case),
don't dispare, there is also a text file on modifying it to work
like a mouse. The file can be found in the Delphi Atari SIG if
you need it (search with TRACK as a keyword in the ST database).

Things you'll need:

* An Atari trackball, model CX22
1 A Radio Shack joystick extension cable (part # 276-1978)
2 A low-wattage soldering iron (15 watt, or close to that)
3 A Volt-Ohm meter (you'll need to trace some wires)
4 About 2 feet of wire (small gauge will be easier to work with,
such as the wire in the joystick cable)

Before we get into this, if you're not familiar with electronics or soldering to IC's, PLEASE have someone else do this for you. Also, DON'T trust the colors on the wires in the Radio Shack joystick extension cord! Every one that I buy is different (Radio Shack seems to use a random color coding... makes it tough on us guys), so you'll need to trace the wires to see what pin on the plug they go too (thats what the ohmmeter is for).

To open up the trackball, remove the 4 screws on the bottom of its "wings"; it still wont come apart after that because there are 2 friction-fit posts inside it (both near the center of the case, one at the top and the other at the bottom), pry it apart slowly and gently to avoid breaking them. Once you open up the trackball, remove the old joystick cable (it doesn't have all the wires we need). Now get your Radio Shack joystick cable and clip off the MALE end and discard it (the end with the metal pins sticking out).
In case you don't aren't familiar with the the pin numbers of the joystick cable (the Radio Shack cable doesn't have them numbered, either), here's the layout:

Looking at the JOYSTICK end of the cable (female end):

5 4 3 2 1
9 8 7 6

Strip about 6 inches of the outer jacket off to expose the individual wires (you'll need a little length to work with). The only pin we wont be using is pin 5, so trace it first, and clip off it's wire (now it's out of the way for good!). Next trace all the remaining wires to their plug pin numbers and write it down someplace.

Look at the IC's in the trackball. Find the one marked LM339 (it's a 14-pin IC sitting away from the other IC's, directly south of where the ball sits).

The IC's pins are numbered as follows (standard IC numbering):
(looking at the top of the IC)

14 13 12 11 10 9 8
notch -->)
1 2 3 4 5 6 7

Make the following connections to it:

(Plug pin # to LM339 pin #)
1 - 2
2 - 1
3 - 14
4 - 13

Connect the following wires to the connector that the
original joystick cable was plugged into (look on the PC board,
the connector's pin 1 is numbered).

(plug pin # to PC board connector pin #)
8 (ground) - pin 1 (closest to center of the case)
7 (+5 v) - pin 2 (to the left of pin 1)

Jump a lead from one connector of each fire-button pad
(right and left pads) to pin 1 on the PC board connector (in other
words, ground them).

Make the following connections to the other side of the
fire-button pads (we're going to separate the right and left
buttons).

(plug pin # to --- pad)
6 - left fire pad
9 - right fire pad

Now hook it up to the ST to make sure it works properly.
Before you close it up I recommend that you strain-relieve the
cord. The easiest way to do this is to tie a knot in the cord
where it exits the case (this will keep it from being accidently
pulled out of the trackball). Close it up and you're done.

Special thanks to Norm Weinress for info on the LM339 pinouts.

-Blake Arnold (Delphi 1BLAKE)

474. Re: Adaptec controller boards

Newsgroup: comp.sys.atari.st
Date: 1989-03-14 16:15:49 UTC
From: ajy2208@ultb.UUCP
Message-ID: <440@ultb.UUCP>
Source record: 249397

I am absolutely positive that the Adaptek 4000A controller board is MFM and the 4070 is RLL. I have both of these boards and have formatted hard drives using both of them. Please don't confuse them when looking for a controller board!! You'd be very disappointed if you bought an MFM controller for an RLL compatible drive!! (you wouldn't get the maximum storage capacity)...

Albert Yarusso

Bitnet: ajy2208@ritvax (preferred)
Usenet: ajy2208@ultb.rit.edu

475. Three micros in one

Newsgroup: comp.sys.atari.st
Date: 1989-03-14 16:50:00 UTC
From: 01659@AECLCR.BITNET
Message-ID: <8903150012.AA29706@ucbvax.Berkeley.EDU>
Source record: 249398

At work I use an ST full time but I have to provide technical support for
PC and Mac users. When I boot my ST a Degas Elite pic comes up and displays
an Apple style logo, an IBM style logo and the FUJI logo and asks
"Enter M to be a Mac, I to be an IBM-PC or A to be an Atari"
One keystroke later and my ST can be one of three machines.

For Mac emulation I use Spectre 128; The best thing ever to hit the ST market

For PC emulation I use PC_Ditto. Unlike Spectre which shows no speed
degradation for Mac emulation, PC_Ditto is SLOW. While I have used dBASE and
LOTUS under ditto, the slowness is tedious. Word Perfect is reasonable.
Now that I have LDW and dbMAN 5 for the ST I have almost no need to use ditto.
Ditto runs Norton utilities and I use this to clean up my hard disk; there
isn't anything in the ST world to compare with Norton.

Once Ditto II comes out I will buy it because it will perform like an XT
and I won't have to jump to a PC like I occassionally do to provide user
support.

The following is my batch file, used with STARTUP.PRG, to select which
computer I want my ST to be on boot up. I provide it as an example of how
to make the switch to various modes as painless as possible.

```
;============== STARTUP.INF for my 1040 ST ============================
display off ; turn echo off
;
clear ; clear the display
;
if ($res == high) then ; display a high res DEGAS picture on
graphics 23 c:\choose.pi3 ; the screen if using a mono system
endif ; asks if I want my ST to be a Mac, PC or ST
;
set jumper = $<<
if ($jumper == e) then ; exit start up routine (quick jump to desktop)
exit
endif
if ($jumper == m) then
echo d:\spectre\1spectre.prg >c:\startgem.inf ; let's become a MAC
d:\utility\startgem.prg
exit
endif
if ($jumper == i) then
echo c:\pc_ditto\ibm_pc.prg >c:\startgem.inf ; let's become a slow XT
d:\utility\startgem.prg
exit
endif
```

```
;
; run in Atari mode if m or i not selected
;
clear
echo c:\neodesk\neomastr.prg >c:\startgem.inf ; autostart NeoDesk in ST mode
d:\utility\startgem.prg
;
res medium ; boot in med res if colour monitor is used
;
d:\utility\multivec.prg ; load in the UIS file selector utility
d:\utility\uis_ii.prg
d:\utility\diskfree.prg ; speed up for DISPLAY INFO on a disk req.
d:\utility\g+plus.prg ; install G+PLUS
d:\utility\nite.prg ; screen saver
clear
;
accask ; select desk accessories to load in
```

****

I have found that I cannot stand to run my ST without NeoDesk 2, the UIS-II or G+PLUS. Anyone with a hard disk should have at least the first two.

NeoDesk has an interesting feature for Command Line Interpreter (CLI) freaks. Once the CLI and its path are defined, a simple CTL-B will start the CLI. For anyone who complains that GEM does not provide all the nitty-gritty "DOS" functions, define your CLI as GULAM, PCOMMAND, etc. and you're a keystroke away from CLI capability.

476. Re: Federated: Dumped by Atari! Shame on you, Atari!

Newsgroup: comp.sys.atari.st
Date: 1989-03-14 17:19:27 UTC
From: rjung@sal44.usc.edu
Message-ID: <3056@nunki.usc.edu>
Source record: 249399

In article <1308@sdcc15.ucsd.edu> pa1132@sdcc15.UUCP () writes:
>According to a Federated employee in El Cajon, CA store, Atari has
>seperated itself from Federated. Now Federated is in its own
>completely, and is expected to be bankrupted soon. Atari is said to
>make "megabucks" by doing this because it can deduct the Federated
>loss from tax. Federated is left to die on its own.

Just out of curiousity, how reliable a source is "a Federated employee"?

Atari has announced plans to sell Federated ASAP a few days ago (leveraged buyout, anyone?), but is this the same as "left to die on its own"?

Would Atari make more money by writing off Federated, or by selling it?

--R.J.
B-)

==========
Disclaimer: This message was written with my authorization
#
Mailing address: rjung@nunki.usc.edu
(It's easier to just use the reply function, tho)
#####

477. Still on sysem() in dLibs - retraction

Newsgroup: comp.sys.atari.st
Date: 1989-03-14 17:25:00 UTC
From: mj@myrias.UUCP
Message-ID: <953@myrias.UUCP>
Source record: 249400

I got some mail which indicates that I had to mix-up something
with system() in dLibs and I simply do not know on which side my
computer has a keyboard. Which is entirely possible...

It also could be some mishap in a beautiful word of "standard"
shells on ST. (Who needs a shell on WIMP computer anyway, right?). I
only know right now that I had some problems, which were rather easy
to repair. I will investigate a matter further and will send mail to
persons directly involved, leaving to them decision if to distribute
that further.

John Stanley informs me that list of bugs - at least for dLibs -
exists and Dale Schumacher, the author, maintains it. One can alse
send reports to John Stanley <dynasoft!john@stag.UUCP>. It is good to
know, since in the past I tried to write to Dale Schumacher, and I do
not think that he ever received my mail. One humble proposition,
though. If such list(s) exist(s) would be possible, from time to
time, not very frequently, to publish it/their contents. This would
prevent rediscovering the same bug over and over again and saved a
substantial amount of hair teared over perfectly healthy programs
which do not want to work.

Regards, and many thanks to all people
involved directly and indirectly in all
this great projects - dLibs, Sozobon, Gemfast, et al.
We love your bugs ;-) (clean code even more)

Michal Jaegermann
Myrias Research Corporation
Edmonton, Alberta, CANADA
...{ncc, alberta}!myrias!mj

478. MWC CSD running on top of Gulam

Newsgroup: comp.sys.atari.st
Date: 1989-03-14 17:25:09 UTC
From: csrobe@ICASE.EDU
Message-ID: <8903141725.AA19501@icase.edu>
Source record: 249451

Well, I love MWC and I'm thankful for CSD, but I hate MSH so I use Gulam --
in fact I really like Gulam (even though I seem to bomb it when in emacs
from time to time).

Anyway, I've got a problem, csd won't load completely when executed from
gulam! I get the copyright message, the it says "Reading tables...",
and then it reads some source files ("Adding source: <filename>.c").
Then when it tries "Loading <pgm>.ttp" I get:

exit status -33
Fatal error: execute failed: {NULL}

-33 = File not found.

however, if I exit Gulam and run msh, it works! Now I don't want to
keep bouncing back and forth between Gulam and msh and I won't do my
development in msh! Does anybody know how to fix this?

I'm running the latest version of Gulam, the one that was built around
May 21 of last year (version number is something like 1.02.03.04 or
something crazy like that).

Any clues?
-c

|Chip Roberson ARPANET: csrobe@cs.wm.edu |
|Dept of Comp. Sci. csrobe@icase.edu |
|College of William and Mary BITNET: #csrobe@wmmvs.bitnet |
|Williamsburg, VA 23185 UUCP: ...!uunet!pyrdc!gmu90x!wmcs!csrobe|

"It takes 40 dumb animals to make a fur coat,
and just one dumb animal to wear it." -European TV commercial

[A Cruelty-Free Companies list is available for anonymous ftp from cs.wm.edu.]

479. string.h for MWC

Newsgroup: comp.sys.atari.st
Date: 1989-03-14 17:26:40 UTC
From: csrobe@ICASE.EDU
Message-ID: <8903141726.AA19518@icase.edu>
Source record: 249452

In working with the ST UUPC code, I decided to develop a valid <string.h>
for MWC (Don't ask me why they didn't provide one, since it is definitely
needed!). Anyway, I have given the declarations as they appear in the
dpANS in large comments and the parenthetical comments use the sames names
for arguments (as if that really matters) as given by MWC.

enjoy,
-c
|Chip Roberson ARPANET: csrobe@cs.wm.edu |
|Dept of Comp. Sci. csrobe@icase.edu |
|College of William and Mary BITNET: #csrobe@wmmvs.bitnet |
|Williamsburg, VA 23185 UUCP: ...!uunet!pyrdc!gmu90x!wmcs!csrobe|

PS: anyone wishing to subscribe to a mailing list dedicated to the discussion
of animal-rights, please send your name and e-mail address to me at
csrobe@cs.wm.edu.

"It takes 40 dumb animals to make a fur coat,
and just one dumb animal to wear it." -European TV commercial

```
---------------snip---------------snip---------------snip---------------
/* [csr] 10 Mar 1988
* string.h -- declarations for handling strings
*
*
* This is a replacement string.h file for MWC.
* It was written using _Notes_on_the_Draft_C_Standard_
* written by Thomas Plum, the MWC "Lexicon" for release 2.0,
* and MWC _Release_Notes_ for Update Version 3.0.6.
*
* I guess I could claim a copyright, but why? Please feel free
* to share this with others and correct where necessary.
*
* C. Roberson csrobe@cs.wm.edu
*/

#ifndef _STRING_HDR_
#define _STRING_HDR_

/*
* void * memchr(const void *s, int c, size_t n);
*/
char * memchr( /* char *region, unsigned int character, unsigned int n */ );

/*
* int memcmp(const void *s1, const void *s2, size_t n);
```

```
*/
int memcmp( /* char *region1, char *region2, unsigned int count */ );

/*
* void * memcpy(const void *s1, const void *s2, size_t n);
*/
char * memcpy( /* char *region1, char *region2, unsigned int n */ );

/*
* void * memmove(const void *s1, const void *s2, size_t n);
*/

/*
* void * memset(const void *s, int c, size_t n);
*/
char * memset( /* char *buffer, int character, unsigned int n */ );

/*
* char * strcat(char *s1, const char *s2);
*/
char * strcat( /* char *string1, char *string2 */ );

/*
* char * strchr(const char *s, int c);
*/
char * strchr( /* char * string, int character */ );

/*
* int strcmp(const char *s1, const char *s2);
*/
int strcmp( /* char *string1, char *string2 */ );

/*
* int strcoll(const char *s1, const char *s2);
*/

/*
* int strcpy(const char *s1, const char *s2);
*/
char * strcpy( /* char *string1, char *string2 */ );

/*
* size_t strcspn(const char *s1, const char *s2);
*/
unsigned int strcspn( /* char *string1, char *string2 */ );

/*
* char * strerror(int errnum);
*/
char * strerror( /* int error */ );

/*
* size_t strlen(const char *s);
*/
```

```
int strlen( /* char * string */ );

char * strncat( /* char *string1, char *string2, unsigned n */ );

/*
* char * strncmp(const char *s1, const char *s2, size_t n);
*/
int strncmp( /* char *string1, char *string2, unsigned n */ );

/*
* char * strncpy(char *s1, const char *s2, size_t n);
*/
char * strncpy( /* char *string1, char *string2, unsigned n */ );

/*
* char * strpbrk(const char *s1, const char *s2);
*/
char * strpbrk( /* char *string1, char *string2 */ );

/*
* char * strrchr(const char *s1, int c);
*/
char * strrchr( /* char *string1, int character */ );

/*
* size_t strspn(const char *s1, const char *s2);
*/
unsigned int strspn( /* char *string1, char *string2 */ );

/*
* char * strstr(const char *s1, const char *s2);
*/
char * strstr( /* char *string1, char *string2 */ );

/*
* char * strtok(char *s1, char *s2);
*/
char * strtok( /* char *string1, char *string2 */ );

/*
* size_t strxfrm(char *to, const char *from, size_t maxsize);
*/

#endif
```

480. Re: VIRUS

Newsgroup: comp.sys.atari.st
Date: 1989-03-14 18:17:00 UTC
From: ian.cupples@canremote.uucp
Message-ID: <89031812181109@masnet.uucp>
Source record: 249453

Jing ! Crivens ! Help ma Boab ! Virus you say, this will take for ever
to check them all out,any idea on what disks you have found viruses in??

* QNet 1.03a2: Bert's Bulletin Board. Brandon, Man.

--- MaS Relayer v1.00.00
Via Fidonet node 1:223/224.0 - MaS Network Software and Consulting/HST
Internet: ian.cupples@canremote.uucp
UUCP: ...tmsoft!masnet!canremote!ian.cupples

481. where is MegaSoft?

Newsgroup: comp.sys.atari.st
Date: 1989-03-14 18:23:50 UTC
From: jmorton@newton.Berkeley.EDU
Message-ID: <11077@pasteur.Berkeley.EDU>
Source record: 249449

I recently bought a program by MegaSoft Ltd. called A-Copy
which I think may have been old stock - the copyright date
is 1986, Ver. 1.1. The registration card did not bounce,
but I don't remember if the address was the same as that on
the package: MegaSoft Ltd.
P.O. Box 1080
Battle Ground, WA 98604
1-800-541-1541

The phone co. doesn't know about anything by name in that place.

Does anyone have any leads for me?

Thanks in advance, John Morton
jmorton@newton.berkeley.edu
{decvax,cbosgd}!ucbvax!newton!jmorton

482. SPECTRE 128 and StartUpScreen

Newsgroup: comp.sys.atari.st
Date: 1989-03-14 18:54:21 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <890314.12542072.013346@SFA.CP6>
Source record: 249454

In David Small's latest newsletter (Number Two), he offers a hint in working with start up screens for the Spectre 128. Since Mac's StartUpScreen causes a crash, he says to use a program called BACKDROP.
From LISTSERV@RICE, I was able to download a file called BACKDROP which included a set of instructions. In it, we are told to create a SCREENS folder and to place that, along with a StartUpScreen file, into the System Folder. By placing several StartUpScreens within the Screens folder, we can have random startup pictures, ala SuperBoot!
However, I'm not having any luck. I get a garbaged picture for the startup picture. Has anyone else running Spectre experienced this and managed to massage a fix? Many thanks!

Larry Rymal <Z4648252@SFAUSTIN.BITNET>

483. TOS 1.4 vs NEODESK and UIS-II

Newsgroup: comp.sys.atari.st
Date: 1989-03-14 19:06:00 UTC
From: 01659@AECLCR.BITNET
Message-ID: <8903150015.AA29917@ucbvax.Berkeley.EDU>
Source record: 249455

One net user replied to my original posting as follows:

<Date: 11 Mar 89 02:57:44 GMT
<From: rochester!rit!ultb!clf3678@cu-arpa.cs.cornell.edu (C.L. Freemesser)
<Subject: Re: TOS 1.4 vs NEODESK and UIS-II
<To: info-atari16@score.stanford.edu

<Why would you want TOS 1.4 instead of UIS or NeoDesk?

<Because it is in ROM, and doesn't take up 300k like ALL the other
<hundreds of programs you need. If you have a Mega 2, memory concerns
<aren't as great as us folks with 520's and a meg upgrade.

DISKFREE = 1K
UIS-II = 23K
NEODESK = 28K (shell while an app is running)

While I'm not sure of overhead, these TSRs take < 50K or RAM. I use them on my 1040 (equal to your 520 upgraded) as well as my Mega. Memory is not a problem and no excuse for not getting these codes in lieu of TOS 1.4.

Even when I use MULTIDESK and go way beyond the 128K or RAM for ACCs I have no memory shortages on my 1040 and I run apps like Timeworks DTP, dbMAN, LDW.....

484. Re: Virus 101: Chapter 3

Newsgroup: comp.sys.atari.st
Date: 1989-03-14 19:47:08 UTC
From: osmigo@ut-emx.UUCP
Message-ID: <11179@ut-emx.UUCP>
Source record: 249456
Cross-posted to: comp.sys.atari.st,comp.sys.apple,comp.sys.mac,comp.sys.ibm.pc

[George Woodside posts a continuation of "Virus 101"]

You mentioned 1 out of 4 e-mail respondents falling in the "you idiot!"
category. Count me, too, you idiot...|-:}

No, your articles don't tell "how to write a virus" in the sense of providing
sample source code, but they certainly present a clear blueprint. You go into
great detail about how viruses can work, where they need to go, how they
overcome obstacles and protections, etc., to the point of naming specific
disk sectors.

You state that a non-programmer won't get anything out of your article, and
that a programmer can easily find this information in "any good computer
book." If that's the case, why post it in the first place? Gimme a break.

Also, keep in mind that comp.sys.mac is uploaded to many, many Mac BBS's
around the country, including underground "outlaw" BBS's populated largely
by high school and college hackers. I know of more than one local BBS of
this type, where you can download virtually every Mac program on the market,
and some people on there would LOVE to get their hands on this kind of
information.

Your articles remind me of a Reader's Digest article I saw some time back
on "How to Protect Your House From Burglars." It was the best article on
"How to burglarize a house" I'd ever seen.

Ron

=+=+=+

485. Spectre 128 for sale

Newsgroup: comp.sys.atari.st
Date: 1989-03-14 20:52:01 UTC
From: fosmoe@cs.wmich.edu
Message-ID: <479@cs.wmich.edu>
Source record: 249457
Cross-posted to: comp.sys.atari.st,misc.forsale

For sale:

One Spectre cartridge with 128k rom chips. Include in this version
1.90 spectre software and version 6.0 of mac system (this disk has been
altered with Epstart to work with epson mx compatable parallel printers.

Also for sale, 1 Translator One Interface box. That allows you
to read and write to Mac formatted disks.

Price $450.00 for both (Firm--Original cost was $600)

If interested reply by e-mail to x86fosmoe@gw.wmich.edu or snail mail to

Richard T. Fosmoe
5147 Windy Ridge
Kalamazoo, MI 49001

486. Re: C.L. Freemesser - Mail Failure

Newsgroup: comp.sys.atari.st
Date: 1989-03-14 21:33:18 UTC
From: clf3678@ultb.UUCP
Message-ID: <443@ultb.UUCP>
Source record: 249458

I have gotten your mail message concerning TimeLink, and have replied.
If the mail does not get through, I will know tomorrow, and will leave
you a message in this base.

=cf=

487. micromix.ii part16

Newsgroup: comp.sys.atari.st
Date: 1989-03-14 21:50:07 UTC
From: logajan@ns.UUCP
Message-ID: <1202@ns.UUCP>
Source record: 249459

Did anyone get part 16 of the micromix.ii demo destributed in
comp.binaries.atari.st ?

I got parts 1-15, but I need part 16 to complete the demo. If anyone
has it, please send it -- thanks.

--
- John M. Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428 -
- ...rutgers!umn-cs!ns!logajan / logajan@ns.network.com / john@logajan.mn.org -

488. Re: nullfilling

Newsgroup: comp.sys.atari.st
Date: 1989-03-14 21:56:15 UTC
From: danw@tekchips.LABS.TEK.COM
Message-ID: <3701@tekcrl.LABS.TEK.COM>
Source record: 249460

In article <8903010551.AA25974@ucbvax.Berkeley.EDU>, U46050@UICVM.BITNET (JOHN ZAFIRIS) writes:
> (people will think before writting code that
> assumes what it shouldn't (blank mem) (yes, I know, K&R says this and
> K&R says that... hooey! I don't like C anyway). Best of all, this is

K&R say nothing about clearing memory. Only static variables are cleared and this is done by the compiler. What K&R say about memory allocated by malloc is that the contents are garbage and that it must be initialize by the programmer.

Anyone programming in C that assumes that malloced memory is zero is making a very big mistake.

Dan Wilson

489. Re: TOS 1.4 vs NEODESK and UIS-II

Newsgroup: comp.sys.atari.st
Date: 1989-03-14 21:59:35 UTC
From: pvf@bridge2.3Com.Com
Message-ID: <516@bridge2.3Com.Com>
Source record: 249461

So, how will we be able to get TOS 1.4?

Am I going to have to wait for it to show up in a store, or will there be a way for me to get it direct through Atari? With all the confusion there seems to be in this area, I really don't want to have to deal with some partially informed dealer.

490. Re: Federated: Dumped by Atari! Shame on you, Atari!

Newsgroup: comp.sys.atari.st
Date: 1989-03-14 22:03:37 UTC
From: saj@chinet.chi.il.us
Message-ID: <7937@chinet.chi.il.us>
Source record: 249462

This is in response to an article condemning Atari for dropping Federated. Atari tried very hard to make Federated a winner, and lost an amount lately estimated as about $100 million in the process. It seems (from what I read in the Wall Street Journal) that 'everyone' in the retail business (but few people in the computer business) knew that Federated was a basket case before Atari bought it. Atari simply doesn't have that much money to lose, so they're getting out while there still is an Atari. They don't exactly make money by doing that, but our enlightened (???) tax laws allow businesses which go from money-losing to money-making to write off their earlier losses against their later profits. At that, it is by no means a certainty that Atari can survive as an independent company (in other words, back to the beginning of the Tramiel era, financially). I have trouble blaming someone for doing everything possible to save the family business.

491. Re: Info-Atari16 Digest V89 #84

Newsgroup: comp.sys.atari.st
Date: 1989-03-14 23:16:35 UTC
From: sfn20715@UXA.CSO.UIUC.EDU
Message-ID: <8903142316.AA14625@uxa.cso.uiuc.edu>
Source record: 249463

is there any way you could remove me from the mailing list? the ammount
of mail generated is just _too_ much for my system mailbox to handle!!!!
thanks

492. Re: Trak-Ball/Parsec Pixel Plus

Newsgroup: comp.sys.atari.st
Date: 1989-03-14 23:54:12 UTC
From: c60c-3ds@web-1b.berkeley.edu
Message-ID: <21625@agate.BERKELEY.EDU>
Source record: 249464

I made one of these (cx22 mods), and here are some experiences I had.
First off, be careful when you solder to the chip. I made a bad connection
and had to re-solder, which resulted in burning out the chip. If I made
another one of these, I would use one of those DIP doohickeys that fit into
the socket, give you a short ribbon cable connected to the pins, and have
a socket on top for the chip.

Second, I would just forget about rewiring the original buttons. It's better
to take the time to install new switches closer to the ball so you can use
the trakball with one hand. I recommend those micro-switches that go "click"
when you push down on them. I've see them at radio-shake for about $1.50
each. With the regular trak ball buttons, you have to put the trakball on
your lap to use both buttons at once.

Last, don't get rid of the original cable. The trakball still works as a
trakball. You can plug the trakball-mouse into the mouse port, and the
trackball-joystick into the joysick port. If you want to use a joysick,
you can stick a port onto the trakball enclosure for that purpose too.

John

John Kawakami c60c-3ds@web.berkeley.edu

493. News from Cebit '89

Newsgroup: comp.sys.atari.st
Date: 1989-03-15 00:13:37 UTC
From: VBRANDT@DBNUAMA1.BITNET
Message-ID: <8903150013.AA29812@ucbvax.Berkeley.EDU>
Source record: 249465

I asked if anyone was coming to the Cebit '89 at Hannover, West Germany. Well, thanks to the people who responded. Unfortunately, I overestimated the digest turn-around speed, so I had gone before any of the replies reached me.

For that same reason, I guess by the time I write this, a lot of reports from Cebit have come in, but I haven't seen any. So, here are the new things I've seen and heard.

Atari Germany has found a new excuse: TOS 1.4 *is* there, they say, but they don't have ROMs in quantity yet, so they can't officially (!) announce it. They were displaying the new big monocrome screen (SM 129, price as yet undecided), but couldn't demo it, because the screen driver (done by Ken B. & others) needs TOS 1.4 to work, and Atari Germany had *only 2* machines with 1.4 ROMs available in Hannover. That would, for once, confirm that excuse.

I know *I* am going to get TOS 1.4 sometime next week (from where I'd rather not say :-), but if it's really finished, I can't understand why Atari doesn't make a copy available for the general public, so that at least those who own an EPROM burner can make their own ROMs.

The ATW was shown in the new tower-like case, but the demo program looked just like the one they had last September at the Atari Fair in Duesseldorf.

The TT and TT/X *supposedly* will be shown in September at the '89 Atari Fair, again in Duesseldorf.

Lots of new software, but nothing really impressive, except maybe Tempus Word, which is a Tempus-like word processor (available IV/89 for ~ DM 650).

The CD ROM was quoted as "now being shipped to dealers." There was a pre-release of the complete PD collection of the German 'ST Computer' magazine, all on one CD. No price yet.

No new laser printer / postscript emulator etc.

I probably missed a lot. I also got the impression that every Atari person told different stories, so don't be surprised if what I'm saying turns out to be all wrong ... ;-)

Bitnet: VBRANDT@DBNUAMA1 Volker A. Brandt
UUCP: ...!unido!DBNUAMA1.bitnet!vbrandt Angewandte Mathematik
ARPAnet: VBRANDT%DBNUAMA1.BITNET@CUNYVM.CUNY.EDU (Bonn, West Germany)

494. Re: Running IBM Software on an Atari ST with PC-Ditto

Newsgroup: comp.sys.atari.st
Date: 1989-03-15 02:20:34 UTC
From: adw3345@ultb.UUCP
Message-ID: <444@ultb.UUCP>
Source record: 249466

I own PC-Ditto, which works as adverised. It will run any
software that a run-of-the-mill IBM clone can. I have run several titles
for the IBM and have run into no problems. However, as you might know,
PC-Ditto's only fault is speed. It's no peed deamon, and you may be
shocked to see it kludge along after using a 12mz IBM machine.
I got it as a gift, and I don;t use it much. Unless you already
have lots of IBM software and no IBM machine to run it on would I
reccomend you getting PC Ditto. It works, but it's no subsitute for a
actual IBM.
I have found lots of software, PD or otherwise, that suits my
needs for the Atari, so there is not a lot of IBM software that I find
essential to have.
However, as you can get it for a mere $65 if you shop right, it
is an interesting hack and is fun to show to your friends (See what my
St can do?).

Derrick

No sig file yet. Please pardon the construction.

Derrick Williams
ADW3345@RITVAX
---

495. Another bug in dLibs

Newsgroup: comp.sys.atari.st
Date: 1989-03-15 03:11:31 UTC
From: 7103_300@uwovax.uwo.ca
Message-ID: <1863@uwovax.uwo.ca>
Source record: 249467

In the version of dLibs I have (1.2), fopen() and fdopen() contain calls to fputs() with the arguments reversed. This can only happen if they're passed an illegal argument string, which isn't likely, but if it happens a crash would result.

(No, I didn't find this out the hard way... :-)

--
Eric R. Smith email:
Dept. of Mathematics 7103_300@uwovax.uwo.ca
University of Western Ontario 7103_300@uwovax.bitnet
London, Ont. Canada N6A 5B7 (a shared mailbox: put my name on
ph: (519) 661-3638 the Subj: line, please!)

496. Re: TOS 1.4 vs NEODESK and UIS-II

Newsgroup: comp.sys.atari.st
Date: 1989-03-15 03:56:46 UTC
From: julius@yugas.UUCP
Message-ID: <816@yugas.UUCP>
Source record: 249468

In article <8560@watcgl.waterloo.edu>, rfpfeifle@watcgl.waterloo.edu (Ron Pfeifle) writes:

>I don't understand? Does this mean that I won't be able to upgrade my
>1040 to TOS 1.4? Exactly what machines are upgradeable?

All ST and MEGA product will and can take TOS 1.4

You will probably see two chip sets: 1) a 6 chip set for machines that
use 6 ROM chips for TOS. 2) a 2 chip set for machines that use 2 ROM
chips for TOS.
--
Julius Oklamcak All views are my own.
Atari (Canada) Corp. Just say NO! to the abuse and
...!uunet!nexus!yugas!julius destruction of the environment.

497. setenv on boot-up (how?)

Newsgroup: comp.sys.atari.st
Date: 1989-03-15 04:23:52 UTC
From: csrobe@ICASE.EDU
Message-ID: <8903150423.AA22403@icase.edu>
Source record: 249469

I'm almost sure this problem has been discussed, answered, and a program
supplied, but I can't remember the answer and can't find the program.
I would like to set some environment variables upon boot-up to last
for as long as the ST is on. How do I do this?

Thanks!
-c

+---+
|Charles S. Roberson ARPANET: csrobe@icase.edu |
|Dept. of Comp. Sci. csrobe@cs.wm.edu |
|College of William and Mary BITNET: $csrobe@wmmvs.bitnet |
|Williamsburg, VA 23185 UUCP: ...!uunet!pyrdc!gmu90x!wmcs!csrobe|
| (804) 229-5530 COMING SOON: csr@endor.uucp |
+---+

498. Re: Virus 101 - Chapter 1

Newsgroup: comp.sys.atari.st
Date: 1989-03-15 04:34:36 UTC
From: csrobe@ICASE.EDU
Message-ID: <8903150434.AA22458@icase.edu>
Source record: 249470

Before you take this as gospel...

>Some basic terms, as they have come to be used in this area:

>A VIRUS is any program which spreads itself secretly. It may be
>destructive, a prank, or even intended to be helpful, but it spreads.

>A TROJAN HORSE is a program which executes one function secretly while
>appearing to be accomplishing some other task, or appearing to be some
>other program entirely. One task a Trojan Horse may accomplish is to
>install a virus, which would then spread itself.

>A WORM is a program or function which imbeds itself inside another
>program, be it an application, part of a system, a library or
>whatever. It may or may not spread itself by some means, and may or
>may not have destructive intents.

Take a look at these definitions from Eugene H. Spafford's tech report
CSD-TR-823 "The Internet Worm Program: An Analysis":

Members of the press have used the term 'virus', possibly becuase their
experience to date has been only with that form of security problem.
This usage has been reinforced by quotes from computer managers and
programmers also unfamiliar with the terminology. For purposes of
clarifying the terminology, let me define the difference between these
two terms and give some citations to their origins:

A 'worm' is a program that can run by itself and can propagate
a fully working version of itself to other machines. It is derived
from the word 'tapeworm', a parasitic organism that lives inside
a host and saps its resources to maintain itself.

A 'virus' is a piece of code that adds itself to other programs,
including operating systems. It cannot run independently -- it
requires that its 'host' program be run to activate it. As such,
it has a clear analog to biological viruses -- those viruses are
not considered alive in the usual sense; instead, they invade host
cells and corrupt them, causing them to produce new viruses.

The program that was loosed on the Internet was clearly a worm.

The concept of a worm program that spreads itself from machine to machine
was apparently first described by John Brunner in 1975 in his classic science
fiction novel _The_Shockwave_Rider_. [....]

The first use of the word 'virus' (to my knowledge) to describe something that
infects a computer was by David Gerrold in his science fiction short stories
about the G.O.D. machine. These stories were later combined and expanded to

form a book _When_Charlie_Was_One_. [....]

Just thought I'd try to clarify things, a bit.
cheers,
-c

|Chip Roberson ARPANET: csrobe@cs.wm.edu |
|Dept of Comp. Sci. csrobe@icase.edu |
|College of William and Mary BITNET: #csrobe@wmmvs.bitnet |
|Williamsburg, VA 23185 UUCP: ...!uunet!pyrdc!gmu90x!wmcs!csrobe|

"It takes 40 dumb animals to make a fur coat,
and just one dumb animal to wear it." -European TV commercial

[A Cruelty-Free Companies list is available for anonymous ftp from cs.wm.edu.]

499. Federated store in Bay area

Newsgroup: comp.sys.atari.st
Date: 1989-03-15 04:40:12 UTC
From: #FJMORA@WMMVS.BITNET
Message-ID: <8903151702.AA18381@ucbvax.Berkeley.EDU>
Source record: 249471

I just visited the Federated store in Seramonte, CA (near San Francisco).
It is quite large (5000 sq. feet or so) and contains almost every 8- or
16-bit computer unit or peripheral ever made by Atari. I noticed some
Megas with a laser printer and shelves with lots of ST applications.
Also, I noticed some labels with Amiga prices on the Mega tables!
Some Amigas were sold here recently... The store was open until 9PM
and the salesperson was quite informative. The Megafile 30 hard disk
was available, although at the outrageous price of $799! And that's
for an RLL 30 Mbyte, 65 ms average access time drive! Why, I saw
it advertised at General Computers in Paris for about the same price (without
the infamous French sales tax overhead). It it possible to get a hard disk
controller and a similar drive mechanism for $500 to $600 in the MSDOS
world, though it is getting really hard to find a mechanism as slow as
this one. I keep thinking that this price is a rip-off. Does anybody
know a retailer carrying the Megafile 30 at a reasonable price?
Thanks.

Regards,

Frederic Mora BITNET:
The College of William and Mary #fjmora%wmmvs.bitnet
Dept. of Computer Science ^ Mind the # sign!
Williamsburg, VA. 23185
USA GEnie: F.MORA

```
------------------------------------------------------------------------
| "Was uns nicht toetet, macht uns staerker." - Friedrich Nietzsche |
| What does not kill us makes us stronger |
------------------------------------------------------------------------
```

- Come, come, little line eater, I won't harm you (evil grin)...
- Come, come, little line eater, I won't harm you (evil grin)...

500. HD driver woes

Newsgroup: comp.sys.atari.st
Date: 1989-03-15 04:45:50 UTC
From: U46050@UICVM.BITNET
Message-ID: <8903151724.AA19595@ucbvax.Berkeley.EDU>
Source record: 249472

Does anybody know why the ICD Hard disk driver randomly produces infinite write verify errors when copying files from within the Universal File selector II and does not have any trouble with the same sectors when copying files directly from the desktop?

501. Hard Disk Partitioning...

Newsgroup: comp.sys.atari.st
Date: 1989-03-15 05:32:23 UTC
From: humtech@ucschu.ucsc.edu
Message-ID: <6686@saturn.ucsc.edu>
Source record: 249473

Hello. I just bought a Seagate ST296N hard disk. I'm currently waiting for my ICD host adapter before I can actually use the drive. I had a few questions before I got into using the drive.

First, this is a 80meg drive. I have heard that the current versio of TOS only supports hard drives up to 16meg. I assume that would mean that I would have to create 5 partitions of my hard disk to use the 80megs. Is there some work around for this - some program that fixes this problem? (I assume that TOS 1.4 doesn't have this problem, but then it may be quite some time before I see that.) Is there something else that I'm missing?

Second, are there any programs that people consider to be vital to have on their hard disk? I've heard about speedup programs - are they any good?

Third, and lastly, the Mac has a program called Disk Express (and maybe others) that will attempt to cleanup any file fragmentation on the disk. Is there any such beastie on the ST?

Thanx for your help.

Mark Frost
Office of the the Computing Coordinator
Humanities Division
University of California at Santa Cruz
Internet: humtech@ucschu.UCSC.EDU
Bitnet: humtech@ucschu.bitnet
Uucp: ...!ucbvax!ucscc!ucschu!humtech

502. Re: Federated: Dumped by Atari! Shame on you, Atari!

Newsgroup: comp.sys.atari.st
Date: 1989-03-15 06:22:47 UTC
From: Xorg@cup.portal.com
Message-ID: <15846@cup.portal.com>
Source record: 249474

Actually I think its a very smart move. The money spent to keep Federated alive was money that was not being spent on R&D and advertising - in my opinion Federated should have been dumped long ago. And if the lawsuit finds that the previous owners did inflate the inventory before the sale the tale is told!

Peter Szymonik
a

503. Re: Virus 101: Chapter 3

Newsgroup: comp.sys.atari.st
Date: 1989-03-15 14:40:02 UTC
From: clyde@ut-emx.UUCP
Message-ID: <11202@ut-emx.UUCP>
Source record: 249475
Cross-posted to: comp.sys.atari.st,comp.sys.apple,comp.sys.mac,comp.sys.ibm.pc

Let me express a public "thank-you" for these articles. Security by obscurity NEVER WORKS FOR LONG. I prefer the potential dangers of everyone knowing to the guaranteed danger of ignorance.

Shouter-To-Dead-Parrots @ Univ. of Texas Computation Center; Austin, Texas
clyde@emx.utexas.edu; ...!cs.utexas.edu!ut-emx!clyde

"You really have to take a broad perspective when giving pat answers
to other people's problems." - Eyebeam

504. MicroMix -- Where can I get #1?

Newsgroup: comp.sys.atari.st
Date: 1989-03-15 14:45:26 UTC
From: tim@brspyr1.BRS.Com
Message-ID: <5582@brspyr1.BRS.Com>
Source record: 249476

Does anyone know where I can get MicroMix I? I just downloaded MicroMix II and I like it a lot. Is there a MicroMix III in the works?

Thanks in advance for any info ...

-- Tim
--
Tim Northrup +--+
+---------------------------------+ GEnie: T.Northrup |
UUCP: uunet!steinmetz!brspyr1!tim | Air Warrior: "Duke" |
ARPA: tim@brspyr1.BRS.Com +--+

505. Format of 'bad sector list' of HDX 2.0 ?

Newsgroup: comp.sys.atari.st
Date: 1989-03-15 15:00:50 UTC
From: felner@inf.ethz.ch
Message-ID: <104@inf.ethz.ch>
Source record: 249477

I just added a new harddisk to my selfbuilt harddisk-kit. The disk has some hard errors on the media as indicated on the cover of the disk. To map them out, I formatted it with the HDX 2.0 from Atari, which has a Markbad facility that generates a bad sector list (BSL). However, it didn't find all hard errors, and after running 'Markbad' a few times, I got several different BSLs. Two entries at the end of the bootblock indicate the first sector and the number of contiguous sectors holding the BSL. The BSL looks like this (3 real examples):

```
000002 550000 002DC8 002D2C ( 2 bad sectors )

000003 AB0000 002DC8 002D2C 0003A6 ( a 3rd bad sector )

000003 030000 00123F 002DC8 002D2C ( different ordering and
another bad sector)
```

It seems that the first entry indicates the number of bad sectors, and the third, forth, ... hold the number of the bad sectors. But what does the second entry mean ? Is it a checksum ? How to get it ???
Since this is the format used by Atari, I guess it will be 'official'.

If I know what the second entry means, I can build the BSL by hand, adding the bad sectors not found by the formatter (you never know !).

But how about handling that BSL. Does the TOS or any driver support it or even look at it ? Any comments ? Atari ?

Or even better: the format-command of the Adaptec 4000 controller supports adding a BSL, so that the bad sectors are mapped out at format-time. Doing so, you don't have to worry about them any more, because they are not accessible. Is there any formatter around that accepts such a BSL as parameter ?

BTW, how did you, netlanders, map out bad sectors before (or now) ? I was lucky not to have any bad sectors on my other harddisk so far.

- Tomas

506. TOS 1.4? WHY?

Newsgroup: comp.sys.atari.st
Date: 1989-03-15 15:01:35 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <890315.09013485.013834@SFA.CP6>
Source record: 249478

Greg Csullog WRITES:

"I have read a mess of specs on TOS 1.4. I also own NeoDesk 2.0 and the
SElecter II. Personally, with NeoDesk and the UIS I cannot see any
to buy TOS 1.4.

FOLDXXX.PRG fixes the folder limit
DISKFREE.PRG speeds up the slow FAT access
STARTGEM.PRG allows GEM codes to autoexecute"

What reasons are there for you to get Tos 1.4? Ummm, you could
chunk the FOLDXXX.PRG, DISKFREE.PRG, and STARGEM.PRG.

Larry Rymal <Z4648252@SFAUSTIN.BITNET>

507. Use of Objc_Edit function.

Newsgroup: comp.sys.atari.st
Date: 1989-03-15 15:30:17 UTC
From: wkk@cbnewsl.ATT.COM
Message-ID: <264@cbnewsl.ATT.COM>
Source record: 249479

I have been trying to write my own code for handling editing
an editble field in an object. The code below is my test case.
The resource file and its associated editable objects work correctly if
I call the standard "form_do()" routine, so I don't think that resource
file is the problem.

When the code runs it draws the object correctly
and the first call the objc_edit turns on the text cursor at the END of
the editable field define of object EDIT1. However, subsequent calls
to objc_edit with the EDCHAR flag produces no results other than to toggle
the cursor on and off. I have not checked to see if EDCHAR is defined
correctly, but I will do that when I get home tonight. In the
"while" loop, the values of idx and nidx never change, and I believe
that this is incorrect. What am I doing wrong?

BTW: Just in case you want to try this code for yourself, create a dialog
named NAMEDLOG containing an object with an editable field named EDIT1.
Name the resource file resource.rsc.

I am using Laser C version 2.0. Please, someone lift me from my ignorance.

```
#include <gemdefs.h>
#include <obdefs.h>
#include <osbind.h>
#include "resource.h"

char *edit1 = "Test ";

main()
{
OBJECT *dialog;
int idx, nidx;
int chr;
char str[50];

appl_init();

if (!rsrc_load(".\\RESOURCE.RSC")) {
graf_mouse(ARROW, 0x0L);
form_alert(1, "[3][Cannot find|resource.rsc file|Terminating ...][OK]");
exit(1);
}

rsrc_gaddr(0, NAMEDLOG, &dialog);

((TEDINFO *)dialog[EDIT1].ob_spec)->te_ptext = edit1;
((TEDINFO *)dialog[EDIT1].ob_spec)->te_txtlen = 5;
```

```
dialog->ob_x = 50;
dialog->ob_y = 50;

/* draw the object, this works fine */

objc_draw(dialog, 0, 10, 0, 0, 300, 300);

idx = 0;
objc_edit(dialog, EDIT1, 0, &idx, EDINIT, &nidx);
while(1) {
chr = Crawcin(); /* get the next character */
chr &= 0xff; /* mask off the nuaghty bits */
if(chr == 0x0D) exit(1); /* exit if CR */
objc_edit(dialog, EDIT1, chr, &idx, EDCHAR, &nidx); /* no go */
sprintf(str,"[1][idx = %d nidx = %d][EXIT]", idx, nidx);
form_alert(1, str); /* just checking */

}
/* do_dialog(dialog); This works fine */
}
```

Wesley Kaplow
AT&T Bell Laboratories

USENET: att!wayback!wkk
AT&T: 201-386-4634

508. Re: Virus 101: Chapter 3

Newsgroup: comp.sys.atari.st
Date: 1989-03-15 15:32:31 UTC
From: uace0@uhnix2.uh.edu
Message-ID: <722@uhnix2.uh.edu>
Source record: 249480
Cross-posted to: comp.sys.atari.st,comp.sys.apple,comp.sys.mac,comp.sys.ibm.pc

Many people are complaining about how this information can be used to write a virus, even tho no code has been given.

FLAME ON!

Grow up People!!

This is the United States of America (at least the message originated here) and the NET is a free network for exchange of information.

If you wanna stifle the free expression and dispersment of information, then jump on the anti-porn bandwagon and join people who don't believe in the BILL OF RIGHTS.

Any hacker worth a damn can disassemble the paultry 483 bytes of information of a virus in the boot sector. Not to mention that the HitchHiker's Guide to the BIOS is also on many pirate boards, and it explicitely states how to write executable boot sectors.

Instead of showing your ignorance and naitivity at the resourcefulness of a hacker, why not just send a letter bomb or something, and get rid of George Woodside. There, I just told you how, are you gonna do it?

Information should be free to all. If you are gonna get offended by it, then press the damn 'N' key, or don't call. You set yourself up to get upset, and when it happens you bitch to everyone. Don't set yourself up, avoid getting upset and everyone will be happier.

FLAME OFF!!

Have a nice day. Thanks for very informative articles.

As one of the authors of DC Formatter, which has 6 executable boot sector options, I am fully aware of how it is done (and even have a single function which will make an executable boot sector out of any code), but I still found the articles enjoyable and very well written.

It is nice to have such good information without having to pay for it.

- mike

None of the above is shared by any of the other personnel at Double Click Software. I alone am the culprit.

--
for (;;) : Use ATARINET, send an interactive
do_it(c_programmers); : message such as:
: Tell UH-INFO at UHUPVM1 ATARINET HELP

University Atari Computer Enthusiasts : University of Houston UACE

509. PARKING HARD DRIVE HEADS from within Spectre 128

Newsgroup: comp.sys.atari.st
Date: 1989-03-15 17:18:15 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <890315.11181436.014024@SFA.CP6>
Source record: 249481

As great (REALLY GREAT!!!) as Spectre 128 is, there is one item missing
that I haven't been able to locate which would complete the product more
than it already is. We need a hard drive parker that can be run from within
Spectre 128.
When I bring the system down, I am always having to reboot the the
"ST part of my computer" so that I can run my head park program. I wish we
had an equivalent program that can run from within Spectre.
I have tried some of the Macintosh PD parkers but, for obvious reasons,
they don't work.
Does anyone know of such a program, if not, could someone, as if they
really had nothing to do, write one and share it? Not asking for much, am I...

Larry Rymal <Z4648252@SFAUSTIN.BITNET>

510. Re: Virus 101: Chapter 3

Newsgroup: comp.sys.atari.st
Date: 1989-03-15 17:54:57 UTC
From: cramer@optilink.UUCP
Message-ID: <1093@optilink.UUCP>
Source record: 249482
Cross-posted to: comp.sys.atari.st,comp.sys.apple,comp.sys.mac,comp.sys.ibm.pc

```
In article <11179@ut-emx.UUCP., osmigo@ut-emx.UUCP writes:
. [George Woodside posts a continuation of "Virus 101"]
.
. Also, keep in mind that comp.sys.mac is uploaded to many, many Mac BBS's
. around the country, including underground "outlaw" BBS's populated largely
. by high school and college hackers. I know of more than one local BBS of
. this type, where you can download virtually every Mac program on the market,
. and some people on there would LOVE to get their hands on this kind of
. information.
.
. Your articles remind me of a Reader's Digest article I saw some time back
. on "How to Protect Your House From Burglars." It was the best article on
. "How to burglarize a house" I'd ever seen.
.
. Ron

That happens! I have a publication from the Bureau of Alcohol, Tobacco,
and Firearms, that tells you (with brand names and drawings of all the
parts) how to MAKE SURE YOU DON'T ACCIDENTALLY BUILD A MACHINE GUN!

The California Penal Code tells you how to build a Molotov Cocktail.

Anyone want to join the club where you have to stand in a corner for
a half hour and NOT THINK ABOUT PINK ELEPHANTS?

I've long wanted to understand viruses, and I'm pleased about the
postings, even though I never intend to build one.
--
Clayton E. Cramer {pyramid,pixar,tekbspa}!optilink!cramer
Anyone who wants to be a politician bad enough to get elected, shouldn't be.
------------------------------------------------------------------------------
Disclaimer? You must be kidding! No company would hold opinions like mine!
```

511. Re: Virus 101: Chapter 3

Newsgroup: comp.sys.atari.st
Date: 1989-03-15 18:34:13 UTC
From: holland@m2.csc.ti.com
Message-ID: <72298@ti-csl.csc.ti.com>
Source record: 249483
Cross-posted to: comp.sys.atari.st,comp.sys.apple,comp.sys.mac,comp.sys.ibm.pc

In article <11179@ut-emx.UUCP> osmigo@emx.UUCP (Ron Morgan) writes:
>[George Woodside posts a continuation of "Virus 101"]
>
>You mentioned 1 out of 4 e-mail respondents falling in the "you idiot!"
>category. Count me, too, you idiot...|-:}

[stuff deleted]

>Your articles remind me of a Reader's Digest article I saw some time back
>on "How to Protect Your House From Burglars." It was the best article on
>"How to burglarize a house" I'd ever seen.
>
>Ron

Not that I've read it but, you've just supplied an excellent example of how distributing information can be helpful for the *good* people. Probably the best way to learn how to protect yourself from burglars is to learn how they work. A good burglar makes a good security consultant.

By publishing known methods used by computer viruses, people can write software to detect, kill or prevent viruses. Software can be designed to protect itself from infection. I think if you could keep everyone in the dark, we would all be much more vulnerable to infection and less equipped to combat an infection.

Fred Hollander
Computer Science Center
Texas Instruments, Inc.
hollander@ti.com

The above statements are my own and not representative of Texas Instruments.

512. 1040ST being shipped with RF modulator?

Newsgroup: comp.sys.atari.st
Date: 1989-03-15 18:35:43 UTC
From: MBERNAR@ERENJ.BITNET
Message-ID: <8903151848.AA24223@ucbvax.Berkeley.EDU>
Source record: 249484

Is it true that Atari is shipping new 1040ST computers with built in
RF modulator?
This may be old news to most of you, but the DIGEST which is slowly
catching up to date is still a few days behind. I would appreciate
receiving direct replies, since I'm very anxious about this. (I have one
on order).

Marcelino Bitnet: MBERNAR@ERENJ

513. Re: UniTerm

Newsgroup: comp.sys.atari.st
Date: 1989-03-15 19:13:55 UTC
From: covertr@gtephx.UUCP
Message-ID: <420af8e0.14e07@gtephx.UUCP>
Source record: 249485

Could someone please email me the docs to Uniterm 2e?? I got the binareis to
2e from a bbs, but they didn't have the docs.
TIA
Richard (Still looking for a UNIX X/Y/Z/Modem program) Covert

514. Re: NOAA/METEOR project Mike Gore

Newsgroup: comp.sys.atari.st
Date: 1989-03-15 19:36:04 UTC
From: magore@watdcsu.waterloo.edu
Message-ID: <5675@watdcsu.waterloo.edu>
Source record: 249486

Hi,

>I have tried several ways to respond to him about his project, but the mail
>keeps bouncing.
...
Sorry! If anyone else out there is having problems
reaching me also - try any of the following
addresses in my new improved signature file: :-)

Mike Gore, Technical Support, Institute for Computer Research
Internet: magore@watdcsu.waterloo.edu or magore@uwaterloo.ca
Bitnet: magore@watdcsu
UUCP: uunet!watmath!watdcsu!magore

515. Re: argv[0] and Sozobon C

Newsgroup: comp.sys.atari.st
Date: 1989-03-15 20:02:06 UTC
From: david@bdt.UUCP
Message-ID: <529@bdt.UUCP>
Source record: 249487

I've seen enough un-truths about this subject already so here is
the story behind argv[0] and MT C-Shell.

First the history that got us here: Way back in 1986 I developed
and released the first version of MT C-Shell V1.0. This was
before MWC, back when the only C compilers were the DRI/Alcyon
package from Atari and Megamax. neither of these implemented
argv[0] handling at the time (they just full it it with some
static string).

MT C-Shell needed more than the 128 bytes that Pexec gives you
for arguments, so I invented a method for passing a larger
number of arguments, using the enviroment space. This was
the first method of extended arguement passing and argv[0]
handling.

Along comes Mark Williams Co. and MWC. They implement another
(incompatible) method for passing argv[0] and extended arguments
also using the enviroment space. Since they're bigger than I
am (and because they're way was probably better than mine anyway)
I adopt MT C-Shell and all my utilities to be compatible with this
newly established argument passing method. At this time Mark
Williams Co., myself, and representatives from Manx and Megamax
approach Atari with the idea of defining a "standard" method for
extended arguments. Since Atari basically said "we don't care
what you do," we simply agreed that the MWC method would be the
de-facto "standard". MT C-Shell Versions 1.10 and above and
Micro C-Shell Versions 2.70 and above use this MWC "standard"
method of argv[0] and extendend argument passing.

The "conversion" programs that are often talked about only apply
to *very* old versions of MT C-Shell and Micro C-Shell (prior to
V1.10 MT and V2.70 Micro C-Shell, or about Fall 1986). Probably
nobody needs these conversion programs anymore; they cloud the
issue.

After all this, many new compilers and libraries have arisen for the
ST. It seems that along with them came some more techniques for
argument passing. MT C-Shell does not support any methods other than
that adopted in 1986 (the MWC format). I do *not* have plans to
implement other methods of argument passing, unless one is *finally*
adopted as the "official" standard.

The method used by MT C-Shell and MWC starts with an environment variable
ARGV, whose value is a "iovector" describing the standard handles.
After this the arguments are appended (each null terminated) starting

with argv[0]. The list of arguments is terminated with a empty
string (a double null), which marks the end of the enviromnent. The
basepage "tail" is also filled with the first 127 bytes of the arguments
in standard TOS Pexec format, without argv[0]. The ARGV variable is
placed after the "real" environment variables and is always followed
by the command arguments.

I do not know if Sozobon C is compatible with this method or not.
--
David Beckemeyer (david@bdt.UUCP) | "Lester Moore - Four slugs from a .44
Beckemeyer Development Tools | no Les, no more."
478 Santa Clara Ave. Oakland, CA 94610 | - Headstone at Boot Hill
UUCP: {uunet,ucbvax}!unisoft!bdt!david | Tombstone, AZ

516. Re: NOAA/METEOR project Mike Gore

Newsgroup: comp.sys.atari.st
Date: 1989-03-15 20:04:16 UTC
From: magore@watdcsu.waterloo.edu
Message-ID: <5676@watdcsu.waterloo.edu>
Source record: 249488

I blew it. I was informed of a typo in my signature file.
The correct version is:

Mike Gore, Technical Support, Institute for Computer Research
Internet: magore@watdcsu.waterloo.edu or magore@watdcsu.uwaterloo.ca
----
- I forgot watdcsu in my last message

Bitnet: magore@watdcsu UUCP: uunet!watmath!watdcsu!magore
These ideas/concepts do not imply views held by the University of Waterloo.

517. Re: cartridge port - NO PROBLEMS - on 1040 ST

Newsgroup: comp.sys.atari.st
Date: 1989-03-15 20:52:58 UTC
From: jbww@ukc.ac.uk
Message-ID: <438@harrier.ukc.ac.uk>
Source record: 249489

**** DON'T PANIC ****

O.K., I think I have resolved the problem with using ADC/DAC cartridges
in newer 1040 STs.

------- THE ATARI STs ARE NOT AT FAULT --------

The scenario was : New model 1040 STs, running Fast Basic, including
some assembler code, reading an ADC/DAC chip plugged into the
cartridge port. The `read' just consisted of a straightforward
`read byte at location', with the device bus enabled with not S3.

(Dead simple, nothing to go wrong, ideal for short student projects,
nothing to go wrong ... Ha.)

Students reported that software and hardware that ran fine on an
older ST failed to run with the new ST. Other Basic software ran,
but attemting to read the cartridge failed. I could see nothing
out of the ordinary on the FastBasic disk.

As a news report of similar behaviour on Mega 2s had appeared the
the previous day, it seemed to be a manifestation of the same.
We had just ordered a Mega 2, to be used with our ST to Transputer
Link cartridges, so I was rather eager to nail this problem ....

So -

Students were back in the Project Lab. today, so I was able to get them to
try an idea that come to me over the weekend - the students here have become
a bit worried over a virus that they have found on a few of the boot disks
for general use, and usually boot with a virus checker, a mouse accellerator
- AND TURBODOS !

When I checked with them, they said yes, they probably had ....

anyway, *** booting a clean system has resolved the problem ***

Quite clearly trying to patch a different (and at least partially
fixed OS) is NOT the right thing to do. I have since heard that
some 1040 STs are getting the 1.2 ROMS from the Mega STs. (Thanks to
Ken Badertscher, Roy Good for very prompt response on the later.)

Sorry to frighten so many people (as well as my self), but with
these cartridge add-ons the Atari STs are becoming rather useful in
the Lab. (although I would like to make more use of their DMA port).

P.S. the write technique I use is a common one that has been round a while,
both on the news net and in magazines (I couple of days ago I just happened

to come across a Byte article that mentioned a variant of the method - Byte, June 1987, P161). Simply, any read of a certain range of addresses causes the lower bits of the address to be latched and presented as data to the peripheral - take care A8-A1, or A7-A1,UDS. Anyway, the above non-problem was for just standard reads.

J.B. Webber jbww@ukc.ac.uk

P.P.S. Any information anyone has on the DMA port would be of great use. I have some, but it does not always agree with itself or with what a logic analyser tells me.

518. Re: TOS 1.4 vs NEODESK and UIS-II

Newsgroup: comp.sys.atari.st
Date: 1989-03-15 21:06:36 UTC
From: clf3678@ultb.UUCP
Message-ID: <446@ultb.UUCP>
Source record: 249490

When I said "300k", I was being a bit sarcastic.

Still, I would rather have TOS 1.4 and all the free RAM I can get than have to sacrifice memory for programs like UIS and NEODESK.

I also don't understand how you can say that NeoDesk only uses 28k. My understanding is that it uses 128k or so. Maybe I'm wrong because I never had any interest in the program.

What about the other programs to fix the 40 file folder limit, the time stamp fix, etc? Those add up.

=cf=

519. Atari 8-bit System for sale

Newsgroup: comp.sys.atari.st
Date: 1989-03-15 22:17:48 UTC
From: ajy2208@ultb.UUCP
Message-ID: <448@ultb.UUCP>
Source record: 249491
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,wny.general,misc.forsale,ny.general

I've got the following system for sale due to the fact that I need money
for school. I would like to sell the system as a whole, as it might take
me a while to sell the entire system as individual pieces. Anyway,
everything works really well together! Here's the system:

Items
==========
Atari 130XE Computer, 128K RAM & Rev. C BASIC built in
ICD Multi Input/Output board
- RS232 (modem) port
- Centronics (printer) port
- SCSI/SASI (hard drive) port
- Firmware, and Printer Spooler
- 1 MEG RAM (fantastic Ramdisk!!!)
XE Adaptor for MIO (necessary to use MIO with XE)
Adaptec 4000A Hard Drive Controller Card
Seagate ST225 20 Meg hard drive
Microscience 20 Meg hard drive
Indus GT Double Density disk drive
Atari 1050 w/US Doubler (Double Density)
XEP80 80 column board (also has printer port)
R-Time 8 battery clock cartridge
SpartaDOS X Cartridge
Assembler Editor Cart
PC Power supply (150 watts) for the 2 hard drives & Adaptec
XT Case (two hard drives, Adaptec, MIO, & Power supply all fit here!)
Magnavox 80 column Monochrome Monitor (works great with XEP80)
100 Disks in 3 Alsop disk cases (including)
Hacker
Archon II: Adept
Omnitrend's Universe
Alternate Reality: The Dungeon
Spy Vs. Spy
Carina II BBS Software
20 Original Antic disks, in 2 plastic disk cases
Cables (HD cables, RS232 [modem] cable, etc.)
Power Strip
==========

I am willing to part with this system for a mere $1500. A lot of my time
and money (well over $2000) went into putting this system together.
The hard drives and the 1 MEG MIO board alone would cost nearly $1000 today
new! (each drive is roughly $200, and ICD sells the MIO for $450)

I've got all the cables and power supplies needed to hook everything together. The two hard drives have a TON of PD software on them, as I used to run a Bulletin Board System. I also have a lot of original software on the 100 or so disks mentioned above.

If you are looking to run a BBS, this is a great way to start. I ran Carina II and in my opinion it is better than any ST BBS software that has come out yet (including FoReM).

With a second monitor (or b/w TV) you can generate two entirely different displays by using the XEP80 and SpartaDOS X. I'll be glad to assist the person who purchases the system in setting it up, and if he/she is local, can do so in person. If you're not local to me, I'm going to have fun mailing all this!!

Please contact me at 716-475-4088 weeknights or weekends if you are interested in purchasing this system. Or, you can reach me at:

ajy2208@ritvax.bitnet - Bitnet
ajy2208@ultb.rit.edu - Usenet

Albert Yarusso
==========> Someday I'll have a Cray! :-)

520. I want to buy a new computer!

Newsgroup: comp.sys.atari.st
Date: 1989-03-16 02:37:31 UTC
From: hearth@cory.Berkeley.EDU
Message-ID: <11148@pasteur.Berkeley.EDU>
Source record: 249492
Cross-posted to: comp.sys.amiga,comp.sys.atari.st

I am not trying to start a flame war. I recently obtained $1300
from a deceased relative and decided to get a better computer than my
C-64. I am trying to decide between an Atari ST and a Amiga, but I know very
little about either (or computers in general). I plan to use this
computer about 80% for games and 20% for everything else, so good games
and graphics are a factor.

Could anybody who has knowledge of either, or preferably both,
of these computers please e-mail me advice? I would appreciate the
wisdom of these newsgroups. I will also pass on the results, if anybody else
is interested. Thanks in advance.

Don Hearth
hearth@cory

521. Re: News from Cebit '89

Newsgroup: comp.sys.atari.st
Date: 1989-03-16 04:00:27 UTC
From: good@atari.UUCP
Message-ID: <1388@atari.UUCP>
Source record: 249493

in article <8903150013.AA29812@ucbvax.Berkeley.EDU>, VBRANDT@DBNUAMA1.BITNET says:
>
>
>I know *I* am going to get TOS 1.4 sometime next week (from where I'd rather
>not say :-), but if it's really finished, I can't understand why Atari doesn't
>make a copy available for the general public, so that at least those who own an
>EPROM burner can make their own ROMs.

I sincerely hope the source is Atari GmbH. If not, you will have copies of
either the very early "Beta" version, or unofficial PROMs derived from the
Developer softloaded release of 8/88. Either way, you will have a version
which still contains errors, unless you get the latest version via GmbH.

Roy Good/Atari

522. (none)

Newsgroup: comp.sys.atari.st
Date: 1989-03-16 04:58:33 UTC
From: AKISUJAR@NUSVM.BITNET
Message-ID: <8903160458.AA26546@ucbvax.Berkeley.EDU>
Source record: 249494

Hi There,

I only received your incomplete message. Could you kindly send the message
again.
Regards, Suthipuntha.

523. Re: TOS 1.4 vs NEODESK and UIS-II

Newsgroup: comp.sys.atari.st
Date: 1989-03-16 05:46:29 UTC
From: jpexg@hermes.ai.mit.edu
Message-ID: <3303@hermes.ai.mit.edu>
Source record: 249495

In article <516@bridge2.3Com.Com>, pvf@bridge2.3Com.Com (Paul V. Fries) writes:
> So, how will we be able to get TOS 1.4?
>
> Am I going to have to wait for it to show up in a store, or will there
> be a way for me to get it direct through Atari? With all the confusion
> there seems to be in this area, I really don't want to have to deal
> with some partially informed dealer.

You'll get it the same way you got your blitter.

524. Re: News from Cebit '89

Newsgroup: comp.sys.atari.st
Date: 1989-03-16 08:24:54 UTC
From: meulenbr@cstw01.UUCP
Message-ID: <352@cstw01.UUCP>
Source record: 249496

Thanks Volker for your nice report.
I have some flames included below. They are intended to atari, not to you.

Note: I trimmed the message a lot. Find the original if you want to read
it all.

In article <8903150013.AA29812@ucbvax.Berkeley.EDU> VBRANDT@DBNUAMA1.BITNET writes:
>
> Atari Germany has found a new excuse: TOS 1.4 *is* there, they say, but they
>don't have ROMs in quantity yet, so they can't officially (!) announce it. They

Hah! When the first developers release of 1.4 came out last August they
used the very same excuse to tell the people the 1.4 will not be
available before December.
Do they still want me to believe this....

>were displaying the new big monocrome screen (SM 129, price as yet undecided),
>but couldn't demo it, because the screen driver (done by Ken B. & others) needs
>TOS 1.4 to work, and Atari Germany had *only 2* machines with 1.4 ROMs avail-
>able in Hannover. That would, for once, confirm that excuse.

Huh, Huh, Huh, There are also disk based versions of 1.4 (you'll only
need 1 copy to boot any number of machines). Furthermore if a company
like Atari cannot burn a few Eproms for a large fair, what are they up to??
>
> I know *I* am going to get TOS 1.4 sometime next week (from where I'd rather
>not say :-), but if it's really finished, I can't understand why Atari doesn't
>make a copy available for the general public, so that at least those who own an
>EPROM burner can make their own ROMs.

Agree!! Anyway, if systems with new ROMs hit the shop before there are
upgrade kits a lot of people will burn their own roms.
(Thats how I got my Mega Roms)
>
> The TT and TT/X *supposedly* will be shown in September at the '89 Atari
>Fair, again in Duesseldorf.

Ough. I cannot keep from laughing. This thing has been promised to be
available very soon now for three years. Giggle.
I could have developed a TT alone in that time.
>
>--
>Bitnet: VBRANDT@DBNUAMA1 Volker A. Brandt
>UUCP: ...!unido!DBNUAMA1.bitnet!vbrandt Angewandte Mathematik
>ARPAnet: VBRANDT%DBNUAMA1.BITNET@CUNYVM.CUNY.EDU (Bonn, West Germany)

Once again thanks Volker.

Does this Atari company really wants us to believe anything they say.
They can only tell the same promises and excuses again and again.

Nay, my ST is a fine machine, and I'm still happy I bought it, but I
would not rely on Atari info any more. Seeing is believing as far as
Atari concerns. Where are the long ago promised blitter upgrades for 1040
owners???

PS: One major advantage of the ST: It runs MINIX!
No more single tasking. Unix is here.

--
Frans Meulenbroeks (meulenbr@cst.prl.philips.nl)
Centre for Software Technology
(or try: ...!mcvax!philmds!prle!cst!meulenbr)

525. The Calamus Program

Newsgroup: comp.sys.atari.st
Date: 1989-03-16 08:53:52 UTC
From: jansteen@cwi.nl
Message-ID: <504@turing.cwi.nl>
Source record: 249497

We are planning to use a:

- Mega 4ST
- SLM 804 Laserprinter
- Megafile 30 Harddisk
- Calamus DTP program

configuration to make a bi-monthly 48 pages magazine.

Concerning the Calamus program we have a couple of questions:

- Does the Calamus program have a build-in
hyphenation-algorithm?

- Does Calamus support superscripts and subscript?

- What problems (limitations) did occur while working
with the Calamus program?

--
-=-=-=

526. Re: TOS 1.4 (really a plea to atari)

Newsgroup: comp.sys.atari.st
Date: 1989-03-16 09:57:12 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <794@syma.sussex.ac.uk>
Source record: 249498

From article <1387@atari.UUCP>, by danscott@atari.UUCP (Dan Scott):
>
> Sorry, but TOS 1.4 will only be supported in ROM form only. That means
> no EPROMS or RAM based versions will be suppored by Atari.
>
> This is due in part to the large number of RAM revisions that left Atari for
> developer testing and the number of pirated EPROMs available off those RAM
> versions.
>
Hmm. Given Atari's previous record of not getting products out
the door quickly, it would seem that the 'pirated' EPROMs of TOS
1.4 are a sensible precaution on the part of well-equipped users
who want to use the improved OS before 1992.

I would have thought that allowing dealers and others to
duplicate TOS 1.4 would be a quick way of getting it out to the
people who need it, and one which would reduce Atari's expenses.
Surely Atari isn't planning to make lots of money out of the
upgrade??

Admittedly, there is a danger that nasty people might try to sell
or give away EPROMs that they'd modified in some manner, and I
can see that Atari wouldn't like to have to carry the can for
subsequent complaints. What do you all think is the right way to
balance our wishes to get the upgrade as soon as possible with
Atari's justifiable desire to retain some control over what gets
out?

--
Graham Thomas, SPRU, Mantell Building, U of Sussex, Brighton, BN1 9RF, UK
JANET: grahamt@uk.ac.sussex.syma EARN/BITNET: grahamt@syma.sussex.ac.uk
ARPA: grahamt%syma.sussex.ac.uk@cunyvm.cuny.edu
UUCP: grahamt@syma.uucp Phone: +44 273 686758

527. gif -> Spectrum-512 or .raw -> Spectrum-512 converters?

Newsgroup: comp.sys.atari.st
Date: 1989-03-16 11:06:32 UTC
From: lansd@eecg.toronto.edu
Message-ID: <89Mar16.060640est.2399@godzilla.eecg.toronto.edu>
Source record: 249499

Has anyone come up with a GIF -> Spectrum-512 or .RAW file (ray-traced output file format) -> Spectrum-512 converter? I've seen code posted to the net to display Spectrum pics, but no translators yet.

--
CSNET: lansd%eecg.toronto.edu, ARPA: lansd%eecg.toronto.edu@relay.cs.net
Electrical Engineering Computer Group, University of Toronto.

528. problems with pd midi software

Newsgroup: comp.sys.atari.st
Date: 1989-03-16 14:23:25 UTC
From: HIGGS_M@prime1.lancashire-poly.ac.UK
Message-ID: <8903161436.AA22054@ucbvax.Berkeley.EDU>
Source record: 249500

I have now managed to get through to ssyx satisfactorily, thanks to all
who sent help.
I have uploaded the d110 and the mt32 midi software (patch editors) and
find that both of the binaries seem to contain the same files i.e. for the mt32
editor although the docs included are for the correct one. i.e..

the mt32 contains the mt32 binary and documentation and the d110 contains
the mt32 binary and the d110 documentation.

Does anybody know why? Any help would be appreciated.
Thanks in advance.

Mike Higgs

School of Computing, JANET : higgs_m@uk.ac.lancsp.p1
Lancashire Polytechnic, EARN : higgs_m@p1.lancsp.ac.uk
Preston,
U.K.
PR1 2TQ.

529. Re: Virus 101: Chapter 3

Newsgroup: comp.sys.atari.st
Date: 1989-03-16 14:26:08 UTC
From: trebor@biar.UUCP
Message-ID: <386@biar.UUCP>
Source record: 249301

In article <72298@ti-csl.csc.ti.com> holland@m2.UUCP (Fred Hollander) writes:
>Not that I've read it but, you've just supplied an excellent example of how
>distributing information can be helpful for the *good* people. Probably the
>best way to learn how to protect yourself from burglars is to learn how they
>work. A good burglar makes a good security consultant.

The real criterion for publishing potentially damaging information should
be "Will it do more harm than good?" I freely share information about
viruses on a 1-1 basis, where I can have the opportunity to make a judgement
about the person I am imparting the information to. But I would never do
it in a news posting, because in that venue, I have no ability to judge
the motivation of individual readers.

The problem with Virus 101 postings is that they went into a level of
detail greater than required by the average reader. So the audience
consisted of three groups (in order of size).

* casual readers, who might like to know, but are not going to use
the information.
* people who already knew most or all of this stuff anyway.
* people who might potentially misuse it.
* people who have a legitimate need for this information.

The real target for the in-depth info in the postings was the last one.
The question is, was "broadcasting" the way to get this information
to them, given the potentially larger group of misusers?

>By publishing known methods used by computer viruses, people can write
>software to detect, kill or prevent viruses. Software can be designed
>to protect itself from infection. I think if you could keep everyone
>in the dark, we would all be much more vulnerable to infection and
>less equipped to combat an infection.

Everyone needs to know about Viruses. They need to know how, _in_general_,
viruses work. They _dont_ need to know about the cute infection vector
used by the XYZ virus.

People already have written tools to detect, kill and prevent viruses (I
being one of those people). Anyone interested in learning how to do this
can get the technical information required quite easily through non
"publishing" channels.

Anyone writing software can _detect_ that they have been infected in about
20 lines of code (on the Mac, at least). Just keep a record of the size
and contents (simple checksum) of each of your code bearing segments (CODE,
INIT, etc). Check them each time you boot; if they have changed, or a new
resource has appeared, warn the user that a virus is in his program.

See - I just disseminated some information responsibly. ;^)

--
* Robert J Woodhead * The true meaning of life is cunningly encrypted and *
* uunet!biar!trebor * hidden somewhere in this signature... *
* Biar Games, Inc. * ...no, go back and look again *

530. Re: need help uploading to unix

Newsgroup: comp.sys.atari.st
Date: 1989-03-16 14:34:58 UTC
From: remco@tnoibbc.UUCP
Message-ID: <1063@tnoibbc.UUCP>
Source record: 249302

In article <1821842@ncrcpx.UUCP> mike@ncrcpx.Cambridge.NCR.COM (Mike Reiss) writes:
>In article <19913@uflorida.cis.ufl.EDU> drc@beach.cis.ufl.edu writes:
>>I am trying to send a text file from my ST to a host running unix.
>> ....[STUFF DELETED]
>
>I have had this same problem at times also. I have played around with it
> ....[STUFF DELETED AGAIN]
>My solution is send a short file from the Unix box to the ST first. Then

Same problem here and same solution; it must be a problem with UNITERM,
because I do not have the problem with other kermits. I once sent a mail
about this to Simon Poole, but got no answer (but then, our mailer didn't
work properly at that time).
My version of UNITERM is 2.0d; maybe this helps

Remco
--

Remco Bruijne USENET: remco@tnoibbc PHONE: +31 15 606437
---

531. ALTERNATIVE MICE

Newsgroup: comp.sys.atari.st
Date: 1989-03-16 14:53:43 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <890316.08534234.014695@SFA.CP6>
Source record: 249303

Radio Shack has a serial mouse for $49.00 that has a great feel to it. It fits the hand much better than the ST mouse and the buttons aren't as stiff. However, I think before I change from the Atari mouse that I'd like to get an optical one but admit not knowing if it would work or not. At any rate, I notice that the Radio Shack mouse does not have the same pin configuration as the Microsoft one. In fact, it is only using five of the nine pins that are available on its connector.
Jeff Beadles, I've tried replying to your message in which you explained the mouse setup but my messages keep bouncing back. SIGH. We are needing to use SERIAL mice, right?

Larry Rymal <Z4648252@SFAUSTIN.BITNET>

532. MX2 and DC-Port

Newsgroup: comp.sys.atari.st
Date: 1989-03-16 15:51:00 UTC
From: MCCABE@MTUS5.BITNET
Message-ID: <8903161551.AA25783@ucbvax.Berkeley.EDU>
Source record: 249304

Date: 16 March 89, 10:46:54 EST
From: Jim McCabe MCCABE at MTUS5
To: INFO-ATARI16 at SCORE.STANFORD.EDU
Subject: MX2 and DC-Port

Wowzers -- I just read the docs for MX2 and I'm extremely impressed!! Fred sure added a lot since his earlier versions.

Anyway, one of the niftiest features is MX2's ability to use custom device drivers for each process. Fortunately, there are four extra device drivers that are available -- isn't that the number of extra serial ports available on DC-Port?

My question is this: Are any device drivers available for DC-Port under MX2? Will DC-Port even work with MX2?

Finally, I've got one more question that doesn't relate to MX2 necessarily. How easy is it to poll the carrier on each port? Also, how easy is it to control the DTR lines?

Thanks in advance!

Jim McCabe
MCCABE @ MTUS5.BITNET

533. Re: Federated: Dumped by Atari! Shame on you, Atari!

Newsgroup: comp.sys.atari.st
Date: 1989-03-16 16:46:56 UTC
From: covertr@gtephx.UUCP
Message-ID: <420f7cea.14e07@gtephx.UUCP>
Source record: 249305

In article <1308@sdcc15.ucsd.edu>, pa1132@sdcc15.ucsd.edu (pa1132) writes:
> According to a Federated employee in El Cajon, CA store, Atari has
> seperated itself from Federated. Now Federated is in its own
> completely, and is expected to be bankrupted soon. Atari is said to
> make "megabucks" by doing this because it can deduct the Federated
> loss from tax. Federated is left to die on its own. We should
> condemn Atari for its irresponsibility! And if Atari can do this to
> Federated employees, nobody knows what Atari can do to Atari
> employees in the future!

I totally disagree with the above writer. Atari has made the best possible
decision in dumping FG. I live in anarea with many FG stores (Phoenix,AZ)
and those store are all losers. I don't shop there because of poor prices,
rotten customer service, and poor selection. Atari tried to turn the stores arounds.
Atari eeven made one of the FG stores into a model ST COMPUTER STORE and even
that didn't help improve sales much. Also, the few local independent Atari
stores (COMPUTER WORKS in Glendale AZ) were being hurt by Atari's pricing
with regards to FG stores. FG stores got the 520STFM (the one with the double
sided floppy drive) weeks before COMPUTER WORKS got them. That really made the
COMPUTER WORKS store owner mad!!!

I am certain that Atari tried to find someone to buy FG, but probably couldn't
find any takers.

Now that Atari si out of the retail sale business maybe Atari will have some
money to spend on finishing the 68030 machine, and getting the Laptop ST out.

By the way, Atari is now shipping the SLM804-PCV which is the old SLM-804
laser printer bundled with the Imagen ULTRASCIPT postscipt language. I would
recommend buying a Mega ST4 if you plan on using it though!! But, that is VERY
good news for us Atarians!! And Calamus is setting the DTP amrket on fire, it
is that good!!

Well, anyway, I for one approve of Atari's decision to dump FG stores. and
I jhope that Atari can recover from its $200 Million Dollar mistake!!!!

Richard (SLM804 owner and saving up for UltraScript) Covert

534. Re: Hard Disk Partitioning Tutorial

Newsgroup: comp.sys.atari.st
Date: 1989-03-16 16:47:55 UTC
From: ralph@laas.laas.fr
Message-ID: <308@laas.laas.fr>
Source record: 249306

Howard C. Johnson's article (<457@lzaz.ATT.COM>) on partitioning was very interesting. I have an SH204 with partitions C, D, and E. I would very much like to split my 10 meg E partition into 2 smaller partitions, GEM and Mac. Can it be done without destroying partitions C and D? If so, how?

Thanks a whole lot,

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!mcvax!laas!ralph If all else fails, try:
SOBEK@FRMOP11.BITNET sobek@eclair.Berkeley.EDU

535. Re: gif -> Spectrum-512 or .raw -> Spectrum-512 converters?

Newsgroup: comp.sys.atari.st
Date: 1989-03-16 17:48:12 UTC
From: scott@gill.cs.odu.edu
Message-ID: <8103@xanth.cs.odu.edu>
Source record: 249308

> Has anyone come up with a GIF -> Spectrum-512 or .RAW file (ray-traced
>output file format) -> Spectrum-512 converter? I've seen code posted to the
>net to display Spectrum pics, but no translators yet.

I am also currently looking for a .GIF viewer for the ST... is here such
a thing?

I also would like a program that would SAVE files in either .MAC or .IFF (.GIF)
format... picswitch loads .IFF (not .GIF) but it will only convert to ST
formats... this is nice-- but incomplete.

Scott

Scott D. Yelich scott@cs.odu.edu [128.82.8.1]

536. Re: Federated: Dumped by Atari! Shame on you, Atari!

Newsgroup: comp.sys.atari.st
Date: 1989-03-16 17:58:36 UTC
From: greg@bilbo
Message-ID: <750@snjsn1.SJ.ATE.SLB.COM>
Source record: 249309

In article <1308@sdcc15.ucsd.edu> pa1132@sdcc15.UUCP () writes:
>According to a Federated employee in El Cajon, CA store, Atari has
>seperated itself from Federated. Now Federated is in its own
>completely, and is expected to be bankrupted soon. Atari is said to
>make "megabucks" by doing this because it can deduct the Federated
>loss from tax. Federated is left to die on its own. We should
>condemn Atari for its irresponsibility! And if Atari can do this to
>Federated employees, nobody knows what Atari can do to Atari
>employees in the future!

What a strange point of view. You have much to learn about the
business world.

Businesses exist to make money. Any publicly-held corporation (such
as Atari Corp.) has an obligation to make a profit for its
stockholders. Atari's management would be grossly negligent if they
retained Federated until its cash drain pulled the whole of the
corporation into bankruptcy.

Is this what you are advocating?

That would certainly result in the loss of the jobs of not only
Federated employees, but Atari Corp. employees as well, plus the loss
of the investments of Atari's stockholders, not to mention the effect
on all of the Atari dealers and owners.

Furthermore, there is no certainty that "Federated is left to die on
its own". It will be sold (if a buyer can be found). The new buyer
can inject sufficient cash into the company to keep it afloat, while
it rebuilds it from within. The "death" of Federated is by no means
certain.

I would like to congratulate Atari for making a sound business
decision. The only question is, "Why did Atari buy Federated in the
first place, when many independent observers said it was a bad deal?"

Longish .signature follows. Skip now, or don't complain!

Greg Wageman ARPA: greg@sj.ate.slb.com
Schlumberger Technologies BIX: gwage
1601 Technology Drive CIS: 74016,352
San Jose, CA 95110-1397 UUCP: ...!uunet!sjsca4!greg
(408) 437-5198

There's nothing I hate more than a Usenet posting which took three
seconds to compose and three minutes to type, glibly dismissing three
years (or three decades) of an author's work in three lines.

Opinions expressed herein are solely the responsibility of the author.
(And the author wouldn't have it any other way.)

537. Random Number Generator for OSS PP

Newsgroup: comp.sys.atari.st
Date: 1989-03-16 18:09:13 UTC
From: csrobe@ICASE.EDU
Message-ID: <8903161809.AA00227@icase.edu>
Source record: 249310

Here are 2 code fragments for an excellent Random Number generator written by Dr. Steve Park of William and Mary. For more information, see "Random Number Generators: Good Ones are Hard to Find", in the October 1988 issue of _Communications_of_The_ACM_.

```
s : integer; { stream index }
seed : array [0..255] of real;

{* This file should be used on systems that only have 16-bit integers *}

function Random : real;
const
a = 16807.0;
m = 2147483647.0;
q = 127773.0; { m div a }
r = 2836.0; { m mod a }
var
lo, hi, test : real;
begin
if (s > 0) then
begin
hi := trunc(seed[s] / q);
lo := seed[s] - q * hi;
test := a * lo - r * hi;
if test > 0.0 then
seed[s] := test
else
seed[s] := test + m;
Random := seed[s] / m
end
else
Random := 0.5
end; { Random }

procedure Plant_Seeds; { a private procedure which is }
const { used to "plant" a sequence of }
a = 8350.0; { seeds seperated one from the }
m = 2147483647.0; { next by 8,016,548 steps }
q = 257183.0; { m div a }
r = 5597.0; { m mod a }
var
j : integer;
lo, hi, test : real;
begin
for j := 2 to 255 do
```

```
begin
hi := trunc(seed[j - 1] / q);
lo := seed[j - 1] - q * hi;
test := a * lo - r * hi;
if test > 0.0 then
seed[j] := test
else
seed[j] := test + m
end
end; { Plant_Seeds }

{*}

procedure Randomize;
var
t : integer; { 32-bit 2's compliment integer }
begin
repeat
writeln;
write('Enter a positive integer seed (9 digits or less) >> ');
readln(t)
until (0 < t) and (t < 2147483647);
writeln;
seed[1] := t; { this is seed[1] - now }
Plant_Seeds { plant the other seeds }
end; { Randomize }

procedure Select_Stream(stream : integer);
begin
s := stream
end; { Select_Stream }

{ end implementation }

procedure init_rngs;
begin { initialize }

s := 1; { supply a default stream }
seed[s] := 123456789.0; { and an initial seed }
Plant_Seeds

end; { end initialize }

------------------------------------------------------------------------
s : integer; { stream index }
seed : array [0..255] of integer;

{* This file should be used on systems that has 32-bit integers or larger *}

function Random : real;
const
a = 16807;
m = 2147483647;
```

```
q = 127773; { m div a }
r = 2836; { m mod a }
var
lo, hi, test : integer;
begin
if (s > 0) then
begin
hi := trunc(seed[s] / q);
lo := seed[s] - q * hi;
test := a * lo - r * hi;
if test > 0.0 then
seed[s] := test
else
seed[s] := test + m;
Random := seed[s] / m
end
else
Random := 0.5
end; { Random }

procedure Plant_Seeds; { a private procedure which is }
const { used to "plant" a sequence of }
a = 8350; { seeds seperated one from the }
m = 2147483647; { next by 8,016,548 steps }
q = 257183; { m div a }
r = 5597; { m mod a }
var
j : integer;
lo, hi, test : integer;
begin
for j := 2 to 255 do
begin
hi := trunc(seed[j - 1] / q);
lo := seed[j - 1] - q * hi;
test := a * lo - r * hi;
if test > 0.0 then
seed[j] := test
else
seed[j] := test + m
end
end; { Plant_Seeds }

{*}

procedure Randomize;
var
t : integer; { 32-bit 2's compliment integer }
begin
repeat
writeln;
write('Enter a positive integer seed (9 digits or less) >> ');
```

```
readln(t)
until (0 < t) and (t < 2147483647);
writeln;
seed[1] := t; { this is seed[1] - now }
Plant_Seeds { plant the other seeds }
end; { Randomize }

procedure Select_Stream(stream : integer);
begin
s := stream
end; { Select_Stream }

{ end implementation }

procedure init_rngs;
begin { initialize }

s := 1; { supply a default stream }
seed[s] := 123456789; { and an initial seed }
Plant_Seeds

end; { end initialize }
```

I know that this generator works under OSS Personal Pascal, because I've used it.

Enjoy,
-c

|Chip Roberson ARPANET: csrobe@cs.wm.edu |
|Dept of Comp. Sci. csrobe@icase.edu |
|College of William and Mary BITNET: #csrobe@wmmvs.bitnet |
|Williamsburg, VA 23185 UUCP: ...!uunet!pyrdc!gmu90x!wmcs!csrobe|

"It takes 40 dumb animals to make a fur coat,
and just one dumb animal to wear it." -European TV commercial

[A Cruelty-Free Companies list is available for anonymous ftp from cs.wm.edu.]

538. The PC7 Archive

Newsgroup: comp.sys.atari.st
Date: 1989-03-16 18:29:31 UTC
From: dyer@math.lsa.umich.edu
Message-ID: <592@stag.math.lsa.umich.edu>
Source record: 249311

A few months ago, I posted this to help out the people who were
having trouble accessing our archive. This is a revised version.
If you can already get files from us, then this article is
pretty much pointless for you.

Presenting....

Jon Brode's PC7 Cookbook

The PC7 archive is stored on an IBM 3090-600e mainframe. It uses an
ugly, awful, old operating system called MTS. It doesn't like talking to
un*x machines and such, as a matter of fact it couldn't until our systems
group installed the HIM, the host interface machine. We have two of them,
but only the first one is available for anonymous ftp. This ugly little
kludge has been just recently installed, thus it is still buggy. If you
have trouble connecting or trouble with dropped connections, that's what's
wrong. When that happens, try again later when the HIM is in a better mood.

We used to run this archive on Clio and Euterpe. They were Suns and
performed ftp transactions relatively well. We outgrew those machines
so we had to transfer external archive retrievals to the 3090. (the
archive was always available on the 3090 for local users) Rumor has it
that we will be moving back to some Suns, but that may be a few months
off.

You can only access PC7 (the name of the archive) if you have ftp. We'd
like to set up mail access, but we're having some problems with that. Anyway,
if you have ftp, type 'ftp him1.cc.umich.edu' or 'ftp 35.1.1.43', some
systems prefer one over the other, but they both get you to the same place.
Once you are connected, our system will prompt you for a name. Type
'anonymous'. Then you will be prompted for a password. Type whatever you
want, its not picky. Then you will be given a nice 'ftp>' prompt.
Congratulations! You have just entered the realm of MTS. (the him1
name will be going away soon, but it still works. the new name will
be posted as soon as it goes into effect)

That will put you in the directory of the FTP account. There's nothing
there, so you will have to change to the PC7 directory. Type 'cd pc7:'. That
will put you in our directory. Actually, directory is a misleading term
because MTS doesn't have a hierarchical filing system, thus all of our files
are clumped together into one huge mass. We don't like it either, but there's
nothing we can do about it. If you want to see all of the files that we have,
type 'ls ?'. Note: MTS uses a ? as a wildcard, not a *. This will flood
your screen with filenames. To get a more manageable listing, use a prefix
with the wildcard characters. For example, 'ls disk?' lists all of the
filenames that start off with the letters 'disk'.

Unfortunately, our mainframe limits us to 12 character filenames, which means that they aren't all that descriptive, but luckily allows us to name them with ST compatible names. If you want to find out what the files are, you could read the '!index' file. The only problem is that it is pitifully out of date. I would like to get it updated soon, but I just don't have the copious amounts of spare time that I once did. Until I find the time to update the index, you'll have to try to determine what the programs are by the filename. Incidentally, this file is not binary, do not try to transfer it as such. Expect an update in May.

And now, the fun part, how to get our files down to your local system. After you've 'cd'ed to PC7, and found the file you want to get, type 'binary'. This will let you transfer the arc files properly. You *must* set binary when you ftp arc files. To get the file you want, type 'get filename', where filename is the name of the file you want. Then you can sit back and wait for the transfer to complete. There is a command called 'mget' to let you get multiple files. Remember when you use it that the MTS wildcard is ?, not *. Some ftp implementations have a 'hash' command that lets you know how much has transfered. Other ftp implementations have a 'bell' command that beeps at you when your transfer is complete.

Now comes the tough part, transfering the file to your ST. There are many, many ways to do this. The most popular seems to be kermit, so I'll describe how to use Uniterm's kermit. Ask your local sysadmin how to run kermit. Then, make sure that you have parity and stop bits set properly on both sides. If they aren't, you'll get bad CHK's and other nasty errors. After that, type 'set file type binary'. (On VMS systems, you have to set file type fixed, instead of binary) Then type 'send filename', and things should be set on that side. From Uniterm, hit Alt-T and click the box that says binary. Then click the box that says 'receive' and supply the fsel box with a filename. From there you can sit back and relax again.

Once you have the file on your ST, you have to unarc it. Most of the files on PC7 were arced with the old version of arc, but a lot of the newer stuff is done with the new version. To unarc the old stuff, use dcopy, to unarc the new stuff use arc 5.21b. Arc 5.21b will unarc the old stuff too, but dcopy is *much* faster.

That just about wraps it up, folks. If you have anymore problems, send me some e-mail. If you want to say hello, send me some e-mail. If you want to compliment the fine job (IMHO) that I'm doing, send me some e-mail. If you want to flame me or complain, I'll give your name to my father, the IRS auditor. :-)

Jon Brode -- dyer@math.lsa.umich.edu usercptb@umichub.BITNET
Moderator of PC7, Atari-God :-)

539. netste.arc on HIM1

Newsgroup: comp.sys.atari.st
Date: 1989-03-16 18:31:31 UTC
From: csrobe@ICASE.EDU
Message-ID: <8903161831.AA00412@icase.edu>
Source record: 249312

I just took a look at netst on him1.cc.umich.edc (pc7:) and realized that
it was an FTP package for the ST. It was a quick look but I couldn't
figure out what kind of hardware is necessary for the software to run.
Could somebody share a little knowledge about this suite of programs?

thanks,
-c
|Chip Roberson ARPANET: csrobe@cs.wm.edu |
|Dept of Comp. Sci. csrobe@icase.edu |
|College of William and Mary BITNET: #csrobe@wmmvs.bitnet |
|Williamsburg, VA 23185 UUCP: ...!uunet!pyrdc!gmu90x!wmcs!csrobe|

"It takes 40 dumb animals to make a fur coat,
and just one dumb animal to wear it." -European TV commercial

[A Cruelty-Free Companies list is available for anonymous ftp from cs.wm.edu.]

540. xmodem (really ymodem batch) -> uniterm 2.0e problems

Newsgroup: comp.sys.atari.st
Date: 1989-03-16 18:32:44 UTC
From: csrobe@ICASE.EDU
Message-ID: <8903161832.AA00420@icase.edu>
Source record: 249313

Has anyone had any success downloading using the BSD version of xmodem (v3.6)
using the ymodem batch protocol? I am using Simon Poole's Uniterm (v2.0e) on
an Atari 1040ST, and it *ALWAYS* craps out on the second file in either 128
or 1K packet size.

Here is copy of my xmodem.log:

```
--------------------------------------------------------------------------------

++++++++ Sun Mar 12 13:55:22 1989
XMODEM Version 3.6
Command line: xmodem sbyd newsdisk.arc patch.arc quick_db.arc sbase.arc spell.arc
sttarsrc.arc texshel2.arc uucico.arc
Line speed = 2400 bits per second
YMODEM Batch Send Started in binary mode
----
XMODEM Send Function
File Name: newsdisk.arc
File Size 32K, 255 Records, 32512 Bytes
Estimated transmission time 2 minutes 32 seconds
CRC mode requested
Send Complete
254 Sectors Transfered in 2 minutes 37 seconds
Transfer Rate = 207 Characters per Second
----
XMODEM Send Function
File Name: patch.arc
File Size 89K, 712 Records, 91023 Bytes
Estimated transmission time 7 minutes 2 seconds
CRC mode requested
NAK on sector 8
NAK on sector 8
Non-ACK on sector 9
NAK on sector 9
Non-ACK on sector 10
NAK on sector 10
Non-ACK on sector 11
NAK on sector 11
NAK on sector 11
Non-ACK on sector 12
NAK on sector 12
NAK on sector 12
NAK on sector 12
NAK on sector 12
NAK on sector 12
```

NAK on sector 12
NAK on sector 12
NAK on sector 12
NAK on sector 12
XMODEM Fatal Error: Too many errors in transmission

I have the following set-up in the Uniterm File Transfer Dialog Box:

Timeout after: 10 sec
Max # of errors: 10
Accept Ascii NULL: YES
Packet size: 1024
Error check: CRC

Any clues?
-c

541. MWC CSD is ticking me off!

Newsgroup: comp.sys.atari.st
Date: 1989-03-16 18:33:52 UTC
From: csrobe@ICASE.EDU
Message-ID: <8903161833.AA00429@icase.edu>
Source record: 249314

I am trying to use CSD with MWC and not only am I prevented from running CSD from my favorite shell (Gulam)! but it keeps craping out on me! I am still working on UUPC and I want to set a tracepoint on a line of code in dcpsys.c. First I use F1 to search for a string that I know is in dcpsys.c (I can't find it listed how to go straight to a particular file -- Personally, I think the documentation is the worst that I have seen come out of MWC!!!). After I find the string I used F3 to set a tracepoint. Now when I run it, either using F4 ^<- (reload and restart) or F4 F3 (run tracepoint), the thing bombs with "Can't open dcpsys.c".

Obviously, MWC CSD opened dcpsys to set the tracepoint but what I can't understand is why isn't it closing it? Am I doing somthing wrong or is my furor justifiably aimed at MWC! I generally like their compiler but this has got me pissed to no end. I already dislike MSH and I've had some complaints about their MAKE system, If crap likes this keeps up, I'm going to dump the whole system, buy a PC, and use the Borland systems! Why can't we have a debugger as nice as theirs! D*mnit, its better than dbxtool on the Sun!!!

Can somebody help me!?! Pleeeeeeeaaaaaaaaaasssssssssseeeeeeeeeeeeee!
-c
|Chip Roberson ARPANET: csrobe@cs.wm.edu |
|Dept of Comp. Sci. csrobe@icase.edu |
|College of William and Mary BITNET: #csrobe@wmmvs.bitnet |
|Williamsburg, VA 23185 UUCP: ...!uunet!pyrdc!gmu90x!wmcs!csrobe|

"It takes 40 dumb animals to make a fur coat,
and just one dumb animal to wear it." -European TV commercial

[A Cruelty-Free Companies list is available for anonymous ftp from cs.wm.edu.]

542. Announcement: New electronic music list (MIDI,Synthesizers,Micros)

Newsgroup: comp.sys.atari.st
Date: 1989-03-16 18:51:00 UTC
From: CADS_COLE@GALLUA.BITNET
Message-ID: <8903162322.AA19167@ucbvax.Berkeley.EDU>
Source record: 249315

Date sent: 16-MAR-1989 13:48:21

There's a new list for those of you who like to play with synthesizers and micros. It's been up for about a month now, and I'm helping the moderator get the word out about it. Here's the info:

EMUSIC-L@AUVM.BITNET (and EMUSIC-D@AUVM.BITNET)

EMUSIC is a complementary pair of lists (EMUSIC-L for undigested mail, EMUSIC-D for the moderately edited digest) devoted to the discussion of Electronic Music.

Topics of interest include (but are not limited to): synthesis methods, algorithmic composition, psychoacoustics, timbral research, instrument design, MIDI troubleshooting, new tricks for old machines, musique concrete, pedagogic methods, performance techniques, reviews of current and historical musical and technical trends, announcements of events, papers, homegrown sounds and software.

The EMUSIC-D FILELIST contains the archive of the discussions to date as well as data files, programs and other materials of interest to the Elec-tronic Music community.

To add yourself to the list, send the command
SUBSCRIBE EMUSIC-L Your_Full_Name (for undigested mail)
or
SUBSCRIBE EMUSIC-D Your_Full_Name (for digested mail)
via mail to LISTSERV@AUVM.BITNET or LISTSERV%AUVM.BITNET@CUNYVM.CUNY.EDU (Internet) where Your_Full_Name is your real name (not your userid). To remove yourself from the list send the command
SIGNOFF EMUSIC-L (or SIGNOFF EMUSIC-D)

Moderator: Eric Harnden <EHARNDEN@AUVM.BITNET>

Enjoy!

Kevin Cole <Flatline> | Bitnet: CADS_COLE@GALLUA.BITNET
Center for Assessment and | or
Demographic Studies (CADS) | KJCOLE@GALLUA.BITNET
Gallaudet Research Institute (GRI) | Internet: KJCOLE@GALLUX.GALLAUDET.EDU
Washington, D.C. 20002 | UUCP: ...!psuvax!gallua.bitnet!kjcole
(202) 651-5575 | CompuServe: 76167,1406

"The problem with opinions is that everyone's entitled to their own" - KJC

543. Spectre and Viruses

Newsgroup: comp.sys.atari.st
Date: 1989-03-16 19:03:51 UTC
From: LMD101@PSUVM.BITNET
Message-ID: <76430LMD101@PSUVM>
Source record: 249316

Hi Everybody,
I'm thinking of getting spectre 128 soon, and I was wondering if
anyone has encountered some of the many mac viruses while using spectre.
I've seen a lot of the mac viruses at work, but I was wondering if they would
function any differently in spectre.

Thanks,
Matt Day(lmd101@psuvm.bitnet)

544. Re: Laser C bug? (diasterous)

Newsgroup: comp.sys.atari.st
Date: 1989-03-16 19:06:03 UTC
From: champagn@hpspkla.HP.COM
Message-ID: <3490004@hpspkla.HP.COM>
Source record: 249317

```
/ hpspkla:comp.sys.atari.st / rjd@zaphod.cs.brown.edu (Rob Demillo) / 6:20 am Mar 10, 1989
/

[... stuff deleted...]

rsrc_load("d:\workshop\fred.rsc");

[...more stuff deleted...]

Hmmm... this may not be the cause of your problem, but the fact
that the ST uses the "\" character in path-names has always created
problems for me-- escpecially when coding in C (what else would you use? :-)
The above line SHOULD be:

rsrc_load ("d:\\workshop\\fred.rsc");

(I assume that your message was verbatim from the actual code)
```

545. QUESTION: Scanning text to ascii files

Newsgroup: comp.sys.atari.st
Date: 1989-03-16 19:22:51 UTC
From: keithr@vice.ICO.TEK.COM
Message-ID: <3395@vice.ICO.TEK.COM>
Source record: 249318

I was wondering id there is anything available for the ST that will allow you to take a page from a book, for instance, scan it and create an ascii file? I having heard of anything, but thought I'd ask. If there isn't anything for the ST is there for a PC?

Thanks in advance,
Keith Rast
keithr@icogem3.ICO.TEK.COM

546. Re: MWC CSD running on top of Gulam

Newsgroup: comp.sys.atari.st
Date: 1989-03-16 21:53:40 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440016@hplsla.HP.COM>
Source record: 249319

Chip Roberson writes:

| Well, I love MWC and I'm thankful for CSD, but I hate MSH so I use Gulam --
| in fact I really like Gulam (even though I seem to bomb it when in emacs
| from time to time).
|
| Anyway, I've got a problem, csd won't load completely when executed from
| gulam! I get the copyright message, the it says "Reading tables...",
| and then it reads some source files ("Adding source: <filename>.c").
| Then when it tries "Loading <pgm>.ttp" I get:
|
| exit status -33
| Fatal error: execute failed: {NULL}
|
| -33 = File not found.
|
| however, if I exit Gulam and run msh, it works! Now I don't want to
| keep bouncing back and forth between Gulam and msh and I won't do my
| development in msh! Does anybody know how to fix this?
|

I've observed exactly the same problem. My first guess was that the path
I defined for Gulam was missing a necessary directory, but a cursory look did
not turn up anything obvious. I haven't been able to look further.

As for the "ue" editor in Gulam, I've had some problems with it too, though I
like it better overall than the "me" that came with MWC. But, I haven't been
able to get the iterative edit/compile cycle to work with "ue", so I'm
resigned to calling "me" from Gulam.

One further comment. Because I'm too cheap to buy a hard disk, I load MWC
completely into RAM (I have a Mega-2), using the ramdisks provided in
the 'rdy' utility which are supposed to survive warm-boot. I have found
that CSD operation is very iffy in this configuration; it often crashes
and sometimes takes the ramdisks with it (e.g. the ramdisks do not survive
the necessary warm-boot). Even when it doesn't crash, CSD sometimes has
problems finding things. CSD's reliability is inversely proportional to the
severity of the problem I am trying track down, part of the perversity of
software development, I guess, but CSD has proven to be worse than useless on
all the occcasions that I really needed it!

%%%

% (206) 335-2211 %
%%%

547. TURBODOS

Newsgroup: comp.sys.atari.st
Date: 1989-03-16 22:01:02 UTC
From: a360ad@blake.acs.washington.edu
Message-ID: <1236@blake.acs.washington.edu>
Source record: 249320

I have read that many folks are using TURBODOS.
Three times now, i have truncated
my gulam.g file when booting up with TURBODOS...
My auto folder looks like this:

c:\auto\supraclk.prg turbodos.prg startgem.prg

Though i am auto booting GULAM... i am booting GEM since
i need it for other things.

Should TURBODOS be the first program in the folder?
Any one have any ideas why my gulam.g file gets
corrupted (at the end) only when i boot with TURBODOS?

Any guess what other damage i am doing !

THanks.

-kevin
a360ad@blake.acs.washington.edu

548. Re: Virus 101: Chapter 3

Newsgroup: comp.sys.atari.st
Date: 1989-03-16 22:25:10 UTC
From: shawn@pnet51.cts.com
Message-ID: <768@orbit.UUCP>
Source record: 249307
Cross-posted to: comp.sys.atari.st,comp.sys.apple,comp.sys.mac,comp.sys.ibm.pc

holland@m2.csc.ti.com (Fred Hollander) writes:
>In article <11179@ut-emx.UUCP> osmigo@emx.UUCP (Ron Morgan) writes:
>>[George Woodside posts a continuation of "Virus 101"]
>>
>>You mentioned 1 out of 4 e-mail respondents falling in the "you idiot!"
>>category. Count me, too, you idiot...|-:}
>
>[stuff deleted]
>
>>Your articles remind me of a Reader's Digest article I saw some time back
>>on "How to Protect Your House From Burglars." It was the best article on
>>"How to burglarize a house" I'd ever seen.
>>
>>Ron
>
>Not that I've read it but, you've just supplied an excellent example of how
>distributing information can be helpful for the *good* people. Probably the
>best way to learn how to protect yourself from burglars is to learn how they
>work. A good burglar makes a good security consultant.
>
>By publishing known methods used by computer viruses, people can write
>software to detect, kill or prevent viruses. Software can be designed
>to protect itself from infection. I think if you could keep everyone
>in the dark, we would all be much more vulnerable to infection and
>less equipped to combat an infection.

I think that compares more with police vs. burglars, or security systems vs. burglars. It only takes one programmer with virus code to mess up many users, and there are many more users than programmers.

Tell me how unreasonable this is. Someone publishes virus code. Some programmers take up the code, mutate it a bit, and distribute the mutant virus(es). Other programmers realize what has happened (after the fact), and produce code to protect against those strains. The virus-writers produce code to avoid the protection. And so on.

I'm told this is already happening. Now I ask, if virus code is published, and this is the result, then why spread more virus code? It leaves the users in the middle of efforts on both sides of the problem. The problem can only be solved after damage is done.

It's a sticky problem, no? Knowledge is protection, to a point. And if anyone wishes to have that knowledge, I'm not against them having it. I don't think it should be kept from those who want it, but I do think that there are

those that, if the code wasn't put into their hands without them having asked for it, might not have written viruses. To want to do something generally invokes more of a sense of responsibility. To do something "just because it's there" requires much less...

UUCP: {uunet!rosevax, amdahl!bungia, chinet, killer}!orbit!pnet51!shawn
INET: shawn@pnet51.cts.com

549. help with decoding quikview

Newsgroup: comp.sys.atari.st
Date: 1989-03-16 22:28:09 UTC
From: 35002_3025@uwovax.uwo.ca
Message-ID: <1885@uwovax.uwo.ca>
Source record: 249321

has anyone managed to decode the quikview file? I was incapable of decoding
it either on my ST or on a Vax 8600 here at school....

Kevin-john Conway
...a librarian from hell...

School of Library and Information Science
University of Western Ontario
London Canada
"...deviants from the norm..."

"My ideas may be silly, but I'm not. I'm positively skewed!"

35002_3025@uwovax.uwo.ca
conway@uwovax.bitnet
kjc@uwovax.bitnet

550. Re: Hard Disk Partitioning...

Newsgroup: comp.sys.atari.st
Date: 1989-03-16 23:54:06 UTC
From: Xorg@cup.portal.com
Message-ID: <15910@cup.portal.com>
Source record: 249322

Just to clarify - the current TOS is limited to 16 meg *partitions*, not a 16meg drive! [grin] I don't know anyway around this other than the TOS fix in 1.4 (I assume its fixed there.) There are some vital programs, many come with ICD's host adapter and are excellent HD tools. With the 296N you're already going to be flying so no speed-up would be needed, they are iffy at best anyway. In my opinion the best DiskExpress-type program for the ST is Tune-Up by Michtron - its incredibly FAST and does an excellent job.

Peter Szymonik

551. Disappointing ST support from Atari

Newsgroup: comp.sys.atari.st
Date: 1989-03-17 00:20:55 UTC
From: karl@es56.UUCP
Message-ID: <8903170020.AA03032@es56.escd.uucp>
Source record: 249323

The ST is now four years old, and is maturing.

The support for the machine from Atari is still disappointing.
There is a new line of hardware (the Mega ST and the laser
printer) but there are no enhancements from Atari for existing
520ST and 1040ST owners.

The blitter upgrade died a slow death. After years of promissing
upgrades to 520 and 1040 owners, the subject is not mentioned
by Atari much any more. No one in their right minds believes that
the blitter upgrade will ever take place.

The nicely printed documentation for the ST has never materialized.
Years ago this documentation was supposedly close to release.

Networking? Yeah, there's MosesPromiseLan. Appletalk connections?
Are you kidding?

Now TOS 1.4 is coming out. Will this be available for 520 and
1040 owners? Look at history for the probable answer.

After four years of promises with a zero delivery rate, I have
become skeptical.

Copy me directly on any replies. Send flames directly to me.
I am waiting by my mailbox with a bucket of cold water. Also,
these are my own flames and not those of my company.

Karl Rowley
Evans and Sutherland Computer Division
...!decwrl!escd!karl
escd!karl@decwrl.dec.com

552. Info wanted on new Atari portable - the PC-Folio

Newsgroup: comp.sys.atari.st
Date: 1989-03-17 00:43:54 UTC
From: sandro@nlm-mcs.arpa
Message-ID: <9128@nlm-mcs.arpa>
Source record: 249324

Is there anyone who is at CEBIT who has seen the new Atari handheld portable called the PC-Folio? This machine uses an 80C88, is 4"x8" in size and has a 40 character x 8 line display.

Can anyone tell me if it has a real full travel keyboard, or just a chiclet keyboard? Does it have an RS-232 port? Any builtin software? How about price? I'm interested to learn more about this machine...

Michael
--
Michael D'Alessandro
The National Library of Medicine
Lister Hill National Center for Biomedical Communications
Educational Technology Branch Internet: sandro@mcs.nlm.nih.gov

553. Re: Virus 101 - Chapter 1

Newsgroup: comp.sys.atari.st
Date: 1989-03-17 01:04:23 UTC
From: R_Tim_Coslet@cup.portal.com
Message-ID: <15912@cup.portal.com>
Source record: 249325

In article: <8903150434.AA22458@icase.edu>
csrobe@ICASE.EDU (Charles S. [Chip] Roberson) writes:
>Before you take this as gospel...
>
[some text deleted]
>
>The first use of the word 'virus' (to my knowledge) to describe something that
>infects a computer was by David Gerrold in his science fiction short stories
>about the G.O.D. machine. These stories were later combined and expanded to
>form a book _When_Charlie_Was_One_. [....]

The title of that book is really: _When_Harlie_Was_One_

R. Tim Coslet

Usenet: R_Tim_Coslet@cup.portal.com
BIX: r.tim_coslet

554. Re: 1040ST being shipped with RF modulator?

Newsgroup: comp.sys.atari.st
Date: 1989-03-17 03:57:48 UTC
From: a146@mindlink.UUCP
Message-ID: <131@mindlink.UUCP>
Source record: 249326

Yup! The 1040 STfm is now the official name for the newer models. They even have new drive mechanisms in them now. I believe the new mechanisms are NEC brand and comes with a dust hatch built-in. We've had these computers in Vancouver, BC Canada for about the last two months now. Also the mother boards has changed quite a bit too with room for a blitter chip if you so choose.

Chun Lee Wong

555. (none)

Newsgroup: comp.sys.atari.st
Date: 1989-03-17 04:25:13 UTC
From: U46050@UICVM.BITNET
Message-ID: <8903170551.AA08529@ucbvax.Berkeley.EDU>
Source record: 249327

Hello out there in NETland. I have a passing interest, well more than passing since my hard drive now has a bunch of junk on it (corrupted files, not lousy programs... ok, I have those too) in information concerning FATSPEED. This is a great program when it works-- and I am not saying that it does not-- I am just implying it (will that stick in court?). Anyway, at the time I started using FATSPEED (when TOS choked at having to shuffle slowly through >12Meg of files to find some free space to do some writing) I had not experienced any problems with my HD (ICD card, Adaptec 4070 & a Seagate ST251-1 [that is c65Meg @28msec... yeah I know... the 251 is MFM not RLL... it should not work... it has worked great for months now]. Then I start to see important things like my >40K machine code source files (that I have been working on for 6 months on and off...) corrupted and the assembler choking on them. Well, I get upset.

I first changed drivers from Supra's to ICD's (the one that does verifies). Soon thereafter the ICD gives me little <WRITE ERROR #0F23> messages on the bottom of the screen. Note the number: that is 3875 write errors on the same sector! Why only 3875 you say?... I reset the machine after c20 minutes of waiting! Anyway, I figure that a platter in the HD has a hole in it (who knows, maybe it has worms :~) so I do a low level format after I back up with Turtle (Does anybody know why Turtle is called turtle?). I formatted using ICD's software. It reported 5 bad sectors that I assume it marked as bad. Those 5 however did not correspond to the bad sector list stuck on the drive by Seagate (different heads etc.) what gives? Anyway, I overlook this inconsistency (the first time I formatted I entered Seagate's bad sectors like a good little boy). I then recopy all the data I had backed up back to the HD. Three days later (why is it that Turtle will back up the whole HD automatically but does not have the facility to restore the data automatically? (I know it is PD and I am not complaining or anything... Ok, so I am, sue me). In the process of restoring the data from the Turtle created floppy to the HD (from inside the Universal File Selector) I get that nice little virtual hello from ICD: "<WRITE ERROR #ALOT>". Again I reset, try again etc. I get mad, I scream, I throw computer peripherals at squirels (what did he say Mable?). In between denting squirels I inadvertantly copy the files I was having trouble with using the desktop (I had actually not forgotten to use it! I guess it really is intuative ;~) and it worked! no errors. So I sadly abandon UNIVERSAL and do the rest of the copying with the desktop. I manage to restore all the data without hearing a peep from ICD's driver. I am all happy and marveling at how a little bug in somebody's code could erase three days of my life when... yes! I get those fascinating little <WRITE ERROR etc. from the driver again. I get mad, kill a couple of squirels

and think... who can I b*tch at... "I know, call ICD and give then a piece of my mind" (I know... not too much). I do and they are surprised that such a thing would happen but could not suggest anything.

I should note that I don't think this is a hardware problem or some flaky chip in the interface cards or (more likely) Atari's DMA chip because the problem is not intermittent. It always happens on the same sector. One would think that if there is a bad sector the formatter would have marked it so and there would not be anything left for the driver to pick up. If there is noise, I could understand a bad verify but noise does not persist for 20 minutes nor does it appear for only certain special sectors. Also, shouldn't a driver that does a verify give up trying after a while and mark a sector bad instead of stopping the computer dead? I hope ICD heard this and puts in the patch (how much clout do BITNET complaints have?).

I then used Supra's HD utilities to MAP out bad sectors (using their driver because the ICD performs verification: the MAPper does not register a bad sector... it never gets there). The MAP function found several bad clusters and I assume marked them bad. I have since switched to Supra's driver again and am in the process of recopying the data back to the HD from floppy (I used a destructive MAP). The data, by the way, which was created from the HD by Turtle was not all intact. All of it was there but much of it was broken... assorted cherry bombs adorn my screen when I run them. They worked before Turtle wrote them to floppy. Am I just having a bad day/week or should I just sell my ST and get an IBM? I'm just kidding of course... I meant a Macintosh... But then again, maybe I should ignore silicon for a couple of decades (until the idiots who make computer equipment do it right) and get a pencil, some paper, a spreadsheet (I wonder if anyone makes the paper ones anymore) and a slide rule (Does anybody know how long their batteries last?).

Back to FATSPEED... I am suspicious of this program because, well, it is a convenient scapegoat and soon after I started using it I ran into (or merely noticed) problems.

If anybody is amused at my situation, shame on you, I'm dying here...

If anybody is interested in saying, "hey stupid, did you set bit 7 at location $4E2 before you installed the driver?... no? who let this guy touch a computer anyway...?" I'll be glad to eat humble pie. If you are right that is ;~}

Oh, and by the way, I have not, and never would harm a single hair on a squirel's head. Besides, I have not had the chance; here in Illinois they are still in hiding... maybe I should move to another state where there are more targets.. err... squirels.

thanks for enduring my (wow!) >100 lines of rambling... ...John

556. Re: Virus 101: Chapter 3

Newsgroup: comp.sys.atari.st
Date: 1989-03-17 05:21:51 UTC
From: fozzard@boulder.Colorado.EDU
Message-ID: <7494@boulder.Colorado.EDU>
Source record: 249328
Cross-posted to: comp.sys.atari.st,comp.sys.apple,comp.sys.mac,comp.sys.ibm.pc

In article <11179@ut-emx.UUCP> osmigo@emx.UUCP (Ron Morgan) writes:
>No, your articles don't tell "how to write a virus" in the sense of providing
>sample source code, but they certainly present a clear blueprint. You go into
>great detail about how viruses can work, where they need to go, how they
>overcome obstacles and protections, etc., to the point of naming specific
>disk sectors.
>
>You state that a non-programmer won't get anything out of your article, and
>that a programmer can easily find this information in "any good computer
>book." If that's the case, why post it in the first place? Gimme a break.
>
>Your articles remind me of a Reader's Digest article I saw some time back
>on "How to Protect Your House From Burglars." It was the best article on
>"How to burglarize a house" I'd ever seen.
>

These points are well taken, but just to stimulate the debate, this is from
the official statement by Computer Professionals for Social Responsibility
(CPSR) on the Internet virus :

"An effective way to correct known security flaws is to publish descriptions
of the flaws so that they may be corrected. We therefore view the efforts to
conceal technical descriptions of the recent virus as shortsighted."

from the Winter 89 CPSR Newsletter

The statement goes on to give a bibliography of both technical and non-
technical articles about the Internet virus.

One thing to remember is that we Americans allow in our culture plays,
movies, TV shows, etc. that not only show how, but also glorify robbing
banks, murder, sex, etc. It's the old argument about incitement versus
freedom of speech. Certainly no one will accuse "Virus 101" of glorifying
the writing of viruses (as does John Brunner's 'Shockwave Rider' or William
Gibson's 'Neuromancer") - it reads more like a PBS documentary.

Should we censor it?

What does the net think?

Rich Fozzard

557. Re: nullfilling

Newsgroup: comp.sys.atari.st
Date: 1989-03-17 06:18:12 UTC
From: dynasoft!john@stag.UUCP
Message-ID: <0217890118120601@dynasoft.UUCP>
Source record: 249329

[danw@tekchips.LABS.TEK.COM (Daniel E. Wilson) writes...]

> K&R say nothing about clearing memory. Only static variables are
> cleared and this is done by the compiler.

Half right Dan. K&R, page 198, paragraph 3 (sort of):

"Static and external variables which are not initialized are guaranteed
to start off as 0; automatic and register variables which are not
initialized are guaranteed to start off as garbage."

Uninitialized data space is cleared (typicaly) by the operating system
for security reasons and to prevent having to have each and every program
do it (not the compiler)... On the few systems where the OS is known to
not clear the uninitialized data space, then a part of the startup module
in the program is used, but again, it's not "the compiler" that does the
clearing....

> Anyone programming in C that assumes that malloced memory is zero is
> making a very big mistake.

Agreed! Even in the example code shown in K&R, no attempt is made to
clear allocated memory. (That's what calloc() is for... :^)

> Dan Wilson

John Stanley <dynasoft!john@stag.UUCP>
Software Consultant / Dynasoft Systems

558. Re: Adaptec controller boards

Newsgroup: comp.sys.atari.st
Date: 1989-03-17 06:33:52 UTC
From: Allanon@cup.portal.com
Message-ID: <15929@cup.portal.com>
Source record: 249330

Ok ok....I screwed up! Sorry for adding to the confusion. The board I have is the 4000A, the MFM version. Others have been quite correct in saying that the 4070 is the RLL version. So shoot me, okay? But make it quick, before they outlaw your guns...(note lack of smiley)

Arnie Elkins
Allanon@cup.portal.com

"The mind is the most dangerous weapon of all. Don't be surprised if it is the next thing to be banned."
John W. Ellis III

559. (none)

Newsgroup: comp.sys.atari.st
Date: 1989-03-17 07:32:38 UTC
From: george_seto@brains.uucp
Message-ID: <4282@brains.uucp>
Source record: 249331

ST Mouse Replacement;

I remember seeing several message a month or so ago abour replacement mice.
I was going through a British magazine and saw an ad for a compnay called
Datel who listed a replacement mouse which was fully ST compatible at 24.99
pounds. It says that it has a rubber coated ball and is of the optical type.
Looks slightly different in the photo. The address is
Datel Electronics
Fenton Industrial Estate, Govan Rd.,
Fenton, Stoke-On-Trent, England.
They have two phone numbers
Sales 0782 744707
Technical 0782 744324

Hope that helps someone. Oh yes. Datel also seems to have offices in Las
Vegas.
Datel Computers
3430 E. Tropicana Ave.
Unit 67
Las Vegas, NV,
89121

Sales 1-800-782-9110
Technical 702-454-7700

The American ads don't show the mouse replacement but it may be new in
England.

Good luck.
--
==========
From George Seto logged in at
Cerebral Cortex BBS System (902)462-7245 8N1 24h/7d
{uunet, utai, watmath}!dalcs!iisat!brains!george_seto
==========

560. (none)

Newsgroup: comp.sys.atari.st
Date: 1989-03-17 08:25:18 UTC
From: george_seto@brains.uucp
Message-ID: <4283@brains.uucp>
Source record: 249332

George Woodside's virus articles;

I would also like to say, Thank you muchly for the information contained in these. I don't expect to ever need the information, but all information is useful eventually.

BTW when was part 2 posted? I have part 1 and now part 3. Missing Part 2. Can some one mail a copy to me here? Thanks.

--
==========
From George Seto logged in at
Cerebral Cortex BBS System (902)462-7245 8N1 24h/7d
{uunet, utai, watmath}!dalcs!iisat!brains!george_seto
==========

561. Error in Dumas' uud

Newsgroup: comp.sys.atari.st
Date: 1989-03-17 09:12:12 UTC
From: klute%trillian.irb@unido.uucp
Message-ID: <1207@laura.UUCP>
Source record: 249333

Dumas' uud failed to decode quikview.uue which was just posted
to comp.binaries.atari.st. With the -d flag on uud gave the
following output:

Begin uudecoding: quikview.arc
No sequence check (1).
Non uuencoded char <^>, line 40 in file: quikview.uue
Bad line =MDH,E^1H2V,1O8 2EH!(&$&A9 \ PL^B0B [P7.09N8/&#!P D3H)P>:($

Then I tried to decode the stuff with the regular Unix uudecode
and succeeded; a subsequent test of the generated arc also ran
ok. So I deduced that the bug must be in uud.

Does someone have the e-mail address of Jean-Pierre Dumas and
can report the error to him? Alternativly, does somebody have
insight into uud and the uue encoding scheme and write a patch
himself?
Rainer Klute ---- klute@irb.informatik.uni-dortmund.de
Universitaet Dortmund, IRB |)|/ klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |\|\ ...uunet!mcvax!unido!klute
D-4600 Dortmund 50 ---- Tel.: +49 231 7554663

562. transputer

Newsgroup: comp.sys.atari.st
Date: 1989-03-17 12:21:23 UTC
From: zs04+@andrew.cmu.edu
Message-ID: <8Y8DV3y00Xol872lF5@andrew.cmu.edu>
Source record: 249334

Anybody got any idea what ever happened
to that xputer-based box Atari was gonna put
out?
I don't read ST magazines so this may seem
a stupid question.

Zach Smith (zs04@andrew.cmu.edu)

563. Re: Hard Disk Partitioning Tutorial

Newsgroup: comp.sys.atari.st
Date: 1989-03-17 14:00:08 UTC
From: hcj@lzaz.ATT.COM
Message-ID: <474@lzaz.ATT.COM>
Source record: 249335

In article <308@laas.laas.fr>, ralph@laas.laas.fr (Ralph P. Sobek) writes:
>
> Howard C. Johnson's article (<457@lzaz.ATT.COM>) on partitioning was
> very interesting. I have an SH204 with partitions C, D, and E. I
> would very much like to split my 10 meg E partition into 2 smaller
> partitions, GEM and Mac. Can it be done without destroying partitions
> C and D? If so, how?
>
The whole point of my article was that a partition is just numbers.
They are easily changed.

You will need a means to read, modify, and rewrite sector 0 of the hard disk.
This is easiest if you are using MINIX. Otherwise look into the Abacus
books #13, ST Disk Drives, Inside and Out. They have sample code to
read/write sector 0.

Then I would suggest you copy the 12 bytes for partition 2 (0,1,2) into
the slot for partition 3. Then change the size of partition 2 to N, a
smaller than it was. Then change the start of partition 3 to
(start of partition 2 + size of partition 2). Then change the size of
partition 3 to (whats there - size of partition 2.

```
part 2: GEM 1 ORIG_START_2 ORIG_SIZE_2
copy to part 3
part 3: GEM 1 ORIG_START_2 ORIG_SIZE_2
let N be new size for part 2:
part 2: GEM 1 ORIG_START_2 ORIG_SIZE_2 - N /* manually subtract */
part 3: GEM 1 ORIG_START_2 + N ORIG_SIZE_2 - N /* manually add/subtract */
```

The Supra disk software includes a sector editor, also.

Howard C. Johnson
ATT Bell Labs
att!lzaz!hcj
hcj@lzaz.att.com

564. Re: Spectre and Viruses

Newsgroup: comp.sys.atari.st
Date: 1989-03-17 14:11:56 UTC
From: hcj@lzaz.ATT.COM
Message-ID: <476@lzaz.ATT.COM>
Source record: 249336

In article <76430LMD101@PSUVM>, LMD101@PSUVM.BITNET (Closet Noise Day) writes:
> Hi Everybody,
> I'm thinking of getting spectre 128 soon, and I was wondering if
> anyone has encountered some of the many mac viruses while using spectre.
> I've seen a lot of the mac viruses at work, but I was wondering if they would
> function any differently in spectre.
>

In Spectre's most recent mailing it is mentioned that viruses work as well
on Spectre as on a MAC. Sad, but true.

Howard C. Johnson
ATT Bell Labs
att!lzaz!hcj
hcj@lzaz.att.com

565. Re: Virus 101: Chapter 3

Newsgroup: comp.sys.atari.st
Date: 1989-03-17 14:20:03 UTC
From: osmigo@ut-emx.UUCP
Message-ID: <11270@ut-emx.UUCP>
Source record: 249337
Cross-posted to: comp.sys.atari.st,comp.sys.apple,comp.sys.mac,comp.sys.ibm.pc

In article <7494@boulder.Colorado.EDU> fozzard@boulder.Colorado.EDU (Richard Fozzard) writes:
>These points are well taken
>"An effective way to correct known security flaws is to publish descriptions
>of the flaws so that they may be corrected. We therefore view the efforts to
>conceal technical descriptions of the recent virus as shortsighted."

I agree totally with this statement, despite my alarm at the publication of "Virus 101." My main, basic objection, really, is that comp.sys.mac is too widely distributed to carry this kind of information. Perhaps a better approach would have been to ask for correspondence (i.e., e-mail) with those who were involved in writing antiviral code, and then furnishing them with the articles. This would have blocked access by users who read comp.sys.mac via BBS's, read-only setups, etc. Yes, I remember how back in the "good old days," the net was populated mostly with AT&T techies, researchers and the like, but let me make it clear that that is not, repeat NOT the case now.

I understand how the information in the article would be useful for virus fighters, and priceless to a virus author. My analogy to a Reader's Digest article, where I compared the article to one on "How to Protect Your Home From Burglars," really isn't a good one. Burglaries are individual, isolated acts. Viruses are different. It only takes ONE person writing ONE piece of code to cause utter devastation on a global scale. Would anyone care to wager that somewhere out there, somebody's not playing with some code, with this article at his side? That's all it takes. Just one. I hope I'm wrong.

Ron

=+=+=+

566. PageStream Font Editor.

Newsgroup: comp.sys.atari.st
Date: 1989-03-17 14:55:08 UTC
From: ART30088@NUSVM.BITNET
Message-ID: <8903171455.AA03373@ucbvax.Berkeley.EDU>
Source record: 249338

I have heard that there is a public domain font editor for PageStream.
If it is not large, is it possible for someone to mail it to me? I have
no access to GEnie or CompuServe; I am from Singapore. Thanks.

Regards:
Victor Pang.

567. Re: MX2 and DC-Port

Newsgroup: comp.sys.atari.st
Date: 1989-03-17 15:01:02 UTC
From: uace0@uhnix2.uh.edu
Message-ID: <726@uhnix2.uh.edu>
Source record: 249339

In article <8903161551.AA25783@ucbvax.Berkeley.EDU> MCCABE@MTUS5.BITNET writes:
>Date: 16 March 89, 10:46:54 EST
>From: Jim McCabe MCCABE at MTUS5
>To: INFO-ATARI16 at SCORE.STANFORD.EDU
>Subject: MX2 and DC-Port
>
>Wowzers -- I just read the docs for MX2 and I'm extremely
>impressed!! Fred sure added a lot since his earlier versions.
>
>Anyway, one of the niftiest features is MX2's ability to
>use custom device drivers for each process. Fortunately,
>there are four extra device drivers that are available --
>isn't that the number of extra serial ports available on
>DC-Port?
>
>My question is this: Are any device drivers available
>for DC-Port under MX2? Will DC-Port even work with MX2?
>
>Finally, I've got one more question that doesn't relate
>to MX2 necessarily. How easy is it to poll the carrier
>on each port? Also, how easy is it to control the DTR lines?
>
>Thanks in advance!
>
> Jim McCabe
> MCCABE @ MTUS5.BITNET

Jim,

DC-PORT offers 2 extra lines, for a total of three serial ports.
We have a prototype of the 5 port version (four additional ports) which
we just sent to MichTron so Tim Purves can adapt the BBS for 5 lines.
That prototype will then go to ATARI so they can get ATARI BASE up and running
with MichTron 3.0 and DC-PORT.

Anyway, the real question concerns DC-PORTs functionality.

1) Device drivers - we include a disk which has an AUTO folder program that
wedges itself in the TRAP vector to intercept Bconin, Cconin, Cauxstat, etc.
calls and redirect them to DC-PORT if the proper device handle is specified.
2) How easy is it to poll carrier? Very easy. That interrupt is monitored
just as DTR is. In fact MichTron BBS uses both of these. Sample code is
provided on the disk which comes with DC-PORT, so you (or anyone) will know
exactly how you can perform these functions.

We do not have plans to release the source to our driver, but are always glad to work with someone who wants to add support to their software, and may find the driver not acceptable.

Thanks for your interest!

- mike

--
for (;;) : Use ATARINET, send an interactive
do_it(c_programmers); : message such as:
: Tell UH-INFO at UHUPVM1 ATARINET HELP
University Atari Computer Enthusiasts : University of Houston UACE

568. Re: MX2 and DC-Port

Newsgroup: comp.sys.atari.st
Date: 1989-03-17 15:09:37 UTC
From: uace0@uhnix2.uh.edu
Message-ID: <727@uhnix2.uh.edu>
Source record: 249340

Oooops...

What I stated in the previous article might be a tad misleading...

We do not monitor DTR or Carrier Detect, but provide a means for that
interrupt to be serviced on the ST. DC-PORT is 100% interrupt driven, not
polled like another piece of hardware available.

- mike

--
for (;;) : Use ATARINET, send an interactive
do_it(c_programmers); : message such as:
: Tell UH-INFO at UHUPVM1 ATARINET HELP
University Atari Computer Enthusiasts : University of Houston UACE

569. Re: Virus 101: Chapter 3

Newsgroup: comp.sys.atari.st
Date: 1989-03-17 15:54:49 UTC
From: trebor@biar.UUCP
Message-ID: <389@biar.UUCP>
Source record: 249341
Cross-posted to: comp.sys.atari.st,comp.sys.apple,comp.sys.mac,comp.sys.ibm.pc

In article <7494@boulder.Colorado.EDU> fozzard@boulder.Colorado.EDU (Richard Fozzard) writes:
>
>These points are well taken, but just to stimulate the debate, this is from
>the official statement by Computer Professionals for Social Responsibility
>(CPSR) on the Internet virus :
>
>"An effective way to correct known security flaws is to publish descriptions
>of the flaws so that they may be corrected. We therefore view the efforts to
>conceal technical descriptions of the recent virus as shortsighted."
>
>from the Winter 89 CPSR Newsletter
>

Ah, "technical descriptions" is one thing, "source code" is another. Also, the Internet virus exploited security flaws that were within the power of system administrators to change. Macintosh viruses use published features of the OS that are not likely to change anytime soon (such as the resource manager). Publishing a description of "this is what Virus X does; you can detect is by looking for Y;the following procedure Z will remove it" is appropriate and laudable. Publishing "Here is the MPW source code of the new "Trash your Hard Disk" virus" is an invitation for misbehavior.

--
* Robert J Woodhead * The true meaning of life is cunningly encrypted and *
* uunet!biar!trebor * hidden somewhere in this signature... *
* Biar Games, Inc. * ...no, go back and look again *

570. Re: need help uploading to unix

Newsgroup: comp.sys.atari.st
Date: 1989-03-17 16:16:17 UTC
From: poole@forty2.UUCP
Message-ID: <660@forty2.UUCP>
Source record: 249342

In article <1821842@ncrcpx.UUCP> mike@ncrcpx.Cambridge.NCR.COM (Mike Reiss) writes:
>In article <19913@uflorida.cis.ufl.EDU> drc@beach.cis.ufl.edu writes:
>>I am trying to send a text file from my ST to a host running unix.
>>So far I have had no luck with either xmodem or kermit.
....
>> ....I am using Uniterm
>>as my terminal emulator, and the text file was generated using
>>micro-emacs. When I try to upload all I get are NOACK's. I am
>>rather new at this and would be grateful for any help.
....

>My solution is send a short file from the Unix box to the ST first. Then
>I am able to send the file I want to send from the ST to the UNIX box.

>I would love to find a simpler way. I thought only I had this problem.
>I guess I'm glad to hear that I am not.

This was a problem that poped up suddenly in UniTerm 2.0e (002) (I think)
and went away just as mysteriously in the next version, don't ask me
why (it was definitly not related to a bug in the code, and never happend
on my machine).

--

UUCP: ...mcvax!cernvax!forty2!poole Simon Poole
BITNET: K538915@CZHRZU1A
---

571. Re: Hard Disk Partitioning...

Newsgroup: comp.sys.atari.st
Date: 1989-03-17 21:20:00 UTC
From: franco@iuvax.cs.indiana.edu
Message-ID: <36500064@iuvax>
Source record: 249343

Some disk caching software is necessary in order to make the hard disk useful. I use Turbodos (and nothing else) for this task. The program pair DLII and REORG by Poole are very useful for disk maintenance. Unfortunately, I have not found REORG to be totally reliable - possibly I haven't used it correctly. DLII deals with crosslinked and missing sectors, shows fragmentation etc. REORG apparently puts sectors belonging to a file in logical order on the disk. But sometimes it seems to fail.

572. Re: Virus 101: Chapter 3

Newsgroup: comp.sys.atari.st
Date: 1989-03-17 21:47:02 UTC
From: greg@bilbo
Message-ID: <753@snjsn1.SJ.ATE.SLB.COM>
Source record: 249344
Cross-posted to: comp.sys.atari.st,comp.sys.apple,comp.sys.mac,comp.sys.ibm.pc

In article <11179@ut-emx.UUCP> osmigo@emx.UUCP (Ron Morgan) writes:
>[George Woodside posts a continuation of "Virus 101"]
>
>You mentioned 1 out of 4 e-mail respondents falling in the "you idiot!"
>category. Count me, too, you idiot...|-:}

You are the idiot.

>No, your articles don't tell "how to write a virus" in the sense of providing
>sample source code, but they certainly present a clear blueprint. You go into
>great detail about how viruses can work, where they need to go, how they
>overcome obstacles and protections, etc., to the point of naming specific
>disk sectors.

>You state that a non-programmer won't get anything out of your article, and
>that a programmer can easily find this information in "any good computer
>book." If that's the case, why post it in the first place? Gimme a break.

The information is useful to me, a professional programmer, so that I
can recognize the symptoms of known viruses, should my systems catch
any, and know what steps to take to remove them, and what damage
control/recovery options I have. Got that?

Yes, I could figure out (easily) how to write one of these babies from
systems manuals. I don't need or want to do that. I also don't want to
have to reverse-engineer existing viruses myself, if someone else has
that information. Especially not after a virus hits; by then I've got
enough trouble. No, I applaud Mr. Woodside's postings and encourage
him to continue.

>Also, keep in mind that comp.sys.mac is uploaded to many, many Mac BBS's
>around the country, including underground "outlaw" BBS's populated largely
>by high school and college hackers. I know of more than one local BBS of
>this type, where you can download virtually every Mac program on the market,
>and some people on there would LOVE to get their hands on this kind of
>information.

You know of BBS's that encourage theft, and you don't report them to
the FBI? That *is* idiocy! If you were really the upstanding citizen
you pretend to be, you would take steps to see these pirate boards
shut down. They are not doing the software industry any good, nor are
they any sort of modern "Robin Hoods", taking valuable software from
"rich" software companies (Ha!) and distributing it to poor users.
They are thieves.

>Your articles remind me of a Reader's Digest article I saw some time back
>on "How to Protect Your House From Burglars." It was the best article on
>"How to burglarize a house" I'd ever seen.

Oh? I suppose it told you what sorts of tools you'd need to break in,
and listed sources? More likely it simply described well-known weak
points in the house AND TOLD HOW TO CORRECT THEM. The same way Mr.
Woodside's postings do.

I'll bet you believe that distributing clean hypodermic needles to
heroin addicts encourages people to use drugs, too. Give *us* a break.

Longish .signature follows. Skip now, or don't complain!

Greg Wageman ARPA: greg@sj.ate.slb.com
Schlumberger Technologies BIX: gwage
1601 Technology Drive CIS: 74016,352
San Jose, CA 95110-1397 UUCP: ...!uunet!sjsca4!greg
(408) 437-5198

There's nothing I hate more than a Usenet posting which took three
seconds to compose and three minutes to type, glibly dismissing three
years (or three decades) of an author's work in three lines.

Opinions expressed herein are solely the responsibility of the author.
(And the author wouldn't have it any other way.)

573. Re: 520ST

Newsgroup: comp.sys.atari.st
Date: 1989-03-17 22:52:00 UTC
From: ryan.hehn@canremote.uucp
Message-ID: <89032322123295@masnet.uucp>
Source record: 249345

Hi all,I've been seriously thinking about that ST deal,the 520ST
for $293 new.... With just the single sided drive... Is this machine
worth it? Are there many things that will not work with a single sided
drive?
Thanks.

* QNet 1.03a2: Bert's Bulletin Board. Brandon, Man.

--- MaS Relayer v1.00.00
Via Fidonet node 1:223/224.0 - MaS Network Software and Consulting/HST
Internet: ryan.hehn@canremote.uucp
UUCP: ...tmsoft!masnet!canremote!ryan.hehn

574. Re: MX2 and DC-Port

Newsgroup: comp.sys.atari.st
Date: 1989-03-18 01:16:11 UTC
From: fgbrooks@pnet01.cts.com
Message-ID: <3917@crash.cts.com>
Source record: 249346

MCCABE@MTUS5.BITNET writes:
>Date: 16 March 89, 10:46:54 EST
>From: Jim McCabe MCCABE at MTUS5
>To: INFO-ATARI16 at SCORE.STANFORD.EDU
>Subject: MX2 and DC-Port
>
>Wowzers -- I just read the docs for MX2 and I'm extremely
>impressed!! Fred sure added a lot since his earlier versions.
>
>Anyway, one of the niftiest features is MX2's ability to
>use custom device drivers for each process. Fortunately,
>there are four extra device drivers that are available --
>isn't that the number of extra serial ports available on
>DC-Port?
>
>My question is this: Are any device drivers available
>for DC-Port under MX2? Will DC-Port even work with MX2?
>
>Finally, I've got one more question that doesn't relate
>to MX2 necessarily. How easy is it to poll the carrier
>on each port? Also, how easy is it to control the DTR lines?
>
>Thanks in advance!
>
> Jim McCabe
> MCCABE @ MTUS5.BITNET

I don't know if MX2 will work with that rs232 port device. I haven't really
checked out the device driver functions. it should word tho. I am working on a
version that uses threads and process, but is still don't have my ST yet
I'm still waiting for the NAVY to ship it from Subic Bay phillipines where I
was working for the last 6 1/2 months.

UUCP: {nosc ucsd hplabs!hp-sdd}!crash!pnet01!fgbrooks
ARPA: crash!pnet01!fgbrooks@nosc.mil
INET: fgbrooks@pnet01.cts.com

575. Re: ALTERNATIVE MICE

Newsgroup: comp.sys.atari.st
Date: 1989-03-18 01:39:46 UTC
From: nobody@tekecs.GWD.TEK.COM
Message-ID: <11155@tekecs.GWD.TEK.COM>
Source record: 249347

In article <890316.08534234.014695@SFA.CP6> Z4648252@SFAUSTIN.BITNET (Z4648252) writes:
>
[Stuff deleted about Radio Shack mice]

Well, since several people have had problems getting email to me, I'll
respond here. (Sorry everyone else! :-) 'n' if you want...

> Jeff Beadles, I've tried replying to your message in which you
>explained the mouse setup but my messages keep bouncing back. SIGH. We
>are needing to use SERIAL mice, right?

NO! The Atari ST uses a buss mouse. All Microsoft mice are buss-style
internally. They use an in-line adapter to convert it to a serial interface
if needed. Here's the differences when you but a Microsoft Buss mouse,
or a Microsoft Serial mouse:
(I'm talking about the Microsoft mouse that is white, with two buttons.
It's oval, and fits the hand rather nicely. On the bottom, it says:
"InPort (tm) Mouse".)

Microsoft BUSS SERIAL
The "Mouse" itself X X
(It is the EXACT SAME "MOUSE")

A "Buss" card for a PC X

A Buss -> serial converter X
(This is a small box, around 1x1x3 (inches))

Two serial cables. (One 25 pin, and one 9 pin) X

Some silly IBM-PC software & drivers X X
(Not needed for the ST.)

NOTE: They sometimes try to sell expensive programs with the mouse, like
CAD programs, PC-Pain brush, etc. Get the cheapest one you can (unless you
want the software :-)

I own an Atari ST, and my wife has a PC clone (Tandy 3000). She has a
"Serial" mouse. I bought a "buss" mouse for my ST. We've traded mice with
no ill effect. Either mouse will work on either computer, buss or serial.

To reach me via email, here's several paths:

uucp: ..uunet!tektronix!quark.wv!jeff
Internet: jeff@quark.wv.tek.com
CSnet: jeff%quark.wv.tek.com@RELAY-CSNET
If all else fails,

Jeff Beadles
Tektronix, Inc.
M/S 61-215
P.O. Box 1000
Wilsonville, Or. USA 97077-1000

Best of luck,

-Jeff Beadles

576. (none)

Newsgroup: comp.sys.atari.st
Date: 1989-03-18 04:28:18 UTC
From: U46050@UICVM.BITNET
Message-ID: <8903180429.AA13885@ucbvax.Berkeley.EDU>
Source record: 249348

Greg Lindahl writes:

>Why don't you try booting without FATSPEED, and see if the hardware
>problem persists? I doubt that it could physically damage the disk.

The problem occurs infrequently but when it does occur it seems to cause damage to the data (FATs etc...). There are times when there is no problem with FATSPEED and others when there are. Just removing it and waiting a few weeks would prove that it is or is not concusively but who has the patience to wait and how do I know something else has not gone wrong? There is no physical damage but if the drive has to be reformatted it is just as catastrophic.

>Your problem is probably the RLL controller and the MFM drive, which
>is a no-no, especially with certain Seagate drives which are known to
>choke AFTER WORKING FOR A WHILE.
>

I recently had the same problem on my other system which has a new 30Meg Supra (with Seagate SCSI drive: STxxxN type). I promptly removed FATSPEED and am hoping it was the cause of the problem. I think it was.

I dont know about "certain Seagate drives" but I know that the ST251 and the ST277R are the same drive with different stickers on them. The ST277R has just tested good as an RLL device. I got an ST251-1 and ran it as RLL because that would give me a fast 65Meg, 28msec system. There is no ST277R-1 available (at least that I know of).

>-- greg
>
>--
>------
>Greg Lindahl | Graduate School:
>gl8f@virginia.{edu,bitnet} | It's not just a job,
> ...!uunet!virginia!gl8f | It's an indenture.
\\=================//
||
//=======================================//
||
\\
\>>> Grad School... the ultimate loophole in minimum wage laws.

577. Re: Info wanted on new Atari portable - the PC-Folio

Newsgroup: comp.sys.atari.st
Date: 1989-03-18 07:59:27 UTC
From: fraga@faculty.cs.ubc.ca
Message-ID: <1374@ubc-cs.UUCP>
Source record: 249349

In article <9128@nlm-mcs.arpa> sandro@nlm-mcs.arpa (Michael D'Alessandro) writes:
>Is there anyone who is at CEBIT who has seen the new Atari handheld
>portable called the PC-Folio? This machine uses an 80C88, is 4"x8"
>in size and has a 40 character x 8 line display.
>
>Can anyone tell me if it has a real full travel keyboard, or just a
>chiclet keyboard? Does it have an RS-232 port? Any builtin software?
>How about price? I'm interested to learn more about this machine...

I wasn't at CEBIT, nor have I seen one of these machines, but I
did run across an article on what probably is the same machine in
the Sunday Times. To quote:

"... The Pocket pc weighs less than half a kilo, unfolds
as a screen and qwerty keyboard and has credit-card size memories
for removable files instead of floppy discs. It is compatible
with an IBM pc, comes complete with software enabling it to be
used for text editing, spreadsheets, or as a diary or address
book, and costs #200 [[pounds sterling which would be app.
$CDN415 or $US350, give or take -- esf]]. It runs for six weeks
on standard AA batteries, or can be used with a mains adaptor.
... The Pocket pc is being marketed by Californian giant Atari,
and manufactured in Japan and Taiwan. ... The sales target is
500,000 units in the first year."

Sounds interesting. Pity if it's true that the screen is only
8x40. I have a Model 100 and that's its most annoying feature...

Anyway, hope this answers some of the questions.

eric

+---+
|Eric S Fraga, Department of Computer Science, University of British Columbia|
|phone: +1 604 228 4907, fraga@tennents.cs.ubc.ca | fraga@tennents.cs.ubc.cdn|
+---+

578. (none)

Newsgroup: comp.sys.atari.st
Date: 1989-03-18 08:01:28 UTC
From: Compte_Donatien_Alphonse_Francois_de_Sade@cc.sfu.ca
Message-ID: <1524611@cc.sfu.ca>
Source record: 249350

```
subscribe info-a16 cassius gaius longinus
```

579. Atari Logo

Newsgroup: comp.sys.atari.st
Date: 1989-04-11 13:46:21 UTC
From: USQB015@LIVERPOOL.AC.UK
Message-ID: <8904111455.AA10833@ucbvax.Berkeley.EDU>
Source record: 249201

Okay,
We've sort of got the name sussed. Why the mount Fuji logo?

Mark Powell

~~~~~~
"she wants me t' say what she wants t'say - B. Dylan (Some other kinds
she wants me t' say what she can understand" of songs... #3)

Mark Powell at
ARPANe : usqb015%ibm.liverpool.ac.uk@{ucl-cs.arpa,cs.ucl.ac.uk}
JANET: usqb015@uk.ac.liverpool.ibm
USENET: mcvax!ukc!ibm.liverpool.ac.uk!usqb015
~~~~~~

580. Looking for ST connectors (Mon.,drive)

Newsgroup: comp.sys.atari.st
Date: 1989-04-11 13:57:49 UTC
From: MBERNAR@ERENJ.BITNET
Message-ID: <8904111617.AA15118@ucbvax.Berkeley.EDU>
Source record: 249202

Would someone please give me a good source for those unconventional ST connectors for the floppy drive and the monitor ports? What about American Techna-Vision which advertises in Atari Explorer?

Please reply directly.

Thanks in advance.
Marcelino Bernardo
Bitnet: mbernar@erenj

581. Re: TEMPUS

Newsgroup: comp.sys.atari.st
Date: 1989-04-11 14:00:03 UTC
From: poole@forty2.UUCP
Message-ID: <679@forty2.UUCP>
Source record: 249203

In article <12053@pasteur.Berkeley.EDU> jmorton@newton.Berkeley.EDU (John Morton) writes:
>In article <407@wn2.sci.kun.nl> eykhout@wn2.sci.kun.nl (Eykhout V.L.) writes:
......
>>Shift block one space left/right has UP-Offset 16686/16688. Find out
>>for yourself to what key this is bound (I use the German Tempus, so
>>it's probably different for you).
>>
>
>I can't figure this one out - if anyone understands how to derive the
>command sequence from this info, please let me know.

Tempus 2.0 has some limited programbility. You can rebind a key to a command
or sequence of commands by specifying the offset of the command in a jump
table (or something like that). This is so obscure that it could have been
invented by me, but at least you can actually do the rebinding interactively.
(The main problem with the current approach is that you can't specify a repeat
count for a command).

--

UUCP: ...mcvax!cernvax!forty2!poole Simon Poole
BITNET: K538915@CZHRZU1A
---

582. Re: Does DeskJet Emulate EPSON FX?

Newsgroup: comp.sys.atari.st
Date: 1989-04-11 14:02:35 UTC
From: carlson@gateway.mitre.org
Message-ID: <49039@linus.UUCP>
Source record: 249204
Cross-posted to: comp.sys.atari.st,comp.sys.ibm.pc

In article <4120@druhi.ATT.COM> terrell@druhi.ATT.COM (TerrellE) writes:
>Does the HP DeskJet ink-jet printer emulate an EPSON FX? Does this
>require an extra ROM cartridge?

It needs a ROM cartridge to do an epson emulation. I don't know
if it does FX, MX or whatever mode. The cartridge is around $100-125
(I think).

>Does the printer emulate the FX graphics mode?
>Does the printer emulate the 2-pass letter quality mode?
The standard graphics on the deskjet are compatible with many, but
not, all laserjet drivers. A lot of programs are now providing deskjet
drivers. The graphics resolution is 300 dpi and it is far better than
any mode on the Epson FX.

The standard text mode is letter quality courier 10 pitch, with the
option to switch to courier draft and increase the speed. If you are using
good quality bond paper (fairly hard finish) the letter quality mode
is extremely difficult to distinguish from laserjet courier type.

>Eric Terrell (att!druhi!terrell)

Apparently HP is bringing out a new deskjet, which is why the deskjet prices
have dropped recently. I have seen the original deskjet for about $625,
with a $100 HP discount if you send them an old dot matrix printer.
$525 is a great price, but I think I'd wait to see what the new deskjet
will have.

Bruce Carlson

583. Re: New STF owner needs help

Newsgroup: comp.sys.atari.st
Date: 1989-04-11 14:09:32 UTC
From: MBERNAR@ERENJ.BITNET
Message-ID: <8904111619.AA15190@ucbvax.Berkeley.EDU>
Source record: 249205

Many thanks to all those who responded to posting. The symptom was that the ST had trouble reading the CONTROL.ACC during COLD boot. After warming up for about 15 min. it had no trouble booting up and reading CONTROL.acc. The majority of the responses, which I followed, was to return the ST and get a new one. I am now waiting. The suggestions for suspect parts include: the glue and mmu sockets, bad drive, bad disk. I don't think it was the disk, because I received a copy of the USA Language Disk which showed the same symptoms.

Like another new owner, I also fail to understand why ATARI does not include the ST-Basic manual with the computer. Only the reference guide is provided, which is useless unless you have the manual. Come on, Atari!

Regards,
Marcelino Bernardo
Bitnet: mbernar@erenj

584. Replace those key caps. PLEASE!!!

Newsgroup: comp.sys.atari.st
Date: 1989-04-11 14:28:07 UTC
From: MBERNAR@ERENJ.BITNET
Message-ID: <8904111619.AA15221@ucbvax.Berkeley.EDU>
Source record: 249206

This is to all ATARI employees in the net.

I know you've heard this a zillion times before. But, maybe you're not listening so here goes. And read it slowly this time.

PLEASE REPLACE THOSE KEY CAPS IN THE ST WITH MORE CONVENTIONAL SIZE. THEY ARE MUCH TOO WIDE AT THE TOP TO AVOID HITTING 2 KEYS AT ONCE.

THOSE RHOMBOID FUNCTION KEYS MUST GO! You might think it looks neat, but it's not very functional. It projects the wrong image: "THIS IS A TOY." And we all know, THIS IS NOT TRUE.

I hope somebody got it.

Regards,
Marcelino Bernardo
Bitnet: mbernar@erenj ^Send all flames directly.

585. Extended argument passing conventions in Pexec() [MWC]

Newsgroup: comp.sys.atari.st
Date: 1989-04-11 14:41:31 UTC
From: dag@per2.UUCP
Message-ID: <841@per2.UUCP>
Source record: 249207

```
[[[
```

is the most efficient of the three.

The ARGS convention requires:
1) The copying of the environment by Pexec() which includes arguments,
2) A scan of the environment to find the arguments,
3) A size scan of the arguments to find out how much buffer is required,
4) then a rescan and copy into a local buffer translating FF into 00,
presumably building the argv vector at the same time.

The xArgs convention requires:
1) The copying of the environment by Pexec() which excludes arguments,
2) A scan of the environment to find the xArgs pointer,
3) A scan of the xArgs arguments to count up the size of the arguments,
4) then a rescan and copy into a local buffer.

The ARGV convention requires:
1) The copying of the environment by Pexec() which includes arguments,
2) A scan of the environment to find the arguments building the
envp[] and argv[] vectors in parallel.

The ARGS and xArgs proponents are proposing to load more code into the runtime startup to support their proposals. This extra code is to count up the size of some strings, allocate a buffer, and copy the strings into it. What does Pexec() do with the environment pointer? Well it counts up the size of the strings, allocates a buffer, and copies the strings into it. How many independent count-allocate-copies does it take to start a Gemdos process?

ARGV rides for free on top of Pexec(), ARGS and xArgs saddle the user process with additional work.

Programs which ignore the ARGV convention for arguments end up mis-interpreting ARGV specified arguments as environmental variables and passing screwed up environments on to their children.

This problem is addressed differently by the ARGS and xArgs proposals.

The ARGS convention will allow non-complying programs to pass their arguments onto their children, but the arguments will no longer be misinterpreted as environmental variables. The environment is still polluted with arguments, but the pollution isn't as cruddy as the MWC kind. :-)

The xArgs convention passes a pointer, encoded in ascii, to the parent's copy of the xArgs block. { :-) I've always felt that if consenting processes on the ST wanted to pass loaded guns among themselves that was their business, but that the default interprocess communication path shouldn't force processes to be so trusting. } So the environment is still polluted with argument information, but it is even less cruddy than the ARGS crud. :-)

In article <156@np1.hep.nl> Geert J v Oldenborgh suggested truncating the environment after extracting the ARGV from it. I think this is

an excellent suggestion: it adds one instruction, 2 words, to the runtime startup module and immediately cures one whole class of bugs, the class created by MWC compiled programs doing naive Pexec()'s.

I have two solutions for binary programs which screw up the environment by ignoring the ARGV standard but cannot be rebuilt with the improved runtime startup. Both involve the same transformation suggested above.

Solution 1 - call the program indirectly through a second program which truncates the environment before passing it on. This would involve renaming the offending program:

```
Frename(0,"numbnuts.prg","numbnuts.ugh");
```

and then compiling the following interface layer, which assumes that its own runtime startup is stepping on ARGV as discussed above, in its place:

```
#include <basepage.h>
#include <osbind.h>
main()
{
Pterm((int)Pexec(0,"numbnuts.ugh",BP->p_cmdlin,BP->p_env));
}
```

Solution 2 - rewrite the binary of the offending program to incorporate the environment truncation into the offending program's runtime startup. As long as the offending program does not address the process basepage with program-counter relative addressing, this is a simple matter of shifting the existing program text and data up by enough bytes to make room for the environment truncation code and rewriting the program relocation to reflect the new position. I have a program to do this.

How do you identify programs which need this treatment? Well, I assume that they usually reveal themselves when they attempt to call a command compiled with the MWC package. If the usage message generated by make, ld, cc, or some other MWC compiled utility seems inappropriate, then try calling a simple echo program like this:

```
main(argc, argv, envp) int argc; char *argv[], *envp[];
{
int i;
for (i = 0; i < argc; i += 1)
printf("%s%c", argv[i], (i+1==argc) ? '\n' : ' ');
for (i = 0; envp[i] != 0; i += 1)
printf("%s\n", envp[i]);
return(0);
}
```

This will tell you what arguments the suspect shell is actually
passing. If you can't get the suspect shell to call 'echo.prg'
you can trick it by temporarily renaming 'echo.prg' to the name
of the program which the suspect shell insists on miscalling.

If you're more energetic, you could write a protocol policeman
using the ARGV validation ideas suggested above.

In summary, the ARGV convention can be validated by comparing the
ARGV received in the environment to the ARGV received by the parent;
the ARGV convention rides for free on Pexec() while the new proposals
both involve additional overhead; and it is trivial to fix programs
which pollute the environment by ignoring the ARGV convention.

If Atari wants MWC to discard the ARGV argument convention, I hope
they'll wait until they can find something better to replace it with. :-)

-- rec --

[%%% End of included text %%%]
--

____
Daniel A. Glasser One of those things that goes
uwvax!per2!dag "BUMP!!!(ouch)" in the night.
---Persoft, Inc.---------465 Science Drive-------Madison, WI 53711-----------

586. PRG/TOS --> ACC

Newsgroup: comp.sys.atari.st
Date: 1989-04-11 16:19:50 UTC
From: yz2y@vax5.CIT.CORNELL.EDU
Message-ID: <18333@vax5.CIT.CORNELL.EDU>
Source record: 249208

Since I don't have a lot of programming experience, i'll pose this
question and see what kind of replies I get.
What does it take to turn a program into a desk accessory on the ST?

- Steve Coco

Steve Coco
yz2y@vax5.cit.cornell.edu "Don't Dream It, Be It!"
YZ2Y@CRNLVAX5 - Richard O'Brien
YZ2Y@CORNELLA
---

587. Re: TeX/LaTeX

Newsgroup: comp.sys.atari.st
Date: 1989-04-11 18:30:30 UTC
From: root@yale.UUCP
Message-ID: <56582@yale-celray.yale.UUCP>
Source record: 249209

In article <8904111313.AA05948@ucbvax.Berkeley.EDU> 01659@AECLCR.BITNET (Greg Csullog) writes:
>One of the groups at my workplace is considering a Mega and an SLM804 with
>UltraScript; the group wants to know if LaTeX is available for the ST (I
>told them TeX was) and is there an SLM804 driver available (TeX/LaTeX without
>a laser driver would seem kind of pointless).

I am using Tools TeX with a Mega and an SLM804 and am very pleased
with it. Cost of TeX, LaTeX, bibtex, previewer/driver, and fonts was
around $170 when I bought it last December. Although the company is
German, they include both English and German versions of TeX and
LaTeX, and the manual is available in both languages. The address of
the company is:

Gesellschaft zur
Entwicklung und Unterstuetzung von
Software-Technik mbH
Kessenicher Str. 108
5300 Bonn 1
WEST GERMANY

==
| Michael Fischer |
| Arpanet: <fischer-michael@cs.yale.edu> |
| Bitnet: <fischer-michael@yalecs.bitnet> |
| UUCP: <fischer-michael@yale.UUCP> |
==

588. Re: What an Atarian is like

Newsgroup: comp.sys.atari.st
Date: 1989-04-11 19:15:24 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440021@hplsla.HP.COM>
Source record: 249210

```
| So, all of you out there who are doubtless denying all of the above - let's
| hear from you. What do you USE your ST for? Those of you who are authors of
| USER oriented software - let's hear what you're doing, and tell us about
| your market. Those of you who are USERS, let's hear what you're using, and
| what for.
```

Okay, I'm a user:

1) I use LDW Power for personal finances and my small photo business.

2) I use First Word for "word-processing" (letter writing) and plan to upgrade to something better soon.

3) I use MWC for personal programming projects for fun.

4) I use ST Talk to 'tele-commute' into work occasionally.

5) I use GFA BASIC for quick'n'dirty generation of simple tools.

6) I use Easy-Draw for drawing up miscellaneous construction projects and a generating an occasional flyer.

7) I like to dink with Degas Elite, Flight Simulator and Time Bandit!

I anticipate purchasing a data-base program for business purposes and insurance inventory. And I might try CompuServe or Genie for the heck of it.

Let's see, this list looks like alot of the reasons people buy a PC or a Mac! But, the hardware was about 20% cheaper, and the software seems to be 25-75% cheaper for the major packages. And the Atari is much quieter than a PC (important to me), more fun to program than a PC or MAC, more fun to use with the GEM interface, and the games are better. So, it's a pretty good choice for home use. (I think perhaps I should have examined the Amiga closer, but more of my friends have Atari's).

%%%

589. Hard drive questions

Newsgroup: comp.sys.atari.st
Date: 1989-04-11 19:25:52 UTC
From: to_stdnet@stag.UUCP
Message-ID: <781@stag.UUCP>
Source record: 249211

From: stag!thelake!steve@bungia.mn.org (Steve Yelvington)

Xorg@cup.portal.com (Peter Ted Szymonik) writes...

> How fast are the trasnfer rates, again, this depends entirely on
> the drive mech and which host adaptor you use. As a benchmark, my
> Supra 30meg drive transfered 350Kps at 60-65ms, the 100meg ICD drive I
> just put together flies at 550Kps and 35-40ms, it all depends on the
> drive mech supplied with your drive (or the one you buy.)
>

I hacked together a Wren I (nominally 36 megabytes), one of the bargain Adaptec boards from Timeline and a Supra host adaptor. The ICD RATEHD program says I'm running a respectable 377kb/sec data transfer rate, but a shameful 527ms average seek rate. This is an old drive, but that seems more than a bit much. I have the drive mounted vertically -- is there a possibility that could affect the stepper's positioning of the heads? I'm running a 1:1 interleave -- could that be involved?

> Is there caching? Yes, there are lots of PD and commercial
> cacheing programs, but I haven't found them to be at all necessary
> given the ST's blazing HD data transfer rates. Probably the only
> thing left to speed drive access with be the new TOS 1.4 which will
> improve FAT handling.
>

Because of the horribly slow seeks I'm getting, PATH searches can be painful. For that reason, I've installed Atze Dijkstra's DCACHE program with the argument cde=c18, creating a common cache for drives C, D and E of 18K. That's enough to keep all the directories in RAM as well as some smaller utilities, such as the file pager I use for UUCP stuff. It helps a lot and it's worth the RAM even on my small system (512K).

DCACHE was published in this newsgroup about nine months ago.

/*
* UUCP: {uunet!rosevax,amdahl!bungia,chinet,killer}!orbit!thelake!steve
* ARPA: crash!orbit!thelake!steve@nosc.mil
* #member <STdNET> The ST Developers Network
*/

590. Wanted: PD software servers/ftp sites

Newsgroup: comp.sys.atari.st
Date: 1989-04-11 20:11:07 UTC
From: USQB015@LIVERPOOL.AC.UK
Message-ID: <8904112022.AA28751@ucbvax.Berkeley.EDU>
Source record: 249212

Does anyone know of an more (more than I posted in my previous news item)
atari ST PD software archives than can be accessed in server mode
(i.e. by return of mail) or by anonymous ftp.
Please no smart follow-ups of just "yes". If you do could you post
them (along with all necessary ftp details, if an ftp site) to the
net, as the more people that have access to this PD software the better
for the ST world, in general.

Mark Powell

ARPANet : usqb015%ibm.liv.ac.uk@{ucl-cs.arpa,cs.ucl.ac.uk}
JANET : usqb015@uk.ac.liv.ibm
USENET : mcvax!ukc!ibm.liv.ac.uk!usqb015

591. Re: HELP!!!!!!!!!!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 1989-04-11 21:05:30 UTC
From: humtech@ucschu.UCSC.EDU.ucsc.edu
Message-ID: <6852@saturn.ucsc.edu>
Source record: 249213

In article <1450@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>In article <6840@saturn.ucsc.edu> humtech@ucschu.ucsc.edu (Mark Frost) writes:
>> Other than manually copying all of the files
>> off of the floppies I can find no way to do this using Turtle (or any of
>> the support programs).
>
>You have hit on the only solution there is: copy the files from floppy
>to your hard disk. Too bad for you that TOS 1.4 isn't out yet:
>it'd be a lot faster.
>
>Did you know that you can use the desktop to copy a whole floppy to a
>hard disk, including (recursively) copying directories, by dropping the
>floppy disk's icon onto the open window of the hard disk's root
>directory? That'll be fastest.
>
>==
>Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
>reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

Well, yes but.... My only gripe about this is what do I do if Turtle broke
a large folder up over several disks? Enlighten me if I'm wrong (because it
is entirely possible), but when I try to copy a folder to a place where a
folder with that name already exists, it wants to overwrite the entire folder.
I had lots of folders like this when I did my manual restore. I had to open
the folder and copy out each file individually.

But then again, I can't really think of a solution to this (at least from
the desktop). I think I'm really spoiled because I've used DiskFit on the
mac which is truly fantastic. I just assumed that such an application would
exist on other machines.... I guess not.

Mark Frost
Office of the the Computing Coordinator
Humanities Division
University of California at Santa Cruz
Internet: humtech@ucschu.UCSC.EDU
Bitnet: humtech@ucschu.bitnet
Uucp: ...!ucbvax!ucscc!ucschu!humtech

592. Re: Calamus. It's GOOD, but how do I prove it?

Newsgroup: comp.sys.atari.st
Date: 1989-04-11 21:36:23 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440022@hplsla.HP.COM>
Source record: 249214

```
| Does anyone know of reviews, etc. in DTP magazines or
| elsewhere that I can use to convince people around here about
| how good it is? BTW, what is the latest on the font
| agreement?
```

The April issue of ST-Express had a long-ish review of Calamus AND a response to the review by the president of Calamus.

%%%

593. Scientists who use ATARI computers

Newsgroup: comp.sys.atari.st
Date: 1989-04-11 22:12:04 UTC
From: shawl@kuhub.cc.ukans.edu
Message-ID: <4934@kuhub.cc.ukans.edu>
Source record: 249215

As an ATARI ST user, and a professional scientist (astronomer), I have often wondered how many other professional scientists use an ST at work. If you fall into this category, please let me know who you are, your general field, and the type of institution you're at; I will compile this and post it (eventually!!). Are you able, through your institution's purchasing system, to purchase ATARI or are you, like me (at the University of Kansas) limited by State contract procedures (to MAC and Zenith)?

(Part of the purpose of this is to show myself that I'm not the ONLY one out there to go against the tide of Mac and PCs!)

Stephen J. Shawl
Department of Physics and Astronomy
University of Kansas
Lawrence, KS 66045

Bitnet: shawl@kuhub.cc.ukans.edu
SPAN : kuphsx::shawl

594. Fun with Sun - the Mouse

Newsgroup: comp.sys.atari.st
Date: 1989-04-11 23:33:12 UTC
From: clf3678@ultb.UUCP
Message-ID: <658@ultb.UUCP>
Source record: 249216

If you have a Sun workstation:

1) I pity you. Although it is VERY powerful, it is crippled by that damn awful mouse. We have Sun 3/50 workstations at school, and those damn mice get the biggest complaints.

2) If you want to be silly, put the mouse on the screen. The cursor will FLY up to the top of the screen. As far as I can figure, since the mouse is optical, it mistakes the scan lines as one of those black lines on the pad.

Now as for the Atari mouse, I've seen better and worse. Luckily, I have the Japanese mouse, so I have had no major problems with it after 2 years (except for replacing the left button). Has anybody experimented with putting a different switch in it to get more feedback?

=cf=

595. startup screen

Newsgroup: comp.sys.atari.st
Date: 1989-04-12 03:40:29 UTC
From: jriegel@polyslo.CalPoly.EDU
Message-ID: <10201@polyslo.CalPoly.EDU>
Source record: 249217

I have been experimenting with writing a "startup screen" type program such as exists on the Amiga and Mac, to replace the desktop's background. But I have noticed that the desktop's windows tend to eliminate any background, and the desktop seems to simply redraw the green (or dithered on monochrome) field. Does anyone know any way around this? I had thought that the desktop would simply have the green background set up in a buffer. This would speed up redraws. But apparently the desktop itself must redraw the screen and any windows that are underneath another window.
Does anyone know of any existing utility that installs a background screen, or any way to get around the above difficulty?

-Jeff Riegel
jriegel@polyslo.calpoly.edu

596. (none)

Newsgroup: comp.sys.atari.st
Date: 1989-04-12 04:23:18 UTC
From: U46050@UICVM.BITNET
Message-ID: <8904120448.AA24499@ucbvax.Berkeley.EDU>
Source record: 249218

>Date: Wed, 05 Apr 89 10:54:12 BST
>From:
>USQB015%LIVERPOOL.AC.UK@Forsythe.Stanford.EDU Subject:
>Re: how to kill a mouse cursor
>To: INFO-ATARI16@SCORE.STANFORD.EDU
>Easy,
> Use A-line instruction 10 $a i.e. opcode $a00a
>e.g. put exactly this instruction in your code (if you've not heard of line
>A instructions this may seem a bit wierd, but I
>assure you it works)
> dc.w $a0
>Mark Powell

sorry for the slightly butchered retelling of the message but...
I am familiar with the line-A calls and the VDI ((or is it AES)... the GEM
type) calls for mouse cursor handling. None clear up the problem.
I assumed that calling the hide mouse line-A opcode several zillion times
and then using either the line-A show mouse code with a cleared "mouse hidden"
counter or the VDI (?) code to show the mouse cursor no matter how many times
it was hidden (which works otherwise) would fix the problem but it did not.

My god... is that some kind of badly mutilated English up there or what?

anyway, I am still up that mouse hiding creek and have no system software
paddle to save me.

The desktop does not have the problems my shell has. What does it do? I have
tried all the leagal ways of fixing the problem that I can think of. Does the
desktop do something illegal? But then that would actually be legal
just undocumented. (Atari-speak)

any helpful ideas still welcomed...

...John

597. Elite!

Newsgroup: comp.sys.atari.st
Date: 1989-04-12 04:29:35 UTC
From: clong@topaz.rutgers.edu
Message-ID: <Apr.12.00.29.26.1989.9677@topaz.rutgers.edu>
Source record: 249219

After killing literally 50+ ships, I'm still classified as "harmless".
What gives? The manual says that I'd be reclassified as "mostly
harmless" if I survived my first skirmish.
--
Chris Long

Score: 30, Diff: 30, clong killed by a Harvard Math Team on 1

598. Re: 2-pass DEGAS printout program?

Newsgroup: comp.sys.atari.st
Date: 1989-04-12 05:24:00 UTC
From: jpexg@hermes.ai.mit.edu
Message-ID: <3330@hermes.ai.mit.edu>
Source record: 249220

In article <22854@agate.BERKELEY.EDU>, c60c-3ds@web-1b.berkeley.edu
(John Kawakami) writes:
> In article <16853@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
> >Eric Terrell asks about a "multi-pass" DEGAS file printer program..
> >
> >It uses only one pin of the printhead, and advances the paper only 2/3 of
> >
> >BobR
>
> Please, DON'T USE THIS PROGRAM! DENSITY.PRG will almost certainly destroy
> your printhead. There must be a better way, like using all 8 pins, pushing
> the paper 2/3 a dot, and making another pass. Each pin will do 1/8 of the
> work.

Over a year ago I wrote a program which substantially does this task, and I uploaded it to one of the archives (sorry, I forget which). What it does is to print a Degas file (monochrome only) on an Epson-compatible 9-pin printer, using all NINE pins. Because the pin spacing is 1/72 inch, the printing is done sideways, which is the only way it fits an 8.5x11 sheet. The result is much better than Atari's partial printout of a distorted screen (ie, X and Y scales are different using plain alt-help, and the right hand side of the screen is missed completely).

I haven't used the program for a while, though, because I got a 24-pin printer and rewrote the program for it. That baby will print a screen horizontally either in 1x scale (1 dot = 1 pixel) or 2x (2 dots = 1 pixel). The 1x printout is only 3.5 inches wide. This program still needs a little work before going public.

John Purbrick
jpexg@hermes.ai.mit.edu

599. Re: Return codes from STadel (Was Re: Gulam)

Newsgroup: comp.sys.atari.st
Date: 1989-04-12 05:38:44 UTC
From: elixir@m-net.UUCP
Message-ID: <3045@m2-net.UUCP>
Source record: 249221

On the issue about limits on the persons time.. If it doesnt give you time limits on the files then someone could spend forever downloading and tie the system up for quite a while. If a person is given enough time they should be able to get through all the messages and still have time left unless your talkling about large message bases.. In that case multilined systems are the only way...

And about the linear user limits.. I used the invitation onlly rooms for a while except that it did not allow me to easily add someone to a bunch of message bases.
I switched to FoReM cause it had all the power I needed although I miss some of the features of citadel...
With Forem I have ALOT more flexibility than I ever Had with Citadel..
However steve, since I have sent out some disks to you I hope you can send me the latest and greatest version of citadel and I will see what happens with it.
I am not sure if I asked for the source code but if you can get that I would like the source too.. I want to make it run from within forem...

600. Comdex impressions

Newsgroup: comp.sys.atari.st
Date: 1989-04-12 05:55:09 UTC
From: saj@chinet.chi.il.us
Message-ID: <8202@chinet.chi.il.us>
Source record: 249222

I just got back from Comdex. It's hard to separate what I actually heard/saw from what I wished (except that Moniterm Viking monitors are definitely real and beautiful). My impression was that TOS 1.4 is considered ready, and *some* ROM-s are being delivered to Atari. My impression was that everyone who should have known for sure considered the 16 MB limit on disk partition size a dead issue (but the explanations varied). My impression was that the new guy in charge of Atari software (is Antonio Salerno the right name?) means to put things in better shape, starting NOW and continuing for as long as it takes----and is tough enough to have a chance of doing it. The PC4, STACY and the Portfolio were spoken of as if the engineering on them was done, and production was imminent. The TT was not on display, but the talk about it was along the lines of "it'll be wonderful, and not so far in the future either, but we're displaying the things we'll be selling first". All in all, a very promising show. If the 2 lightweights and the PC4 actually get introduced before the next Comdex, and Megas are shipping with TOS 1.4, maybe we'll be able to say Atari promised a lot and delivered on it.
Steve J.

601. Software/Equipment FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1989-04-12 07:08:21 UTC
From: dglas@charon.unm.edu
Message-ID: <4823@charon.unm.edu>
Source record: 249223
Cross-posted to: rec.music.synth,comp.sys.atari.st

[
Hi. This is for a friend whose machine can read, but not yet
post, news. Since he's quite the faithful reader of these
newsgroups, and i am not, please make sure to address any
e-mail replies directly to him (though i won't mind forwarding
any that accidentally come my way...).

don glascock (dglas@ariel.unm.edu)
]

For Sale:

1) Digidesign's Sound Designer Universal(Version 1.3) software for
the Atari ST with backup disk. This is Waveform editing/Digital
Signal Processing Software which supports the following samplers:

Akai S700/X7000/S900
Casio FZ-1
Roland S-10/S220/MKS-100/S-50
Ensoniq EPS/Mirage/Multisampler
Korg DSS-1/DSM-1
Yamaha TX16W
E-mu Systems Emax
MIDI Sample Dump Standard

Asking $220 or best offer.

2) Dr.T's Keyboard Controlled Sequencer (KCS) Version 1.5 for the
Atari ST. Asking $120 or best offer.

3) Yamaha FB-01 FM Module. Asking $180 or best offer.

Please direct inquiries to:

Andy DuBois
1001 Tramway Blvd NE #177
Albuquerque, NM 87112
Home (505) 294-7732 Work (505) 277-1071
Internet: dubois@wayback.unm.edu
UUCP: ...!{gatech|ucbvax}!unmvax!wayback!dubois

602. ST Scanners

Newsgroup: comp.sys.atari.st
Date: 1989-04-12 07:38:16 UTC
From: FXDDR@ALASKA.BITNET
Message-ID: <8904120642.AA00116@ucbvax.Berkeley.EDU>
Source record: 249224

Padraig <H235_016%ccvax.ucd.ie@Forsythe.Stanford.EDU> writes:
>A cut down version of the Augur will be packaged with Signa's new
>Colibri hand held scanner for 579 + VAT. This scans at 100,200, 300 or
>400 dpi with 32 grey levels and a 104mm scan width. It is due to be
>launched this month. I don't know what has been cut out of this version
>of Augur.
Is the scanner used here the same unit used in various PC hand scanners such as Scan Man? Folks who have used Scan Man seem pretty happy with it on the PC and it would be nice to find something comparable on the ST.
I wonder if this product will ever make it to the US.
I've seen an ad for something called "Geniscan GS4000 ST" from Datel Computers that offers "scanner, interface & scan edit software, 105mm scanning width & 400 dpi resolution" for $324.99 but I haven't seen any reviews or even a more detailed description than what I just quoted.
I don't know what the Colibri costs without the OCR software, but $325 seems a bit pricey considering Scan Man and its kin are in the $200 neighborhood (discount houses).
If anybody knows more about these products in the US market, please let us know. The low-cost printer-clip-on scanners don't give quite the quality I'd like, and machines like the HP Scanjet or Navaronne scanner are too expensive for semi-casual use. A mid-range good-quality scanner like those in the PC world would be just right.
Thanks,
Don Rice
FXDDR@ALASKA.bitnet
Requisite trailing quote:
When he came to, paramedics were shining flashlights in his eyes and asking him if he knew his name. His proud reply has been preserved for posterity: "Not only do I know my name, sir, but I know more than you do. For I have a Master's Degree, in Science!"
-The Official Dr. Science Big Book of Science
(And I'll have one next month -DDR)

603. Re: OBDEFS.H

Newsgroup: comp.sys.atari.st
Date: 1989-04-12 08:22:19 UTC
From: Trevor.Kirby@newcastle.ac.uk
Message-ID: <4424@cheviot.newcastle.ac.uk>
Source record: 249225

In article <780@stag.UUCP> to_stdnet@stag.UUCP writes:
>From: stag!thelake!steve@bungia.mn.org (Steve Yelvington)
>
>The OBDEFS.H file is from Appendix B of "Atari ST Application
>Programming," Lawrence J. Pollack and Eric J.T. Weber, Bantam Books
>(ISBN-0-553-34397-1). According to the book, that file is the original
>Atari Corp. definition; the header files in the book bear a 1985 Atari
>Corp. copyright.
>
Does anyone in the UK know of any book chain that can actually
get hold of this book

604. Virus plural form revisited

Newsgroup: comp.sys.atari.st
Date: 1989-04-12 10:52:00 UTC
From: AWINFHAH@HMARL5.BITNET
Message-ID: <8904120954.AA08789@ucbvax.Berkeley.EDU>
Source record: 249226

About two weeks ago I wrote:

|A shallow survey of latin reveals the following information:
|
|Singular vir vis virus
|Plural viri vires virus
|Meaning man power,force poison,venom
|
|Therefore the correct plural of virus is.... virus. In order to avoid
|confusion I suggest that 'viruses' be used (the English plural of virus).

A quick email response from rlee@ads.com (Richard Lee) convinced me that this is not the complete truth. I consulted my former Latin teacher and we reached the following verdict:

1. Virus belongs to the 4th declension and its gens is neutrum, even though it ends in -us.
2. Virus only exists in the nominativus and accusativus singularis, and has no genitivus (though late Latin writers started to use a genitivus ending in -us), nor a plural.
3. If virus were to have a plural it would definitely be virus, but again it hasn't.

From this information I draw the following conclusions:

1. I was wrong about the Latin plural of virus.
2. My suggestion to use viruses still holds.
3. The fact that there is no Latin plural of virus explains why all modern languages have their own (usually regular) plural of the word.

-Roger Hunen

Disclaimer #1 : My opinions are my own, and not even known to my employer.
Disclaimer #2 : My opinions are better than my typing.

605. send harddrive.msg

Newsgroup: comp.sys.atari.st
Date: 1989-04-12 11:54:00 UTC
From: H235_016%ccvax.ucd.ie@FORSYTHE.STANFORD.EDU
Message-ID: <8904121436.AA21781@ucbvax.Berkeley.EDU>
Source record: 249227

I'm planning on getting a 65 M/byte drive from 3rd Coast Technologies,
has anyone bought a drive from them ? Any comments, good or bad, appreciated.
Does anyone know the specs of the 65M/byte drive ? Is it a 28 ns drive ?
I heard that the 40 M/byte model consists of a Berkely Microsystems BMS-100
DMA -> SCSI board,an Adaptec 4070 SCSI controller board and a Seagate 251 drive.
The main advantages I see with the drive are that a second mech can be added
easily, it comes preformatted and most of all the price is low at #549. The
main disadvantage I anticipate is with connecting other DMA devices later as
there is no DMA through. Is this much of a problem ? Do most other DMA devices
provide their own DMA through port ?

Thanks in advance for any information,
Padraig.

(By the way the price given is in pounds sterling - the pound sign # is always
getting converted into $ (dollar) signs on it's way through BITNET.)

____
You can see I'm new at this game..	Internet : H235_016@ccvax.ucd.ie
Look ! No fancy signature, yet ...	BITNET : h235_016@ccvax.bitnet
_____________________________________	_____________________________________

606. Pseudo media change indication

Newsgroup: comp.sys.atari.st
Date: 1989-04-12 13:23:13 UTC
From: rp362@estevax_a.UUCP
Message-ID: <139@estevax_a.UUCP>
Source record: 249228

I am using a disk cache program, that I found in comp.sources.atari.st, for caching floppy disk sectors.
I detected a problem when switching directories within a window at the desktop. Each time the directory is changed, a media change indication occurs and the cache is reset (the reset is desired as normal action after a real media change). However, there was no actual media change, nevertheless the BIOS.mediach propagates a real media change (not only a warning: media may have been changed), and a BIOS.rwabs returns -14 (media changed). For the cache program there is no possibility to distinguish between this pseudo media change indication and a real media change.

Such pseudo media change indications do not occur when directories are changed within a command shell or within a program.

What extra operations is the desktop doing above the normal GEMDOS operations for directory changes ?
What is the reason for this behaviour of the desktop?
How can I recognize a real media change ?

Thanks for any help!

607. Re: ST Magazines 'Round the World

Newsgroup: comp.sys.atari.st
Date: 1989-04-12 14:00:08 UTC
From: silvert@cs.dal.ca
Message-ID: <3230@cs.dal.ca>
Source record: 249229

In article <4135@druhi.ATT.COM> terrell@druhi.ATT.COM (TerrellE) writes:
>The Canadian publication, "RESET Magazine" subtitled
>"The ST Almanac", gives this address:
...

>I think this is (was?) a pretty good rag, and was buying it,
>even though the name "Reset" has a negative connotation for me
>(I only reset my machine when something is gone wrong), But, I
>have not seen the thing for some while. It may have folded.

According to my dealer, it has. Pity, it was very good. The issue on DTP was really useful, and I still use it as a reference on Publishing Partner (which I still use, since I have yet to receive a usable version of PageStream -- anybody know anything about what SoftLogik is up to nowadays?).

--
Bill Silvert, Habitat Ecology Division.
Bedford Institute of Oceanography, Dartmouth, NS, Canada B2Y 4A2
UUCP: ...!{uunet,utai,watmath}!dalcs!biomel!bill
CDN: biomel@cs.dal.CDN BITNET: bs%dalcs@dalac.BITNET

608. Re: Atari Logo

Newsgroup: comp.sys.atari.st
Date: 1989-04-12 15:03:50 UTC
From: rjung@sal61.usc.edu
Message-ID: <3464@nunki.usc.edu>
Source record: 249230

In article <8904111455.AA10833@ucbvax.Berkeley.EDU> USQB015@LIVERPOOL.AC.UK (Mark Powell) writes:
>Okay,
> We've sort of got the name sussed. Why the mount Fuji logo?

Pick your favorite theory:

1) It is a stylized picture of Mount Fuji, used because Go (see "Origin of 'Atari'" discussions) is a Japanese game, and Mount Fuji is one of the most Japanesee B-) images known.

2) It is a stylized "A" for "Atari".

3) It is a rune for Atari's first video game, "Pong". The two curving bars on the sides indicate the players, and the center bar indicates either the video game itself, the "ball", or the dashed line that divides the Pong playfield.

By the way, the man who developed the Atari logo (sorry, forgot his name) was an arcade cabinet art designer for Atari Games. His favorite bit of work was the (Atari color vector graphics game) _Space Duel_ cabinet, and his last job before he died was the _Gauntlet_ cabinet art.

--R.J.
B-)

==========
Disclaimer: This message was written with my authorization
#
Mailing address: rjung@nunki.usc.edu
(It's easier to just use the reply function, tho)
#####

609. Mac emulator ROMs

Newsgroup: comp.sys.atari.st
Date: 1989-04-12 15:14:11 UTC
From: O_ZORBA@VAX.ACS.OPEN.AC.UK
Message-ID: <8904121506.AA23468@ucbvax.Berkeley.EDU>
Source record: 249231

I have been following the discussion on Spectre 128. Unfortunately Information on Mac ROMs has confused me. Are they 23256 (i.e.Macintosh 512) ROMs or 23512 (i.e. Mac Plus) Roms? Please Help!
Thanks
Zorba
The Open University
Walton Hall
Milton Keynes MK7 6AA
UK
o_zorba%vax.acs.open.uk@cunyvm.cuny.edu

610. Re: startup screen

Newsgroup: comp.sys.atari.st
Date: 1989-04-12 15:18:58 UTC
From: rjung@sal61.usc.edu
Message-ID: <3465@nunki.usc.edu>
Source record: 249232

In article <10201@polyslo.CalPoly.EDU> jriegel@polyslo.CalPoly.EDU (Jeff Riegel) writes:
> I have been experimenting with writing a "startup screen" type program such
>as exists on the Amiga and Mac, to replace the desktop's background. ...
> Does anyone know of any existing utility that installs a background screen,
>or any way to get around the above difficulty?

Easel/ST is a small, slightly-hard-to-find program that will do just that.
You give it DEGAS pictures for whatever resolution you'd like to boot up in,
and Easel will load it as your Desktop image.

I personally don't see the use for such a thing, but if you can get it cheap
enough, why not?

--R.J.
B-)

==========
Disclaimer: This message was written with my authorization
#
Mailing address: rjung@nunki.usc.edu
(It's easier to just use the reply function, tho)
#####

611. Re: Getting WP to reconsider the Atari market.

Newsgroup: comp.sys.atari.st
Date: 1989-04-12 15:39:36 UTC
From: saj@chinet.chi.il.us
Message-ID: <8207@chinet.chi.il.us>
Source record: 249233

The article this is a follow-up to asks people to request that WordPerfect continue Atari support. I think that's what they want to do already. There is a WordPerfect display in the Atari booth at the present Comdex. The WP representative seems enthusiastic. If there are ever enough TOS machines out there to make it an attractive market, I suspect WP will be back fast. In particular, I think they realize that slow sales are due to the small user base and intense competition, rather than theft of software.
An aside: when I looked, WP seemed to have some problems running in the configuration displayed (latest TOS 1.4, which people seemed to believe was the production version; MEGA 4). If it's running smoothly on Thursday, that should be evidence of continuing support.
Steve J.

612. Bad sector finder?

Newsgroup: comp.sys.atari.st
Date: 1989-04-12 16:12:25 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <2221@water.waterloo.edu>
Source record: 249234

I am looking for a program that will find bad sectors on
a floppy, and tie them to some file name.

Do you use something like this?

Or do you know of something?

Rather than posting a followup, just reply by e-mail.

Thanks.
--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@water.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

613. Change of addres

Newsgroup: comp.sys.atari.st
Date: 1989-04-12 16:13:38 UTC
From: dbrooks@osf.OSF.ORG
Message-ID: <581@osf.OSF.ORG>
Source record: 249235

In case anyone wants to write to me about fplib (or anything else, for that matter), I am no longer at BROOKS@CSSS-A.PRIME.COM. Now the Open Software Foundation keeps my body and soul together, I can be reached at:

dbrooks@osf.org
uunet!osf.org!dbrooks

Now back t your regularly scheduled discussion.

614. Problem with the ICD host adapter amd a Maxtor LXT100S

Newsgroup: comp.sys.atari.st
Date: 1989-04-12 17:29:58 UTC
From: VBRANDT@DBNUAMA1.BITNET
Message-ID: <8904121729.AA01288@ucbvax.Berkeley.EDU>
Source record: 249236

Hello all,

... I have a problem with the ICD Host Adapter and a Maxtor LXT100S. The old LXT100S had 92 MB formatted storage. Since Maxtor changed the SCSI firmware, the new ones have 96 MB. I can only guess that they increased the number of sectors per track from 31 to 32 (the manual says 31 + 1 spare).

Both the adapter and the drive are very good hardware, and I am convinced that they make up a good HD for the ST. BUT: How do I tell the ICD formatter about the new increased capacity? I have a fairly new (January '89) version of the software, but the drive is still newer.

I have done the obvious: I changed the spt entry in the ICDFMT.DAT file from 31 to 32 tracks. This seemed to work, until the formatter came near the end of the drive. There it reported about 1500 bad sectors. This sounds a bit high, especially since Maxtor specs their drives at 1 hard error per formatted MB. So I wouldn't be surprised at 100 bad ones, but 1500 ?? The formatter printed out only about a hundred, though. (!) I haven't played with the other options yet, such as changing the number of reserved tracks (it's 9 now, for whatever reason -- the LXT100S has a dedicated parking zone).

I have defined 6 partitions. The HDUTIL program option 'check for bad sectors' consistently crashes on all of them. The CLDEMO program (a demo of an ICD hard disk cleanup program) crashes on the last partition, and displays weird values for the partitions over 16 MB (yes, I have TOS 1.4). Does anyone use the 'real' version of CLEANUP? Does it work??

The German distributor, Weide in Hilden, W. Germany, couldn't help. They suggested to use interleave 2:1. Bah!

So my question is: Has anyone used this combination before ? Does anyone have a newer version of the ICD software that takes into account the changed LXT100s firmware ?? HELP !!! Pleeeease ????

Of course, I've mailed off a letter to ICD. But we all know snailmail, and to the US at that! During the CeBIT fair at Hannover, Tom Harker, president of ICD, told me that they were going to get a usenet feed (I think he said that they bought a VAX or something). But I can't call their BBS, and I don't have GEnie or CompuServe accounts. (I *can* supply their Illinois phone #, if someone near them could give them a call, that would be ***grreat*** !!!)

Any and all help, hint, good advice, remark etc. is most welcome. Thanks!

Bitnet: VBRANDT@DBNUAMA1 Volker A. Brandt
UUCP: ...!unido!DBNUAMA1.bitnet!vbrandt Angewandte Mathematik
ARPAnet: VBRANDT%DBNUAMA1.BITNET@CUNYVM.CUNY.EDU (Bonn, West Germany)

615. TeX

Newsgroup: comp.sys.atari.st
Date: 1989-04-12 17:32:29 UTC
From: mcli@uhura.cc.rochester.edu
Message-ID: <1491@ur-cc.UUCP>
Source record: 249237

Hello everyone,

I'm interested in obtaining a version of TeX for the Atari 1040ST. However,
I see that there are a few versions of TeX out there like CTEX and STTEX.

What I would like to know is:

1. Which is your favorite?

2. Why is it your favorite?

3. Does it run on a Monochrome 1040ST with only 1 DSDD drive?

4. Can you get decent printouts on a dot matrix Epson compatible printer?

5. What dvi previewer do you use?

6. Do you have to generate your own fonts?

7. Which server has the latest versions.

Thanks a lot. Reply either by Email or posting. I'm sure there are others
who are interested.

Maurice

****
* *
* Optics... The wave of the future ** ** ** *
* * * * * * * * *
* BITNET : MCLI_SS@UORDBV, MCLISS@UORVM * * * *
* UUCP : ...rochester!uhura!mcli ** ** ** *
* Internet: mcli@uhura.cc.rochester.edu *** *** *** *
* ***** ***** ***** *
****

616. Supra 2400 modem

Newsgroup: comp.sys.atari.st
Date: 1989-04-12 17:50:30 UTC
From: dav@eleazar.dartmouth.edu
Message-ID: <13025@dartvax.Dartmouth.EDU>
Source record: 249238

I have this Avatex 1200 at home that seems suceptable to line noise problems. In my latest issue of STart I saw an add for the Supra 2400 and Flash 1.6 for $155. How good is the Supra? Is it fully Hayes compatable? Does it have a speaker?

In the same ad I saw a simular deal for $175 w/ the Avatex 2400. Is it a better quality modem than the 1200? I posted an article about the problems with my Avatex 1200 and got lots of responses that the modem was ah... shall we say... 'not too good'.

_
"Shadow, do something! Those flying Morpheous / \
birds are going to get us!" Psimon / _ \
shadow master / //\ \
"O.k., o.k., I'll cast Dav El II / // \\ \
Transmute Roc to mud." / /____\\ \
We are the /________\\ \
warrior spirit. __________\/

617. Re: startup screen

Newsgroup: comp.sys.atari.st
Date: 1989-04-12 18:00:17 UTC
From: root@yale.UUCP
Message-ID: <56733@yale-celray.yale.UUCP>
Source record: 249239

In article <10201@polyslo.CalPoly.EDU> jriegel@polyslo.CalPoly.EDU (Jeff Riegel) writes:
>
> I have been experimenting with writing a "startup screen" type program such
>as exists on the Amiga and Mac, to replace the desktop's background. But I
>have noticed that the desktop's windows tend to eliminate any background, and
>the desktop seems to simply redraw the green (or dithered on monochrome) field.
>Does anyone know any way around this? I had thought that the desktop would
>simply have the green background set up in a buffer. This would speed up
>redraws. But apparently the desktop itself must redraw the screen and any
>windows that are underneath another window.

I think the way they are doing it is actually the faster. Copying the
background from a buffer would probably result in something like
move.l (a0)+,(a1)+
at the center of a loop, whereas just putting the pattern back could be
move.l PATTERN,(a1)+
where PATTERN is some constant. I expect that is a fair bit faster.

But anyway... I was also thinking about this sort of program a while back, and
here are the approaches I was considering:

1) Have a desk accessory open a window with the image. Am I right in thinking
that the accessory will then correctly get the window redraw messages? If so,
this would be very straightforward.

2) If I remeber correctly, the background is window 0. Therefore, you might
be able to intercept TRAP 2 looking for redraw window 0 messages, and handle
them yourself. I'm not sure, however, that these messages are ever sent, it's
possible that redrawing the background is done automatically as part of
something else (and, of course, intercepting traps is no doubt a developers'
no-no).

> Does anyone know of any existing utility that installs a background screen,

No, which is kind of surprising. I can't believe no one has thought of this
before, which may mean that getting it to work is a lot harder than either of
us imagine.

>
>-Jeff Riegel
>jriegel@polyslo.calpoly.edu

Larne Pekowsky
Pekowsky@yale.arpa
CIS: 73715,1552

618. Re: Flaming Irritation

Newsgroup: comp.sys.atari.st
Date: 1989-04-12 19:14:17 UTC
From: reynolds@dasys1.UUCP
Message-ID: <9322@dasys1.UUCP>
Source record: 249240

I bought the Atari version of Falcon as soon as it came out. Right out of the box disk 2 was bad. My dealer was kind enough to replace it with his personal copy of disk 2. I played it for a while and then put it away to do "serious" work with my machine. When I took it out again recently disk 2 was garbage. I wrote to Spectrum Holobyte explained what happened and ordered the backup disks. The disks came with an invoice (I had to pay for the new disks) that had the reason for replacement marked "User error." I don't know about you but to me storing the disks in their original box (away from magnets, etc.) for a couple of months is not user error!

I then figured out that the only way to get the disks to work was if I physically removed the hard disk cable before turning on my machine. Now both sets of disks work. I assume that if you have an internal hard disk you're stuck.

You are supposed to be able to copy disk 2. I have yet to get a copy of disk 2 to work. Spectrum Holobyte's answer was to send them my disk so they could copy it.

Other than the copy protection and the stupid code wheel (which does not look like the on screen graphics) Falcon is a fantastic simulator.

I read in a magazine that Spectrum Holobyte is upset that there are already code wheel diagrams and other "cheat sheets" for the Atari version on some BBSs. What do they expect? The manual is the same as the FalconAT manual (the table of contents even says FalconAT) and I assume it uses the same type of code wheel. I know all the keys are the same. Don't they realize that someone with a copy of the cheat sheets for the IBM version retitled it and posted it for the Atari? I also read that Spectrum Holobyte is going to release Orbiter for the Atari. Orbiter was a really acurate space shuttle simulator that was way too slow on a PC. It should be better on the Atari, but I won't buy it if it uses the same protection as Falcon.

By the way, I had similar problems with Gunship but after ordering the backups disks they were nice enough to reply to my letter. I guess I always like MicroProse anyway.

ttfn,
Brian

--
|Brian Reynolds
|UUCP: ...!sun!gotham\
| ...!cmcl2!phri!dasys1!marine!reynolds

| ...!uunet/

619. Memory upgrade shortens life expectancy???

Newsgroup: comp.sys.atari.st
Date: 1989-04-12 19:27:50 UTC
From: tim@brspyr1.BRS.Com
Message-ID: <5751@brspyr1.BRS.Com>
Source record: 249241

I just had a strange conversation with my local Atari service center.

I have been experiencing some problems with my ST lately (a 520 ST with
2 meg upgrade using the Aerco board), and it finally went completely yesterday.
So, I called the local service center and explained that I had a problem with
my ST; the person I talked to asked if I had a memory board upgrade and when
I said yes, she said she didn't want to see it.

THEN she said that she had seen "a lot" of ST's with fried main logic boards
and some power supplies after about 18 months of using an upgrade board, and
that the only corrective action is total replacement of the CPU. She said to
save the $30 that it would cost to have them open the case and find this out.

Is this that common? Can something be done to prevent it? Is there some "safe"
upgrade that we should all be using, or are all memory upgrades terminal? Is
my local service center pulling my leg?

(I had heard that the connection of the memory board becomes loose, and I tried
to get a better connection, but with no success).

Any information you can add would be greatly appreciated.

-- Tim
--
Tim Northrup +---+
+---------------------------------+ GEnie: T.Northrup |
UUCP: uunet!steinmetz!brspyr1!tim | Air Warrior: "Duke" |
ARPA: tim@brspyr1.BRS.Com +---+

620. Re: Supra 2400 modem

Newsgroup: comp.sys.atari.st
Date: 1989-04-12 19:40:47 UTC
From: gdtltr@vax1.acs.udel.EDU
Message-ID: <3309@udccvax1.acs.udel.EDU>
Source record: 249242

In article <13025@dartvax.Dartmouth.EDU> dav@eleazar.dartmouth.edu (William David Haas) writes:
>I have this Avatex 1200 at home that seems suceptable to line noise
>problems. In my latest issue of STart I saw an add for the Supra 2400
>and Flash 1.6 for $155. How good is the Supra? Is it fully Hayes compatable?
>Does it have a speaker?
>
Simply put, good, pretty much yes, and yes, respectively. I run one off
my Atari 130XE & have had little problem. All of the Hayes set is supported
except for some stuff that would rarely be used (except, perhaps, in the UK.)
The speaker tends to be a bit loud, but it is there. I owned an Avatex before
it (1200, not HC), and the Supra is a good bit better. For some reason, though,
the DTR line isn't used properly in mine. Anyone else have that problem?

Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

621. ARGV definition (MWC)

Newsgroup: comp.sys.atari.st
Date: 1989-04-12 19:49:46 UTC
From: dag@per2.UUCP
Message-ID: <845@per2.UUCP>
Source record: 249243

This is posted for a friend who works at Mark Williams Company and does not have direct access to news. Please E-mail replies to rec@mwc.uucp.

Subject: ARGV definition

For those who don't have MWC documentation, or do but don't RTFM, here is the definition of the MWC argument passing convention. I'm quoting from the 1986 manual, but the text, and the convention, hasn't changed in substance. This is the from the article for 'crts0.o' which I found by following the cross-references from 'argv'.

"The runtime startup module, crts0.o, is the first code executed when
"your program is run. As its first action, it parses the environment
"string list passed by TOS into a vector of string pointers. This
"vector is saved in the variable external char **environ, for the use
"of the library routine getenv(), and passed as the parameter char **
"envp[], for the information of the function main().
"
"If the environment vector contains a parameter named ARGV, then the
"run time start-up assumes that the program was executed by msh (or
"by some other program that agrees that programs should have arguments),
"and that the remainder of the environment vector is an argument vector
"that should be passed as the parameter char *argv[] to the function
"main().
"
"If the argument ARGV has a value, such as ARGV=CCAP??, then the
"value should consist of characters from the set [CAPF?]. The char-
"acters describe the origin of the system file handles as Console,
"Auxiliary port, Printer port, File, or unknown. The runtime startup
"stores the value of ARGV, if it exists, into the external variable
"char *_iovector for the use of the routines that emulate the
"functions of the COHERENT operating system.
"
"If no ARGV parameter is found in the environment, then the run time
"start-up program assumes that the program was executed by a simple
"GEMDOS Pexec(). The buffer cmdtail is parsed to form the argument
"vector for main(). ARGV[0] is supplied by the external variable
"char _cmdname[], which should be supplied by your program, or it
"will be set to ? by the library. The value of the variable _iovector
"will be set to the default CCAP??????????????????????????;.

The only change which I can detect in the latest revision of the manual is that the crack about '(or by some other program which agrees that programs should have arguments)' has been toned down.

I've always been a little caustic on this subject, :-).

The only change in the implementation not yet noted in the article
is that the default value of argv[0] is now the empty string in
accordance with the draft proposed ANS c language.

Quoted material is Copyright (c) 1986 by Mark Williams Company.

-- rec --
-------- End of forwarded posting ----------
--

Daniel A. Glasser One of those things that goes
uwvax!per2!dag "BUMP!!!(ouch)" in the night.
---Persoft, Inc.---------465 Science Drive-------Madison, WI 53711----------

622. Re: DESKJET INK CARTRIDGES

Newsgroup: comp.sys.atari.st
Date: 1989-04-12 19:50:12 UTC
From: neff@hpvcfs1.HP.COM
Message-ID: <2150001@hpvcfs1.HP.COM>
Source record: 249244

When refilling DeskJet ink cartridges be aware of the fact that the cartridge was designed to be disposable and our thermal resistors and orafices are not designed to last "forever". This coupled with various contaminants which will inevitably get into the "roll your own" refill techniques implies that print quality (mainly weak/clogged/dead nozzles) with degrade over time. You might be able to refill a cartridge a few times, but don't expect to do it forever.

One easy way to save money is to print all rough drafts in draft mode. This is both faster and uses less ink. If you print approximately one rough draft for each letter quality draft the cost per page for ink will be less than the cost per page for toner in a LaserJet. Of course if you also refill LaserJet cartridges this saves money, but refilled LaserJet toner cartridges are grounds for voiding your warrantee (for some good reasons). With refilled DeskJet cartridges the worst that can happen is damaging a disposable cartridge or getting ink all over the place :-).

As for waterfast ink, if there was a cheap "over the counter" ink that you could squirt into a DeskJet cartridge and get good print quality on plain paper with waterfast results, don't you think HP would be using it :-)?

As for our own progress on waterfast inks I am not allowed to give any time frames, but I am allowed to say we have a high priority highly staffed project working on the problem and we are confident that we will have waterfast DeskJet ink cartridges at some point in the future.

One more note for you Atari users who think the DeskJet is too slow. We just announced the DeskJet Plus. It will do graphics 5X faster than the DeskJet when the parallel port is used. It also does text faster and picks and moves paper twice as fast. It is priced at $995 and the DeskJet is now priced at $795. I did most all of the performance improvements on the DeskJet Plus and would be happy to provide more details upon request. I suspect that your Atari applications cannot generate graphics as fast as the DeskJet Plus can print it.

Presently there is no official way to upgrade a DeskJet to a DeskJet Plus, however it mainly involves a new logic board (faster CPU with more address lines, more ROM and RAM) and a new paper motor, plus a few cheap odds and ends. It is not that hard to insert logic boards and replace the motor (it was "self evident" to me, and I am a CS type). I have presently asked for permission to post the part numbers, cost, and instructions to do an upgrade but I have not gotten permission yet and I probably will not get permission, but who knows. If DeskJet owners scream loudly enough an upgrade may be available, but it would be fairly

expensive (probably in the $300 to $400 range). If you do the labor yourself the actual parts might cost somewhere in the low $200 range. There is only one aspect of the upgrade which is "subtle" and could be hard to describe and hard to do yourself.

Dave "Mr. DeskJet" Neff
hp-sdd!hpvcla!neff

623. Re: how to kill a mouse cursor

Newsgroup: comp.sys.atari.st
Date: 1989-04-12 20:25:26 UTC
From: kloppen@gmdzi.UUCP
Message-ID: <1022@gmdzi.UUCP>
Source record: 249245

I read your question a while ago, and I read the answers, I think they are not very helpful. So I'll try to explain what I know.

I mostly program in Modula2 and never used a line-A instruction. The AES has a graf_mouse call (AES 78). I remember, but dont know exactly, that after several show mouse (#257) calls, you have to call hide mouse (#256) as often until the mouse is killed. But when you call it whith show mouse, the mouse appeares independent of hide mouse calls.

The VDI has show cursor (VDI 122) and hide cursor (VDI 123). The VDI has the opposite counting: "Once the cursor is visible, a single Hide Cursor causes the cursor to disappear. GEM VDI keeps track of the number of times the Hide Cursor is called..."

What happens if these calls are mixed, what can be the case in calling foreign programs, I dont know. But in a similar case I call the VDI Hide Cursor and the mouse is always invisible.

The second problem arises - I think - when programs dont close their windows and your shell inherits them. The desktop always cleares the entire window system after program termination. I'd try do make close window calls for 1, 2, ... 8? after return of a called progam.

kloppenburg@kmx.gmd.dbp.de
UUCP: kloppen@gmdzi

624. question about uniterm 2.0e

Newsgroup: comp.sys.atari.st
Date: 1989-04-12 23:03:00 UTC
From: drc@beach.cis.ufl.edu
Message-ID: <20063@uflorida.cis.ufl.EDU>
Source record: 249246

I just picked up Uniterm 2.0e to replace version 2.0c.
One question: how do I abort dialup? I have had to warm-start
my machine to abort a dialup; nothing else I tried worked.
In version 2.0c, an alt-c would do the trick; it didn't work
for 2.0e. Did I screw up something in the setup? Please mail
any replies directly to me. Thanks.

drc

625. Single sided -> double sided

Newsgroup: comp.sys.atari.st
Date: 1989-04-13 00:19:02 UTC
From: BSR@19634.UUCP
Message-ID: <8904121505.AA12156@cernvax.uucp>
Source record: 249247

Hi y'all,
Could some floppy disc guru tell me if the following is a good thing to do or not? I bought a 520 ST with single sided floppy a couple of years back. I used double sided discs and formatted them single sided, as one would. Now I have just bought a double sided drive, and I would like to use the other sides of all those discs I have collected. What I have tried to do is this: format the tracks on side 2 using Flopfmt, then shift all the existing tracks on side 1 so that consecutive tracks are now opposite each other on the disc. This diagram shows the conversion process from SS to DS...

```
0123456789 flopfmt 0123456789 shift 02468ACEGI
SS ---------- -> ---------- -> ---------- DS
unformatted formatted 13579BDFHJ
```

I then redo the boot sector to specify the double sidedness.
The new tracks A to J are now clear and usable. The disk now has twice the space as before.
My query is, is this a sensible thing to do? I have written a program that does this, and it seems to work okay. Would anyone like to comment on it? Please email me, and I'll summarize the response. Thanks

Barry Rowlingson
JANET: BSR@uk.ac.lancs.ph.v1 BITNET: BSR@v1.ph.lancs.ac.uk
maybe: BSR@19634.decnet.cern <- does this work for you?

626. FOR SPECTRE 128 OWNERS ONLY!

Newsgroup: comp.sys.atari.st
Date: 1989-04-13 02:31:28 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <890412.20312693.047888@SFA.CP6>
Source record: 249248

How'd you like to emulate the NExT computer on your Spectre 128?
Just kidding... The following INIT will change the windows of the
MAC into NExT look-alikes. Works perfectly on the Spectre. No
crashes, no bombs. ENJOY!

Signed:Larry Rymal <Z4648252@SFAUSTIN.BITNET>

Date: Tue, 11 Apr 89 21:41:45 EDT
From: siegel@harvard.harvard.edu (Rich Siegel)

This INIT makes all of your windows resemble windows on the NExT workstation.

I didn't write this, but I know who did. :-)

(This file must be converted with BinHex 4.0)

```
:$%eKD@jA4'9Q,P0TG!"6593K8dP8)3#3""'9!*!%*N46593K!!%!!"'9FNaKG3%
!N!F#!!K0B@PZ9d4&4QPd)'0NCAB!03L!!!S!0815rrm!!rq3#!!dfHB!-N$`!$9
$NJ15!3d!&`!"!*!$00S!58j*9&FM)b%K!+"CNhqJCSCZ!!!B!*!(%3m!N!34%J#
3#2E*!!!%#!MJ!S'!&Ji'A!GJ!"J#6)C!+9!%fK&i1!#`))$%#)FBB!!J-F3-'$K
$"J`&40!N6"Sh9iJ8-C*'!-%N6T*3Z6*L4!J3!FN!%%S`)%kG2(d#(FUdU01R!8&
PQI6R+3B!+3N#SQ$XJJ&XK@iT%`11b6F'I*c8!43X$3)"J!,qqkF@b5PJ!)3!33+
%l3mJ!!6!q-#@lf#qDJ--)'$J3!)&$"`mL##"3S8,'$4Xk1!"K)J4*8bF5+'#4BX
A-'6-U'(M4JiG2(Vi!"*%L%`M5*)S@G,%b4-S8UC3U@,P5KBY@lKdmI)P*)!)q-!
i#"Kc*P3!3I6pFqFN6[H3!!m%10%(`-0i!#l1qcK[j6bLmk61#c[[$F3A'4KSB)#
&j8UbIrSS)F3CrMJ"$`Mmf)HIIV"JiKq!!K*S)!Mk+*MIIN+iS3!N3E4K!$5d`4-
B$"")+#)!),`!!!%[",'L##SLm-)A+b*a$Jm!N!!!J!N")#%%-F1J!)!+24D"6$(
8%1'M%%)!%``dJTJ&!!mLI+"@LLZfq'+--pCi6J`!1+%,!*a)b8L99kV)SSX%`!L
!M$4bp'@BBr)"3J"QSPN(PQYZq@DAFS)TTNCj@VQRQPUfb@@F0JSk*J0h&UU@%S#
S`B%5JDM"!"'!%"()S#"iUKDRJeV!UDKeB+U'!U+1D3#TGEL!)`"cb3,)'!D)!!!
FBGB"bb&L-&!B%$,NY4F3DXN#V!BZ'-[AX%JFiB0)4cJ5$!`(4#[$!@VTb+-iL)L
6L,*Li--@-)I)-)!``,J`3,61!"1Y0)H8JB!NJSK"!+T6!!%'13"!)9!B#J8N`KG
U1@'&2p3JiFBrr+"#"`J2mp-$'J!3!5$&%&m-J",ri--a2aeJE-3rprb!i`#S(+)
b!!QJSXL!U#$b3V-)11b22DPN-+$1pU$#b'!p!1%228UiFI3E!EPMJ"X!-(!da9'
,!$8$-+5!&53B#`#,d[5m33(9@!XT!$4JNad$B!C3$3%5'#1!5LFh4if++(9$-2I
,!I#0bLCNrf"fi(T23MB-3KV3l`mSA[f$hT%)F3SUf0MA!K,q`#-jjCCMcXl0QD1
L4pd-m1eh+U"rhL`$U(`$1MbTTii+1E,R3EE985-HQ"C!-*leLPAd$J!UN`#0#L'
[Sj*(mYR)RXd2,J$B-[3Kb`a"p2FJ!3MM06[KaDK5"((&&6J4SI!rZ&#YJ"*#ZR(
'LJG#V3!)'-X"!K4$Z"-b&BL)J)hr$[X(,j!!`)B)H!)9CJJJ-3JB!9JJ-)!0+k!
`%!L$Ke8)!B(J4f!-mc"mL!!"Jp#J!*!!%!4B"-%-$!JJ-aK)$35#33%UC+!j+0J
X#)L*(d6"#J(m!!!(%%!2"-!$!Ha!!!N33!J%S)hqi*'rN!#")"Y2$+!h8)%*9(J
#"MLl)3d)JS!"!%`#!a$"!$!a!%m!3!%$`-B!V$%!DJ5Q#Jqc"acr3BqA#F#1Ie2
Jh!))$e5%JSpfa#-U!XL,26kXMhmmT-VQXXKrS'+3!!pMKL(rJ8MeX3m!EhKI!05
"48SD!$!6+"SG96M*2SU#N!"l`e(I92Qh6ZV$#X,V*$iq#B!*F'm5RI4(&Q)C[9Q
#NRZ4X+53!1$`2J!)JSqZK+A[HUP-!,L5PK&BCXLJbEe6k,%6I,`E+MYK1PCZJRV
bk#3p&MHm5B#6HRf-4#IY38jdSL)5J&cCbeL@LQbQ6hkAM%-a#B(-k2RMNrpiKc6
```

```
adFaFAS'Ad`4-0)GRcBF4Sj6DI&JKZDP+[hdcHZ'-hML&4lac4LqGkfcR4pp*KBI
*Sk58c%)F96V+3dD8NXrmT61CLG"r!Z%Il4JS04Qkc@i+T*A4X`FN6+S%)$!Y!-!
!TcM*f9'-ZM-58M!T)IPB0`@)D4qDH-)lSKD5!$$##SF%kcmbkNR!1%#8p,K#(+q
Cc90'FQl*4+J[Rh2,A1j5T`S&CNmVkXfiiV@@GIARA@HD8-!1$jk(M#N!+$$3JJT
@VMY&48-&509Q@98AqR#'9VND%'$-8Bi2Ub11#2!b!Z64S4"0*#8$L5-"2(+Ef93
Y2"VCb0Hq&CXZPHh,#V"E9+5#YB%jl6mHLPY+qK%-Z-NY'(c`f6R5)lE!GHdQ1RP
5i9'2(NhpKcfZqdlUfD16m+!#4a(lMbPQ!JaLk#H!X#"ApNT6(l5%`&rPbe1ANJ)
--&#[69G,@(biPl#kK#aJk#[CE-ERHh8J3[LZd)3XN!$[I1B3JL[qJBi"eFd"U&M
$B#cFV,2HG)CU1%c&U'F1lJ'#`a"6h`Z%*!G8S!-#(e!#!$3C[c25$`$f`jrqk-%
rrrN2a3Q5hiS"B!FA`eM'Cr!#(!,3JTZL)fP[1J0NS)D!0jP"),!))$YLbPpC!R5
fK0A(B'8j@-N#@FZSD-@4Cb`31F"K!%fQF&I4!!F"a"NG`X5N*Uf3!'GL#N(,krb
[1!8Ge2K+Nak'CZLC(mD10+rj$!D!!`(Zc!"A%%3!&$B$&+#-J$-JJ!&8Y[+I'Fe
P-([jTUD1RTMP@ZC6,2SIM9CcM'FFD6JlZG+AcR4!5*&RI3B%%i"@pCF26@J!M9Q
ML6Ec'@i'-66,'XPDX#3UM(N'++M[aRDiAa2CdH2r98jq0aE%J1i(YcHKf4524J!
F#R"R-'$JfKJ6K,EeaiiR2K%1"VJc#++($Zr945F0I[$jDUb!*Z)M#1J!!!4mr1d
ckSj93&#I$)5%!#)%)B$iB0`2![")&3[*$KK[(4EI*+Ck-)',!E!&!#3!!%8!J"m
"d-!C!k!+MJI!&-(9"XBAb3qHqrCTP!`CpI4"2AaN9aqGj%I`J1P+m@SmHK',"2A
m3EfS6ef@6MpX,TF1J+*h9p9H$kD3!&Q-LQed93@Sd(N(&jPa(P6[Yf$[jG'6c[9
h0Yfk82rk2kLHGkRl%q[Mh6VHUqGh!)AGicJZZh0XXA1hrk1fU8#m(%,q$HGB)Zf
0Ck6MI6YdVjXclK#cZkUcARA4!bMV5FqkkIf"HULVAThqE2hqaR[eAVjqkQ([[0c
&IXBKYhJErUl$%))3N5S`)3K81*r)S1B!Jc-mmcehHm45!A4iK#cNSAKD,B81HU0
rIZpK$ri4T2!%"MXB*eB)@994-3Ie'4cK#QGi,J%D$e&@#*p#HS-C$"$b8HLqHYp
(G(d(G2'`GdP(Ik+dI'IN-4+`-IL(5I[AIpVh!1$AIGR&Gi6RI[TcF!QhF0ifIcF
P$rChJ#'BJ2dh"3rM$bLBBJqB56#!"4d%J`##IA2N$h2%$jP(G@lR$lC92D1!IF'
RB1)cIZ9h2Yi!DQpLC3'K$1UcC"%!'(%J18L!"`SR*J0!"[D"1`S`!NKJ60*'E3%
"#`2#0h`N*J'!$%4c8qk3!$6EB3BXS!64N`pRB!+5S`SUd$RrS!iFSiFk9Pl`*`,
bK`-,S!V4m$$H!!BF)$P@q'jIF$RrB!iF!iPpk!hG"N#'@&UPpA03!`(P"@pH#!9
3J!K09"p3"%AJ&QrceSQP#!B3S$j#)#4ai)V6*JM"0`9&-"a3)($TTi$V!iYR-$C
MCdaL)J#'))[#L'",N!!%6-!%$fBqkFF2BL)2Y#!#0X-!dFJ++"!&%JBa)fH0ZJ!
2l%!3"J!!X0"$13)!db)&!("PHJ!!MP!h-Y*Kd,0bBM)2kV"C#Z!FLJ#2&cD2%L!
Qq-!0q"KRr1!FEX#2mYJXrkJ,qb!!q!J'9S#3!$hNMf,L$eE`N!"!)*%13*'km!m
bm*!!+U#4(-N2QV99q8J")UQ3!',5$`L!MbM`"IX'-GjM(j[&!#i!#%i!$8d3"$J
"!Mi*!NU!"`,J#'XJ!M#!)j!!-!T')!*)F*3!m!QRB!5cJ!aRX(!`q3@$m3)*!!U
3!2!A+h)P6%-!6KN!6!N'"M!!%l!!!M!36JN"iJ!%r5)%@"!&b!!a-X!,!J%#3ZN
+-m!(HaFB$#!Nr`!cCb!%Pi3!EJ!#I6NAJ4'83kPKI5N3MBN(#b!#DN!#N@N6!S#
)3T!!"S"T0QrL"L@#!*&j%*YT!*%j!)(4Q5[#!"QaPLqJ)4#!!`(`!P)!""-!'!I
JQ%6T!!L3!"%%8*Q3!$B"I##CRiB(2r!23bN'"N#FNTN!XbN!(T!!(Iq`"6)`@V!
!!Jr#$q%c!bkb2MJJ!*'`"KJJ!E6CN!!$m3!--"!"B!Ec)j6F-!%BF`!!d!!c)*3
3d%0"13$fd!C%`*S1F*e6-L"4m"m*mJ3aJ!F+J!8!J!&`J!#L!!CQ3!)aJ$&EC!'
LF!"QS!%KJ$&Di%`K`!G&)!9*X!3!`!&,&U(l0`-BB`%pj!dDT!FJN!!%"m-&6q!
$[+!1K1!%dF!V@KN$`#!!)+!@[!)'pR!`)2!"S5!#,[!HfU%152S&S$!#ir%2i2!
#H*!!!1l`PA8!!8E`T@!DTQ*U"!S(!fCkTQLDTM#JF$JJ!c+!!c43!cL!!c%J!c4
!!fikT`TA!c83"%(!Thi+U(rDTbi#!B&+U)+DU$93&%-J"&5!"QR3IT%+!Q%!!R*
3"R$!"Q%`"QA3"QAJ"K0M"QpJ2h5!"Q9JU@9`"R@JUICc"bp""Qp`"b"!"Q9J"Lq
4"R53!!C[N!#BF#!(Em#TC&!(PpSX!F%"54%#""%!4L!&eZ%856!%6M!#6K%A!A%
!4d%&6`%$!p%3!6%!-H!#-&!#h`S$)+"r)&!%FT!!"Q03$HeA(8B!!UjDUL"3UUI
U"'9J"9)`ScQ"V3&"!YZUQJdaVKP`V5!J"VEc!cm!!U@JREG4X,D$VZT+%-*!RIi
3#LJ!#LR`!JL3!!U5N!!&6r!#21#Z,`-!U3!+f3%!B!!#Ph#bIU#b((Z8*4X+4M!
%j)%'A"JB*fZ82&#bS(!%-#X+-NZc1(Dc!R#b6[#c2DX@[bN3!E!(CQ!$5L#)RK"
L5K#@CU!#$2!+lSS9CT!!)JJ!!QPaVe+J"*!!F!B`S#+JS!4*qJ*Gk!$fm3*AJ"8
```

```
fQM$jN!!+eB!$1C!!YID+VbYL"K+JXHAk*Q4V(rYhP(1J"UQ3!!a1N!!2pSS&b9F
(!4%!E+!`rU!2'SZa,h!"!D32!B5$5U-2UB!+RHGiJc)r8US#`DF`!I%##b!j)2Z
Xd6U2#P#b5AS'2JN%''X#52!#mT9&Bc)f5`!+)EQaSf!##1-&,[!*DQ'NP-X+0[)
$(2!#1*!!!!5`"2V$$b(3$03EFQkJ-kb!#Qm!!p2,!Z1!"3S!""!3!V#3!+8ZF!B
B`!#i!!9KX+S+J!HH&J-DK!!*`!*Q'32iS!"qX,p"i!lq`!Uk``"*"!!SB"MM'fF
Q%'FUS(dJm!mX)-(rS!)Q)$pK3!2LZlmbJ$0U3!!#LJ,3%!4!ZVrPHllTHm)Zi,f
Sd!FKm!h8DaBi!)eHB"pFm!JjQ36kJ`%SX!J'3!PDN32&H4"(a!TBN3,&#44!S3!
[`!"&3-$1U`BEe)iX%%!Q-%qE``i%)-3"!3K2M!482%,Yq$B2Nm@UY-9Ui44-(,P
1839`A!8US!UUX!TI%-F`3-HVB!9aE!0k$!9a2-Ge(-G9N!#Frl!2!J-!"E#Q$C(
)"I$"Gc!#8T!!!N43!M+3!!TQ)-QT8-Nai!4d-!+*E-N")FN"83)c-$Z5M!U!B-U
id!fM!!8)8!QQM!re-!k1c-J$3-L#[!Tr-"Hqr-[!(-c#2-c%A-c'I-c)R-c+I-a
Z("!'J4!&`a!fX!ri3!$)3"!F!!$#J"9E'a!kF+`%B34#i!4%F()")3A,fU`!i!9
f8!Cb-!H5U3EA+TQ#!,[5'K#D8"6Q("$6A*bd-TM2S8(6$!%(`TJV0`3!--d-)"F
!,3&MN!$3qh!9!6!A3#%"8$20fBaTre$4SJ!9#i#Y%U!-J5%!J"%A2PP,N!!`V3C
G!Ibm$a5J!#ha%PI`UV&+!Be,"5$`%R6JcQD`UDGU"eJ%!c'!!&1!"V%kcpGa(6h
@!!!:
```

627. Atari equipment/books/sw for sale

Newsgroup: comp.sys.atari.st
Date: 1989-04-13 04:00:00 UTC
From: timk@egvideo.UUCP
Message-ID: <1986@egvideo.UUCP>
Source record: 249249
Cross-posted to: kw.forsale,comp.sys.atari.st,misc.forsale

I thought I had these sold, but due to various reasons the sale fell
through so I'm trying again.

I have an Atari 520 ST w/512K memory, external 3.5" 720K Floppy disk drive,
and monochrome monitor that I haven't used for almost a year now. Works
great, I've had no complaint about it's operation, but can't justify
having a multi-$100 system sitting around gathering dust. I'm asking
$550 for it.

I also have a copy of each of the following books:
Atari ST Internals
Atari Disk Drives inside and out
Atari GEM Programmer's reference.

Asking $15.00 each. (They retail for at least $25.00 each on the store)

1 Copy of Assembpro - a graphical system for assembly language programming
for the 68000 on the ST. Looks real nice, a friend of mine that's an ST
buff says he uses it for all his machine programming and has never had
a problem with it. Comes with manual and single 3.5" diskette.

Asking $50.00

Prices are all in CDN funds. If you pay in US funds I'll pay the shipping
costs to your location, otherwise shipping is extra. From what I've been
told there's no problem with duty costs going over the boarder (computer
equipment, software, and books are exempt from duty) so if you're in the
states that wouldn't be a concern.

+---+
|Timothy D. Kuehn timk@egvideo |
|TDK Consulting Services !watmath!egvideo!timk |
|871 Victoria St. North, Suite 217A |
|Kitchener, Ontario, Canada N2B 3S4 (519)-741-3623 |
+---+
Newsgroups: kw.forsale,misc.forsale,comp.sys.atari
Subject: Atari stuff for sale
Expires:
References:
Sender:
Reply-To: timk@egvideo.UUCP (Tim Kuehn)
Followup-To:
Distribution: na
Keywords: 520ST, Reference books

I thought I had these sold, but due to various reasons the sale fell
through so I'm trying again.

I have an Atari 520 ST w/512K memory, external 3.5" 720K Floppy disk drive,
and monochrome monitor that I haven't used for almost a year now. Works
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costs to your location, otherwise shipping is extra. From what I've been
told there's no problem with duty costs going over the boarder (computer
equipment, software, and books are exempt from duty) so if you're in the
states that wouldn't be a concern.

Email or voice only. I don't read some of these newsgroups.

+---+
|Timothy D. Kuehn timk@egvideo |
|TDK Consulting Services !watmath!egvideo!timk |
|871 Victoria St. North, Suite 217A |
|Kitchener, Ontario, Canada N2B 3S4 (519)-741-3623 |
+---+

628. Re: PD modula 2 for the ST

Newsgroup: comp.sys.atari.st
Date: 1989-04-13 07:49:46 UTC
From: klute%trillian.irb@unido.uucp
Message-ID: <1279@laura.UUCP>
Source record: 249250

Here is some good news for you who send me e-mail to get the
Modula-2 system for the ST and for you who didn't: It's really
free and I am allowed to pass it on. I will do so as soon as
the ZOO archiving utility is out on comp.binaries.atari.st.

Please understand the the producer is neither willing to give
any support nor to answer questions of thousands of user all
over the world. If you have the system be happy. Don't expect
anything from anybody.

Rainer Klute ---- klute@trillian.irb.informatik.uni-dortmund.de
Univ. Dortmund, IRB |)|/ klute@unido.uucp, klute@unido.bitnet
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629. Re: UUE

Newsgroup: comp.sys.atari.st
Date: 1989-04-13 10:38:05 UTC
From: S82895@prime-a.plymouth.ac.UK
Message-ID: <8904131107.AA23560@ucbvax.Berkeley.EDU>
Source record: 249051

Hello Chris Edington.

UUE is a UNIX program (so I have been told, but more on that later) which will convert an 8-bit binary file (in fact it can be used on any file:7-bit or 8-bit) to a 7-bit file.

UUD works the other way. It reconstitutes a 7-bit for to an 8-bit file.

PURPOSE: Some networks will only transmit 7-bits, so computer s/w usually needs encoding so that it can be UUEncode/SENT -> RECEIVED/UUDecoded without losing the data.

The original versions of these programs were written in 'C' for UNIX machines, but the code has been successfully converted to run as a UUE.TTP and UUD.TTP

When using UUE.TTP (I have a fairly new version for my own use, so the operation may be slightly different to what I do and what you do.), you double-click on UUE.TTP and enter the filename to be encoded. On my version, I can enter a command to create several files of UUEncoded data, each with a set number of lines.
Eg: To UUEncode a file called MYPROG.PRG I would enter in the TTP dialog,

MYPROG.PRG

If I wanted to create files that only had 500 lines in (512 lines is about 32K) I would enter,

-500 MYPROG.PRG

The reason for being able to set the file size (this in effect is what you are doing when you set the number of lines) is that certain mailers will discard the file after a certain amount has been read. (It is very difficult to give a perfect size, but I have not had any problems with using files of 512 lines.)

When using UUD.TTP, you would do exactly the same, except that you do not need to give a filesize. There is a different option available with UUD.TTP. It is

-d

Therefore, to decode a file,

MYPROG.UUE

If the encoded file is just 1 file. OR

MYPROG.UAA

Multiple files created by UUE are have the extendor .UAA then .UAB .UAC .UAD etc
When they reach .UAZ thy go to .UBA.......

The option -d gives details of what is happening when you are UUDecoding.
Eg.

-d MYPROG.UAA

will give something like this: (For the sake of an example, I am using a 3 part file. MYPROG.UAA .UAB .UAC)

```
Begin uudecoding: MYPROG.PRG
Sequence checking on. /* Notes for this */
Reading next section from: MYPROG.UAB
Reading part b
Reading next section from: MYPROG.UAC
Reading part c
Finished uudecoding.
End of file.
```

You would then have a normal copy of MYPROG.PRG

NOTES: You will see the phrase : Sequence checking on.
This is a sort of check that goes on inside UUD to make sure that it can keep track and prevent any errors whilst decoding. Some file are UUEncoded using an older version and do not provide this function. When UUDecoding, they give : No sequence checking.

That's about it.

You do of course have to ARC all the files you wish to send as all files get bigger when encoded. EG: A file was 8632 bytes. When UUEncoded into 1 file it became 12383 bytes. Not much agreed, but UUEncode a 250K demo, it becomes 358K. (Approx. values)

If you do not know how to use ARC.TTP then I will send you the help files. If you want them, please reply ASAP.

That's all,

Bye,

Gilbert.


```
====================++============================================================
Richard Alan Quadling|| (JANET) S82895@UK.AC.PLYMOUTH.PRIME-A
11, Fellowes Place, || (BITNET) If you can fill in the blanks for me I would
Millbridge, || be very happy.
Plymouth, |+=========================================================
Devon, || DISCLAIMER : Anything said by me is the truth as far as
England. || I know and I cannot be held responsible for any offence
PL1 5NB. || this causes. If you don't like what I say, then don't
Tel: (0752) 567045 || read it.
====================++============================================================
```

630. Re: Transferring files.

Newsgroup: comp.sys.atari.st
Date: 1989-04-13 10:45:16 UTC
From: S82895@prime-a.plymouth.ac.UK
Message-ID: <8904131110.AA23710@ucbvax.Berkeley.EDU>
Source record: 249052

Hello Chris Edington.

Whether you need to just unARC those files, depend on whether they are UUEncoded or what. If they are, then read my other reply Re: UUE. which I sent.

I can send you the documentation for the ARC.TTP program if you want it. Either reply direct to me or to the digest.

I would offer more help, but as yet, I have not been very successful with getting anything out of BITNET. What server are you using, and what commands do you use. I have sent the following commands in a subjestless and without a disclaimer (See below) and I still get errors.

INDEX INFO-A16 or index info-a16
INDEX PROG-A16 or index prog-a16

and I get the return mail saying that both these lists are unknown by the LISTSERV.

Any comments other than those requesting for ARC documentation, please send to the digest.

Thanks,

Gilbert.

====================++==
Richard Alan Quadling|| (JANET) S82895@UK.AC.PLYMOUTH.PRIME-A
11, Fellowes Place, || (BITNET) If you can fill in the blanks for me I would
Millbridge, || be very happy.
Plymouth, |+===
Devon, || DISCLAIMER : Anything said by me is the truth as far as
England. || I know and I cannot be held responsible for any offence
PL1 5NB. || this causes. If you don't like what I say, then don't
Tel: (0752) 567045 || read it.
====================++==

631. Re: TeX/LaTeX

Newsgroup: comp.sys.atari.st
Date: 1989-04-13 11:05:10 UTC
From: eykhout@wn2.sci.kun.nl
Message-ID: <417@wn2.sci.kun.nl>
Source record: 249053

From article <8904111313.AA05948@ucbvax.Berkeley.EDU>, by 01659@AECLCR.BITNET (Greg Csullog):
> One of the groups at my workplace is considering a Mega and an SLM804 with
> UltraScript; the group wants to know if LaTeX is available for the ST (I
> told them TeX was) and is there an SLM804 driver available (TeX/LaTeX without
> a laser driver would seem kind of pointless).

There are two German firms, Kettler and Tools, (Kettler seems to
be out of bussiness, but also seems to have been taken over),
that have TeX. LaTeX is included in both cases. Tools btw also have
Metafont. The Tools DVI.PRG has a driver for the SLM804.

However, if you are very picky where it concerns visual output,
there is a warning. The SLM is a write-white engine, and the TeX
Computer Modern font is very susceptible to damages. Thus the result
is not as good as, say, on an Apple Laserwriter. I have used both, so
I can compare them. If you have other fonts (the Postscript emulator
seems to be almost available) the problems may not be so bad.

Victor.

632. Re: Is there a software server left?

Newsgroup: comp.sys.atari.st
Date: 1989-04-13 13:05:16 UTC
From: EHARNDEN@AUVM.BITNET
Message-ID: <8904131339.AA29984@ucbvax.Berkeley.EDU>
Source record: 249054

yo! if you answer that question (see subject line) do it to the digest, too.
i want the same info. Please.

Eric Harnden (Ronin)
<EHARNDEN@AUVM>
The American University Physics Dept.
(202) 885-2758

633. CDN MACHINES IN FRANCE?

Newsgroup: comp.sys.atari.st
Date: 1989-04-13 13:30:00 UTC
From: BOLLINI@HUSKY1.STMARYS.CA
Message-ID: <8904131234.AA27129@ucbvax.Berkeley.EDU>
Source record: 249055

Here's a simple question to which I can't get a firm answer. I'll be spending next year in Paris on sabbatical year (no expressions of sympathy, please: I'll just have to grit my teeth and bear it). I run a Mega4 here in Canada, and I'd like to carry the computer with me. Now the CPU and keyboard are quite portable, and present no problems; I'm told the computer will run perfectly from a transformer. But no one seems to be quite sure how to handle monochrome display. Can I buy a monitor in France and expect it to run with, say, a few sparkles? Or do I have to tote my monitor to get a display from my Canadian computer? Can I have the power supply replaced in Paris to run European monitors? And, incidentally, is there a problem with *ALL* European software on North American machines? Perhaps Ken B. can get some definitive statements from in-house gurus in Sunnyvale with respect to these questions: it can't be all that unusual to want to run a 110v, 50Hz machine in 220/60 lands. Many thanks for any advice from any of you, especially those who have done it.

634. help with internal compiler error in MWC

Newsgroup: comp.sys.atari.st
Date: 1989-04-13 13:53:32 UTC
From: benw@syma.sussex.ac.uk
Message-ID: <886@syma.sussex.ac.uk>
Source record: 249056

```
i am using MWC (v3.0) on an atari 1040 with two double sided drives.
when compiling the following, with the source on a 512k RAM disc
(of which some 300k is free) which also holds \tmp, i get the following
message:

In cc1: Internal compiler error::no match,op=61

code follows:

void foo(fx)
float (*fx)();
{
float fc,x=1.0;
fc=(*fx)(x);
}

my manual says "this shouldn't happen". does anyone have any ideas why cc1.prg
gets confused with the declaration

float (*fx)();
...
fc=(*fx)(x);

and any ideas on a fix ? i can also generate internal compiler error
op=69, but it looks like the same problem in a different quise.

i'd be most grateful for any help you can give me on this. i am snailing
a copy of this to mark williams co. but am hoping that i might get a
quicker response over the net (and that MW are listening).

ben whitaker

--
------------------------------------------------------------------------
school of molecular sciences # EARN kafe3@cluster.sussex.ac.uk
university of sussex # UUCP mcvax!ukc!icdoc!syma!benw
brighton bn1 9qj (uk) # phone (44) 273 606755 x3221
```

635. RE: UUE.

Newsgroup: comp.sys.atari.st
Date: 1989-04-13 14:32:00 UTC
From: BARRSTEVE@UNCG.BITNET
Message-ID: <8904131502.AA03702@ucbvax.Berkeley.EDU>
Source record: 249057

Oh, boy. UUE stands for uuencoded. This is a useful device for getting around some of the transmission problems 'net users face. It converts a file into a text file. This file can then be uudecoded back to its original form. I'll try and find the source and instructions for it.

P.S. if you have a PD Postscript to Runoff coverter you could make our school a better place.

Oh, yeah:
STeve Barr BARRSTEVE@UNCG BARRSTEV@NeXT.UNCG.EDU

636. Spectrum Holobyte & FALCON

Newsgroup: comp.sys.atari.st
Date: 1989-04-13 15:15:34 UTC
From: Xorg@cup.portal.com
Message-ID: <17109@cup.portal.com>
Source record: 249058

From GEnie:
Mr. Louie,

You did not in fact write your open letter to address the impact of piracy - you wrote your open letter *specifically accusing* the ST community as a whole as being the most tolerant of piracy. A quote directly from your letter:

> "In addition, ST pirates seem better organized and
> piracy seems more accepted (or, should I say, tolerated)
> by ST users."

Not only is this complete nonsense, but it is also highly slanderous. It paints a distorted and mythical image of the ST community. An image which I and many other ST owners have been fighting for YEARS to put to rest.

You also are completely ignoring the root cause of ST FALCON's previously slow sales - ADVERTISING. I have only a basic business education but I can tell you that without advertising NO product will sell. You quite erroneously state:

> "Some of you point out that we haven't taken out many
> ST ads."

The truth of the matter is that your company didn't take out *ANY* ST advertising before February of this year and you had ALREADY proclaimed that slow sales were due to piracy!! Do I really need to take you by the hand and go back through the message base to show you what you wrote?

> "Many of you feel that we should just shut up about the
> whole issue and go back to the IBM and MAC market."

This is nonsense also. I defy you to show us even ONE post where anyone has asked you to leave the ST market. What we would like you to do is stick to selling and supporting your software rather than posting slanderous 'open letter's in non-ST magazines that are based on nothing but rumor and myth.

> "FALCON ST has climbed to the top of the charts..."

Not only does this directly CONTRADICT what you have been trying to ram down our throats about piracy, but isn't this EXACTLY what I and many other ST owners predicted MONTHS AGO!! If you'd like me to, I can take you by your hand again and show you what you posted back in February when everyone was telling you that FALCON **would be** the

best-selling ST program and that your company had nothing to worry about.

[Items about advertising and editorial coverage, reviews...]
"So I can't buy your agrument that nobody knows about the product...]

Again, you are referring to items which appeared **AFTER** you had ALREADY proclaimed slow sales due to piracy and started spreading your 'open letter' to non-ST magazines. My argument was that the majority of the ST user base was unaware of FALCON's release due to your company's non-advertising and the lack of reviews. I pointed to that as the cause behind FALCON's slow sales back in January and February. Now everything is fine and sales are up to speed aren't they? Just like everyone here said they would be...

"Be realistic..."

I'm being very realistic. If you realized the damage that your letter is now causing the ST community in the computer world you would be quick to understand the outrage at your letter here on GEnie, on UseNet, and in FOREM FNET. If you were an honorable man you would post a retraction of your original comments or in the very least post an update or correction stating that sales have improved dramatically since the advent of advertising and press reviews.

Peter Szymonik

637. Re: RSC2C ob_spec cast (was OBDEFS.H)

Newsgroup: comp.sys.atari.st
Date: 1989-04-13 15:23:10 UTC
From: bobs@moliman.MoliEnergy.BC.CA
Message-ID: <469@moliman.MoliEnergy.BC.CA>
Source record: 249059

In article <780@stag.UUCP> to_stdnet@stag.UUCP writes:

>From: stag!thelake!steve@bungia.mn.org (Steve Yelvington)
>
>A problem, and some questions, on resource files:
>
>I've been using Bob Silliker's RSC2C.TTP program to decompose (is that the
>right word?) GEM resource files into C sources. I ran into a small
>incompatibility with the OBDEFS.H file I've been using.

Stuff deleted.

>RSC2C program produces code in which that field is either a long
>hexadecimal number, a string, or the address of any of several other types
>of array. If it is the former, Sozobon C refuses to compile the code,
>since it is expecting a pointer. If it is the address of a non-char array,
>it merely complains.

>I recently acquired Mark Williams C, so I took a look at the OBDEFS.H file
>that came with it. In that file, the declaration is changed to unsigned
>long.

>Now (finally) to my questions:
>
>* Is the MWC alteration of ob_spec from char * to unsigned long in
> OSBIND.H appropriate? Should I alter my OSBIND.H file to unsigned long?

I don't think this is a good idea unless it comes straight from MW. You
will lose compatibility with MWC sources otherwise.

>* Should I fix RSC2C so that it casts the field to a char pointer? I'm
> leaning toward the this alternative.

Yes. Please do not post the complete sources or the binary. Posting a
patch is acceptable. I will be creating a new version that will allow
you to change the type of cast made into ob_spec. This will probably
take the form of a command line argument.

Are there any casts other than (char *) and (unsigned long) that
should be included? Anybody?

+---+
| Disclaimer: The above opinions are my own and not those of Moli Energy. |
+--------+---+------------+
| Bob Silliker | bobs@moliman.molienergy.bc.ca |
| | ...uunet!van-bc!resrch!moliman!bobs |
+---+

638. SEDT

Newsgroup: comp.sys.atari.st
Date: 1989-04-13 15:27:00 UTC
From: kxdcs@acvax
Message-ID: <8904131647.AA09382@ucbvax.Berkeley.EDU>
Source record: 249060

Is SEDT available for anonymous FTP anywhere on the net? If not, could someone make it so?

Derwin Skipp
Software Specialist
Computing Services
Arizona State University

639. Re: UUE.

Newsgroup: comp.sys.atari.st
Date: 1989-04-13 17:05:00 UTC
From: UNCSPL@UNC.BITNET
Message-ID: <8904131630.AA08431@ucbvax.Berkeley.EDU>
Source record: 249061

```
Hello,
UUE is a program (UUencode) which encodes binary programs so that
they can be transfered via the network.
--
Later, Scott P. Leslie (UNCSPL@UNC) Jax
```

640. PRGTOS --> ACC

Newsgroup: comp.sys.atari.st
Date: 1989-04-13 17:58:43 UTC
From: to_stdnet@stag.UUCP
Message-ID: <784@stag.UUCP>
Source record: 249062

From: stag!thelake!steve@bungia.mn.org (Steve Yelvington)

yz2y@vax5.cit.cornell.edu (Steve Coco) writes...

>
> Since I don't have a lot of programming experience, i'll pose this
> question and see what kind of replies I get.
> What does it take to turn a program into a desk accessory on the ST?
>
> - Steve Coco

First off, you need to replace the normal program startup code with a special (but simple) desk accessory startup module. If you're using a commercial C compiler, it should include such a module. If you're using Sozobon C, I can mail you DASTART.S, which I wrote and released several months ago.

The second requirement is that the desk accessory (a) register itself with GEM, then (b) go into an event loop in which it calls evnt_mesag() or evnt_multi(). This allows your DA to "go to sleep" until it hears from the GEM AES dispatcher.

Upon receiving a message from the AES, your desk accessory wakes up, checks to make sure the message is indeed intended for it, and then does whatever you want it to do -- using GEM and windows as necessary. That's it.

If the program you wish to convert is not a GEM application, you need to:
* manually save the top of the screen (the menu bar),
* open a GEM window the full size of the work area,
* hide the mouse,
* throw a VT52 clear-screen code at the console device,
* turn on the blinking cursor with another VT52 code,
... then run the bulk of your program.

After it's finished, you:
* turn off the VT52 blinking cursor,
* show the mouse,
* manually restore the top of the screen,
* close the GEM window, which causes the underlying application to redraw the work areas under it,
* return to the event loop.

Moshe Braner posted a nifty little skeleton program some time ago that does these things. I may have it here somewhere.

I believe that there is a requirement that your desk accessory not call the GEMdos function Malloc(). There may be a couple of other "gotchas" too.

Braner has put together a mutant MicroEMACS called GNOME that includes a desk accessory version. As you may know, MicroEMACS "mallocs like hell," in the words of a programmer friend. I believe he got around that problem by writing his own code that mallocs from a statically allocated internal buffer. Get the code; it's worth staring at.

Here is a little skeleton desk accessory that pops up a file selector (and does nothing with the results).

O/ cut here
=====O\==========

```
/*
* accskel.c
* desk accessory skeleton for Sozobon C
* link dastart.o, then this module, then the GEM bindings, then dlibs.
*/

#define MENU_ID "File selector"
#define AC_OPEN 30

/* these arrays are not needed for GEMFAST */
int contrl[12], intin[128], intout[128], ptsin[128], ptsout[128];

main()
{

int apid, menuid, msgbuf[8];
apid = appl_init(); /* say hello to the AES */
menuid = menu_register(apid, MENU_ID); /* add me to the Desk menu */

while (1) /* loop forever */
{
evnt_mesag(msgbuf);
if ( (msgbuf[0] == AC_OPEN) && (msgbuf[3] == menuid) )
wakeup();
}

appl_exit(); /* you'll never get here -- supposedly */
}

wakeup() /* display the file selector ... or whatever */
{
char path[128], defult[13] = '\0';
int button;
fullpath(path,"*.*");
fsel_input(path,defult,&button);
}

/*
* UUCP: {uunet!rosevax,amdahl!bungia,chinet,killer}!orbit!thelake!steve
```

```
* ARPA: crash!orbit!thelake!steve@nosc.mil
* #member <STdNET> The ST Developers Network
*/
```

641. RE: Transferring files.

Newsgroup: comp.sys.atari.st
Date: 1989-04-13 18:03:00 UTC
From: WALLACE@SASK.USask.CA
Message-ID: <8904131806.AA16337@dvinci.USask.ca>
Source record: 249063

From: IN%"INFO-ATARI16@SCORE.STANFORD.EDU" 12-APR-1989 20:27
To: Bill Wallace <WALLACE@SASK.USask.CA>
Subj: Transferring files.

Received: from UALTAVM by SASK.USask.CA; Wed, 12 Apr 89 20:26 CST
Received: by UALTAVM (Mailer X1.25) id 3876; Wed, 12 Apr 89 20:27:15 MDT
Date: Wed, 12 Apr 89 21:21:00 EST
From: Chris 'ST Guru' Edgington <EDGINGTON_C@WABASH.BITNET>
Subject: Transferring files.
Sender: INFO-ATARI16 Discussion <INFO-A16@CANADA01.BITNET>
To: Bill Wallace <WALLACE@SASK.USask.CA>
Reply-to: INFO-ATARI16@SCORE.STANFORD.EDU

Hello again,
Does anyone know about transferring files from bitnet to ST. I am
trying to get files from the PROG-a16 and what I am going to do is upload the
files to my vax account. Then transfer the files to a 3 1/2 disk on an IBM pc
using kermit on the vax. Will I then just have to unarc the files using ARC.TTP

on my st or what do I have to do? Please help???????
Chris Edgington

642. Re: Comdex impressions

Newsgroup: comp.sys.atari.st
Date: 1989-04-13 18:30:06 UTC
From: kimes@ihlpe.ATT.COM
Message-ID: <4682@ihlpe.ATT.COM>
Source record: 249064

From article <8202@chinet.chi.il.us>, by saj@chinet.chi.il.us (Stephen Jacobs):
> I just got back from Comdex.

So did I. I had a good time, but was a little disappointed
with their display.

> My impression was that
> everyone who should have known for sure considered the 16 MB limit on disk
> partition size a dead issue (but the explanations varied).

Ralph ?, the guy that writes ST Report, is running a Beta
version of TOS 1.4 and is regularly running with 32 Mb
partitions, so I think it is a dead issue.

> The PC4, STACY and the Portfolio were spoken of as if the engineering on them
> was done, and production was imminent.

I was told that STacy would definitely be shipping is June.
I'll find out for sure when I go back for the CES in June.
I was also told that the CD-ROM was shipping now in small
quantities and would be pushed when more software (disks)
were available. I tried to find out if the 520ST and 1040ST's
were going to be distributed through mass merchandisers such
as K-Mart, Sears, etc. now that the MEGA's were in 1,2 & 4 Meg
versions, but no one would say.

Kit Kimes
AT&T--Bell Laboratories
...att!ihlpe!kimes

643. Where to buy an Atari ?

Newsgroup: comp.sys.atari.st
Date: 1989-04-13 18:34:15 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <2245@water.waterloo.edu>
Source record: 249065

I have a friend who wishes to buy an Atari ST.
He lives in Laramie, Wyoming. Where should he
make the purchase?

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@water.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

644. Re: how to kill a mouse cursor

Newsgroup: comp.sys.atari.st
Date: 1989-04-13 19:44:13 UTC
From: kbad@atari.UUCP
Message-ID: <1451@atari.UUCP>
Source record: 249066

In article <8904051001.AA18434@ucbvax.Berkeley.EDU> USQB015@LIVERPOOL.AC.UK writes:
|Easy,
| Use A-line instruction 10 $a i.e. opcode $a00a

That's also a good way to get the AES confused about how many times the mouse has been hidden/shown. The AES keeps its own internal count of how many times the mouse has been hidden or shown so that it can clean up after applications that go astray with the mouse. This AES count will get out of sync with the actual mouse state if you interleave VDI/line-A show/hide mouse calls with AES graf_mouse calls.

So the answer to the question how to kill a mouse cursor isn't all that easy. If your program uses the AES a lot, you should probably use the AES graf_mouse() calls to hide and show the mouse. If not, use VDI or even line-A. You could even disable mouse event reporting at the IKBD level if you wanted to go so far.

| Mark Powell

--
Ken Badertscher | #include <disclaimer>
Atari R&D | No pith, just a path:
Software Engine | {portal,ames,imagen}!atari!kbad

645. GFA Basic

Newsgroup: comp.sys.atari.st
Date: 1989-04-13 19:50:00 UTC
From: WELTE@BUPHYC.BU.EDU
Message-ID: <8904131945.AA22979@bu-it.BU.EDU>
Source record: 249067

Could someone send me a copy of either GFA Basic 3.0 or a GFA Run Only program for V. 3.0? I have 1.0 and 2.0 from the net, but they don't run 3.0. Thanks... Frank

646. Re: (none)

Newsgroup: comp.sys.atari.st
Date: 1989-04-13 20:02:56 UTC
From: kbad@atari.UUCP
Message-ID: <1452@atari.UUCP>
Source record: 249068

In article <8904120448.AA24499@ucbvax.Berkeley.EDU> U46050@UICVM.BITNET ("JOHN ZAFIRIS ") writes:
|I am familiar with the line-A calls and the VDI ((or is it AES)... the GEM
|type) calls for mouse cursor handling. None clear up the problem.
|I assumed that calling the hide mouse line-A opcode several zillion times
|and then using either the line-A show mouse code with a cleared "mouse hidden"
|counter or the VDI (?) code to show the mouse cursor no matter how many times
|it was hidden (which works otherwise) would fix the problem but it did not.
[...]
|The desktop does not have the problems my shell has. What does it do? I have
|tried all the leagal ways of fixing the problem that I can think of. Does the
|desktop do something illegal? But then that would actually be legal
|just undocumented. (Atari-speak)

The desktop, because it is an integral part of the OS, can get away with some things that applications just can't do. In this case, when launching a program, the desktop terminates, the AES shell runs the program, and when the program terminates, the AES shell starts up the desktop again. One of the first things that the desktop does, in order to clean up after "unclean" applications, is to re-initialize the AES window and mouse handlers. This is something that an application just can't do (legally...)

Until TOS 1.4. When TOS 1.4 becomes available, a new AES call will become available with it. The wind_new() call effectively does what the desktop needs done after an application has exited; it cleans up after the application, resetting the AES window and mouse handlers.

I'm sorry that I can't provide an easy solution to your problem, but that's why the wind_new() function was put into TOS 1.4!

--
Ken Badertscher | #include <disclaimer>
Atari R&D | No pith, just a path:
Software Engine | {portal,ames,imagen}!atari!kbad

647. RE: UUDECODER

Newsgroup: comp.sys.atari.st
Date: 1989-04-13 20:12:37 UTC
From: S82895@PRIME-A.PLYMOUTH.AC.UK
Message-ID: <8904132024.AA21019@ucbvax.Berkeley.EDU>
Source record: 249069

Chris,
There is no guarantee that I am right, but the UUDECODE.BAS should be run on a file called UUD.UUE (or something similar). The .BAS file is NOT a complete working copy, just a temporary one so that you can get the proper version. This does make sense. If you run the .BAS on the .UUE (ONLY the UUDecode program), you should then have a valid UUD.TTP file. You can then UUDecode happily.

I think the .BAS file only does a very simple alalgorithm which has no REAL value outside that of de-encoding the original UUD.TTP file.

I hope this makes sense.

As I am a bit wary of my gateway, PLEASE send a reply specifically to me saying you received this mail. (Please give the date and times when you received it and the header ,so I can give a better pathway.)

Have fun.

Gilbert.

P.S. I think what I said is right, but others may know different.

====================++==
Richard Alan Quadling|| (JANET) S82895@UK.AC.PLYMOUTH.PRIME-A
11, Fellowes Place, || (BITNET) If you can fill in the blanks for me I would
Millbridge, || be very happy.
Plymouth, |+===
Devon, || DISCLAIMER : Anything said by me is the truth as far as
England. || I know and I cannot be held responsible for any offence
PL1 5NB. || this causes. If you don't like what I say, then don't
Tel: (0752) 567045 || read it.
====================++==

648. Re: Atari Logo

Newsgroup: comp.sys.atari.st
Date: 1989-04-13 20:22:38 UTC
From: rjd@brunix
Message-ID: <3978@brunix.UUCP>
Source record: 249070

In article <8904111455.AA10833@ucbvax.Berkeley.EDU> USQB015@LIVERPOOL.AC.UK (Mark Powell) writes:
>Okay,
> We've sort of got the name sussed. Why the mount Fuji logo?
>
> Mark Powell

It represents 'Atari' in Kenja
....I think

- Rob DeMillo | UUCP: ...ima!brunix!rjd
Brown University | BITnet: DEMILLO%BRNPSG.SPAN@STAR.STANFORD.EDU
Planetary Science Group | Reality: 401-863-3769
"I say you *are* the Messiah, Lord! And I ought to know, I've followed a few!"

649. Re: Finally...

Newsgroup: comp.sys.atari.st
Date: 1989-04-13 21:39:22 UTC
From: kllove@uokmax.UUCP
Message-ID: <2917@uokmax.UUCP>
Source record: 249071

>In article <332@carroll1.UUCP> dnewton@carroll1.UUCP (Dave Newton) writes:
>>Why does Atari want me to by a manual for a language they bundle with the
>>machine?

Earlier in this message (I lost the original) a reference to LOGO being shipped with the ST's is made. Is this standard? I just recently bought a Mega 2 and the only thing on the included disk was the ST basic and a sample program. Is there an anonymous ftp site I could get LOGO?

Thanx in advance,
Kenneth Love

650. Re: Extended argument passing conventions in Pexec() [MWC]

Newsgroup: comp.sys.atari.st
Date: 1989-04-13 22:26:53 UTC
From: kbad@atari.UUCP
Message-ID: <1453@atari.UUCP>
Source record: 249072

In article <841@per2.UUCP> mwc.uucp!rec writes:
| My name is Roger Critchlow. I work for Mark Williams. I invented
| the MWC ARGV argument passing convention in October 1985. I don't
| think either of the proposed replacements is an improvement.
| ---
| Our convention is incomplete because you can't tell if the ARGV was
| actually passed by your parent or simply passed on by some intervening
| shell?
|
[environment comparison code omitted]
|
| This example is only the simplest of many procedural validations
| of the ARGV convention. You can chase the parent pointers all the
| way to the desktop and determine who exactly is responsible for
| each part of the environment in each of the processes active.

It is simple, yes, and it simply won't work. Using ARGV, a parent
is required to copy its environment before it execs a child. What if
someone decides they'd like to sort the environment variables for the
child as they create the child's environment? What if they want to
filter it? The environment comparison fails, and validation goes out
the window. The MWC tools already* provide a flag ("unreasonable"
command line length byte) which can be used to validate the ARGV, and it
is unused by the MWC startup code!

| I don't think that every program which uses ARGV needs be burdened
| with this sort of validation, but it's clearly possible.

One of the *main* reasons that xArgs came into existence in the first
place was that ARGV lacks validation that the arguments in the ARGV
pseudo-environment-variable really do come from one's parent. You may
not find the validation necessary, Roger, but there are many people
who use tools which were not compiled using MWC libraries. A typical ST
developer's toolkit contains sundry tools with a varied ancestry. The
plain fact is that ARGV does not peacefully coexist with tools that
don't use ARGV.

| ---
| Our convention is messy because it involves copying arguments around
| in the environment?
|
| But all three proposed argument conventions require copying, and all
| three pass linkage information in the environment, and the ARGV convention
| is the most efficient of the three.
|

[enumeration of implementation requirements omitted]
|
| The ARGS and xArgs proponents are proposing to load more code into the
| runtime startup to support their proposals. [...]
| How many independent count-allocate-copies does it
| take to start a Gemdos process?

Who cares??? How long does it take an 8Mhz 68000 to copy 1k, or even
(gasp) 2k of memory, even with extra processing to parse it? Somewhere
on the order of tens of milliseconds per program invocation, if that much.
God forbid that we should fritter away people's valuable milliseconds in
our wanton disregard of startup module code efficiency.

| --
| Programs which ignore the ARGV convention for arguments end up
| mis-interpreting ARGV specified arguments as environmental variables
| and passing screwed up environments on to their children.
|
| This problem is addressed differently by the ARGS and xArgs proposals.
|
[means of addressing the problem omitted]
|
| In article <156@np1.hep.nl> Geert J v Oldenborgh suggested truncating
| the environment after extracting the ARGV from it. I think this is
| an excellent suggestion: it adds one instruction, 2 words, to the
| runtime startup module and immediately cures one whole class of bugs,
| the class created by MWC compiled programs doing naive Pexec()'s.

Hah, I caught you! You admit that ARGV is imperfect! ;-) You are even
willing to change the startup code to make it more perfect!

| I have two solutions for binary programs which screw up the
| environment by ignoring the ARGV standard but cannot be rebuilt
| with the improved runtime startup. Both involve the same
| transformation suggested above.
|
| Solution 1 - call the program indirectly through a second program [...]
| Solution 2 - rewrite the binary of the offending program to
| incorporate the environment truncation into the offending
| program's runtime startup. [...]

That's very nice, but the other two methods of extended argument passing
don't require ANYBODY to be insulated from them. In fact, all THREE
methods can peacefully coexist in one system, except that ARGV will
cause problems for programs which haven't been "innoculated" against it.

| --
| In summary, the ARGV convention can be validated by comparing the
| ARGV received in the environment to the ARGV received by the parent;

unless the parent has done anything to the environment...

| the ARGV convention rides for free on Pexec() while the new proposals
| both involve additional overhead;

negligible additional overhead...

| and it is trivial to fix programs
| which pollute the environment by ignoring the ARGV convention.

perhaps we disagree on the meaning of the word trivial; in any case,
the other two schemes don't cause any pollution, and thus don't require
any programs to be fixed...

| If Atari wants MWC to discard the ARGV argument convention, I hope
| they'll wait until they can find something better to replace it with. :-)
|
| -- rec --

If MWC wants Atari to adopt the ARGV argument convention, I hope they'll
come up with some better defenses for it. >;-)

--
Ken Badertscher | #include <disclaimer>
Atari R&D | No pith, just a path:
Software Engine | {portal,ames,imagen}!atari!kbad

651. Comdex

Newsgroup: comp.sys.atari.st
Date: 1989-04-13 22:59:40 UTC
From: nims@accuvax.nwu.edu
Message-ID: <610@accuvax.nwu.edu.NWU.EDU>
Source record: 249073

Greetings all:

I just returned from the Comdex show...a short report:

Nothing really amazing & new, however, Atari WAS showing their ST
laptop which has been dubbed "STacy" ... It looks pretty nice :-)

Also, WordPerfect was there for the ST & for all of you talking about
the versions & updates, the version they had at the show was, I believe
March 29 1989. :-)

-Chris Nims
Northwestern University
Networking Operations

nims@accuvax.nwu.edu

652. UltraScript (was Re: looking for a Postscript converter program)

Newsgroup: comp.sys.atari.st
Date: 1989-04-13 23:14:35 UTC
From: merlyn@intelob.intel.com
Message-ID: <4306@omepd.UUCP>
Source record: 249074
Cross-posted to: comp.lang.postscript,comp.sys.atari.st

In article <28837@apple.Apple.COM>, austing@Apple (Glenn L. Austin) writes:
| What is required is something to read and interpret the Postscript code and
| output what the printing device is capable of understanding. That means
| that even old printers could be capable of Postscript, it just would require
| CPU time from somewhere, even if it was from your computer.

I played with UltraScript yesterday on an Atari Mega ST, which takes very-standard PostScript and interprets it for the Atari SLM804 Laser Printer (a dump-a-whole-buncha-bits-at-it interface -- no internal smarts).

I was pleased by the results. The few quick benchmarks I typed in at it placed it about the speed of a standard LaserWriter. Although the familiar fonts (except for Courier) were not there, I understand they can be purchased as a package.

I'm told that you can purchase a Mega ST-4, SLM 804, and UltraScript with all the expected fonts for about the same price as a LaserWriter. (~ $3500 or so.) You'd then have a printer that doubles as a workstation (and runs FlightSimulator at real-time speeds, and for $200 more runs Mac software faster than a Mac, and for $150 more runs IBM PC s/w off the shelf, etc, etc :-).

Note: I am not connected with Atari except as a happy owner of one of the first STs off the line. My brother, on the other hand, sells 'em.
--
/=====Randal L. Schwartz, Stonehenge Consulting Services (503)777-0095========\
{ on contract to BiiN (for now :-) Hillsboro, Oregon, USA. }
{<@intel-iwarp.arpa:merlyn@intelob.intel.com> ...!uunet!tektronix!biin!merlyn }
\=====Cute quote: "Welcome to Oregon... home of the California Raisins!"======/

653. DeskJet+ Details

Newsgroup: comp.sys.atari.st
Date: 1989-04-13 23:39:59 UTC
From: neff@hpvcfs1.HP.COM
Message-ID: <2150002@hpvcfs1.HP.COM>
Source record: 249075

I have been getting allot of mail about the DeskJet+ so I wanted to
post this information to answer common questions.

Here is a summary of the technical differences between a DeskJet and
a DeskJet+.

1. The DeskJet+ has an 8MHZ Z180 processor with 64K of RAM and 256K of ROM.
The DeskJet has a 4MHZ Z80 processor with 32K of RAM and 128K of ROM.

2. The DeskJet+ has a new paper motor that runs twice as fast.

3. The DeskJet+ has a different "sled" which allows a better priming
algorithm.

Note: These three facts imply that the basic parts needed to upgrade
a DeskJet are 1) a new logic board, 2) a new paper motor, 3) a new
sled. This also implies an upgrade is not simple and it would be
easy to blow up a power supply, smoke the new logic board, and break
a part of the sled assembly. On the other hand, I, a mere CS type have
upgraded 2 DeskJets to DeskJet+s and haven't broken or blown
up anything yet.

4. The DeskJet+ has twice as large an addressing space allowing for
twice as large ROM and RAM cartridges. Hence there are new DeskJet+
only font cartridges and there is a 256K DeskJet+ RAM cartridge for
soft fonts. (By the way, the DeskJet+ will download soft fonts
about 4 times faster than the DeskJet).

5. Due to the increased processor speed, increased RAM, and some other
hardware/software tweeks the DeskJet+ will print graphics from the
Centronics port 5 times faster than a DeskJet. When the serial
port is used the DeskJet+ graphics speed is limitted by the baud rate,
not the printer. WARNING: Your application probably cannot generate
graphics data as fast as the DeskJet+ can accept it unless you are using
a very fast PC or some very smart software. Hence the actual "speed up"
relative to a DeskJet is host and application dependant. The maximum
rate a DeskJet+ can do a page of 300DPI graphics is just about 1 page
per minute. The DeskJet could do 1/5 a page per minute (a page in 5
minutes).

6. Simple text is printed at 120CPS on both the DeskJet and the DeskJet+.
However the DeskJet+ can keep up with this maximum rate in more complex
cases (multiple fonts in a pass and so forth) as well as pick up and
move paper faster. Both the DeskJet and DeskJet+ are rated at 2 pages
per minute for text, but the DeskJet could only really do the most
simple text at this rate whereas the DeskJet+ can do more complicated
text at the same 2PPM rate.

7. The DeskJet+ has landscape mode built in, this is optional on the DeskJet. WARNING: The landscape support on DeskJet was intended for printing simple spreadsheets. There is no support for mixed text and graphics in landscape mode nor is there support for proportionally spaced landscape fonts via font cartridges. Hence if you primarily want a printer to do fancy spreadsheets with nice proportionally spaced text in landscape mode you would be better off with a laser printer. The technical reason proportional spaced landscape fonts are not possible is due to a hardware limitation of the chip that actually reads the font cartridges and renders the image on the page so there is not a software tweak I can make to workaround the problem. Hence if you get a DeskJet or DeskJet+ you should "write off" ever expecting to do anything real fancy in landscape mode unless its graphics only.

Now the DeskJet+ does do nice fancy spreadsheets (i.e. via Excel) in portrait mode, but not landscape. This warning only applies to applications and hosts that render text with the built in fonts. Hosts such as an Atari which only send out graphics and render the text images internally do not suffer from this same problem since in this case the printer only sees graphics and the PC does all the work of rotating, scaling, and so forth.

8. Due to changes in the internal hardware, the DeskJet Epson FX80 emulation cartridge will not work in a DeskJet+. There is a DeskJet+ version of this cartridge. This Epson emulation cartridge will print graphics 3 times faster than the original DeskJet emulation cartridge (which was comparable in speed to the actual Epson FX80).

9. The DeskJet+ supports internal fonts of up to 30 point, whereas the DeskJet supported fonts up to 15 points (technically 36 point for the Plus and 18 point for the DeskJet are possible but these fonts must have no descenders).

10. There is no difference in print quality or waterfastness between the DeskJet and DeskJet+ since this is an ink cartridge, rather than a printer issue. The waterfastness issue is getting allot of attention and eventually there should be a new waterfast ink cartridge that can be plugged into the DeskJet family printers but I cannot make promisses or give any time frames.

11. The DeskJet+ will retail for $995 and the DeskJet will now retail for $795. This is not a technical difference but it is significant. Personally, if you factor in the cost of a landscape cartridge for a DeskJet and an "A" (courier italics) cartridge which are both built in to the DeskJet+ the price difference is negligible. On a related note, we have price reduced our font cartridges by about 30%.

Presently there is no plan to offer an official upgrade to convert DeskJets into DeskJet Plusses. A supported upgrade would be expensive relative to the cost of the printer (could easily be close to $400). Although an unsupportted unofficial "roll your own" upgrade would be possible it would have no warranttee, and if you hook up a cable wrong and smoke a board you would have to pay again for any

part you smoked. Servicing such an unofficial upgrade might be difficult, however it would be hard to tell the difference between a properly upgraded DeskJet and an actual DeskJet+. Also if you use the DeskJet Epson cartridge you would need to buy a new DeskJet+ Epson cartridge.

I hope this answers most of your questions. I have been getting a flood of mail about the DeskJet+ which is fine but it has been keeping me quite busy.

Dave Neff
hp-sdd!hpvcla!neff

654. Re: Memory upgrade shortens life expectancy???

Newsgroup: comp.sys.atari.st
Date: 1989-04-14 00:16:06 UTC
From: lockwood%ansel@Sun.COM
Message-ID: <98975@sun.Eng.Sun.COM>
Source record: 249076

In article <5751@brspyr1.BRS.Com>, tim@brspyr1.BRS.Com (Tim Northrup) writes:
> So, I called the local service center and explained that I had a problem with
> my ST; the person I talked to asked if I had a memory board upgrade and when
> I said yes, she said she didn't want to see it.
>
> THEN she said that she had seen "a lot" of ST's with fried main logic boards
> and some power supplies after about 18 months of using an upgrade board, and
> that the only corrective action is total replacement of the CPU. She said to
> save the $30 that it would cost to have them open the case and find this out.
>
> Is this that common? Can something be done to prevent it? Is there some "safe"

I have a 520ST that does not have a memory upgrade. However that has
not prevented it from consuming three power supplies within a year and
a half. It is now on its fourth supply. At nearly $50 a pop
through San Jose Computer, what I buy when/if the fourth supply dies
won't be another power supply.

All the power supplies seem to have a production date code on them and all
of the ones that have died have been in the 8530 - 8535 range. The one it
now has has an earlier date code (maybe 8517, but I don't recall). This
supply is larger than the other three and has greater provisions for cooling
air flow. This latest supply has lasted the longest of the four.

My opinion is that the later dated supplies may be prone to early failure
because of reduced cooling. There may be other differences that could
account for a reduced MTBF, but I haven't taken this newest (oldest?)
supply apart to check (If it ain't broke....).

Anyone at Atari care to comment?

Jim Lockwood
lockwood@ansel.sun.com
415-336-4116

655. Metafont problem

Newsgroup: comp.sys.atari.st
Date: 1989-04-14 08:34:07 UTC
From: aubord@cui.unige.ch
Message-ID: <456@cui.unige.ch>
Source record: 249077
Cross-posted to: comp.text,comp.sys.atari.st

```
Hi,
I'm using the metafont program on my atari to generate some fonts for the
epson printer. All is right until the file punct.mf is treated, and I don't
understand the error message:

>> body_depth#
! Internal quantity `chardp' must receive a known value.
<to be read again>

What is chardp?

I'm very novice with metafont program...
Any answer will be very appreciated.

My address:

Bitnet: AUBORD@CGEUGE51.bitnet
UUCP:
old: aubord@cui.UUCP
new: aubord@cui.unige.ch
Path: mcvax!cernvax!cui!aubord
Surface Mail:
A.Aubord
University OF Geneva
Services Informatiques
24 rue General-Dufour
1211 Geneva
Switzerland.

----------------Here follows my log file for the font cmr10--------------------

This is METAFONT, C Version 1.5 (preloaded base=plain 88.11.17) 12 APR 89 17:23
**\mode=epson; \mag=1.2; \input cmr10
(.\cmr10.mf (.\cmbase.mf) (.\roman.mf (.\romanu.mf [65] [66] [67] [68] [69]
[70] [71] [72] [73] [74] [75] [76] [77] [78] [79] [80] [81] [82] [83] [84]
[85] [86] [87] [88] [89] [90]) (.\romanl.mf [97] [98] [99] [100] [101] [102]
[103] [104] [105] [106] [107] [108] [109] [110] [111] [112] [113] [114]
[115] [116] [117] [118] [119] [120] [121] [122]) (.\greeku.mf [0] [1] [2]
[3] [4] [5] [6] [7] [8] [9] [10]) (.\romand.mf [48] [49] [50] [51] [52]
[53] [54] [55] [56] [57]) (.\romanp.mf [36] [38] [63] [62]) (.\romspl.mf
[16] [17] [25] [26] [27] [28]) (.\romspu.mf [29] [30] [31]) (.\punct.mf
[33] [60] [35] [37] [39]
>> body_depth#
! Internal quantity `chardp' must receive a known value.
<to be read again>
```

```
;
beginchar->...R1);charht:=(EXPR2);chardp:=(EXPR3);
w:=hround(charwd*hppp);h:=...
l.103 ...nospace: -u# fi,body_height#,body_depth#)
;
? 1.3
<recently read> ;

beginchar->...R1);charht:=(EXPR2);chardp:=(EXPR3);
w:=hround(charwd*hppp);h:=...
l.103 ...nospace: -u# fi,body_height#,body_depth#)
;
?
! Extra tokens will be flushed.
<to be read again>
w
beginchar->...1);charht:=(EXPR2);chardp:=(EXPR3);w
:=hround(charwd*hppp);h:=v...
l.103 ...nospace: -u# fi,body_height#,body_depth#)
;
?
[40]
>> body_depth#
! Internal quantity `chardp' must receive a known value.
<to be read again>
;
beginchar->...R1);charht:=(EXPR2);chardp:=(EXPR3);
w:=hround(charwd*hppp);h:=...
l.114 ...nospace: -u# fi,body_height#,body_depth#)
;
?
[41] [42] [43] [44] [46]
>> body_depth#
! Internal quantity `chardp' must receive a known value.
<to be read again>
;
beginchar->...R1);charht:=(EXPR2);chardp:=(EXPR3);
w:=hround(charwd*hppp);h:=...
l.166 beginchar("/",9u#,body_height#,body_depth#)
;
?
[47] [58] [59] [61] [64]
>> body_depth#
! Internal quantity `chardp' must receive a known value.
<to be read again>
;
beginchar->...R1);charht:=(EXPR2);chardp:=(EXPR3);
w:=hround(charwd*hppp);h:=...
l.241 beginchar("[",wd#,body_height#,body_depth#)
;
```

```
?
[91]
>> body_depth#
! Internal quantity `chardp' must receive a known value.
<to be read again>
;
beginchar->...R1);charht:=(EXPR2);chardp:=(EXPR3);
w:=hround(charwd*hppp);h:=...
l.260 beginchar("]",wd#,body_height#,body_depth#)
;
?
[93] [96]) (.\accent.mf [18] [19] [20] [21] [22] [23] [24] [32] [94] [95]
[125] [126] [127]) (.\romlig.mf [11] [12] [13] [14] [15]) (.\comlig.mf [34]
[45] [92] [123] [124])
Here is how much of METAFONT's memory you used:
351 strings out of 709
2943 string characters out of 9410
21443 words of memory out of 60001
823 symbolic tokens out of 2100
12i,79n,0r,29p,236b stack positions out of 30i,100n,300r,150p,500b

(You used 36w,16h,9d,5i,88l,10k,0e,7p metric file positions
out of 256w,16h,16d,64i,300l,256k,256e,50p)

Font metrics written on cmr10.tfm.
Output written on cmr10.288gf (128 characters, 11472 bytes).
```

656. Re: Fun with Sun - the Mouse

Newsgroup: comp.sys.atari.st
Date: 1989-04-14 08:41:32 UTC
From: kev@ist.CO.UK
Message-ID: <871@istop.ist.CO.UK>
Source record: 249078

From article <658@ultb.UUCP>, by clf3678@ultb.UUCP (C.L. Freemesser):
> If you have a Sun workstation:
>
> 2) If you want to be silly, put the mouse on the screen. The cursor
> will FLY up to the top of the screen.
>
> =cf=

Yeah, I tried this on the Sun's in the office - it worked on all
of them except mine, which was the only one displaying "California
Beach Bums" (2 nude female behinds for those without Suns) as the
background - I wonder if there's some implication in this...

Kev Holmes kev@ist.CO.UK | "Selling software is just like
Imperial Software Technology | prostitution; You've got it, You sell it,
Reading, Royal Berkshire, UK | You've still got it!" - D. Lambert IST.

657. Double Sided Drive Fun

Newsgroup: comp.sys.atari.st
Date: 1989-04-14 09:46:24 UTC
From: c184-au@holden.Berkeley.EDU
Message-ID: <12415@pasteur.Berkeley.EDU>
Source record: 249079

In response to the question of whether reading in a SS disk, rearranging
the tracks in a DS manner, and rewriting the whole thing to disk is a good
thing...

I offer an alternative which I personally have been using for about two years
on my old 520 with DS, my new 1040, and my extra 5.25" 720K drive

Presenting here for your enjoyment and hopefully benefit.
:::: The Tim Mensch Special.

This hardware modification will allow you to use BOTH SIDES of a disk which
is current formatted Single sided. (Read 'copy-protected games').
This does, of course, require a double sided drive. If you don't have one,
you are definitely in need of one. Go buy one at once.

(Background info)
In the cable that connects the floppy drive mech to its nearest computer
component, there is a single pin that specifies SIDE SELECT. When the
Atari is using a SS drive, this signal is always (low/high : I don't
remember). When a DS drive is called into play, this signal alternates
depending on which side the computer is trying to read/write.
Nearly all games come on SS disks, wasting 50% of all disk storage and
causing immense numbers of floppies floating around.

(The tricky part)
Install a switch. The idea is, connect the DRIVE MECH side select pin to
either the Atari's side select pin or GROUND. (You decide!) That is, in
one swtich position, say, 'up', the drive is connected through to the Atari
just as it is now. NO DIFFERENCE IN OPERATION! In the second position,
'down', the drive gets GROUND as its side select, forcing it to write
to SIDE 2. The Atari still thinks that its signal is getting through...
so the computer acts just as though you have a single sided drive!

Uses of this nifty hardware mod :
1. Primarily backups/archives/pirate copies of protected software.
TWO SS DISKS worth of software can be now put on ONE DS disk.
Immediate savings of 50% disks.
2. EASE OF USE in multi-disk games. Copy DISK II of Game X onto SIDE 2 of
Game X Disk I. Thus, when "Please Insert Disk II" comes up, all you need
do is flip the switch! (Some games check for media change so you still
have to pop the disk in and out.. ugh ugh ugh.)
3. "Partition" your double sided floppies. (Makes two single sided disks
out of a double sided disk)

DISCLAIMER : I take no responsibility for anything that happens to anyone
as a result of trying this. I'm sure it will void thy <hahaha> warranty.

Since I don't remember offhand which pins in the cable need to be spliced together, I won't give any more detailed instructions as to how to do this... hardware hackers of the appropriate caliber should be able to easily reconstruct the entire setup, given info on cabling to the drives. Or just write me mail and ask me how to do it. I've 'done' three of my own drives and about three other people's. You could get someone else (say me) to do it for you, but this is an easy enough hack that anyone who can solder can do it.

I have had NO trouble whatsoever with this mod over the years. Since it is totally transparent to the ST, no software will not work with it. (I can imagine cases where a protection scheme might try to access the otherwise unused back side of a disk, but that wouldn't work on a SS drive anyway...)

RECOMMENDATIONS : When you drill a hole into the case of your 1040/520F, Don't put the switch in the obvious place, one the side of the computer, next to the drive itself. You will note that this is in the TOP half of the plastic case and the cable to which
you must run wires is in the BOTTOM half. Thus, every time you need to open your machine up, you will forget and yank the two apart, thus causing significant strain on your switch/cables/soldering job. I have just moved my switch around to the back of my machine where the RF modulator should have been.. for SF314 mods, I'd say, put it in the front, on either side of the disk slot. It's up to you.

HISTORY : This was thought up and tested by Tim Mensch, an awesome programmer and fairly good hardware dude. Thanks, Tim!
(Tim and I go way back...)

There. I think I've said everything. Get a SPDT switch, (I got mine at Radio Shack)... sever the appropriate pin of the ribbon cable to the drive, center switch connection to the DRIVE side select, one side to
the atari side select, and one side to a ground. (Odd numbered pin in the 34 pin cable will do fine) (I think it's pin 32 of the 34 pin cable that is side select.. look it up, and double check before doing anything drastic.)

Dan Filner "We're on the moooooon!"
c184-au@holden.Berkeley.Edu

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658. SSYX archive

Newsgroup: comp.sys.atari.st
Date: 1989-04-14 10:43:27 UTC
From: HIGGS_M@prime1.lancashire-poly.ac.UK
Message-ID: <8904151025.AA10353@ucbvax.Berkeley.EDU>
Source record: 249080

Hi everybody (Steve Grimm in particular),

I've finally got my formats correct for accessing the ssyx archive, and have managed to get some stuff from there. However, reading the "Fairness" message, where it said that it would be better to have all requests in one message than have a load of different messages, I did this and sent it off (about 3 weeks ago) and obviously, haven't had any back yet.
I wonder if it is possible for anybody to kill my requests on the ssyx queue and notify me so that I can request one at a time, wait for it to arrive etc. before requesting another.
Just a thought concerning the (seemingly) heavy usage of the archive, would it be easier if anybody who wanted anything ask all on the net if they have it and if so to send it? I realise that it could end up with the requester (??) getting a load of the same stuff or alternatively, if when somebody gets a big piec of software from an archive, informing the net for info. I kniw that I wouldn't mind doing this, any thoughts from anybody else??

Read from you soon,
Mike Higgs

School of Computing, JANET : higgs_m@uk.ac.lancsp.p1
Lancashire Polytechnic, EARN : higgs_m@p1.lancsp.ac.uk
Preston,
U.K.
PR1 2TQ.

659. Refilling SLM 804 Laser printer toner

Newsgroup: comp.sys.atari.st
Date: 1989-04-14 11:12:25 UTC
From: jim@syteke.UUCP
Message-ID: <209@syteke.UUCP>
Source record: 249081

A friend of mine who is not on the net has an mega 2 with an slm 804.
He would like to know about refilling the toner cartridge. Can you do
it - can you use copier toner - anything special you need to know?
Please respond by email as I do not normally read this newsgroup.
Thanks
--
Jim Sanchez {sun,hplabs}!sun!sytek!syteke!jim OR
Sytek Brussels mcvax!prlb2!sunbim!syteke!jim

660. Re: Where to buy an Atari ?

Newsgroup: comp.sys.atari.st
Date: 1989-04-14 13:35:52 UTC
From: siebren@cwi.nl
Message-ID: <8031@boring.cwi.nl>
Source record: 249082

In article <2245@water.waterloo.edu> ljdickey@water.waterloo.edu (Lee Dickey) writes:
>I have a friend who wishes to buy an Atari ST.
>He lives in Laramie, Wyoming. Where should he
>make the purchase?
> L. J. Dickey, Faculty of Mathematics, University of Waterloo.
> ljdickey@water.UWaterloo.ca ljdickey@water.BITNET
> ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
> ljdickey@water.waterloo.edu

I REALLY DON'T KNOW!! I Live in Amsterdam, I purchased mine at
Bytes & Chips, you know, at the Ceintuurbaan. Drop me a message if
you want to know their phone number :-)

When do these kinda guys EVER learn how to use a local distribution?

Siebren van der Zee, siebren@cwi.nl

661. Re: GFA Basic

Newsgroup: comp.sys.atari.st
Date: 1989-04-14 14:28:23 UTC
From: silvert@cs.dal.ca
Message-ID: <3234@cs.dal.ca>
Source record: 249083

In article <8904131945.AA22979@bu-it.BU.EDU> WELTE@BUPHYC.BU.EDU writes:
>
>Could someone send me a copy of either GFA Basic 3.0 or a GFA Run Only
>program for V. 3.0? I have 1.0 and 2.0 from the net, but they don't run
>3.0. Thanks... Frank

GFA Basic is a commercial product and should not be distributed (or
solicited) freely. Version 3.0 is currently for sale at your dealer.
Version 2.0 was distributed with STart magazine several months back, so
it is very cheap, but I do not believe that it is in the public domain.

--
Bill Silvert, Habitat Ecology Division.
Bedford Institute of Oceanography, Dartmouth, NS, Canada B2Y 4A2
UUCP: ...!{uunet,utai,watmath}!dalcs!biomel!bill
CDN: biomel@cs.dal.CDN BITNET: bs%dalcs@dalac.BITNET

662. Folding Editor - Comments Anyone?

Newsgroup: comp.sys.atari.st
Date: 1989-04-14 15:27:08 UTC
From: trb@stag.UUCP
Message-ID: <786@stag.UUCP>
Source record: 249084
Cross-posted to: comp.sys.atari.st,comp.editors,comp.misc

This is a request for comments on an editor which will soon be released
for public abuse. I hope to release the sources to comp.sources.unix
in the near future, but what with taxes and real work (the kind that
pays the bills and causes the taxes) I can't commit to when that will
be. The code is pretty complete (i.e. all the version 1.0 features that
I want are currently in it) and reliable. I use the editor now for most
of my daily editing activies both at home and work and have gotten over
the habit of saving my files every minute or so :-).

I don't want to start an editor war or arguments over which type of editor
is best. I am simply interested in hearing 1) which FOLDED features people
like and 2) what they would like to see added. Also, if anyone sees any obvious
shortfall that I may have missed, now would be a good time to let me know.
To this end, I am including part of the documentation that I am putting
together for FOLDED. Sorry, but this is kind of long.

-Todd Burkey
trb@stag.UUCP
or tburkey@eta.com

-------------Partial Draft of the FOLDED Documentation-----------------

FOLDED
A folding editor
(c) 1989
By Todd Burkey

FOLDED is a dual mode editor that provides several advanced features
not currently found in text and programming editors. FOLDED is primarily
intended to be used as a source code editor. As such, it incorporates
a folding feature similar to that found in thought processor programs
but with added support for the C language (and eventually Pascal). FOLDED
also has some relational capabilities. These allow the user to associate
lines in their source files with sections of their documentation files
and vice-versa. And both folding and relations are incorporated in such a
fashion that they don't impact the original text files in any way.

FOLDED also has the standard set of editor features, with a few bells and
whistles thrown in. It has dynamic 'as-you-type' searching, substition by
block/global/direction of a string or exact word match (i.e. change
variable i to i_var throughout your code), block copy/move/kill in normal
or rectangular region modes, marks that allow intra-buffer movement, easy
movement between buffers, a trash can, variable skipping (point to a
variable, press ^n to skip to the next occurrance of it, ^p for previous),
configuration save (you can leave a multi-buffer edit session and come

back to the exact place you left off with all buffer positions restored), built in help, prompting for the beginning user, one-key buffer cloning, and more.

So what doesn't FOLDED do? Well, the first release will not have an UNDO feature. The trash can will have to do. It also is dual mode, something which may alienate some of the Emacs users out there (I am bi-editable, since I use Emacs on some systems, graphic shell editors on others, vi on still others). With a little work, the editor could actually be made to work either as a dual mode editor or a single mode editor (hint to hackers out there). It also could use some better screen optimization, since I tended to develop it on high speed displays. It is usable at 2400 buad, but any slower than that and you are better off with ed. The first release also won't have any key binding capability. I still haven't decided upon the best approach to handle user-defined key maps. Finally, FOLDED isn't a layered editor. My goals during the development of FOLDED were to keep it relatively small (it is about 60K executable, <5000 lines of source) and fast, so layering as implemented in emacs-like editors was out.

I wrote FOLDED simply to learn. Early on, I made a choice to 1) put basic 'must-have' functionality in the editor, 2) put advanced concepts into the editor that can't be handled by external programs (folding and relational features), 3) implement a simple to use and understand multi file editing capability so that moving between files and scratchpads was easy, 4) design the editor so that I could add enhanced 'wish-list' functionality as I determined I needed it, 5) ensure that the final version of the editor would function the same on my Atari ST at home as it does on the Sun workstations at work and even as it does on the mainframes, and 6) keep the program small (I hate long loading times). The latter requirement somewhat dictates the earlier ones...at least for the first release. I imagine that the editor will continue to grow unbounded in the future, since it is just too easy to add features as I feel a need to. One thing that I will eventually look into is a bindable user macro feature (not interpreted like in emacs, but really and truly bound into the executable.) The reason will be simply speed, speed, and more speed :-).

FOLDED differs from both emacs and vi in several ways. First, it is an unconstrained editor. You can move your cursor anywhere on the screen and when you go into insert mode (or copy a rectangular block of text) the editor will take care of sticking in needed spaces. Another difference is that the editor does not 'wrap' lines. Instead, you can scroll/page the entire window sideways when necessary (the editor will do this for you if you are typing past the end of the right margin). I got too used to this feature on the Apollos, I guess. Also, FOLDED does not retain tab characters. Rather, they are replaced with white space on input and FOLDED will optionally 'optimize' your file when you write it out (i.e. inserting tabs wherever it can, removing trailing spaces on lines, etc). Actually, FOLDED doesn't even retain leading spaces in the way you might expect an editor to store them. All leading spaces in a line are compressed to an integer variable upon file read-in. The user

still sees the spaces on the screen, but internally this sped up my folding logic (at the cost of almost going insane over the added code complexity... there is always a tradeoff).

The first release of FOLDED has been tested on BSD4.2/3 (Suns, Symetric, and Apollo), SYSVR3 (ETA-10), and the ATARI ST. It is being ported by others to the Mac and the IBM PC. A preliminary port of the code to the BELLCORE MGR (window manager) environment took only two hours on a Sun workstation and provided individual windows for each buffer (with title bars).

The following sections discuss the concepts of folding, relations, and a little about the primary commands and user environment of FOLDED. Although most of the examples will be source code related, I should mention that I find myself using folding and relations in my documentation and daily work plans and status reports even more than I do while coding.

FOLDING:

Obviously, a fundamental concept in using FOLDED is that of folding. Folding in a text editor is a mechanism that allows you to cause sections of code or text be replaced by a single line of text. This is useful for 'hiding' away clean and functional sections of code while you work on and only see the parts that you are currently debugging. It also proves useful for tucking away big comment blocks.

Worried that folding will change your source code? Don't worry, the act of folding doesn't affect the edited file at all...even when saved. When you save a file that has folds in it, a seperate control file is also saved under your current directory. See the section in the documentation titled 'CONTROL FILES' for more info on this.

In FOLDED, I implemented three types of folding. In each case, a segment of your file is reduced such that all you see is the first line of the segment in reverse image (or bold, depending on your standout terminal mode). First, is the simple 'fold a marked block'. This allows you to mark any arbitrary region of text and fold it away. For example, lets say we had started with the following text (the numbers are just for reference in this documentation):

```
1: main()
2: /* GID for main - Just a test case
3: Author: Todd Burkey
4: Date: 1/27/89
5: DESC: Methodology for a test case
6: */
7: {
8: if(this==that) {
9: do_something_that_works();
10: }
11: }
```

By defining a region between lines 2 and 6 and then folding, what you would see on the screen would be:

```
1: main()
2: /* GID for main - Just a test case <-pretend this line is bold
7: {
8: if(this==that) {
9: do_something_that_works();
10: }
11: }
```

Another method of folding is that based on 'indent level'. The logic behind indent level folding is simply to start with the line the user is currently on, move down in the text until an indent occurs, and then continue down until an undent occurs that is less than or equal to the original lines 'indented' position. For example, if you had been on line 8 in the above 'folded' text when the 'f' key was pressed, you would see the following:

```
1: main()
2: /* GID for main - Just a test case <-pretend this line is bold
7: {
8: if(this==that) { <-pretend this line is bold
11: }
```

Unfortunately, most source code contains lots of things that tend to break up the clean indentation levels, so I added a third folding mechanism. This one is a little smarter in that it does a 'logical fold'. A logical fold looks for logical block begin/end marks in the code (the braces in C) and skips around comments, strings, etc. For example, if you had pressed the 'F' key on line 1 in any of the above steps, you would end up with:

```
1: main() <-pretend this line is bold
```

In all cases, unfolding the text is performed by simply moving to the folded line and pressing the 'f' or 'F' key.

Folding isn't all that novel a concept. It has been used for years now in thought processor programs on the Mac, IBM PC, and even back in the CP/M days. Thought processors usually use the 'fold by indent level' technique. Take the following simple example:

```
FOLDED Information
* specifications <-pretend this line is bold
* plans <-pretend this line is bold
* problems <-pretend this line is bold
```

This is all I see when I use FOLDED to call up my folded.info file. Now, if I move to line 3 and press the f key, I will see:

```
FOLDED Information
* specifications <-pretend this line is bold
* plans
```

- Documentation <-pretend this line is bold
- Enhancements <-pretend this line is bold
- Bullet-proofing <-pretend this line is bold
* problems <-pretend this line is bold

In summary, folding is fully heirarchical (i.e. a fold can contain any number of folds), it is smart (it can fold based on programming logic blocks and indentation level), and it is retained from one edit session to the next. The actual commands (and their associated key bindings) that involve folding are:

indent fold (f) : fold based on indent level logic
smart fold (F) : fold based on {} logic
unfold (f or F) : unfold the fold under the cursor
temp unfold (^f): temporarily unfold all folds (for searching/sub'ing)
re-fold all (^f): yep, CTRL-f is just a toggle
block fold (bf): fold current block region

RELATING:

The word 'relations' in the field of databases conjures up images of opening up a large database, finding a particular entry, moving to a particular field, and, with several keystrokes, calling up not only another database, but a specific record in that database. Now, I have never understood why we couldn't have similar capabilities in a text editor. We can envision having a document file, moving to a specific part of the document, calling up the source code file related to that part of the document, and then moving to the appropriate spot in the source file. We can even imagine moving through the source code and finding a structure (or variable) and wishing we could immediately view the definition of the structure. These scenarios are fundamentally the same as those handled by a relational database program.

Relationships as pertains to editors (and, of course, in this context, FOLDED) primarily involve two concepts. First, there are word relationships. These are something like 'glossary' entries in that you define a word once in a file and then can immediately go to the exact place you defined it from anywhere in the file (or any other file you are currently editing.) From a programming viewpoint, this simply means that you can move your cursor over a structure name in a source file and with a few keystrokes be placed immediately in an include file at the place the structure is defined. A second relationship type is that of line relations. These are basically invisible links that relate a line in one buffer to a line in another buffer. This type of relationship allows you to easily move back and forth between source code and program outlines/documents. Folded will even open up a file if you try to go to a relation in a file that you aren't currently editing.

FOLDED supports a number of commands that allow easy creation and use of these relationships. The following key sequences are used to perform the most common relation operations:

Rsl (Relate Set Line): The current line becomes 1/2 of a line relationship.
The next Rs command will complete the relationship.
Rsw (Relate Set Word): The current word is indexed for reference.
Rgl (Relate Goto Line):FOLDED looks at the first line with a relation on or
above the current line and goes to its related line.
If the related line is in a file not currently being
edited it will be opened for viewing.
Rgw (Relate Goto Word):Read the word under the cursor and move to the correct
file that it was defined in.
Rkl (Relate Kill Line):Kill the relationship for the current line.
Rkw (Relate Kill Word):Kill the relationship for the current word.
Rp (Relate Pop): Pop back to where you were before the last Relate Goto.
The pop stack is currently 10 levels deep.

As with folding, the relationship information does not affect the actual
files you are editing. In fact, the information is simply saved out as part
of the folding info files. It is also important to note that neither folding
or relations affect the speed of loading, saving, or using the various editor
features to a noticable extent.

Since I added relations very late in the development of the editor, I have a
feeling that this area will see the most improvement over the next year. I've
already decided that I need a few more commands to do things like 'move'
and 'view' relationships.

EDITING COMMANDS:

When you enter FOLDED the first time, press the ? key to see a cheat sheet
that tells you what each key does. Sorry, haven't had time to document the
commands in detail yet...

The following is a roughly what you will see on the cheat sheet screen
(less the standout boxes):

Top level cheat sheet for FOLDED.
Where appropriate, additional prompts will appear in the program.
MOVEMENT: k-up, j-down, h-left, l-right, K/J/H/L for page movement
^/$-beginning/end of line, p-Toggle paging mode, g-goto a line
READING : :r/:v/:i-read/view/insert file, ^r/^v-read/view under cursor
WRITING : :w-write current buffer/block, :s-save changed buffers/config
INFO : ?-this help, '='-local information, X-extended buffer info
SEARCHES: ^n/^p-find next/prev word, /-forward, \-reverse, ^e-exactmode
BUFFERS : t/T-toggle buffers/trash, ^g/' '-goto/Cycle through buffers
c/C Create scratch/clone buf, ^b-tag buffer for moves/copies
'-k'-kill current buffer, y-yank line from trash and insert
BLOCKS : b-Go to block options (define start/end, moving, copying, etc)
CHANGING: s-change one char, S-substitute a string/word (once or global)
DELETING: d/D-delete a character/line, -v/-d: global delete/vdelete
INSERTS : i/I-insert before char/line, a/A-append after char/line
FOLDING : f-fold by indentation, F-fold by logic, bf-fold a defined block
^f-toggle unfoldall, NOTE: press f or F on a fold to unfold it
RELATES : R-line, word, and error relation options (set, goto, kill, pop)
MARKING : m-mark options (ms-set, mg-goto, md-delete, mc-clear all)

EXTRAS : Q-quit, !-run program/shell, x-execute macro (unimplemented)
--Hit any key to continue--

BACKUP PROTECTION:

If FOLDED detects a local directory called febackup, then backup copies of anything you edit will be placed in that directory. A rename operation is performed on the original file, so this means that only local partition files will be backed up in this fashion. Backups only take place at the time you save a file the first time during an edit session, so no unneccessary backups are made.

FOLDED CONTROL FILES:

If folded detects a local directory called foldinfo, then FOLDED will store all its control files there rather than clutter your directory with them. A control file is created only when the file being edited is saved and has some folding or relations in it. The control file will be a file of the same name, but with an 'f' inserted immediately after the final '.' in the name...so 'test.c' has a control file called 'test.fc' and 'junk' would have 'junk.f'.

ENVIRONMENT VARIABLES:

Several Environment variables may be used if you wish to avoid some prompting by FOLDED. They are:

FE_ASCII - Save control files in ASCII (easier to mail that way)
FE_BINARY - Save control files in BINARY (a bit faster and more effecient).
FE_NOTABS - Always write files without tabs (useful on the Apollos).
FE_TABS - Always fully optimize the files when writing.
MGR_FONT - Size of the font used under MGR for the windows.

IMPLEMENTATION DETAILS:

Folded uses a doubly linked list to store lines internally. It mallocs the exact amount of memory a line needs on read-in, but as you modify lines it will malloc additional memory in 4 byte chunks...so you can end up with some wastage if you edit a lot of lines in a file. FOLDED keeps track of a lot of information about lines in the buffers, so there is quite a bit of overhead in using FOLDED. I place it pretty close to emacs in the amount of overhead required for 'data' storage, but since the executable is only about 60K it wipes emacs away in raw loading time (program+files). I haven't had time to optimize the code for speed yet, but things like searching and substituting are significantly faster than emacs and slightly faster than vi. This is partly due to the design of the editor and also may be due to FOLDED's lack of regular expression parsing routines.

The first version of FOLDED probably won't be heavily optimized in the sense that ints will probably still be used where chars may get by. Also, there may be tricks I don't know about that could compress the amount of overhead I incurr in the storage of lines, buffers, etc.

-Todd Burkey

663. Re: Memory upgrade shortens life expectancy???

Newsgroup: comp.sys.atari.st
Date: 1989-04-14 15:42:45 UTC
From: dlm@druwy.ATT.COM
Message-ID: <3983@druwy.ATT.COM>
Source record: 249085

in article <5751@brspyr1.BRS.Com>, tim@brspyr1.BRS.Com (Tim Northrup) says:
> I have been experiencing some problems with my ST lately (a 520 ST with
> 2 meg upgrade using the Aerco board), and it finally went completely yesterday.
> So, I called the local service center and explained that I had a problem with
> my ST; the person I talked to asked if I had a memory board upgrade and when
> I said yes, she said she didn't want to see it.
>
> THEN she said that she had seen "a lot" of ST's with fried main logic boards
> and some power supplies after about 18 months of using an upgrade board, and
> that the only corrective action is total replacement of the CPU. She said to
> save the $30 that it would cost to have them open the case and find this out.

I've used several STs with memory upgrades (both piggy-back upgrades on 520s to 1 Meg and Aerco upgrades to 4 Meg). Most have ulitmately had problems of some kind. Several of the piggy-back units ultimately developed bad solder connections which had to be fixed. The Aerco units developed problems due to the stupid "no soldering" connection scheme, once every thing was soldered they worked fine.

I used my 520 upgraded to 1 meg for almost 3 years before I sold it. It worked had no problems other than the normal loose chips that all STs have. The machine is still in daily use and is still working fine (I sold it to Dave at Gadgets by Small). Gadgets by Small has a 520 with an Aerco 4 meg boards. It developed problems (loose connections, etc.) after about 18 months. But the ST it was in was in really bad shape to begin with (several custom mods used for debugging the Spectre).

If your service center is telling you that any memory upgrade is going to damage your computer so badly that the only fix is a motherboard swap they are either very lazy (swaps are easier) or they need more money. I'd suggest looking around for another service center. You could just pull the Aerco board out and let them swap the motherboard or send it to Atari yourself. (Atari had a policy to exchange motherboard for fairly cheap, call them and see what the current setup is.) Then put the Aerco board back on the new one.

Dan Moore
AT&T Bell Labs
Denver
dlm@druwy.ATT.COM

664. Re: ST Scanners

Newsgroup: comp.sys.atari.st
Date: 1989-04-14 16:21:58 UTC
From: rjd@brunix
Message-ID: <4045@brunix.UUCP>
Source record: 249086

In article <8904120642.AA00116@ucbvax.Berkeley.EDU>
<FXDDR%ALASKA.BITNET@Forsythe.Stanford.EDU> writes:
>Is the scanner used here the same unit used in various PC hand scanners
>such as Scan Man? Folks who have used Scan Man seem pretty happy with it
>on the PC and it would be nice to find something comparable on the ST.
>I wonder if this product will ever make it to the US.

I have entered into an agreement with Logitech to convert the
ScanMan hand scanner to run on the ST through the DMA port.
The software is in place, and the hardware is now being looked
into.

I cannot give a timeline at this point, however, but I thought I
would inform you to keep the faith...

- Rob DeMillo | UUCP: ...ima!brunix!rjd
Brown University | BITnet: DEMILLO%BRNPSG.SPAN@STAR.STANFORD.EDU
Planetary Science Group | Reality: 401-863-3769
"I say you *are* the Messiah, Lord! And I ought to know, I've followed a few!"

665. problems with uniterm

Newsgroup: comp.sys.atari.st
Date: 1989-04-14 17:06:00 UTC
From: TOXI_CE@HNYKUN51.BITNET
Message-ID: <8904151026.AA10402@ucbvax.Berkeley.EDU>
Source record: 249087

Distribution-File:
"info-atari16@score.stanford.edu"

I tried to send this message directly to Simon Poole, but probably
did not succeed. (Is that your real BITNET address, Simon?).

1) I am using UniTerm (V2.0e-010)at 9600 baud on a 1040 STf with TOS 1.2. I
like UniTerms feature to position the cursor with the mouse. However this
feature does not allways work. I tried to chance the mouse respons with the
control panel, but that does not seem to make a lot of difference. What does
make a difference is entering UniTerms help menu (you must choose one of the
menu options actually). When you do that double clicking suddenly starts to
work.

2) We did find a small problem in the XON/XOFF protocol. When we use
the XON/XOFF protocol (because we use the connected printer) problem occur
when the computer is turned off or reset after an XOFF has been send. When
UniTerm is restarted, no XON will be send. And the host will keep waiting
for it. It is possible to overcome this problem by using hold screen. When
hold screen is released, UniTerm does seem to send an XON. Maybe it would
be a good idea to have UniTerm send an XON after a reset.

3) I tried to use the write to VDI device option (and succeeded). However, I
have a few questions remaining. Why does UniTerm need device 00 as screen,
other applications use either 01 (the default screen; Timeworks does this) or
look for the actual resolution and use the corresponding sreen-driver (Eazy
draw does this). UniTerm will not work when device 00 is not known (it will
even say that GDOS is not loaded, while it is and while both EAZY DRAW and
Timeworks work correctly). After I put 00 in the assign.sys file it worked
allright. However, text (written with the Tektronics font, not as vectors)
was not printed. I did put the Timeworks fonts in the assign.sys file,
both with the printer driver (LQ800.sys from timeworks for a NEC P6 printer),
and with the three screen drivers. Am I doing something wrong? Or does the
write to VDI device function ignore text.

++

Chris Evelo

TOXI_CE@HNYKUN51 (BITNET/EARN)
|
an underscore _ not -.

Mail adress: Department of Toxicology
University of Nijmegen
Kapittelweg 54
6525 EP Nijmegen

The Netherlands
tel. 080-517184/514206

++

666. Re: Wordperfect revision -- Now clock problem & fix.

Newsgroup: comp.sys.atari.st
Date: 1989-04-14 17:13:13 UTC
From: close@cacilj.UUCP
Message-ID: <959@cacilj.UUCP>
Source record: 249088

In article <3229@cs.dal.ca> silvert@cs.dal.ca (Bill Silvert) writes:
>- I asked about a bug I have run into, and they hadn't run into it --
> have any of you? My date function doesn't work, it always generates a
> date on Jan. 1 some year in the 21st century (which year I forget).
> The guy I spoke for said it works for him. Perhaps it involves my
> clock-setting software -- I use the clock that comes with the Supra
> 60-Meg hard drive, which seems to work fine for everything else.
> Anyone have any idea what the problem might be? It would be a very
> useful function if I could get it to work!

I had the same problem when I got my new hard drive. It does, indeed, seem to be a problem with the clock-setting software (I use Supra software even though my drive is a Micropolis 1335 with a BMS 200 card).

There are actually 3 clocks in the ST. They are the keyboard clock, the TOS clock, and the BIOS clock. Some hard drives set only one clock. My BMS card sets only the TOS clock. If I remember correctly, I think WP uses the BIOS clock (a leftover from PC days, perhaps?). Since the BMS clock only sets the TOS clock, my time and date in WP are screwed up (Jan 20 20??, way in the future).

To fix this irritating problem, my husband wrote a small program in Mark William's C that sets the BIOS clock. Since it's a small program, I'll include it here:

```
/* set all clocks according to TOS time */

#include <time.h>
#include <osbind.h>

main() {
tetd_t td;

td = ((long)Tgetdate()<<16) | (unsigned)Tgettime();
Settime(td);
Ksettime(tetd_to_tm(td));
}
```

That's it. Try it out and see if it works. Run it *after* you've run your setclock program.

--
Diane Barlow Close
{uunet, crash, ucsd}!cacilj!close
close@cacilj.uucp
Free Canada -- Trade Mulroney

667. ST 4 meg limit

Newsgroup: comp.sys.atari.st
Date: 1989-04-14 19:51:37 UTC
From: ugbernie@cs.Buffalo.EDU
Message-ID: <5271@cs.Buffalo.EDU>
Source record: 249089

Will Tos 1.4 allow the ST to use more than 4 megs of memory (that IS all it can address right?). Also, is MINIX limited to 4 megs? It doesn't use Tos.
Or is the 4 meg limit set in the hardware?
thanks
bernie

Bernard Bediako ----------=-=-=-=-> DOMAIN: ugbernie@cs.buffalo.edu
"You CAN have your cake and eat it!"

668. Atari 520st for sale

Newsgroup: comp.sys.atari.st
Date: 1989-04-14 20:23:51 UTC
From: qbzj@vax5.CIT.CORNELL.EDU
Message-ID: <18370@vax5.CIT.CORNELL.EDU>
Source record: 249090

I have for sale an Atari 520st with external single-sided drive, monochrome monitor, and 1 meg memory upgrade. I am interested in selling this along with the following collection of software (all with packaging and manuals).
Dungeon Master
Flight Simulator II
Captain Blood
Moebius
Ultima III
The Pawn
Barbarian
Universe II
Personal Pascal
Plus a wide selection of public domain software.
I am asking $500 for the complete set where I will pay shipping within the USA. Please respond via e-mail to
lorraine@msc2.tn.cornell.edu
or via phone in the evening at (607) 273-6457.

Peter Lorraine

669. Re: Supra 2400 modem

Newsgroup: comp.sys.atari.st
Date: 1989-04-14 20:24:32 UTC
From: greg@bilbo
Message-ID: <886@snjsn1.SJ.ATE.SLB.COM>
Source record: 249091

In article <13025@dartvax.Dartmouth.EDU> dav@eleazar.dartmouth.edu (William David Haas) writes:
>I have this Avatex 1200 at home that seems suceptable to line noise
>problems. In my latest issue of STart I saw an add for the Supra 2400
>and Flash 1.6 for $155. How good is the Supra? Is it fully Hayes compatable?
>Does it have a speaker?

I have the Supra, and an older version of Flash. The Supra is, as far as most programs will care, completely Hayes compatible. I believe the only differences are in the S-registers. Yes, it has a speaker. I have had it for just about a year now, (bought it at the West Coast Computer Faire last year) and have had absolutely no problems with it. It seems to be fairly immune to noise, even at 2400 baud, but my phone lines are not particularly noisy, so your mileage may vary.

I don't think you can do any better for the price.

(Is it *really* necessary to say that I have no financial stake in Supra Corp.? No? Good. (-:)

Longish .signature follows. Skip now, or don't complain.

Greg Wageman DOMAIN: greg@sj.ate.slb.com
Schlumberger Technologies UUCP: ...!uunet!sjsca4!greg
1601 Technology Drive BIX: gwage
San Jose, CA 95110-1397 CIS: 74016,352
(408) 437-5198 GEnie: G.WAGEMAN

"Live Free; Die Anyway."

Opinions expressed herein are solely the responsibility of the author.

670. Re: HELP!!!!!!!!!!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 1989-04-14 20:33:09 UTC
From: pvf@bridge2.3Com.Com
Message-ID: <570@bridge2.3Com.Com>
Source record: 249092

In article <6840@saturn.ucsc.edu> humtech@ucschu.ucsc.edu (Mark Frost) writes:
>
.I have a bit of a problem! I just backed up my entire hard disk using the
.Turtle backup utility in order to reformat my hard disk. (I wanted to
.try formatting my Seagate ST296N at 1:1 interleave). Well now that I've
.discovered that I can't format 1:1 (I have ROM8's), I reformatted to 2:1
.interleave. Now I need to restore my hard disk from the floppies. I can't
.figure out how to do this!!! Other than manually copying all of the files
.off of the floppies I can find no way to do this using Turtle (or any of
.the support programs). The program "Terrapin" allows me to restore a file
.which is not helpful. I need to restore the entire hard disk from floppies.
.Turtle (3.0 I believe is what I have) has only a "backup" option from what I
.can tell - no "restore" option!
.
.Help! Help! I'm practically in a panic. Please someone help me....

No need to panic. Copy the floppies.

I, for one, count this as a small blessing. The files can always be
copied manually "if all else fails".

I wrote myself a restore program, however, to fix up the date and time
information when restoring the turtle floppies.
It would have been nice if something had been included in the turtle
distribution, but I would rather have turtle without restore than no
turtle at all.

671. help from Dortmund

Newsgroup: comp.sys.atari.st
Date: 1989-04-14 21:10:56 UTC
From: twolf@homxb.ATT.COM
Message-ID: <3323@homxb.ATT.COM>
Source record: 249093

Sorry to bother the net with this query, but I lost the response I got
from someone in Dortmund (FRG) regarding my query about the "CT" magazine.
Could that person please e-mail me again? (I read the response, and
answered the response but had deleted the original BEFORE I got back a message
from the mailer-deamon telling me that it couldn't reach the address
I specified.

Many thanks,

Tom

--
+---------------+----------------------------+ I don't remember,
| Tom Wolf | Phone: (201) 949-2079 | I don't recall,
| Bell Labs, NJ | E-mail: twolf@homxb.att.com | I have no memory,
+---------------+----------------------------+ No memory at all. -P. Gabriel

672. m.ros

Newsgroup: comp.sys.atari.st
Date: 1989-04-14 21:39:21 UTC
From: EHARNDEN@AUVM.BITNET
Message-ID: <8904151027.AA10475@ucbvax.Berkeley.EDU>
Source record: 249094

i have recently heard about a multitasking operating system called M.ROS.
what?where?who?when?how much?why not?
tell me more.

Eric Harnden (Ronin)
<EHARNDEN@AUVM>
The American University Physics Dept.
(202) 885-2758

673. Atari News - Portfolio

Newsgroup: comp.sys.atari.st
Date: 1989-04-14 21:43:51 UTC
From: mrp@ihlpb.ATT.COM
Message-ID: <10212@ihlpb.ATT.COM>
Source record: 249095
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

From: "Information Week" - Issue 215 (4/10/89) Pg. 36

Atari Computer began shipping Portfolio, a 1-pound MS-DOS
machine. Retailing for $400, it's expandable to 640K, runs
on AA batteries, and offers an 8-line, 40 char. LCD display.
The handheld unit comes with a text processor, Lotus 1-2-3
compatable speadsheet, and built-in modem.

This is the first I've heard of this. Thought the rest of you Atarians
would like the news as well.

Signed,
Marcus "Orphan Computer" Prickett (I keep my 800XL next to my TI99/4A :-})

674. Re: ARGV definition (MWC)

Newsgroup: comp.sys.atari.st
Date: 1989-04-14 22:18:45 UTC
From: apratt@atari.UUCP
Message-ID: <1455@atari.UUCP>
Source record: 249096

In article <845@per2.UUCP> rec@mwc.uucp
(Roger Critchlow @ Mark Williams Company) writes:
> [material deleted]
>
> "If the environment vector contains a parameter named ARGV, then the
> "run time start-up assumes that the program was executed by msh (...)
>
> Quoted material is Copyright (c) 1986 by Mark Williams Company.
>
> -- rec --

This is the root of the problem, isn't it? There's no validation of the arguments. It could be that the program's PARENT was executed by msh, and the program itself was executed by something which didn't know a thing about ARGV.

If every MWC tool and ARGV-compatible program checked to see if the "ARGV" in its environment was really meant for its use, we'd have much smaller objections to ARGV.

As it happens, the person(s) who wrote the execve code for the MWC library DID leave a hook for validation: they made sure the command-line length byte held 0x7f, which is the highest possible number this byte can legally hold. I always assumed the MWC startup code could say, "If my command-line length byte isn't 0x7f, the ARGV in my environment can't be meant for me."

Then ignorant programs which simply passed ARGV on to their children wouldn't be harmed, because the children would know that the args aren't meant for them. The other problems of ignorant programs finding strange things in their environments (each "argument" string appears as a separate environment variables) are minor by comparison.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

675. DeskJet printing Quality

Newsgroup: comp.sys.atari.st
Date: 1989-04-14 22:39:16 UTC
From: logajan@ns.network.com
Message-ID: <1282@ns.network.com>
Source record: 249099

Would anyone who has seen DeskJet output and laser printer output care
to compare them qualitatively for me?

Two specific cases:

1.) Do DeskJet fonts look like they are letter quality?

2.) Are DeskJet graphics sharp and consistent -- something you wouldn't
mind taking to a printers for mass production copying?

Thanks,

--
- John M. Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428 -
- ...rutgers!umn-cs!ns!logajan / logajan@ns.network.com / john@logajan.mn.org -

676. Who do I ask to get a developers' kit?

Newsgroup: comp.sys.atari.st
Date: 1989-04-14 23:15:39 UTC
From: rich@sendai.sendai.ann-arbor.mi.us
Message-ID: <RICH.89Apr14191539@sendai.sendai.ann-arbor.mi.us>
Source record: 249100

```
Please mail me with any leads.
--
rich.
```

677. SF354 drive for sale.

Newsgroup: comp.sys.atari.st
Date: 1989-04-14 23:26:00 UTC
From: V101N2QG@UBVMSC.CC.BUFFALO.EDU
Message-ID: <8904151027.AA10489@ucbvax.Berkeley.EDU>
Source record: 249251

To All
I have 3 disk drives and one of them is not doing me any good. So I've decided to sell one of my drives for the low price of $50. This is a SS/DD drive. It is still in the box and in perfect condition. Great for copying, it removes that pain of switching disks. Reply by Email.
Tom
V101n2QG

678. Midi questions

Newsgroup: comp.sys.atari.st
Date: 1989-04-15 00:19:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19890415001925.6.JRD@MOA.SCRC.Symbolics.COM>
Source record: 249252

Can anybody out there tell me the "right" way to read a bunch of midi data? I have some code that reads byte-at-a-time using Bconin(3), and that works until I tell my synthesizer (a Kawai K1) to dump its whole patch database. That apparently causes buffer overruns inside the ST, as the first few patches come thru ok, but the rest is gubbish. Transferring small amounts of data works.

In the OSBIND defs, I see Mfpint; is that something to do with getting MIDI interrupts for incoming data?

Also, about a year ago, a fragment of C code called midisys flew by on this list; it appears to be low-level interrupt handlers that hack the ACIA directly. Anybody remember it, used it, etc? One of the things it does is snag a batch of vectors with Kbdvbase() and grab the MIDI one; does anybody know which one that is?

Finally, code fragments, in any language, would be welcome.

Thanks in advance for any and all info.

679. Re: Supra 2400 modem

Newsgroup: comp.sys.atari.st
Date: 1989-04-15 00:20:29 UTC
From: Xorg@cup.portal.com
Message-ID: <17176@cup.portal.com>
Source record: 249253

I just ordered a new Supramodem 2400 last month - in a word this modem is outstanding. Extremely well built and an excellent manual to boot. You can get it and FLASH for less than the $155 from MicroTyme I believe - they're number is 1-800-255-5835 and they are open MF 9-9, Sat 9-5. They sold me my modem for $129!

Peter Szymonik
Xorg@cup.portal.com

680. Re: Where to buy an Atari ?

Newsgroup: comp.sys.atari.st
Date: 1989-04-15 00:23:17 UTC
From: Xorg@cup.portal.com
Message-ID: <17177@cup.portal.com>
Source record: 249254

Try J&R Computer in New York City they list:

DTP system - $3,995
Mega 2 CPU - $1,029
1040 CPU - $679

They will FedeX or UPS anywhere.
1-800-221-8180

Peter Szymonik
Xorg@cup.portal.com

681. desperate help

Newsgroup: comp.sys.atari.st
Date: 1989-04-15 01:01:32 UTC
From: a360ad@blake.acs.washington.edu
Message-ID: <1589@blake.acs.washington.edu>
Source record: 249255

The saga continues.
Bought a quantum 80S from MACLAND in Tempe, AZ.
Brought drive to dealer to assemble with Supra HOst.
Drive wouldn't format.
Bad control data block....

No info on the jumper wires....

Anybody have a quantum 80S running? Please help me...
I think i need to know how you have the jumper wires set....

thanks.....

-kevin

682. he

Newsgroup: comp.sys.atari.st
Date: 1989-04-15 02:48:37 UTC
From: jtang@orion.cf.uci.edu
Message-ID: <1714@orion.cf.uci.edu>
Source record: 249256

Hello, I am NEW to Usenet, so if I violate any rule please let me know and forgive me.

I am looking for a PD/shareware that will report system status. By that I meant things like total RAM availiable, free RAM availiable, total RAM used, RAM used by accessory, RAM use (and maybe text pictures), what is hook up. And things like these in general.

James

Post them if you think others might want to know.

683. Re: 2-pass DEGAS printout program?

Newsgroup: comp.sys.atari.st
Date: 1989-04-15 05:34:33 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <17195@cup.portal.com>
Source record: 249257

Commenting about a high density DEGAS printer program, John Kawakami says:
>Please, DON'T USE THIS PROGRAM! DENSITY.PRG will almost certainly destroy
>your printhead. There must be a better way, like using all 8 pins, pushing
>the paper 2/3 a dot, and making another pass. Each pin will do 1/8 of the
>work.

Actually, DENSITY.PRG allows you to select which pin is used to make the printout, and the Help File instructs you to rotate the pin used for each printout done... assuming you did 8 pictures and selected a different pin each time, each pin would end up doing the same amount of work as if all 8 were used..

Of course, it's up to the user to remember to change pins, and the real problem would arise when you only wanted to make one printout and didn't bother to change pins before doing it..

On the other hand, the program works well, and is available now...

BobR

684. 520 For Sale

Newsgroup: comp.sys.atari.st
Date: 1989-04-15 12:18:15 UTC
From: 870646c@aucs.UUCP
Message-ID: <1799@aucs.UUCP>
Source record: 249258

I seem to have a 520st with a outboard single sided drive for sale, also
included is a cable that will allow you to hook up a Commodore 1084 monitor.
I would like to get about $295 CDN for it which is about $240 US. If interested
just reply to this message before April 22, 1989. Or call Barry at:
1-902-542-9909.

later
Barry 870646c@aucs.UUCP

685. Commodore monitor pins

Newsgroup: comp.sys.atari.st
Date: 1989-04-15 12:30:11 UTC
From: 870646c@aucs.UUCP
Message-ID: <1800@aucs.UUCP>
Source record: 249259

Well here is the pin connections for hooking up a Commodore 1084 monitor to the ST computers. First off you are doing this on your own and are taking all the risks(I guess that you need this type of header).

The cable that I used is from Practical Solutions, which is a nice cable all shielded and has the ST connector already hooked up. Also included is the pinouts and their corresponding coloured wire.

ST pins number Commodore 1084
6-GREEN-RGB 1
7-RED-RGB 4
9-H SYNC 2
10-BLUE-RGB 5
12-V SYNC 6
13-GROUND 3

That is all there is to it, remember to hook the shielding up to the outer shield of the 6-Pin Din plug on the monitor end. You can pick up the Din plug at Radio Shack for two bucks or so. It works for me, if you are not sure about doing this yourself GET SOMEONE ELSE TO DO IT FOR YOU!

later
Barry Comer 870646c@aucs.UUCP

P.S. Also remember that the ST should be plugged into the ANALOG(?) RGB port.

686. Re: Folding Editor - Comments Anyone?

Newsgroup: comp.sys.atari.st
Date: 1989-04-15 13:03:19 UTC
From: lee@uhccux.uhcc.hawaii.edu
Message-ID: <3769@uhccux.uhcc.hawaii.edu>
Source record: 249260
Cross-posted to: comp.sys.atari.st,comp.editors,comp.misc

From article <786@stag.UUCP>, by trb@stag.UUCP (Todd Burkey):

" This is a request for comments on an editor which will soon be released ...

Sounds real nice. How about making some use of more than one
special screen attribute? Like inverted *and* underlined *and* ...
For instance, indexed words might appear underlined.

Can you have null folds, in case you just want a line to stand out?

Greg, lee@uhccux.uhcc.hawaii.edu

687. UNSUBSCRIBE

Newsgroup: comp.sys.atari.st
Date: 1989-04-15 13:31:00 UTC
From: XELS@ECNCDC.BITNET
Message-ID: <8904151332.AA17621@ucbvax.Berkeley.EDU>
Source record: 249261

```
UNSUBSCRIBE
```

688. Re: Atari News - Portfolio

Newsgroup: comp.sys.atari.st
Date: 1989-04-15 14:03:50 UTC
From: knutsen@athos.rutgers.edu
Message-ID: <Apr.15.10.03.49.1989.23536@athos.rutgers.edu>
Source record: 249262
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <10212@ihlpb.ATT.COM> mrp@ihlpb.ATT.COM (Prickett) writes:

> From: "Information Week" - Issue 215 (4/10/89) Pg. 36
> Atari Computer began shipping Portfolio, a 1-pound MS-DOS
> machine.

Atari began shipping something new? This close to April 1, it looks
like an April Fool's joke.
--
Mark Knutsen knutsen@rutgers.edu -or- {...}!rutgers!knutsen
Vice President, USACS ____ ____ ____ ____ /
...the Rutgers Undergraduate Student / //___ /___// /___ /
Association for Computer Science /___/____// //___ ____/ .

689. CLock chip

Newsgroup: comp.sys.atari.st
Date: 1989-04-15 15:36:22 UTC
From: derrick@ritcsh.UUCP
Message-ID: <2807@ritcsh.UUCP>
Source record: 249263

SOme people have asked me to post the details of a clock chip I mentioned
a while ago.
While there are many clock chips available, some in hard drives and some
easier to use, I believe this is the cheapest method anywhere.

The chip upgrade is detailed in ST X-Press magazine, April 1988. It is
relatively simple.

The chip itself is a Dallas Semiconductor DS1216E Smartwatch. It is important
to get the one with the E postfix for it is the only one that will fit the
ST.

Once you have obtailed this chip (DS address at bottom), you open the case
of your 520 or 1040, remove the rf shield, pull out the chip marked U2, put
in the DS chip, and put in the U2 chip back on top of the DS chip.
That's it for the hardware. However, it's a little tricky on a 1040, since it
is directly below the power supply. You will have to cut a hole on the mounting
bracket, but it is a simple operation. Make sure you put eletrical tape on the
top of the chip so it won't come into contact with the shield or the power
supply.

You need to have software in order to boot up the chip and set the time. It is
public domain (I got it off the disk that came with the magazine). This has to
be in the auto folder on the disk you boot up with. This is no problem if you
have a hard drive, but can be a pain if you're operating on floppies. I just
put the program on the program disks where time/date stamping is important.

Please remember that opening your computer will void your warranty, and while
this chip installation is very simple, I can't take any responsibility
for any mishaps that anyone might experience.

As for the chip, possible resources might be your local electronics store
or even (heven forbid) Radio Shack. If you're stuck, call

Dallas Semiconductor (214) 450-0400 (Sorry, no address available).

Prices range wildly from $15 to $40, so look carefully for the cheapest source.

Dallas Semiconductor provides software for the IBM (Use it with PC Ditto).

For the Atari software, contact:

St Xpress
P.O. Box 2383
La Habra, CA 90632
(213) 691-8000

Or reply to this posting and I will see if I can send it to you (I'm sure that the software can be distributed legally).

Happy Hacking!

Derrick

An artsie and an Engineer once sat, 'twix them a gallon can;
Said the artsie, "Match me drink for drink, let's see who's the better man."
They drank three quaffs, the artsie collapsed with a face turning green,
But the Engineer drank on and with a sneer said, "It's only gasoline!"

Derrick Williams Rochester Institute of Technology

---

690. Re: Memory upgrade shortens life expectancy???

Newsgroup: comp.sys.atari.st
Date: 1989-04-15 16:51:50 UTC
From: rjd@brunix
Message-ID: <4120@brunix.UUCP>
Source record: 249264

In article <5751@brspyr1.BRS.Com> tim@brspyr1.BRS.Com (Tim Northrup) writes:
>I just had a strange conversation with my local Atari service center.
>
>THEN she said that she had seen "a lot" of ST's with fried main logic boards
>and some power supplies after about 18 months of using an upgrade board, and
>that the only corrective action is total replacement of the CPU.

The only thing I can think of is that the 520's have a problem getting
rid of the extra heat, which might effect the CPU. (The only other effect
would be on the power supply, which can *definitely* handle the
extra memory.

I modified my 520 myself to 2 Meg over 3 years ago, without an add on board.
(There weren't any back then.) I use my ST a *lot* and I have never
had a problem with it...no mechanical or electronic defects at all.

I dunno if that helps or not...but I haven't heard of an epidemic
of blown CPU's due to memory board upgrades before...

- Rob DeMillo | UUCP: ...ima!brunix!rjd
Brown University | BITnet: DEMILLO%BRNPSG.SPAN@STAR.STANFORD.EDU
Planetary Science Group | Reality: 401-863-3769
"I say you *are* the Messiah, Lord! And I ought to know, I've followed a few!"

691. Re: Fun with Sun - the Mouse

Newsgroup: comp.sys.atari.st
Date: 1989-04-15 16:52:30 UTC
From: scott@amon-re.cs.odu.edu
Message-ID: <8491@xanth.cs.odu.edu>
Source record: 249265

In article <658@ultb.UUCP> clf3678@ultb.UUCP (C.L. Freemesser (709ITP)) writes:
>If you have a Sun workstation:
>
>1) I pity you. Although it is VERY powerful, it is crippled by that
>damn awful mouse. We have Sun 3/50 workstations at school, and those
>damn mice get the biggest complaints.
Well, you do have to use them on the optical pads.... but there are some
advantages with this. One that I can think of is related to something that
someone recently posted to the net-- if you had an optical mouse on your
atari, no matter how zealous your game playing got, you would not wear out
the roller-ball because there wouldn't be one. On the other hand, I don't
want to have to pay hundreds of dollars to get a new ST mouse in the event
that something DID happen to it.

>2) If you want to be silly, put the mouse on the screen. The cursor
>will FLY up to the top of the screen. As far as I can figure, since
>the mouse is optical, it mistakes the scan lines as one of those black
>lines on the pad.
I use this to my advantage...
If you have to do work and the lab is full... well, it is almost full--
every sun is taken except for the one with the broken mouse.... well,
you can still use the machine if you want to move the mouse around by
putting it to the monitor!

>Now as for the Atari mouse, I've seen better and worse. Luckily, I have
>the Japanese mouse, so I have had no major problems with it after 2
>years (except for replacing the left button). Has anybody experimented
>with putting a different switch in it to get more feedback?
I don't mind the mouse as much as the MORONIC location of the jack!
Personally, I bought a joystick extender-- that 5 foot joystick extension
cable. I have that plugged in all the time so whenever I want to switch the mouse with a
joystick (or the other way around), I don't have to move my entire
setup!

Scott D. Yelich scott@cs.odu.edu [128.82.8.1]

692. Re: Scientists who use ATARI computers

Newsgroup: comp.sys.atari.st
Date: 1989-04-15 17:00:31 UTC
From: rjd@brunix
Message-ID: <4121@brunix.UUCP>
Source record: 249266

Sorry to post this here, but it got bounced back to me...

In article <4934@kuhub.cc.ukans.edu> shawl@kuhub.cc.ukans.edu writes:
>As an ATARI ST user, and a professional scientist (astronomer), I have often
>wondered how many other professional scientists use an ST at work.
>If you fall into
>this category, please let me know who you are, your general field, and
>the type of institution you're at; I will compile this and post it
>(eventually!!).

I work at the Brown University Planetary Geology group, and we are
a heavy Atari shop. For our main processing we use VAX clusters and
workstations, but for word processing, small off-line tasks, and
TekTronix emulations we rely on about 10-15 Atari STs in various
configurations. (520s, 1040s, Mega 4s ... combos of color and mono).
We are also seriously looking into the ATW.

For communicating with the professors (Brown is Mac-happy) we
use Magic Sac and Spectre without problems.

Our lab does mostly image processing, mapping, mission planning,
graphics and numerical analysis.

>Are you able, through your institution's purchasing
>system, to purchase ATARI or are you, like me (at the University of Kansas)
>limited by State contract procedures (to MAC and Zenith)?
>

Well, we can only buy Macs and IBMs through the University computer
store, but a local Atari retailer gives us a university discount,
so we deal thru them directly. (Our grad students are now purchasing
Atari's for themselves...they can get the equivalent of a Mac SE
with a hard drive for about 1/2 the price of a plain SE.)
I suspect we spent about $8-$10K on Atari products last year alone.

>(Part of the purpose of this is to show myself that I'm not the ONLY
>one out there to go against the tide of Mac and PCs!)

You aren't...

>
>Stephen J. Shawl
>Department of Physics and Astronomy
>University of Kansas
>Lawrence, KS 66045
>
>Bitnet: shawl@kuhub.cc.ukans.edu

>SPAN : kuphsx::shawl

- Rob DeMillo | UUCP: ...ima!brunix!rjd
Brown University | BITnet: DEMILLO%BRNPSG.SPAN@STAR.STANFORD.EDU
Planetary Science Group | Reality: 401-863-3769
"I say you *are* the Messiah, Lord! And I ought to know, I've followed a few!"

693. Atari Users Association

Newsgroup: comp.sys.atari.st
Date: 1989-04-15 18:48:12 UTC
From: wilmott@topaz.rutgers.edu
Message-ID: <Apr.15.14.48.04.1989.12869@topaz.rutgers.edu>
Source record: 249267

Announcing the Atari Users Association. The A.U.A. is a group of
Atari users and dealers trying to unite Atari users and user
groups across the nation and around the world. Membership is
completely free and puts you under no obligation of any kind.
The goal of the A.U.A. is not to break up existing users groups,
or interfere in their affairs in any way, but rather to form
a network of users and users groups in order to promote the
more rapid spread of Atari-oriented information. This network
will provide a good base of very knowledgeable users
whom you can call upon should you need their help, as well as
being a good base from which to launch write-in campaigns to
software and hardware companies. For more information,
please contact....

The Atari Users Association
c/o Software Spectrum
267 Main Street
Matawan, NJ 07747
(201) 290-2242 [voice]
(201) 290-1133 [BBS]

694. Quantum 80S

Newsgroup: comp.sys.atari.st
Date: 1989-04-15 21:13:12 UTC
From: a360ad@blake.acs.washington.edu
Message-ID: <1599@blake.acs.washington.edu>
Source record: 249268

Sorry to keep this thing dragging on.....

but if someone knows the answer to this, i can refrain from
future postings.....

I bought a quantum 80S from a Mac dealer... the "bare" drives
they get from Quantum are apparently already set up to run on the
mac.... ie., there was a jumper on one set of pins and the drive
seemed to be formatted for a mac already.... leaving the jumper
where it was , i couldn't get Supra to format the drive. I have
the latest version of the software which recognized the drive...
so i know it is not the software. Putting the jumper on other
sets of the pins either kept the drive from even spinning or
failed to allow formatting. Removing the jumper also failed
to allow formatting. As i have no idea what the jumper
configuration should be, i am hoping that someone who is actually
using the Quantum 80S with Supra Host could fill me in on the
pin configuration. Below is a diagram of the pins and the jumper
set when i received the drive in the mail. (my Atari dealer has
never worked with this drive before.... so he is at a loss as much
as i am....)

A0 . .
A1 . . SCSI pins
A2 . .

WS . .
EP .__. <-jumper
SS . .

HELP!

-kevin
a360ad@blake.acs.washington.edu

695. Re: help with internal compiler error in MWC

Newsgroup: comp.sys.atari.st
Date: 1989-04-15 23:39:52 UTC
From: rob@kaa.eng.ohio-state.edu
Message-ID: <1931@quanta.eng.ohio-state.edu>
Source record: 249269

```
In article <886@syma.sussex.ac.uk> benw@syma.sussex.ac.uk (Ben Whitaker)
writes:
>i am using MWC (v3.0) on an atari 1040 with two double sided drives.
[which gives the error:]
>In cc1: Internal compiler error::no match,op=61
[when I compile]
>void foo(fx)
>float (*fx)();
>{
> float fc,x=1.0;
> fc=(*fx)(x);
>}

I've had the exact same problem a while back, and the called their
toll-free help number (the one they don't list in the manual, I can
look it up if you want). It's a bug, they know about it, they plan to
do something about somewhen, and offer the following workaround:

change

float (*fx)();

into

double (*fx)();

and it will work. (They're right about that, I tried)

SR
```

696. Still have a few 240 meg drives for sale!

Newsgroup: comp.sys.atari.st
Date: 1989-04-16 00:20:01 UTC
From: billsey@agora.UUCP
Message-ID: <1454@agora.UUCP>
Source record: 249270
Cross-posted to: comp.sys.amiga,comp.sys.atari.st,comp.sys.ibm.pc,comp.sys.mac,misc.forsale

I still have a few of the Maxtor XT-3280S drives for sale. I case you missed
the last posting, they are full height 5.25 inch SCSI drives. They format (on
an Amiga) to 244 megs (1000K megs... :-} 232 1024K megs). They are unused
drive, but are no longer in warranty. They were sold to a large data management
company, who never actually installed them in perminant systems. (The company
has now gone to 760 meg drives, that's why these are available...)
Here are the pertinant specs:

Drive type: Maxtor XT-3280S
of cyls: 1224
of surf: 15
sectors/track: 26 (512 byte optionally 256, 1024 or 2048 bytes)
average seek: 30ms
data trans: 1.5MB/sec burst, 900K/sec sustained
Power cons: 12V 4.5A, 5V 1.75A startup
12V 1.5A, 5V 1.75A sustained
Price: $1000 each, I'll include shipping inside the continental US.

If you have more questions, drop me a line or call... If you want to
buy one (or more...) send a check or money order (please, no cash) to:

Bill Seymour
1701 SE Oak St.
Hillsboro, OR 97123

My ..sequent.UUCP!blowpig!billsey path gets me during the day, the agora path
gets me in the evenings...

--
-Bill Seymour ...tektronix!reed!percival!agora!billsey
...tektronix!sequent.UUCP!blowpig!billsey
Creative Microsystems Northwest Amiga Group At Home Sometimes
(503) 691-2552 (503) 656-7393 BBS (503) 640-0842

697. update to 1084 cable

Newsgroup: comp.sys.atari.st
Date: 1989-04-16 00:27:59 UTC
From: 870646c@aucs.UUCP
Message-ID: <1811@aucs.UUCP>
Source record: 249271

I should also tell you that when hooking up the Commodore monitor to the ST that the audio comes off of pin 1, which is the yellow wire on the cable from Practical Solutions.

later
Barry Comer 870646c@aucs.UUCP

P.S. The black wire on this cable is composite(useless if you don't have a rf mod.)

698. Re: Metafont problem

Newsgroup: comp.sys.atari.st
Date: 1989-04-16 03:46:36 UTC
From: mc3i+@andrew.cmu.edu
Message-ID: <8YG0mQy00Vo9856lop@andrew.cmu.edu>
Source record: 249272
Cross-posted to: comp.text,comp.sys.atari.st

There exist apparently differing versions of punct.mf. Our local version which was obtained from the sources not long ago, does not contain the offending variable "body_depth#". Instead, in all places where your version says "body_depth#", ours says "paren_depth#".
My advice therefore: replace "body_depth#" everywhere by "paren_depth#" and see what happens.

Can anyone else explain what is going on?

--Martin Costabel

699. Re: Replace those key caps. PLEASE!!!

Newsgroup: comp.sys.atari.st
Date: 1989-04-16 04:27:09 UTC
From: mfolivo@sactoh0.UUCP
Message-ID: <866@sactoh0.UUCP>
Source record: 249273

Key caps too big? No. Fingers to clumsy, maybe. What does he want, smaller keys? The size of the key do not present a problem to most people. And the rhomboid funcion keys? KEEP 'EM! The slant design looks better than the rest of the zillion keyboards out there, and the ergonomics of a rhomboid (as he calls it) has never presented a problem for me. If anything, maybe a new keyboard could include 12 function keys, so that running the ST under IBM emulation, we have all 12 function keys. And maybe an equivalent to a PgUp and PgDn, and an END key.

Mark Newton-John
Sacramento, CA

--

##
PRIVATE # SAC-UNIX, Sacramento, Ca.
PARKING # UUCP=...pacbell!sactoh0
##

700. VIP file formats

Newsgroup: comp.sys.atari.st
Date: 1989-04-16 07:09:32 UTC
From: george_seto@brains.UUCP
Message-ID: <4427@brains.UUCP>
Source record: 249274

VIP file formats:
Does anyone know of a conversion utility that will convert the old VIP format .NAT file to the .WKS file format? A friend has a disk of Templates from the company that produces the EZ-Calc Spreadsheet and they have only two types of files, .EZC and the .NAT. The documentation implies that the .NAT is standard VIP format and can be used on any type of Spreadsheet. Now the only "universal" file format I know of is the Lotus WKS format. Thanks in advance.

--
==========
From George Seto logged in at
Cerebral Cortex BBS System (902)462-7245 8N1 24h/7d
{uunet, utai, watmath}!dalcs!iisat!brains!george_seto
==========

701. Lisp for sale!

Newsgroup: comp.sys.atari.st
Date: 1989-04-16 16:38:26 UTC
From: 870646c@aucs.UUCP
Message-ID: <1814@aucs.UUCP>
Source record: 249275
Cross-posted to: comp.sys.atari.st,misc.forsale

I have a new copy of Cambridge Lisp for the ST for sale(the warranty card is still bound in the manual). I would like to get $50.00 CDN for it if possible. I will work on a 520 ST with a singe sided drive if it has to. This version of lisp supports all of the nice GEM things like windows, mouse, and other graphics things.

If interested you can reply to this message or call me at 1-902-542-9909 until April 22 and at 1-902-466-5345 after that date. By the way you pay shipping.

Later
Barry Comer 870646c@aucs.UUCP

P.S. I also have the follow for sale(in CDN funds, to get US price multiply by .8)

1-Assempro $40.00
1-Flight SimulatorII - $30.00
1-Scenery disk for above(#7) - $15.00
1-Scenery disk for above(#11) - $15.00
1-520ST and single sided drive(plus cable to hook up a Comm. 1084) - $300.00
1-Aegis Animator(updated) - $30.00
1-Flash 1.6 Terminal Program - $10.00

If interested let me know, and again you pay shipping.

702. Re: Atari News - Portfolio

Newsgroup: comp.sys.atari.st
Date: 1989-04-16 21:22:19 UTC
From: Xorg@cup.portal.com
Message-ID: <17301@cup.portal.com>
Source record: 249276
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Nope, this one is REAL folks! Really caught the eyes of the MS-DOSers
at COMDEX.

Peter Szymonik
Xorg@cup.portal.com

703. WordPerfect SHELL command

Newsgroup: comp.sys.atari.st
Date: 1989-04-16 22:39:00 UTC
From: TK0GRM1@NIU.BITNET
Message-ID: <8904170052.AA11391@ucbvax.Berkeley.EDU>
Source record: 249277

A recent message (forgive me for not including it in this
one) commented that WordPerfect for the ST did not allow
execution of other programs while still in WP. This is true.
However there is a little know feature that can be used.
A past issue of STart magazine (at least a year ago) had a
CLI accessory written by Jeff Wilson. (Jeff is/was the main
author of WP/ST) If you stick this .ACC on your WP boot disk,
and RENAME it to SHELL.ACC, you can access it within WP by
hitting ^F1. Once inside the CLI you can execute some programs.
Not all of 'em of course..there are some limits with size and
environment.
Additionally, any desk acc renames as SHELL.ACC can be called
using the WP shell command...but be carefull as WP assumes some
things have been done when control returns....if your desk acc
doesn't do these things you may have some problems.

On other WP news. I saw the beta of the new version at Comdex.
The ability to use the fsel from the F10 selections is nice.
Hope we see it soon! WordPerfect was demo-ing WP/ST in the Atari
booth...but nary a sign of it over at the WP Corp area. But before
you get too excited I should add that the Apple II and Amiga version
were absent from the WP Corp area too. Seems they only wanted to
admit to the IBM and Mac support.
-=->G<-=-

| Gordon R. Meyer, Northern Illinois University, Dept of Sociology |
| GEnie: GRMEYER, CIS: 72307,1502, Phone: (815) 753-0555 |
| Bitnet: Tee-Kay-Zero-Gee-Are-Em-One AT Enn-Eye-You.bitnet |

| "Resist much, obey little" - Edward Abbey 1928 - 1989 |
| "Being right is not enough..." - Abbie Hoffman 1936 - 1989 |

| Disclaimer? Grad students don't need 'em! Besides, this message |
| is a figment of your imagination. |

704. index test

Newsgroup: comp.sys.atari.st
Date: 1989-04-16 22:45:00 UTC
From: UNCSPL@UNC.BITNET
Message-ID: <8904162146.AA04093@ucbvax.Berkeley.EDU>
Source record: 249278

```
index prog-a16
```

705. Return codes from STadel (Was Re: Gulam)

Newsgroup: comp.sys.atari.st
Date: 1989-04-17 01:03:46 UTC
From: usenet@TSfR.UUCP
Message-ID: <520@TSfR.UUCP>
Source record: 249279

In article <3045@m2-net.UUCP> elixir@m-net.UUCP (Rodney Fulk) writes:
>
>On the issue about limits on the persons time.. If it doesnt give you time
>limits on the files then someone could spend forever downloading and tie the
>system up for quite a while. If a person is given enough time they should be
>able to get through all the messages and still have time left unless your
>talkling about large message bases..

Yes, but why lump it together into one time limit? The way that STadel
does it just puts a limit on downloading - you won't be penalised if you
download some files first and then decide to read the messages. A general
time limit is, well, icky - I only know of 2-3 cases where a time-limit
would save the system from being hogged.

>And about the linear user limits.. I used the invitation onlly rooms for a
>while except that it did not allow me to easily add someone to a bunch of
>message bases.

Floors. Dump all the rooms into a floor and do a floor invite. About as
quick as bringing up a user-configuration menu and diddling access level
(though I can see that diddling access levels is marginally more intuitive
for most sysops - maybe 3.4...)

>I switched to FoReM cause it had all the power I needed although I miss some
>of the features of citadel...

Hmmm. But what about the users? Both of the major TC variants of citadel
haven't spent much effort on the sysop interface because both Hue (Citadel-86)
and I prefer to hack the user interface. Having a clean sysop interface at
the expense of a messy/awkward user interface is, umm, odd thinking for a
BBS system.

>I want to make it run from within forem...

What does forem want door programs to look like?

-david parsons
-orc@pell.uucp

706. Re CLock chip

Newsgroup: comp.sys.atari.st
Date: 1989-04-17 06:15:13 UTC
From: george_seto@brains.UUCP
Message-ID: <4433@brains.UUCP>
Source record: 249280

Re CLock chip:

Derrick Williams @ritcsh.UUCP wrote about the installation of a Dallas DS1216E and I thought I should update you on this.

The Software as supplied from ST-Xpress is called Areal. I forget which version that is, but the sources were available with it. Over 6 months ago I found a newer version 3.3 usually seen as AREAL33.ARC on bulletin boards. It doesn't include the sources. The program was written by Bill Penner from somewhere in the Pacific NorthWest.
The Dallas Chip is easily added to the 1040 and 520 systems. You can even add it to the Mega Systems as well. The software will allow you to put the SmartWatch as it is called in ANY ROM socket available to the ST, any that would normally hold a ROM. You cannot put it into an unpopulated socket in the 2 ROM systems. As a matter of fact you can have as many SmartWatches installed as you have sockets. The sockets include the sockets in the Cartridge. The 3.3 takes care of a minor bug in the software which was included in the ST-Xpress version.

I put it into my system 3 months ago and have had absolutely no problems with it. It took roughly 10 to 15 minutes. The most of that time was used to take the system apart and put it back together again. All in all the actual installation of the SmartWatch took 3 minutes. This software is excellent. Much to be recommended. If anyone wants to get the software contact me through our Users Group here. Our disk librarian has it available on a disk for $5.00 Cdn. We supply the disk and other items of interest as well on the disk.
Nova Scotia Atari Computer Users Group
C/o Nova Scotia Museum
1747 Summer St.
Halifax, N.S.
B3H 3A6

--
==========
From George Seto logged in at
Cerebral Cortex BBS System (902)462-7245 8N1 24h/7d
{uunet, utai, watmath}!dalcs!iisat!brains!george_seto
==========

707. MM2

Newsgroup: comp.sys.atari.st
Date: 1989-04-17 09:04:03 UTC
From: JJL101@PSUVM.BITNET
Message-ID: <89107.050403JJL101@PSUVM>
Source record: 249281

I just got micromix ii from the umich ftp and have unarchived it, but after the title screen the disk stops and then NOTHING!!!! Anyone have any ideas as to why?
Thanks in advance

Taz

708. dcformat problems with drive B

Newsgroup: comp.sys.atari.st
Date: 1989-04-17 12:28:00 UTC
From: TOXI_CE@HNYKUN51.BITNET
Message-ID: <8904181140.AA02738@ucbvax.Berkeley.EDU>
Source record: 249282

Distribution-File:
"info-atari16@score.stanford.edu"

I tracked down part of the problem with DCFORMAT.
Both DCFORMAT vs 2 and 3 have problems formatting on drive B.
After the whole disk has been formatted, there is an
access to drive A. (Probably to move the head back to track 0
or something). With DCFORMAT 2 the resulting disk has 0 bytes free,
with DCFORMAT 3 I don't remember. But the verify often does not
work.
I hope that somebody from Double Click can comment on this.

Chris Evelo

++

Chris Evelo

TOXI_CE@HNYKUN51 (BITNET/EARN)
|
an underscore _ not -.

Mail address: Department of Toxicology
University of Nijmegen
Kapittelweg 54
6525 EP Nijmegen
The Netherlands
tel. 080-517184/514206

++

709. who am I when running UW

Newsgroup: comp.sys.atari.st
Date: 1989-04-17 12:45:06 UTC
From: meulenbr@cstw01.prl.philips.nl
Message-ID: <439@prles2.UUCP>
Source record: 249283

Hi!

I've encountered the following problem when using UW:
If I run UW the remote system does not seem to know any more who I am.
who am I says No login?! and talk tells me
you don't exist; Go Away!
The question is: Has somebody already fixed this, or am I on my own
here? If it is fixed, please send me a copy or a pointer.

Thanks,
Frans Meulenbroeks (meulenbr@cst.prl.philips.nl)
Centre for Software Technology
(or try: ...!mcvax!philmds!prle!cst!meulenbr)

710. Re: PD modula 2 for the ST

Newsgroup: comp.sys.atari.st
Date: 1989-04-17 12:54:30 UTC
From: klute%trillian.irb@unido.uucp
Message-ID: <1288@laura.UUCP>
Source record: 249284

Finally! ZOO is out on comp.binaries.atari.st.

I just downloaded it and at once tried to packed the PD Modula-2 system into a ZOO file. It works very fast. Storing the complete Modula-2 system (about 550k) from floppy to a ZOO file on harddisk took nearly 8 minutes.

Thanks to Daan Jitta for the port and especially for the additional "/" option which allows to add a complete file systems to an archive without having to mention each and every file explicitly.

As I already announced before I mailed the Modula-2 system to Steven Grimm. It should show up on comp.binaries.atari.st within the next time.

Rainer Klute ---- klute@trillian.irb.informatik.uni-dortmund.de
Univ. Dortmund, IRB |)|/ klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |\|\ ...uunet!mcvax!unido!klute
D-4600 Dortmund 50 ---- Tel.: +49 231 7554663

711. Mail order: (was: Where to buy an Atari)

Newsgroup: comp.sys.atari.st
Date: 1989-04-17 12:57:57 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <2252@water.waterloo.edu>
Source record: 249285

I asked, on behalf of a friend, where to buy Atari Computers.
and Xorg@cup.portal.com (Peter Ted Szymonik) writes:

>Try J&R Computer in New York City

Thanks for the suggestion, and this raises other questions.
Are there other shops that will accept phone or mail orders?
Someone recently mentioned a place in Ohio (is it near Cleveland?)
that gave them service above and beyond. Is it true that the
manufacturer discourages this sort of marketing?

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@water.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

712. FOR SALE: ATARI 1040 ST computer

Newsgroup: comp.sys.atari.st
Date: 1989-04-17 14:04:56 UTC
From: jong@hounx.ATT.COM
Message-ID: <1323@hounx.ATT.COM>
Source record: 249286
Cross-posted to: misc.forsale,comp.sys.atari.st

FOR SALE: ATARI 1040ST COMPUTER.

Ever since I bought an IBM compatible for home use my Atari system
has been sitting around unused. It is in excellent condition.
The ATARI 1040ST is a 68000 8Mhz machine with 1MEG ram, built
in 3 1/2 disk drivev(720K), 640x200 RGB 12" monitor,
built in parallel and RS232 ports, and a built in midi port.

The system includes:
ATARI 1040ST with color monitor
Panasonic kx-p1080i printer
mouse
joystick
monitor stand
dust covers
software including: word processors
drawing programs
animation program
many games, etc
$900.00 or b.o.

You can reach me at:
(201) 386-2904 (work) please leave message.

713. Re: Folding Editor - Comments Anyone?

Newsgroup: comp.sys.atari.st
Date: 1989-04-17 14:51:02 UTC
From: jeff1@garfield.mun.edu
Message-ID: <JEFF1.89Apr17112102@cauchy.mun.edu>
Source record: 249287
Cross-posted to: comp.sys.atari.st,comp.editors,comp.misc

```
Have you though about inverse folding? For highly indented
code it would be good to just look at a single block, ignoring
preceding levels of indentation.
I.e.

x()
{
while (1) {
if (blah) {
if (foo) {
if (bar) {
/* code */
}
}
....

becomes

MARKER
if (foo) {
if (bar) {
/* code */
}
}
MARKER

--
Jeff Sparkes uunet!garfield!jeff1 || jeff1@garfield.mun.edu
```

714. page buffer

Newsgroup: comp.sys.atari.st
Date: 1989-04-17 15:22:45 UTC
From: a360ad@blake.acs.washington.edu
Message-ID: <1609@blake.acs.washington.edu>
Source record: 249288

Wondering if a developer who has the pre-release TOS 1.4 could tell me if the 32k page buffer has been increased to accomodate large screen monitors? I was told that this was brought to ATARI's attention, but that ATARI does not plan on making the change in 1.4. I suppose one could write a simple enough routine to take care of it...

-kevin

715. Re: Supra 2400 modem

Newsgroup: comp.sys.atari.st
Date: 1989-04-17 15:36:59 UTC
From: logajan@ns.network.com
Message-ID: <1283@ns.network.com>
Source record: 249289

William David Haas writes:
> How good is the Supra?

I had a Supra 2400 baud modem, it worked for half a year, then one of the main chips fried -- it has negative voltage coming out several "wrong" pins.

Anyhow I was upgrading to a Telebit TrialBlazer soon thereafter, so I never did try to get it repaired. Since the chip blew, I don't think you can blame the Supra design necessarily -- but who knows?

--
- John M. Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428 -
- ...rutgers!umn-cs!ns!logajan / logajan@ns.network.com / john@logajan.mn.org -

716. Re: Supra 2400 modem

Newsgroup: comp.sys.atari.st
Date: 1989-04-17 15:58:24 UTC
From: Sentry@cup.portal.com
Message-ID: <17326@cup.portal.com>
Source record: 249290

Supra 2400 modem ? It's a great piece of hardware. I use it on the PC,
Atari ST, Amiga and sometimes MAC. No compatibility problem whatsoever.
I also dropped it quite a few times (unintentionally), broke the face plate
and the on/off switch cover, but it's still working fine after over a year
of daily use. Incidentally, I have an Avatek 2400 and I cannot log on Portal
using any comm program on any computer because of the noise problem.

717. Spectre GCR, PC Ditto II?

Newsgroup: comp.sys.atari.st
Date: 1989-04-17 16:29:52 UTC
From: roman@jupiter.ucsc.edu
Message-ID: <6904@saturn.ucsc.edu>
Source record: 249291

I read some while back about the PC Ditto II and the new Spectre GCR by Gadgets. I was wondering if anyone has heard anymore about these products and maybe when they might be available. I have a few friends who are very willing to buy a Mega 2 if they can get the Spectre GCR and I am really awaiting the time when I will be able to do PC emulation at speeds upwards (or should I say quicker than) the horrible 1.5 MHz that the originial PC ditto runs at. Any help would be greatly appreciated!

Roman Baker
Univerisity of California, Santa Cruz

718. Quantum 80S and Supra Host

Newsgroup: comp.sys.atari.st
Date: 1989-04-17 16:50:53 UTC
From: a360ad@blake.acs.washington.edu
Message-ID: <1610@blake.acs.washington.edu>
Source record: 249292

Thanks to all the netters who have been helping with my
drive fiascoes.

The problem i had with getting the Quantum 80S running was in
the Supra Software. My dealer had version 3.30... I called
SUpra this morning and was told that 3.30 has a bug in it that
prevents the Quantum 80S from formatting. I need version 3.34...
A fellow netter had told me this yesterday as well.

SInce i do not have an account on Genie... Mark at Supra said he
would mail me the update. If anyone can uuencode 3.34 and mail it
to me today before 2PM Pacific time... i would very much appreciate
it... otherwise, i will have to wait several days for the mail...
and then have to wait a few more days before i can get down to my dealer's
and pick up the case and power supply etc....

thanks!
-kevin
a360ad@blake.acs.washington.edu

719. The Terminator Atari Archive

Newsgroup: comp.sys.atari.st
Date: 1989-04-17 18:24:11 UTC
From: dyer@math.lsa.umich.edu
Message-ID: <619@stag.math.lsa.umich.edu>
Source record: 249293

Well, after 8 months on the U of M mainframe, the PC7 archive is moving again. This time we're moving to a Sun that's managed by our Computing Center. This provides the following advantages over the current system.

1st Access is no longer based on the whim of the HIM. It should be accessible with many fewer complications now.

2nd I've set up the new archive to take advantage of the Sun's hierarchical file system. Now things will be placed in categorical directories.

3rd We can get a mail server going now. MTS had messed up translation tables, so uuencoded files got trashed in the mail.

4th People can submit files to us via ftp again.

5th MTS used a strange form of ftp. Things should work normally now. (* for wildcard, dir gives useful output...)

Here's a brief rundown on how to get a hold of the new archive. (him1 will still be available, if you're into masochism)

to get to the archive:
% ftp terminator.cc.umich.edu
or
% ftp 35.1.33.8

to get to our files:
ftp> cd ~atari

Ask your local ftp-god about how to transfer stuff, or wait until I release a revised version of my (in)famous FTP cookbook.

The index will be put together in May, *after* f*nals.

FTP submissions should to into ~atari/new

Mail submissions should be sent to:
dyer@math.lsa.umich.edu

Jon Brode -- dyer@math.lsa.umich.edu usercptb@umichub.BITNET
The Terminator Atari Archive Moderator.

720. Re: Extended argument passing conventions in Pexec() [MWC]

Newsgroup: comp.sys.atari.st
Date: 1989-04-17 18:33:14 UTC
From: david@bdt.UUCP
Message-ID: <546@bdt.UUCP>
Source record: 249294

In article <1453@atari.UUCP> kbad@atari.UUCP (Ken Badertscher) writes:

[about the MWC ARGV method]

>It is simple, yes, and it simply won't work. Using ARGV, a parent
>is required to copy its environment before it execs a child. What if
>someone decides they'd like to sort the environment variables for the
>child as they create the child's environment? What if they want to
>filter it? The environment comparison fails, and validation goes out
>the window. The MWC tools already* provide a flag ("unreasonable"
>command line length byte) which can be used to validate the ARGV, and it
>is unused by the MWC startup code!
>

Ken, it sure looks like you want to attack MWC here. If the method is
"standard", "good" programs won't mess with the environment in "bad" ways.

I think something that Allan Pratt (sp?) suggestted a long time ago where
the parent places a variable like "PARENT=" or simething which contains the
parents basepage address is a reasonable additional method of validation
of the ARGV environment. Also the MWC startup could be modified to use
the "unreasonable" command line length byte and Roger's suggestion of
nulling out the env. at the ARGV is also good.

>| --
>| Programs which ignore the ARGV convention for arguments end up
>| mis-interpreting ARGV specified arguments as environmental variables
>| and passing screwed up environments on to their children.
>|
>| This problem is addressed differently by the ARGS and xArgs proposals.
>|
>[means of addressing the problem omitted]
>
>Hah, I caught you! You admit that ARGV is imperfect! ;-) You are even
>willing to change the startup code to make it more perfect!

I think that's *exactly* what Roger was saying. What's wrong with that?
Are you suggesting the xArgs and/or your method are perfect? They all
have problems. I think any method using the environment for something
other than it is intended for is never going to be perfect. Sorry. GEMDOS
should just do it right. That's the only "perfect" answer. I think what
Roger is saying is that with some minor improvements the ARGV method is OK.

>
>| [Roger discusses solutions for programs which mess up the env.]
>That's very nice, but the other two methods of extended argument passing

>don't require ANYBODY to be insulated from them. In fact, all THREE
>methods can peacefully coexist in one system, except that ARGV will
>cause problems for programs which haven't been "innoculated" against it.

Say what? Are you saying that I won't have to upgrade any of my 500 or
so utilities? None of my 25,000 customers will need upgrades with the new
Atari standard? Not including the countless non-commercial home-grown
utilites that use MWC ARGV arguments? You see all approaches are going
to require lot's of binary patch programs and upgrades. Whether it's
for "innoculation" or "fixes" I don't really see the difference and neither
will the users.

I think you're forgeting how many *commercial* programs use the ARGV
"standard". This will play a big role in the standardization phase.

>
>| If Atari wants MWC to discard the ARGV argument convention, I hope
>| they'll wait until they can find something better to replace it with. :-)
>|
>| -- rec --
>
>If MWC wants Atari to adopt the ARGV argument convention, I hope they'll
>come up with some better defenses for it. >;-)

This is the most important and strongest statement that Roger makes and you
simply discount it. I don't think that either your method or xArgs are
really better than ARGV in all respects; they're just different.
Each method has advantages and disadvantages. What I'm is saying

WHY CHANGE IT JUST TO CHANGE IT?

Wait it out; let's get this thing fixed right instead of just introducing
a bunch of new problems for developers and end-users alike. Do we have
a solution looking for a problem or what? :-)

>
>--
> Ken Badertscher | #include <disclaimer>
> Atari R&D | No pith, just a path:
> Software Engine | {portal,ames,imagen}!atari!kbad

--
David Beckemeyer (david@bdt.UUCP) | "Adios amigos. And, as they say when
Beckemeyer Development Tools | the boys are scratching the bad ones,
478 Santa Clara Ave. Oakland, CA 94610 | 'Stay a long time, Cowboy!'"
UUCP: {uunet,ucbvax}!unisoft!bdt!david | - Jo Mora

721. ST Magazines 'Round the World

Newsgroup: comp.sys.atari.st
Date: 1989-04-17 19:01:54 UTC
From: terrell@druhi.ATT.COM
Message-ID: <4160@druhi.ATT.COM>
Source record: 249295

Here's the current "ST Magazines Around the World" list. Please send
any additions to me (att!druhi!terrell).

Thanks in advance,

Eric Terrell

***** Germany *****

ST (68000er) Magazin
Markt & Technik Verlag

(US Address): Markt & Technik Publishing Inc.,
501 Galveston Drive,
Redwood City, CA 94063
Phone: (415) 366-3600

(German Address): Markt & Technik Verlag
Hans-Pinsel-Str. 2
D-8013 Haar bei Muenchen
W.-Germany

Atari ST Computer
Heim Verlag,
Heidelberger Landstr. 194
D-6100 Darmstadt 13
W.-Germany
Tel.: (+49) 6151-56057

***** Great Britain *****

ST World Magazine
Gollner Publishing Ltd
First Floor
10 Theatre Lane
Chichester
West Sussex
Great Britain PO19 1SR

Atari ST User
Database Publications
Europa House
Adlington Park
Adlington
Macclesfield
SK10 4NP

The ST Club
9 Sutton Place
49 Stoney St.
Nottingham

***** Canada *****

RESET Magazine
Submissions
88C Jamie Avenue
Nepean, Ont
Canada K2E 6T6
(613) 723-0264

***** France *****

ST Magazine,
Pressimage,
210,rue du Faubourg St Martin,
75010 Paris
FRANCE,

***** Sweden *****

Svenska Hemdator Nytt
Box 152,448 01 Floda
Sweden

***** Norway *****

ST-klubben (disk-magazin)
Box 290
N-6151 0rsta
Norway

722. Re: GFA Basic

Newsgroup: comp.sys.atari.st
Date: 1989-04-17 19:34:01 UTC
From: apratt@atari.UUCP
Message-ID: <1458@atari.UUCP>
Source record: 249296

In article <3234@cs.dal.ca> bill@biomel.UUCP, biomel@cs.dal.CDN writes:
> In article <8904131945.AA22979@bu-it.BU.EDU> WELTE@BUPHYC.BU.EDU writes:
> >
> >Could someone send me a copy of either GFA Basic 3.0 or a GFA Run Only
> >program for V. 3.0? I have 1.0 and 2.0 from the net, but they don't run
> >3.0. Thanks... Frank
>
> GFA Basic is a commercial product and should not be distributed (or
> solicited) freely.

In what I consider A Smart Move, the GFA people placed their "run-only"
interpreter in the public domain. That way someone can buy the
whole package, write a program, and distribute the program plus
the run-only interpreter so others who don't own GFA Basic can run it.

Moreover, they actually ENCOURAGE the widest-possible distribution for
the run-only interpreter. It's on GEnie, CI$, etc., and of course GFA
BASIC programs appear in those places, too.

I think this was a stroke of genius on their part: it has the advantages
of distributing a crippled "demo mode" program with none of the
disadvantages (both practical and political), and it lets people write &
distribute GFA programs without narrowing THEIR potential audience to
GFA Basic owners.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

723. Atari TT graphics

Newsgroup: comp.sys.atari.st
Date: 1989-04-17 19:46:46 UTC
From: pa1132@sdcc15.ucsd.edu
Message-ID: <1413@sdcc15.ucsd.edu>
Source record: 249297

According to the newest issue of "ST Report", the graphic
resolution of the Atari TT will be 1280x960 mono, 640x400 16 colors,
and
320x200 256 colors. Is this info accurate? If this is true, then
how can the TT have a future, when the Amiga 500 , at about $700,
have about the same graphic power (as far as the color resolution
is concerned)? Atari, you really make Atari users disappointing
over and over again.

724. Re: Atari News - Portfolio

Newsgroup: comp.sys.atari.st
Date: 1989-04-17 21:03:26 UTC
From: knutsen@athos.rutgers.edu
Message-ID: <Apr.17.17.03.25.1989.15524@athos.rutgers.edu>
Source record: 249298
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <17301@cup.portal.com> Xorg@cup.portal.com (Peter Ted Szymonik) writes:

[regarding the new Atari MS-DOS machine]
> Nope, this one is REAL folks! Really caught the eyes of the MS-DOSers
> at COMDEX.

So it would seem. I received the following from Atari:

] From: atari!jwt@ames.arc.nasa.gov (Jim Tittsler)
] To: knutsen@athos.rutgers.edu
] Subject: Re: Atari News - Portfolio
] In-Reply-To: your article <Apr.15.10.03.49.1989.23536@athos.rutgers.edu>
]
] > In article <10212@ihlpb.ATT.COM> mrp@ihlpb.ATT.COM (Prickett) writes:
] > > From: "Information Week" - Issue 215 (4/10/89) Pg. 36
] > > Atari Computer began shipping Portfolio, a 1-pound MS-DOS
] > > machine.
] > Atari began shipping something new? This close to April 1, it looks
] > like an April Fool's joke.
]
] No, it is not shipping yet. We have demonstrated prototypes, but public
] shipments have not begun.
]
] Jim Tittsler, Systems Engineer, Atari Corp.

Perhaps Mr. Tittsler would be willing to give us some more information. Keyboard style? (I suppose we don't get a full-size QWERTY keyboard for one pound) Memory capacity? External storage? Price?
--
Mark Knutsen knutsen@rutgers.edu -or- {...}!rutgers!knutsen
Vice President, USACS ____ ____ ____ ____ /
...the Rutgers Undergraduate Student / //___ /___// /___ /
Association for Computer Science /___/____// //___ ____/ .

725. Bunches

Newsgroup: comp.sys.atari.st
Date: 1989-04-17 21:15:32 UTC
From: JJL101@PSUVM.BITNET
Message-ID: <89107.171532JJL101@PSUVM>
Source record: 249299

Hmmm... first off , does anyone know where I might be able to find
any backissues of STReport and ST Zmag on line through an FTP somewhere?
About the HIM1 ftp site, I have noticed considerable slowdown in
transfer times lately, and sometimes it just times out on me... any ideas...
tranfers are averaging about .3 Kbytes per second, used to be about 9 for me.
Also I know they have been floating around, but anyone have a current
list of FTP sites containing ST software? Thanks in advance.

Taz

726. Back issues of this newsgroup?

Newsgroup: comp.sys.atari.st
Date: 1989-04-17 21:33:41 UTC
From: JJL101@PSUVM.BITNET
Message-ID: <89107.173342JJL101@PSUVM>
Source record: 249300

Are back issues of this newsgroup stored unarchived somewhere - I know they are at HIM1 ftp but they are arced, and this IBM will not properly dearch these files as it says they are done with an obsolete method.

Any other places to get them?

Taz

727. Re: Calamus. It's GOOD, but how do I prove it?

Newsgroup: comp.sys.atari.st
Date: 1989-04-17 22:19:35 UTC
From: Dave_Ninjajr_Flory@cup.portal.com
Message-ID: <17331@cup.portal.com>
Source record: 249101

The latest (May 1989) issue of START has a review of Calamus which pretty
well reflects my experience with it, i.e. its close to if not the best.
Calamus Plus, with fixes for the few bugs and graphics rotation added,
along with some other things will be the best DTP program available. Add
to the package the fact that ISD is selling a direct Linotronic interface
which takes the place of the approx. $20 raster image processor, and you have
a package that a lot of printshops are investigating with interest.

728. Re: Calamus. OOOOPs

Newsgroup: comp.sys.atari.st
Date: 1989-04-17 22:24:07 UTC
From: Dave_Ninjajr_Flory@cup.portal.com
Message-ID: <17332@cup.portal.com>
Source record: 249102

```
should have said $20K for the raster interface processor. sorry
```

729. Re: Metafont problem

Newsgroup: comp.sys.atari.st
Date: 1989-04-18 00:35:27 UTC
From: wsflinn@violet.waterloo.edu
Message-ID: <13354@watdragon.waterloo.edu>
Source record: 249103
Cross-posted to: comp.text,comp.sys.atari.st

In article <8YG0mQy00Vo9856lop@andrew.cmu.edu> mc3i+@andrew.cmu.edu (Martin Costabel) writes:
> ...
>My advice therefore: replace "body_depth#" everywhere by "paren_depth#" and see
>what happens.
>
>Can anyone else explain what is going on?

I can't explain what is going on, but I can confirm that this suggestion
is the correct one. I encountered the problem in several files other
than punct.mf, although I don't remember which ones. The same fix worked.
Me: Scott Flinn / "If it doesn't fit, force it.
Domain: wsflinn@violet.waterloo.edu / If it breaks, then it didn't
UUCP: watmath!violet!wsflinn / fit anyway."

730. Spectrum Holobyte & Falcon

Newsgroup: comp.sys.atari.st
Date: 1989-04-18 01:26:08 UTC
From: Xorg@cup.portal.com
Message-ID: <17339@cup.portal.com>
Source record: 249104

THE Mr. Gilman Louie's failure to accept the fact that his
ISSUE: original comments on the ST piracy were based on

nothing but RUMOR and MYTH. (The comment being that
the ST community is more tolerant of piracy than their
MS-DOS or MAC counterparts.)

THE A letter which I uploaded about a weeks ago. In this
REBUTTAL: letter I used very basic concepts to point out that in
order for Mr. Louie to properly and realistically address
the effects of piracy on any machine, he must address the
factor of MARKET SIZE in addition to the number of units
sold per machine.

THE Mr. Louie's ORIGINAL UNALTERED 'open letter' which has
EVIDENCE now appeared on all the major services and in every
EXHIBIT A: ST and most *non-ST* magazines. This letter is printed
in its original UN-ALTERED form in the April issue of
Current Notes and many other magazines.

EXHIBIT B: Mr. Louie's * ALTERED * 'open letter' in the current
issue of Atari Explorer (May/June) in which the
original letter appears with the * DELETION * of the
paragraph in which Mr. Louie stated the number of sales
to be expected for a "good-selling" program on each
type of machine. These figures were used as a basis
for my rebuttal.

This paragraph:

"When MacIntosh and IBM versions were released, they
sold four times the volume of product over the same
period of time. Based on the current sales trends,
the ST developer will be lucky to break even. A good-
selling Amiga or MacIntosh product will sell 20,000-
40,000 copies in its first year. And IBM title will
sell 40,000-100,000 copies, yet a top selling ST
program would be lucky to sell more than 15,000."

Has been carefully and curiously EDITED OUT of the
original text of the 'open letter'.

THE BIG
QUESTION: >>> WHY?? <<<

Sales of ST FALCON have soared since the advent of advertising in ST
magazines and the reviews currently being printed in the ST press. In a

4-6 week period over 7,000 copies of ST FALCON have been sold making it the best selling ST game program both in the United States and Europe. I and many other ST owners defended our machine and predicted that ST FALCON would be the number one best selling program and that ST FALCON would reach the 12,000 sales needed for it to break-even with ease once advertising and reviews used the ST user base.

I expected that Mr. Louie would accept the facts and events as they have unfolded in the past two months. I expected that he would take the opportunity to show his company's self-proclaimed dedication and support of the ST to post a retraction, correction, or update of his previous comments about ST users, especially in light of the fact that his letter has appeared in non-ST magazines, further damaging the reputation which and many many ST owners have been fighting to uphold for years.

I leave you with the evidence above to draw your own conclusions.

Peter Szymonik

731. list of ftp sites

Newsgroup: comp.sys.atari.st
Date: 1989-04-18 02:55:05 UTC
From: drc@beach.cis.ufl.edu
Message-ID: <20119@uflorida.cis.ufl.EDU>
Source record: 249105

Several weeks ago I asked the net to send me lists of ftp sites with
ST software, with the promise that I would post the list. Here it
is. A bit scanty, but perhaps some of you can add a few more sites.

[128.114.133.1] ssyx.ucsc.edu
[129.22.16.2] dsrgsun
[36.8.0.46] score.stanford.edu <-- cd <INFO-ATARI16>
[26.10.0.18] radc-softvax.arpa
[129.22.16.2] dsrgsun.ces.cwru.edu
[35.1.33.8] terminator.cc.umich.edu
terminator, above, was formerly at:
[35.1.1.43] him1.cc.umich.edu <-- actually um.cc.umich.edu

Also there is lakesys: (mail server)
Mail netlib@lakesys.UUCP@csd4.milw.edu
and Atarinet: (bitnet file serve)
tell uh-info at uhuvpm1 atarinet help (from VM/CMS)

drc@beach.cis.ufl.edu

732. TurboDOS?/Monochrome Font?

Newsgroup: comp.sys.atari.st
Date: 1989-04-18 04:02:25 UTC
From: lean@sbcs.sunysb.edu
Message-ID: <2596@sbcs.sunysb.edu>
Source record: 249106

Does anyone know what the latest version of TurboDOS is?
It's been out for more than a year, and i imagine there must have
been a newer version. I've used TurboDOS ever since it came out
and i just love it (Fatspeed, Nullfill, what-have-you don't come
close to TurboDOS as far as the speedup is concerned).

Is there any chance that Atari will use a different system
font in the newer ROMS? The nice.fed font file (with the monochrome
fontloader program) that Steve posted a while ago looks REALLY nice
and professional, and i hope Atari will consider using it in the ROMS.
At least then, the ST will look like a real machine. :-) Also has
anyone managed to get TurboST to use the new fonts (nice.fed, etc.)
instead of reverting back to the fat and uncultured system font.

..Lean
--
if you can dream it, you can do it ... CSNET:lean@sbcs.csnet
... go sleep ARPA:lean@sbcs.sunysb.edu
UUCP:{allegra, hocsd, philabs, ogcvax}!sbcs!lean

733. Help with ZOO.TTP

Newsgroup: comp.sys.atari.st
Date: 1989-04-18 04:03:07 UTC
From: usenet@cps3xx.UUCP
Message-ID: <2600@cps3xx.UUCP>
Source record: 249107

Has anyone else been able to use any of the expert commands (not the
novice such as -backup) on the ST version of ZOO? The only command
that I have been able to use is V. Only the novice commands have
worked in making an archive. Also, what kind of memory requirements
does this program have? I have a 1 MEG machine and it tells me that
it runs out of memory on certain attempts.

```
/-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-\
| "It's only wafer thin." | Lonnie Warpup | Bitnet: 21585XEN@MSU |
< -Monty Python's... - - - - - - - - UseNet: uunet!frith!mann >
| -"The Meaning Of Life" Internet: mann@frith.egr.msu.edu |
\-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-/
UUUU
```

734. Re: Replace those key caps. PLEASE!!!

Newsgroup: comp.sys.atari.st
Date: 1989-04-18 05:47:18 UTC
From: c60c-3ds@web-1b.berkeley.edu
Message-ID: <23238@agate.BERKELEY.EDU>
Source record: 249108

In article <866@sactoh0.UUCP> mfolivo@sactoh0.UUCP (Mark F. Olivo) writes:
>Key caps too big? No. Fingers to clumsy, maybe. What does he want,
>smaller keys? The size of the key do not present a problem to most
>people. And the rhomboid funcion keys? KEEP 'EM! The slant design
>looks better than the rest of the zillion keyboards out there, and
>the ergonomics of a rhomboid (as he calls it) has never presented a
>problem for me. If anything, maybe a new keyboard could include 12
>function keys, so that running the ST under IBM emulation, we have
>all 12 function keys. And maybe an equivalent to a PgUp and PgDn,
>and an END key.
>
>Mark Newton-John
>Sacramento, CA
>

I think he wants smaller keys. The ST keys are about 2 mm wider than
most typewriter's and even wider than most terminal keys. The rhomboid
F-keys usually present a problem to new users. The answer is to aim for
the numbers on the keys, not the centers.

I'm not the greatest typist in the world, but my errors increase significantly
when I touch type on the ST. The most common error is hitting 2 adjacent
keys because the caps are too large. I know this must be the case because
I don't make nearly as many errors on typewriters and other computers (with
selectric keyboards). Smaller caps are in order (as well a mega style key
response, which I've fallen in love with).

John Kawakami
c60c-3ds@web.berkeley.edu

735. Re: Replace those key caps. PLEASE!!!

Newsgroup: comp.sys.atari.st
Date: 1989-04-18 10:14:30 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <2256@water.waterloo.edu>
Source record: 249109

In article <23238@agate.BERKELEY.EDU> c60c-3ds@web-1b.berkeley.edu (John Kawakami) writes:
>I think he wants smaller keys. The ST keys are about 2 mm wider than
>most typewriter's and even wider than most terminal keys. The rhomboid
>F-keys usually present a problem to new users. The answer is to aim for
>the numbers on the keys, not the centers.

I would appreciate slightly smaller key tops, but find the distance
between centers to be just about right. I would like pimples on two
keys, the "F" and "J" keys, to tell my index fingers when they are
in the correct position. I have no interest in more spring tension
under the keys.

Function keys grouped in a rectangle would be more ergonomic than
having them spread out in a long line. Just having a break
between groups groups of keys would be some help. As it is,
I tie my most frequently used key functions to keys near the
end of the line, and hate it when I have to look down to find
"F5" or "F6" in the middle of the line.

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@water.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

736. Re: Atari TT graphics

Newsgroup: comp.sys.atari.st
Date: 1989-04-18 11:58:13 UTC
From: sarnila@tukki.jyu.fi
Message-ID: <576@tukki.jyu.fi>
Source record: 249110

In German STmagazin 4/89 it gives for TT:

```
resolution colors palette
---------------------------
320*200 16 4096
320*480 256 4096
640*200 4 4096
640*400 2 4096
640*480 16 4096
1280*960 monochrome
```

```
--
------------------------------------------------------------------------
Pekka Sarnila, University of Jyvaskyla Finland
sarnila@tukki.jyu.fi
------------------------------------------------------------------------
```

737. Re: Folding Editor - Comments Anyone?

Newsgroup: comp.sys.atari.st
Date: 1989-04-18 13:18:59 UTC
From: klute%trillian.irb@unido.uucp
Message-ID: <1296@laura.UUCP>
Source record: 249111
Cross-posted to: comp.sys.atari.st,comp.editors,comp.misc

In article <786@stag.UUCP> trb@stag.UUCP (Todd Burkey) writes:
>I am simply interested in hearing 1) which FOLDED features people
>like and 2) what they would like to see added.

I do like the idea of connecting parts of the source file to
definition files and documentation files. That is something I
have not seen anywhere else yet. Especially the latter type of
connection opens the chance for up-to-date documentation :-).

>A preliminary port of the code to the
>BELLCORE MGR (window manager) environment took only two hours on a Sun
>workstation and provided individual windows for each buffer (with
>title bars).

Does the FOLDED implementation on the Atari ST support GEM
windows? I think it should!

Rainer Klute ---- klute@trillian.irb.informatik.uni-dortmund.de
Univ. Dortmund, IRB |)|/ klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |\|\ ...uunet!mcvax!unido!klute
D-4600 Dortmund 50 ---- Tel.: +49 231 7554663

738. Re: Atari TT graphics

Newsgroup: comp.sys.atari.st
Date: 1989-04-18 13:29:28 UTC
From: twolf@homxb.ATT.COM
Message-ID: <3335@homxb.ATT.COM>
Source record: 249112

In article <1413@sdcc15.ucsd.edu>, pa1132@sdcc15.ucsd.edu (pa1132) writes:
> According to the newest issue of "ST Report", the graphic
> resolution of the Atari TT will be 1280x960 mono, 640x400 16 colors,
> and
> 320x200 256 colors. Is this info accurate? If this is true, then
^^^^^^^^^^^^^^^^^^^^
> how can the TT have a future, when the Amiga 500 , at about $700,
> have about the same graphic power (as far as the color resolution
> is concerned)? Atari, you really make Atari users disappointing
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
> over and over again.

FLAME ON...

Now, I'm usually the last person to defend Atari, but this is getting a bit much. The 'authour' of this article wasn't sure of the information (by his own admission) he provided. But that evidently didn't stop him from expressing his "sorrow" over Atari's choice of capabilities for the TT.

Now, I don't know what capabilities the TT will have once introduced. Perhaps it will feature the resolutions described above, perhaps it will not. Until we're certain of the facts, we should refrain from the sort of comments made in the above article.

...FLAME OFF

BTW, I would be quite happy with 1280x960 mono (if the monitor is larger than 13'' :-) If the graphics are done off-cpu (ie. the 68020, if that is what the TT will have, doesn't have to do all the work) and at reasonable speed (for X-type work) I would be ecstatic.

--
+---------------+-----------------------------+ I don't remember,
| Tom Wolf | Phone: (201) 949-2079 | I don't recall,
| Bell Labs, NJ | E-mail: twolf@homxb.att.com | I have no memory,
+---------------+-----------------------------+ No memory at all. -P. Gabriel

739. DeskJet paper

Newsgroup: comp.sys.atari.st
Date: 1989-04-18 14:01:18 UTC
From: bane@mimsy.UUCP
Message-ID: <16975@mimsy.UUCP>
Source record: 249113

As there's been a lot of interest in the DeskJet lately, I thought I'd put in my two cents worth. If your DeskJet doesn't print "almost as good as a laser printer," try changing your paper. DeskJets print badly on super high-quality laser-printer paper; that paper tends to be a little "furry" because of the rag content. This is great for making dry toner stick, but it makes DeskJet ink bleed because the ink is water-based.

My local office-supply shop was kind enough to give me two sheets of each kind of paper they sold in case-lots; on taking it home and printing a DeskJet test sheet on each, I discovered that it actually looke the best on mimeograph paper, which costs about half as much as laser paper. The mimeo paper didn't appear to have a "best side" either, a phenomenon common to laser-printer paper.

--
ARPAnet: bane@mimsy.umd.edu
UUCP:...umcp-cs!bane

740. Re: Extended argument passing conventions in Pexec() [MWC]

Newsgroup: comp.sys.atari.st
Date: 1989-04-18 14:09:48 UTC
From: t68@np1.hep.nl
Message-ID: <163@np1.hep.nl>
Source record: 249114

In article <546@bdt.UUCP>, david@bdt.UUCP (David Beckemeyer) writes:
> In article <1453@atari.UUCP> kbad@atari.UUCP (Ken Badertscher) writes:
>
> [about the MWC ARGV method]
>
> >It is simple, yes, and it simply won't work. Using ARGV, a parent
> >is required to copy its environment before it execs a child. What if
> >someone decides they'd like to sort the environment variables for the
> >child as they create the child's environment? What if they want to
> >filter it? The environment comparison fails, and validation goes out
> >the window. The MWC tools already* provide a flag ("unreasonable"
> >command line length byte) which can be used to validate the ARGV, and it
> >is unused by the MWC startup code!
> >
>
> Ken, it sure looks like you want to attack MWC here. If the method is
> "standard", "good" programs won't mess with the environment in "bad" ways.
>
> I think something that Allan Pratt (sp?) suggestted a long time ago where
> the parent places a variable like "PARENT=" or simething which contains the
> parents basepage address is a reasonable additional method of validation
> of the ARGV environment. Also the MWC startup could be modified to use
> the "unreasonable" command line length byte and Roger's suggestion of
> nulling out the env. at the ARGV is also good.

I think Ken misses something more: The parent doesn't have to copy
anything. When Pexec starts a program the loader copies the environment
string, so the user may hack it up as much as he wants it without
affecting the environment of the parent.

The MWC method (including writing a \0 over the ARGV if you want to
incapacitate an ARGV) works well already for ages by giving validation
via PBP=parentbasepageaddress in front of ARGV. You may also have the
startup code write the \0 over the PBP which is better.

The major shells use something like it (or part of it), MWC uses it,
Aztec uses it (they use Gulam). Only Turbo C didn't use any but the
startup code is fixed quickly. Laser C is the one that opted to either
not understand the convention or go deliberately their own way. So what,
it isn't a good compiler anyway (the code is 30% slower than turbo and
the best debugger is the one of MW).

First Atari doesn't give us decent documentation, and then when a
standard is emerging they are going to criticize it and talk about
fantastic schemes that 1: aren't better and b: NOBODY is using.

Keep it up guys!

Jos Vermaseren

Claimor: This opinion is mine and my mood ain't too good.

741. `Special' monitor wanted

Newsgroup: comp.sys.atari.st
Date: 1989-04-18 14:16:47 UTC
From: DAVISM@kcgl1.eng.ohio-state.edu
Message-ID: <1956@quanta.eng.ohio-state.edu>
Source record: 249115

A friend of mine has both an 800XL and a 520ST, and while he can connect both to a TV, he'd much rather use a monitor. He was wondering if a monitor existed that handled both the composite signals from the XL and the RGB and/or monochrome signals from the ST. Please send replies to me and I will summarize if enough interest is generated.

Mike

```
-------------------------------------------------------------------------
| THE InterNet address> davism@kcgl1.eng.ohio-state.edu |
-------------------------------------------------------------------------
| These_Thoughts := My_Own |
|*************************************************************************|
| "Daddy, Daddy!! Why's Mommy running across the field?" |
| "Shut up Son, and reload." |
-------------------------------------------------------------------------
```

742. Re: Quantum 80S

Newsgroup: comp.sys.atari.st
Date: 1989-04-18 14:21:53 UTC
From: tremblay@cg-atla.UUCP
Message-ID: <6940@cg-atla.UUCP>
Source record: 249116

```
EP : installed will allow parity checking
SS : do not install, if installed drive performs a "butterfly"
self seek test continuously while power is on.
A0, A1, A2: Device ID - A0=LSB, A2=MSB.
Terminators: installed if drive is the last device on the SCSI bus.
--
AGFA Compugraphic cg-atla!tremblay
200 Ballardvale
Wilmington, Ma. rectum? Shit, nearly killed 'em!
```

743. Re: Folding Editor - Comments Anyone?

Newsgroup: comp.sys.atari.st
Date: 1989-04-18 14:29:12 UTC
From: trb@stag.UUCP
Message-ID: <791@stag.UUCP>
Source record: 249117
Cross-posted to: comp.sys.atari.st,comp.editors,comp.misc

In article <3769@uhccux.uhcc.hawaii.edu> lee@uhccux.uhcc.hawaii.edu (Greg Lee) writes:
>Sounds real nice. How about making some use of more than one
>special screen attribute? Like inverted *and* underlined *and* ...
>For instance, indexed words might appear underlined.

Folded actually has the routines in it to do so, since my prototype
was on the Atari ST and used colors as well as reverse video. When I
moved it to Unix, however, I found that some terminals (like my Wyse
50) don't handle underlining/standout very well. Some terminals use
an extra character position on the screen just to show that you are
entering or exiting reverse video or underlining, so it gets messy if
you wanted a line to contain both...it is bad enough dealing with just
reverse video. I do plan on looking into this problem, though.

What are indexed words? Key words, maybe?

>Can you have null folds, in case you just want a line to stand out?

No, I decided that would be too confusing from a human interface point
of view...you want to train your eyes to think that a highlighted line
represents a hidden block of text. Always, not just sometimes. On the
other hand, if you had colors...

NOTE: Several people have asked about a ship date for folded...I
should mention that up until yesterday morning I was planning to
release the first version at the end of April. Unfortunately,
CDC shut down ETA yesterday, so I am suddenly unemployed.
What this means is that I won't be able to do any real-time
testing on Suns, Apollos, or SysVR3. It also means I will be
busy job-hunting, so either the release will slip or I will
post it with some 'extra' checking built into the code.

-Todd Burkey
trb@stag.UUCP "note... eta.com no longer exists..."

744. Re: v04i088: deskset -- Re-read DESKTOP.INF and set up system accordingly

Newsgroup: comp.sys.atari.st
Date: 1989-04-18 14:46:45 UTC
From: ralph@leonard.laas.fr
Message-ID: <348@laas.laas.fr>
Source record: 249118

In article <6883@saturn.ucsc.edu> koreth@ssyx.ucsc.edu (Steven Grimm) writes:

```
| Submitted-by: 7103_300@uwovax.uwo.ca (Eric R. Smith)
| Posting-number: Volume 4, Issue 88
| Archive-name: deskset
...
| MKLG#?PR<J4\T*(?GS[0X -O?N? 0Y&F9B@ 2-8 " &($(& 88((13&@O!T!w
| MT!((&0R,(P@9!(@C"1@$C#,(&/!8+P8!@ PBB2#B*"+.(F3(\Z%1+001U;0 v
| M// [ !(*SX0[ #" 44P0 $,HB<3.0,!D# $8P@#!!0#@L4( (Q@6 ,(#!3"u
| M$(AA04&T8 CW^T;^9N*"3RCA%03AV&DTA10F=&I?^
```

It seems that the version that arrived here was truncated. Did
anybody receive an intact copy? Thanks.

Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!mcvax!laas!ralph If all else fails, try:
SOBEK@FRMOP11.BITNET sobek@eclair.Berkeley.EDU

745. Re: Folding Editor - Comments Anyone?

Newsgroup: comp.sys.atari.st
Date: 1989-04-18 18:35:14 UTC
From: wa8tzg@nucleus.UUCP
Message-ID: <5426@nucleus.UUCP>
Source record: 249119
Cross-posted to: comp.sys.atari.st,comp.editors,comp.misc

While horizontal scrolling is a very good idea for terminals used in writing code (especially when compilers allow long lines of 512 characters or more) it would seem less useful when writing documentation or other text primarily oriented toward human readability especially when the output will be sent to a printer of some sort that probably will not support horizontal scrolling.

Could there not be a configurable/toggled wrap margin so that word wrap could be enabled when useful and disabled when horizontal scrolling is the best way to go? Being able to set what column is the wrap margin (ala' vi) would also be very helpful.

I'm looking forward to seeing FOLDED soon and will port it to a couple of HP 9000's (300 & 800) ASAP!

Bill Meahan wa8tzg%nucleus.UUCP@mailgw.cc.umich.edu

746. Re: Folding Editor - Comments Anyone?

Newsgroup: comp.sys.atari.st
Date: 1989-04-18 18:55:50 UTC
From: dav@eleazar.dartmouth.edu
Message-ID: <13105@dartvax.Dartmouth.EDU>
Source record: 249120
Cross-posted to: comp.sys.atari.st,comp.editors,comp.misc

>From article <786@stag.UUCP>, by trb@stag.UUCP (Todd Burkey):
>
>" This is a request for comments on an editor which will soon be released ...
>
Sounds REAL nice. Put in an environment var WORD_WRAP to allow wraping instead
of side scrolling and the capacity to understand ctags and I am ready to use
it.

_
"Shadow, do something! Those flying Morpheous / \
birds are going to get us!" Psimon / _ \
shadow master / //\ \
"O.k., o.k., I'll cast Dav El II / // \\ \
Transmute Roc to mud." / /____\\ \
We are the /________\\ \
warrior spirit. __________\/

747. Sequencers, NOTATOR

Newsgroup: comp.sys.atari.st
Date: 1989-04-18 19:02:32 UTC
From: houser@mcnc.org
Message-ID: <4329@alvin.mcnc.org>
Source record: 249121
Cross-posted to: rec.music.synth,rec.music.makers,comp.sys.atari.st

Yes, I finally purchased a sequence, scoring system. After all
the various replies I decided to get the NOTATOR. Good choice! At
first I had some difficulty using it because of its complexity. But
a little reading in the manual |8^) and presto! Instant addiction.
Yes Kevin, the program is brillant (real time control, mixing etc.).
Now, just to wait for them to send drivers to put postscript files
on disk.

Kevin Houser,
houser@mcnc.org

(Not affiliated with Digidesign, just a musician struggling thru the final
moments of EE senior projects...)

748. Re: ST Magazines 'Round the World

Newsgroup: comp.sys.atari.st
Date: 1989-04-18 19:51:21 UTC
From: jlemon@cory.Berkeley.EDU
Message-ID: <12591@pasteur.Berkeley.EDU>
Source record: 249122

In article <4160@druhi.ATT.COM> terrell@druhi.ATT.COM (TerrellE) writes:
>
>Here's the current "ST Magazines Around the World" list. Please send
>any additions to me (att!druhi!terrell).
>

Are any of these translated to English? I'd love to get a subscription
to the German c't magazine, from what I've heard about it.
--
Jonathan ...ucbvax!cory!jlemon or jlemon@cory.Berkeley.EDU

749. wercs and fast basic?

Newsgroup: comp.sys.atari.st
Date: 1989-04-18 19:53:34 UTC
From: 35002_3025@uwovax.uwo.ca
Message-ID: <2093@uwovax.uwo.ca>
Source record: 249123

Can anyone tell me if they know if Fast Basic will work with WERCS? I am told
that theree is a undocumented command to load a .rsc file....

thanks v. much

Kevin-john Conway
...a librarian from hell...

School of Library and Information Science
University of Western Ontario
London Canada
"...deviants from the norm..."

"My ideas may be silly, but I'm not. I'm positively skewed!"

35002_3025@uwovax.uwo.ca
conway@uwovax.bitnet
kjc@uwovax.bitnet

750. Re: Extended argument passing conventions in Pexec() [MWC]

Newsgroup: comp.sys.atari.st
Date: 1989-04-18 20:07:42 UTC
From: usenet@TSfR.UUCP
Message-ID: <525@TSfR.UUCP>
Source record: 249124

In article <546@bdt.UUCP> david@bdt.UUCP (David Beckemeyer) writes:
>In article <1453@atari.UUCP> kbad@atari.UUCP (Ken Badertscher) writes:
>>[about the MWC ARGV method]
>>It is simple, yes, and it simply won't work....
>
>Ken, it sure looks like you want to attack MWC here. If the method is
>"standard", "good" programs won't mess with the environment in "bad" ways.

Except old programs that don't follow that `standard' will still be stuck
with large oddities in their environment.

>
>I think something that Allan Pratt (sp?) suggestted a long time ago where
>the parent places a variable like "PARENT=" or simething which contains the
>parents basepage address is a reasonable additional method of validation
>of the ARGV environment...

By cluttering the environment with yet another variable? Great. That's
just what's needed - even more flot.

>
>>That's very nice, but the other two methods of extended argument passing
>>don't require ANYBODY to be insulated from them. In fact, all THREE
>>methods can peacefully coexist in one system, except that ARGV will
>>cause problems for programs which haven't been "innoculated" against it.
>
>Say what? Are you saying that I won't have to upgrade any of my 500 or
>so utilities?

If they know about the commandline in the basepage, why should they need
upgrades?

> ... None of my 25,000 customers will need upgrades with the new
>Atari standard?...

It cuts both ways. Those of us who use the other ways to pass arguments
around may end up having to modify our code to work properly with the
new standard, whatever it may be.

> ... You see all approaches are going
>to require lot's of binary patch programs and upgrades. ...

Why? I've got programs that don't use xArgs and they coexist just fine
with xArgs. I cannot imagine that the MWC `standard' works out any
differently, except for the magical appearance of garbage in the
environments of the (non-conformant) child processes.

>I think you're forgeting how many *commercial* programs use the ARGV
>"standard". This will play a big role in the standardization phase.

And you may be forgetting how many shareware programs use xArgs.
Considering that dlibs and Sozobon C both use xArgs, the percentage
of programs using that `standard' will grow.

Your comment that real argc/argv should be a extention to Pexec() is
correct, and I agree that it's what Atari should be doing. But saying
that the MWC style should be the second choice because it's `there' is
like saying "we can't fix Malloc() because people take advantage of
the broken code."

At risk of sounding like a broken record, I'll note again that one of
the reasons that Dalnefre', John Stanley and I made up the xArgs method
is that we (well, *I* - I dunno about Dale and/or John) didn't think that
the MWC method was worth it's weight in fetid dingos kidneys. Cluttering
up the environment with untracable arguments and iovector `stuff' is
about as unaesthetic as you can get.

-david parsons
-orc@pell.uucp

751. Re: MM2

Newsgroup: comp.sys.atari.st
Date: 1989-04-18 21:07:29 UTC
From: edwin@ruuinf.cs.ruu.nl
Message-ID: <1261@ruuinf.cs.ruu.nl>
Source record: 249125

In article <89107.050403JJL101@PSUVM>, JJL101@PSUVM.BITNET (J.J. Lehett) writes:
>
> I just got micromix ii from the umich ftp and have unarchived it, but
> after the title screen the disk stops and then NOTHING!!!! Anyone have
> any ideas as to why?

If I remember correctly, somewhere the documentation (or was it the README
file) said something about putting ALL FILES in the "auto" folder on
your disk. If you don't, it might not work.
Good luck, it's worth the try :-)

--[Edwin]--

--
Edwin Kremer, Department of Computer Science, University of Utrecht
Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands
Phone: +31 - 30 - 534104 | UUCP : ...!hp4nl!ruuinf!edwin
"I speak for myself ..." | INTERNET: edwin@cs.ruu.nl

752. Re: What an Atarian is; Business users and the ST

Newsgroup: comp.sys.atari.st
Date: 1989-04-18 23:38:16 UTC
From: daveh@cbmvax.UUCP
Message-ID: <6630@cbmvax.UUCP>
Source record: 249126

in article <8904071554.AA03835@Fourier.sparta.com>, steveg@SPARTA.COM (Steve Goldstein) says:

> Re: Business users and the ST - How important is parity RAM to business users?
> the ST has no parity, so if RAM starts to go bad, you may have a
> corrupted spreadsheet or database before you find out about your
> memory. Does the Mac have parity? I would think anyone using their
> computer for accounting/bidding etc would insist upon parity.

Maybe, maybe not. IBMs and true clones have parity ram, most other personal computers and similar machines (Mac, Ataris, Amigas, and even NeXTs) don't. When, if ever (physics says it can happen) a bit gets blasted by cosmic rays on a non-parity checking machine, you don't notice it unless it's in a piece of code, at which point you have a good chance of crashing. But if it's in data, you probably end up saving the bogus data. A PClone just plain crashes when it detects a parity error, with a nice message on the screen telling you why you just lost the past 10 hours or so of spreadsheet work (well, really, no one does any REAL work on these things, do they). Parity detection lets you know an error occurred, but you can't do anything about it. And you present a target that's 9/8ths larger, so you have a 9/8ths greater chance per unit memory of having a zapped bit. Some workstations implement error correcting memory, which is a definite advantage all around, unless you're paying for it.

> -- Steve Goldstein <steveg@saic.com>
--
Dave Haynie "The 32 Bit Guy" Commodore-Amiga "The Crew That Never Rests"
{uunet|pyramid|rutgers}!cbmvax!daveh PLINK: D-DAVE H BIX: hazy
Amiga -- It's not just a job, it's an obsession

753. Supra Hard Drives

Newsgroup: comp.sys.atari.st
Date: 1989-04-19 14:06:37 UTC
From: 870086t@aucs.UUCP
Message-ID: <1830@aucs.UUCP>
Source record: 249127

I am looking to buy a hard drive but would like to have one that I can use as a monitor stand. The only people I know with ST's tell me that the drive can only have a 18 inch. (approx.) long cable or you will run into transfer rate problems. Can any one out there tell me if this is true and if so if there is a way around the problem.

Thanx in advance
Shannon

My Bit Net Address is
870086t@Acadia

Just use Reply, it's easier!

754. Jet

Newsgroup: comp.sys.atari.st
Date: 1989-04-19 14:16:48 UTC
From: 870086t@aucs.UUCP
Message-ID: <1831@aucs.UUCP>
Source record: 249128
Cross-posted to: comp.sys.atari.st,misc.forsale

I would like to buy Jet for use on my 1040ST. If anyone has it to sell they
can contact me by calling
(902) 542 - 2041 (before April 22)
or - 9909
798 - 3742 (after that date)
Ask for Shannon Tremblay.
My Bit Net Address (until the 22nd.) is 780086t@Acadia

755. Jet

Newsgroup: comp.sys.atari.st
Date: 1989-04-19 14:16:48 UTC
From: 870086t@aucs.UUCP
Message-ID: <1831naucs.UUCP>
Source record: 249129
Cross-posted to: comp.sys.atari.st,misc.forsale

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My Bit Net Address (ntil the 22nd.) is 780086t@Acadia

t

756. Re: Jet

Newsgroup: comp.sys.atari.st
Date: 1989-04-19 14:49:24 UTC
From: 870086t@aucs.UUCP
Message-ID: <1833@aucs.UUCP>
Source record: 249130
Cross-posted to: comp.sys.atari.st,misc.forsale

In article <1831@aucs.UUCP>, 870086t@aucs.UUCP (SHANNON W. TREMBLAY) writes:
>
> My Bit Net Address (until the 22nd.) is 780086t@Acadia
>

Sorry for the mistake, my Bit Net Address is 870086t@Acadia

Thanx
Shannon

757. Re: Wordperfect revision -- Now clock problem & fix.

Newsgroup: comp.sys.atari.st
Date: 1989-04-19 15:28:20 UTC
From: silvert@cs.dal.ca
Message-ID: <3237@cs.dal.ca>
Source record: 249131

I appreciate John's information about the clocks, but I remain a bit confused about what is happening. The Paul Close program that his wife posted gives me separate readings for three clocks when I boot with the Supra clock-reading program: the TOS clock, set with a gemdos call, is correct, supposedly set by the Supra program. The BIOS clock reads 1 Jan. 2048, which is what Word Perfect comes up with. The supposed keyboard clock reads 1 Jan. 1900! When I run a program to set all of the clocks which reads the TOS clock with a gemdos call and sets the BIOS clock with xbios(22/23) (I forget which it is at the moment), all three clocks report the same time. So what is Kgettime() reporting? Or is this related to the bug that John reports?

--
Bill Silvert, Habitat Ecology Division.
Bedford Institute of Oceanography, Dartmouth, NS, Canada B2Y 4A2
UUCP: ...!{uunet,utai,watmath}!dalcs!biomel!bill
CDN: biomel@cs.dal.CDN BITNET: bs%dalcs@dalac.BITNET

758. Re: Replace those key caps. PLEASE!!!

Newsgroup: comp.sys.atari.st
Date: 1989-04-19 17:06:30 UTC
From: derrick@ritcsh.UUCP
Message-ID: <2869@ritcsh.UUCP>
Source record: 249132

I also am dissapointed at the keyboard of the ST. It just feels too
unresponsive. I've tried putting MegaTouch springs in the keyboard, and while
it's a bit stiffer, it becomes less responsive. Is there any way to get around
the "rubber cup" smooshiness characteristic of the st?
I would really enjoy my st more if the keyboard followed traditional styles
like the Atari 800 (REAL contacts, none of the rubber cup business). I would
be willing to pay more for an ST with a decent keyboard, but I'm stuck
with the one I have.
Chris Freemesser has suggested placing a spacer (cut out of sheet rubber)
between the plastic cyliner of the keys and the rubber cups to decrease
the throw distance. I havn't tried this, but does anyone have any mods or
heard of mods to improve the tactile feel of the ST?
Where I'm living now, there are many keyboards from old terminals available,
but I suppose it won't be possible to replace the ST keyboard with it.

Thanks,

Derrick

An artsie and an Engineer once sat, 'twix them a gallon can;
Said the artsie, "Match me drink for drink, let's see who's the better man."
They drank three quaffs, the artsie collapsed with a face turning green,
But the Engineer drank on and with a sneer said, "It's only gasoline!"

Derrick Williams Rochester Institute of Technology
---

759. Re: dcformat problems with drive B

Newsgroup: comp.sys.atari.st
Date: 1989-04-19 22:20:44 UTC
From: jmberkley@watnext.waterloo.edu
Message-ID: <9325@watcgl.waterloo.edu>
Source record: 249133

In article <8904181140.AA02738@ucbvax.Berkeley.EDU> TOXI_CE@HNYKUN51.BITNET writes:
>But the verify often does not work.
>I hope that somebody from Double Click can comment on this.

The people from Double Click told me via email that only their
registered supporters will receive an upgrade to fix this problem.

760. Re: who am I when running UW

Newsgroup: comp.sys.atari.st
Date: 1989-04-19 23:50:58 UTC
From: parkb@csri.toronto.edu
Message-ID: <89Apr19.195059edt.741@church.csri.toronto.edu>
Source record: 249134

In article <439@prles2.UUCP> meulenbr@cstw01.prl.philips.nl () writes:

>I've encountered the following problem when using UW:
>If I run UW the remote system does not seem to know any more who I am.
>who am I says No login?! and talk tells me
>you don't exist; Go Away!
>The question is: Has somebody already fixed this, or am I on my own
>here? If it is fixed, please send me a copy or a pointer.

In the uw server 4.2 that I am using, one is supposed
to compile with the -DUTMP option so that uw can update /etc/utmp.
However, this doesn't seem to work. Sorry to say, I have not
had the strong desire to track this bug down (don't we all have nicer
things to do?).

I get around this by typing
% rlogin localhost
when I really need to talk to someone. Sometimes it's an advantage not
to be seen by people... y'get more work done. :-)

Brian
parkb@emca.waves.utoronto.ca, parkb@emca.waves.toronto.edu (for US people),
parkb@(which ever workstation I'm sending this on...)

761. Would someone post Superboot v5.5?

Newsgroup: comp.sys.atari.st
Date: 1989-04-20 00:15:32 UTC
From: jlong@afit-ab.arpa
Message-ID: <1054@afit-ab.arpa>
Source record: 249135

Could someone post the newest version of Superboot (I think it is version 5.5?) to the archives? If not, if someone would uuencode it and E-mail it to me, I would really appreciate it. Sorry if this has been brought up, but our news server has been down for 2 1/2 weeks and I haven't read the atari area in that long! (Talk about withdrawal!!) Thanks in advance.

```
==============================================================================
| Jeff Long jlong@blackbird.afit.af.mil (ARPA net) |
| |
| humble (and getting humbler by the day) graduate student; |
| The Air Force Institute of Technology (what a great way of life??) |
==============================================================================
```

762. DVI drivers and an Xmodem question

Newsgroup: comp.sys.atari.st
Date: 1989-04-20 04:08:10 UTC
From: jparker@watvlsi.waterloo.edu
Message-ID: <4309@watvlsi.waterloo.edu>
Source record: 249136

I have a couple of questions which are really not related but which I would appreciate some answers to:

1) Some months ago, I asked if anyone had ported TeX dvi drivers for the HP Laserjet or Laserjet Plus...I was told basically no, but that it shouldn't be that difficult. Before I give it a try, I thought I would check again if it has been done, or failing in that, could someone tell me what changes need to be made to port the generic drivers (DVIJET and DVIJEP) from the TeX archive at science.utah? I assume whoever ported DVIEPS used this as a beginning and could tell me what is required.

2) I usually use Uniterm2.0e and Xmodem/Ymodem batch for file transfer and it works well. However, whenever I transfer text files, I end up with a line of ^Z^Z^Z^Z's at the end of the file. I think I was told once that this is a problem with Xmodem (not with Uniterm). Is this true...and if so, is there anything that can be done to get around it?

I'm sure I had more to ask, but for now this will do.
Thanks for any responses.
--

James Parker
jparker@watvlsi.waterloo.edu

763. Re: Help with ZOO.TTP

Newsgroup: comp.sys.atari.st
Date: 1989-04-20 09:31:18 UTC
From: mboen@nixpbe.UUCP
Message-ID: <255@nixpbe.UUCP>
Source record: 249137

usenet@cps3xx.UUCP (Usenet file owner) writes:

>Has anyone else been able to use any of the expert commands (not the
>novice such as -backup) on the ST version of ZOO? The only command
>that I have been able to use is V. Only the novice commands have
>worked in making an archive. Also, what kind of memory requirements
>does this program have? I have a 1 MEG machine and it tells me that
>it runs out of memory on certain attempts.

Hi,

well, to answer your question, I'm perfectly satisfied with zoo. I've used commands like zoo l <archive>, zoo e// <archive> and zoo aM <archive> *.* without any problems.

As to memory, I haven't tried everything yet but the applications I used never ran out of memory on my Mega 2 with a 800 K Ram Disk and about 1.1 M free Ram. Maybe you could give an example of an application that runs out of memory and tell us how much free ram ther was left before you started zoo.

Oh, and while I'm at it, the ST zoo unpacks Unix zoo archives without any problems.

Martin

--
Email: in the USA -> ...!uunet!philabs!linus!nixbur!mboening.pad
outside USA -> {...!mcvax}!unido!nixpbe!mboening.pad

764. Re: Bug in ST clock setting

Newsgroup: comp.sys.atari.st
Date: 1989-04-20 10:44:59 UTC
From: leilabd@syma.sussex.ac.uk
Message-ID: <900@syma.sussex.ac.uk>
Source record: 249138

In <792@stag.UUCP>, dal@syntel.UUCP (Dale Schumacher) writes:

> There is a nasty bug that crops up when you are working with both clocks
> at the same time. If you read the system date and time, then read the
> keyboard time, and immediately set the system date and time, the KEYBOARD
> clock will stop counting and seems to set itself to an unusual value.
> If you read the keyboard clock first, then the system, and then set the
> system time, everything works just fine.

I think I was bitten by this on my system with a 60MB Supra disk with
built in clock. I would set the clock using the supplied SUPCLKRD and
then find that it seemed to have stuck. I checked it against all my
other startup programs and desk accessories and eventually discovered
that the problem only occurred with ROCP.ACC, the (extremely useful)
read only control panel accessory. With great regret I had to stop
using it. I've no idea if a fix is possible but if the author of ROCP
is listening ... :-)
--
Leila Burrell-Davis, Computing Service, University of Sussex, Brighton, UK
Tel: +44 273 678390 Fax: +44 273 678335 JANET: leilabd@uk.ac.sussex.syma
ARPA: leilabd%syma.sussex.ac.uk@nsfnet-relay.ac.uk
BITNET: leilabd@syma.sussex.ac.uk UUCP: leilabd@syma.uucp

765. Re: Request for GEM to Postscript

Newsgroup: comp.sys.atari.st
Date: 1989-04-20 11:27:25 UTC
From: leilabd@syma.sussex.ac.uk
Message-ID: <901@syma.sussex.ac.uk>
Source record: 249139

In <534@dutent8.UUCP>, cacd@dutent8.UUCP writes:

> I am preparing a manuscript in which I would like to
> include laser printer hardcopies of existing GEMDRAW figures.
> Therefore I am desperately seeking for a GEM-file to Postscript
> converter program. [...]

If I were doing this on a PC, I would install GEM for a
Postscript printer and then send the printer output to a file.
And that should do it.

I don't have GemDraw for the ST, so I don't know if it can drive
Postscript printers. If it can, you should be able to do the same
thing. If it doesn't have the facility to print to a file maybe
you could use Moshe Braner's Barrel utility to catch the printer
output.

Hope this helps.
--
Leila Burrell-Davis, Computing Service, University of Sussex, Brighton, UK
Tel: +44 273 678390 Fax: +44 273 678335 JANET: leilabd@uk.ac.sussex.syma
ARPA: leilabd%syma.sussex.ac.uk@nsfnet-relay.ac.uk
BITNET: leilabd@syma.sussex.ac.uk UUCP: leilabd@syma.uucp

766. REpost of pins

Newsgroup: comp.sys.atari.st
Date: 1989-04-20 12:41:33 UTC
From: 870646c@aucs.UUCP
Message-ID: <1838@aucs.UUCP>
Source record: 249140
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

This is a reposting of the pin connections for hooking up a Commodore monitor to an Atari ST.

Well here is the pin connections for hooking up a Commodore 1084 monitor to the ST computers. First off you are doing this on your own and are taking all the risks(I guess that you need this type of header).

The cable that I used is from Practical Solutions, which is a nice cable all shielded and has the ST connector already hooked up. Also included is the pinouts and their corresponding coloured wire.

ST pins number Commodore 1084
6-GREEN-RGB 1
7-RED-RGB 4
9-H SYNC 2
10-BLUE-RGB 5
12-V SYNC 6
13-GROUND 3

That is all there is to it, remember to hook the shielding up to the outer shield of the 6-Pin Din plug on the monitor end. You can pick up the Din plug at Radio Shack for two bucks or so. It works for me, if you are not sure about doing this yourself GET SOMEONE ELSE TO DO IT FOR YOU!

later
Barry Comer 870646c@aucs.UUCP

P.S. Also remember that the ST should be plugged into the ANALOG(?) RGB port.

767. Re: Atari TT graphics

Newsgroup: comp.sys.atari.st
Date: 1989-04-20 17:01:14 UTC
From: jdutka@wpi.wpi.edu
Message-ID: <1970@wpi.wpi.edu>
Source record: 249141

In article <1413@sdcc15.ucsd.edu> pa1132@sdcc15.UUCP () writes:
>resolution of the Atari TT will be 1280x960 mono, 640x400 16 colors,
> 320x200 256 colors. Is this info accurate? If this is true, then
> how can the TT have a future, when the Amiga 500 , at about $700,
> have about the same graphic power (as far as the color resolution
> is concerned)? Atari, you really make Atari users disappointing
> over and over again.

Uhh, the new Amiga chipset allows a 1280x800 resolution with 2 bitplanes
(4 colors). And I can do 640x400 16 color (4 bitplanes) now, with my standard
500, along with the standard 320x200/400 4096 color HAM mode - the one thing
Atari has advanced in is a 68030 computer - how far along is it?


```
+--------------------------+----------------------+--------------------------+
| John A. Dutka (jdutka) | . . . .____. . | jdutka@wpi.bitnet |
| Worcester Polytechnic | | | | | | | jdutka@wpi.wpi.edu |
| WPI Box 2308 | | | | |____| | | |
| 100 Institute Road | | | | | +--------------------------+
| Worcester, MA 01609-2280 | |__|__| | | | WPI - Home of the |
| (508) 792-1949 | | ever-growing tuition and |
| U.S.A. | (C) 1989, Chris Moir | freshman failure rate. |
+--------------------------+----------------------+--------------------------+
```

768. Re: Return codes from STadel (Was Re: Gulam)

Newsgroup: comp.sys.atari.st
Date: 1989-04-20 17:30:49 UTC
From: elixir@m-net.UUCP
Message-ID: <3076@m2-net.UUCP>
Source record: 249142

Well if you want to preserve citadel's workings and just make two changes it
would work just fine under forem...
Since forem takes the modem off hook on all local logins it would be
unecessary for the citadel running under forem to play with it...
Hmm did I say two changes? anyways..
What forem will do is the following when it runs a door program.
It creates a file containing the users name and time information etc
(I think it would be best to ignore this for now though)
and then from its menu it will run the program just as the desktop would..
A programs entry in the menu looks like this..
Citadel
24
intro.txt
remote.prg
local.prg
exit.txt

The above line "Citadel" would be the menu name given to the user..
intro.txt would be printed while it was loading the program (exit.txt
is the exiting text)
the 24 is the user level that the person needs in order to run the program
the remote.prg would be the program taht would run if its a remote call and
local.prg would be run if it was a console login..
I think that if you let citadel accept a command line shutting off any sort
of line handling from citadel (Ie don't hang up the modem or even touch
the lines... Just check for carrier...) and had it look at the carrier detect
at the initial run of the program to see if its a local call or not and handle
the text outputting accordingly it would work great..
When I ran Citadel on the st it was when the floor stuff was initially added
and there was nothing like a floor invite at the time...
I had alot of people that liked citadel alot but at the time there were not
enough features in it.. So I went to forem.. I should be able to add citadel
real easy since the way citadel works is very simular to things forem allows..
Citadel will run easily under 512k I do assume..
(I hope you were able to pull out something out of this garbage.. I cvant seem
to type straight this morning..)

769. Re: 68000 series

Newsgroup: comp.sys.atari.st
Date: 1989-04-20 17:33:36 UTC
From: daveh@cbmvax.UUCP
Message-ID: <6653@cbmvax.UUCP>
Source record: 249143

in article <6919@saturn.ucsc.edu>, roman@jupiter.ucsc.edu (Roman Baker) says:
> Keywords: 68000

> I heard from somebody that the 68000 uses 32 bit internal and 16 bit
> external. What is this supposed to mean. Does it used 32 bits for internal
> calculations or addressing but only have a 16 bit bus?

That's basically it. All registers are 32 bit wide, and so is the address space. Externally, the 68000 talks to the world on a 16 bit bus, and only 24 bits worth of address are brought off-chip. Internally, there are actually three 16 bit ALUs, two of which team up for 32 bit operations (which accounts for the longer time some 32 bit operations take, even when you're not fetching additional memory).

This has been a tremendous advantage for the 68000 family, since with the 32 bit programming model, you don't have to change correctly written 68000 code to run on any of the full 32 bit members of the 680x0 family.

> Roman Baker
> roman@jupiter.ucsc.edu
> r
--
Dave Haynie "The 32 Bit Guy" Commodore-Amiga "The Crew That Never Rests"
{uunet|pyramid|rutgers}!cbmvax!daveh PLINK: D-DAVE H BIX: hazy
Amiga -- It's not just a job, it's an obsession

770. GEM metafile format

Newsgroup: comp.sys.atari.st
Date: 1989-04-20 20:05:00 UTC
From: 01659@AECLCR.BITNET
Message-ID: <8904202005.AA14003@ucbvax.Berkeley.EDU>
Source record: 249144

Someone at my workplace wants to output .GEM files to a Talaris laser printer (on a PC system running GEM). He wants to know the structure of .GEM meta-files to write the driver. Can anyone point me to a source for metafile structure information?

771. HELP on locating a program

Newsgroup: comp.sys.atari.st
Date: 1989-04-20 21:39:58 UTC
From: jtang@hydra.cf.uci.edu
Message-ID: <1744@orion.cf.uci.edu>
Source record: 249145

Hello, I would like to ask the people on the net to help me out with this one.
What and where can I obtain a copy of PD/Sharware program that will do
background file transfer (upload and download)??

thanks in advance!

james

772. Digitizers/Overhead displays

Newsgroup: comp.sys.atari.st
Date: 1989-04-20 21:43:32 UTC
From: 01659@AECLCR.BITNET
Message-ID: <1463@cfa.cfa.harvard.EDU>
Source record: 249146

If anyone has experience with digitizers for the ST would you please forward a mini review to me; our group is looking at buying a digitizer (not a hand held model though).

Does anyone have information of LCD displays to use with the ST? I am looking for the type of device that one plugs into a micro and it can display the monitor's image on an LCD display that is placed on an overhead projector so large groups can see what is going on with the micro. Can PC models be adapted for use (i.e. will a cable connector change suffice as is used to put EGA multisync monitors on STs)?

773. Re: ST 4 meg limit

Newsgroup: comp.sys.atari.st
Date: 1989-04-20 21:56:35 UTC
From: hase@netmbx.UUCP
Message-ID: <1521@cfa.cfa.harvard.EDU>
Source record: 249147

In article <5271@cs.Buffalo.EDU> ugbernie@cs.Buffalo.EDU (Bernard Bediako) writes:
>
>Will Tos 1.4 allow the ST to use more than 4 megs of memory (that IS all it can
>address right?). Also, is MINIX limited to 4 megs? It doesn't use Tos.
>Or is the 4 meg limit set in the hardware?

Software isn't everything.

The custom chips in my ST (520 Rev C) have 22 bit adres registers.
So DMA, MCU, Shifter can adress 4 Meg. Nothing more...

hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
If there is something more important than my Ego, I want it caught and shot.
Now! (Zaphod Beeblebrox)

774. Re: TurboDOS?/Monochrome Font?

Newsgroup: comp.sys.atari.st
Date: 1989-04-20 22:01:20 UTC
From: decouty@caroline.irisa.fr
Message-ID: <1538@cfa.cfa.harvard.EDU>
Source record: 249148

```
In article <2596@sbcs.sunysb.edu> lean@sbcs.sunysb.edu (Lean L. Loh) writes:
|
| Does anyone know what the latest version of TurboDOS is?
|It's been out for more than a year, and i imagine there must have
|been a newer version. I've used TurboDOS ever since it came out
|and i just love it ( Fatspeed, Nullfill, what-have-you don't come
|close to TurboDOS as far as the speedup is concerned).
|
The last version of TURBODOS is 1.05, dated 3 march 1988.

|
|..Lean
|--
|if you can dream it, you can do it ... CSNET:lean@sbcs.csnet
|... go sleep ARPA:lean@sbcs.sunysb.edu
| UUCP:{allegra, hocsd, philabs, ogcvax}!sbcs!lean

----- Bertrand DECOUTY @ INRIA-IRISA (Centre de Rennes) -----
+-----------------------------+-----------------------------------------------+
| IRISA - INRIA | EMAIL : decouty@irisa.fr |
| Campus de Beaulieu | |
| F-35042 Rennes Cedex | UUCP : {uunet,mcvax,inria}!irisa!decouty |
| FRANCE | decouty@irisa.UUCP |
+--------------------------+---+--------------------+------------------------+
| PHONE : +33 99 36 20 00 | TELEX : 950473 UNIRISA | FAX : +33 99 38 38 32 |
+--------------------------+------------------------+------------------------+

----- Bertrand DECOUTY @ INRIA-IRISA (Centre de Rennes) -----
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| Campus de Beaulieu | |
```

775. Re: WordPerfect & Bug in ST clock setting

Newsgroup: comp.sys.atari.st
Date: 1989-04-20 22:15:04 UTC
From: close@cacilj.UUCP
Message-ID: <975@cacilj.UUCP>
Source record: 249149

Much thanks to John Stanley and Dale Schumacher for correcting my misinformation about the ST's clocks. My sources were wrong, and there are, indeed, only two clocks. MWC refers to the ST's ``several clocks''. I don't consider 2 to be several... I was further confused because MWC has two routines that actually set the keyboard clock, but one appears (at first) to be documented as setting the bios clock. What that routine really does is set the keyboard clock via a different route.

James, the programmer for WordPerfect's Atari division, called me today and we figured out what was going on. WordPerfect reads *both* the gemdos and the keyboard clock and takes the *larger* date as the correct one. In earlier versions of the ST, an unset keyboard clock read 1900 or something smaller as the year. Now it reads 2028, 2048, or 2058 depending on what ``version'' ST you have.

As mentioned in earlier postings, many hard drive companies only set the gemdos clock with their clock-setting software. As long as Atari's control panel is present, this isn't a problem. Apparently the control panel automatically ``syncronizes'' both clocks (correct me if I'm wrong, but this is what it appears to do). But, with the control panel missing, the keyboard clock isn't set. Since it is the ``larger'' date, that's the date that WordPerfect uses.

So, this problem only shows up if you like to run with maximum desktop space and leave out the control panel (as I certainly like to do--the control panel is way too big). The fix is either run WordPerfect with the control panel present, or set both clocks.

WordPerfect (James) tells me that to fix this problem in WordPerfect would be very difficult. I don't necessarily see it as *their* problem anyway--the hard drive people should be more careful about which clocks get set, in my opinion. What WordPerfect is going to do, then, is inform people about this problem in a README file and include a proper clock-setting program for your auto folder. Sounds like a reasonable fix to me...
--
Diane Barlow Close
{uunet, crash, ucsd}!cacilj!close
close@cacilj.uucp
Free Canada -- Trade Mulroney

776. PC Ditto/Prodigy

Newsgroup: comp.sys.atari.st
Date: 1989-04-21 00:13:46 UTC
From: kushnier@NADC.ARPA
Message-ID: <8904210013.AA04040@NADC.ARPA>
Source record: 249150

Does anyone know how to get onto the Prodigy Information System using
PC Ditto?

Ron Kushnier

777. Con -> RS232

Newsgroup: comp.sys.atari.st
Date: 1989-04-21 01:08:00 UTC
From: sfn20715@uxa.cso.uiuc.edu
Message-ID: <111500016@uxa.cso.uiuc.edu>
Source record: 249151

I have set up an ST BBS recently and am trying to get some online games running, specifically Larn and Nethack. However, both of these games send output to the screen, not the RS232 port. Does anyone out there have a program that will redirect output from screen to the RS232? Code fragments in C or assembler would be just as nice as a full fledged program. I do have considerable experience programming STs in C, so dont be afraid to let the jargon fly!

Reply as e-mail to sfn20715@uxa.cso.uiuc.edu please.
Thanks!

778. Re: Replace those key caps. PLEASE!!!

Newsgroup: comp.sys.atari.st
Date: 1989-04-21 06:33:25 UTC
From: mfolivo@sactoh0.UUCP
Message-ID: <895@sactoh0.UUCP>
Source record: 249152

I find it soort of odd that people have trouble with the keyboard. I have had my Mega 4 since last summer, and I have found it no problem, after upgrading from my 800XL. At work I use a Panasonic keyboard, a NCR keyboard, and a DEC. At home I have a 1040 an 800 and a 800XL. Going between so many keyboards, I just adapt that each one is different, although the 1040 is at the bottom of the list, and Mega 4 and 800 have better keyboards (among the Ataris). Although I haven't measured it (does 2mm make that much of a difference?) the ST keyboard is very similar to the DEC keyboard. In fact, it was patterned after it. I am one of those fast "non-typist", I don't touch type, but I am pretty fast neverthe less.

Mark Newton-John

--

##
PRIVATE # SAC-UNIX, Sacramento, Ca.
PARKING # UUCP=...pacbell!sactoh0
##

779. Re: Follow-up on CompuClub and Atari repair policy

Newsgroup: comp.sys.atari.st
Date: 1989-04-21 06:52:47 UTC
From: mfolivo@sactoh0.UUCP
Message-ID: <896@sactoh0.UUCP>
Source record: 249153

a
If you want some results, write a letter to Sam Tramiel, or Sig Hartmann. Believe me, you will get results. I have talked to Sig, and he mentions whenever Sam, or the other Tramiels get a bad letter, they go on a rampage. (Sig's words (!)) Or write (I forgot his name right now) the other Tramiel, one of the Vice Presidents, I think. Anyway, be concise, explain clearly, and do not cuss. People are more receptive to concise letters, not hate mail.

Mark Newton-John
Sacramento, CA

--

##
PRIVATE # SAC-UNIX, Sacramento, Ca.
PARKING # UUCP=...pacbell!sactoh0
##

780. Random notes on things starting with T

Newsgroup: comp.sys.atari.st
Date: 1989-04-21 08:34:20 UTC
From: c60c-3ds@web.berkeley.edu
Message-ID: <23408@agate.BERKELEY.EDU>
Source record: 249154

```
printf("%s",(char *)Random());
```

I was looking through some old atari-16 digests and came across a post by Roy Good of Atari saying that he did not know when TOS 1.4 would come out, but it would definitely be before Christmas 1990. I think that this was meant in jest, but who is the joke _really_ on.

Has a fabricator for TOS 1.4 been found?

On another note, what size drive will it take to work with UNIX on the TT? Does the TT support a paged-mmu? Can we expect Dave Small to make a Spectre IIx for the TT 8-]???

John Kawakami
c60c-3ds@web.berkeley.edu

781. Re: Digitizers/Overhead displays

Newsgroup: comp.sys.atari.st
Date: 1989-04-21 11:26:12 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <909@syma.sussex.ac.uk>
Source record: 249155

From article <8904201516.AA28959@ucbvax.Berkeley.EDU>, by 01659@AECLCR.BITNET (Greg Csullog):
> Does anyone have information of LCD displays to use with the ST? I am looking
> for the type of device that one plugs into a micro and it can display the
> monitor's image on an LCD display that is placed on an overhead projector so
> large groups can see what is going on with the micro. Can PC models be adapted
> for use (i.e. will a cable connector change suffice as is used to put EGA
> multisync monitors on STs)?

I'm not sure if this will be much use to you, but a company in the UK is working on such a device for the ST. It's being done partly as a favour for one of my colleagues who knows an employee. They are adapting a PC display (imported from the USA, and which can display EGA) and at the moment they have an extra box that sits between it and the ST.

When they demoed it for us last month it worked fine in medium and low res, but they didn't know how to make the device send the signal to the ST that makes the ST think it has a mono monitor attached. We (not me personally) told them how to do that, and sent them away to finish it, with the promise of an order when it could work in all three resolutions.

As it's something of a custom job, it's not cheap. Prices aren't yet fixed, but it seems that by the time we add on taxes it will cost us around 2,000 UK pounds.

We'll know as soon as it's ready, and I'll post full details at that time. I'd be interested to know if there's any competition.

Graham.

--
Graham Thomas, SPRU, Mantell Building, U of Sussex, Brighton, BN1 9RF, UK
JANET: grahamt@uk.ac.sussex.syma EARN/BITNET: grahamt@syma.sussex.ac.uk
ARPA: grahamt%syma.sussex.ac.uk@nsfnet-relay.ac.uk
UUCP: grahamt@syma.uucp Phone: +44 273 686758

782. (none)

Newsgroup: comp.sys.atari.st
Date: 1989-04-21 16:10:22 UTC
From: WILDDJ@VAXB.ASTON.AC.UK
Message-ID: <8904211728.AA15728@ucbvax.Berkeley.EDU>
Source record: 249156

Re my last message about System2....

I seem to be having some trouble replying to mail from outside the UK at the moment. I've now sent System2 to uk.ac.lancs.pdsoft, so it should be appearing on their library soon. The library can be accessed on-line by calling uk.ac.lancs.pdsoft through JANET, and using PDSOFT for both the username and password. Please be patient if you've sent mail & haven't got a reply yet!

Dave


```
+-+-+-
```

783. ST magazines in USA (was: ST Magazines 'Round the World)

Newsgroup: comp.sys.atari.st
Date: 1989-04-21 16:48:11 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <2267@water.waterloo.edu>
Source record: 249157

Thanks to Eric for collecting those addresses. I would like to
have a similar list for magazines in the US. I know of these,
so far. Do you have any additions?

ST Log, Box 16928, North Hollywood, CA 91615
818 760 8983

STart, 544 Second Street, San Francisco CA 94107
800 443 0100, x133
415 882 7188

Antic, 544 Second Street, San Francisco CA 94107
415 957 0886 gen ofc
800 234 7001 subscr
614 383 3141 cust svc

Atari Explorer, CN961, Netcong, NJ 07857-0961
201 347 8383 cust svc

ST World, 1385 Cleveland Loop Drive, Roseburg Oregon. 97470 9622
503 673 2259

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@water.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

784. Post it please (was: GFA Basic)

Newsgroup: comp.sys.atari.st
Date: 1989-04-21 16:56:46 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <2268@water.waterloo.edu>
Source record: 249158

In article <1458@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
> > In article <8904131945.AA22979@bu-it.BU.EDU> WELTE@BUPHYC.BU.EDU writes:
> > >Could someone send me a copy of either GFA Basic 3.0 or a GFA Run Only
> > >program for V. 3.0?
> In what I consider A Smart Move, the GFA people placed their "run-only"
> interpreter in the public domain.

I would like to see this thing posted to the net.

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@water.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

785. TURBODOS, L-CACHE Observations

Newsgroup: comp.sys.atari.st
Date: 1989-04-21 19:05:09 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440023@hplsla.HP.COM>
Source record: 249159

Fellow Atarians:

I recently got set up with a hard disk on my Mega ST2 and have experimented with a couple of shareware programs, L-CACHE and TURBODOS. I'm puzzled by some of the results!

First, neither of these programs affects results obtained by the ICD RATE.HD program - I guess that this program operates at a low enough level that caches and VDI-speedups are bypassed, so that's not too puzzling. But it does mean I need another way to compare disk performance.

So, my method of assessing the performance improvements due to these programs is to move a group of 5 folders containing about 30 files of medium size from one segment of the hard disc to another. This is something I do fairly often and find to be irritatingly slow, even with the hard drive (about 30 seconds).

Given this benchmark, TURBODOS yields a solid 30% improvement over TOS. I would not expect L-CACHE to make any difference in this experiment, but it did - L-CACHE slows things down by 50 to 150%, depending on the size of the cache. (The larger the cache, slower things go). This doesn't make sense to me!

Further, in experiments where I expect L-CACHE to make a difference, it usually doesn't. No matter the size of cache that I define, only small files seem to get cache'd, the larger files never do. I find that most of my programs and data files are fairly large, and L-CACHE just seems to be a drag on the system.

Both TURBODOS and L-CACHE conflict with another shareware program I use occasionally - ST-TALK. If I try to run ST-TALK with either program loaded, I get 3 to 12 bombs and have to reboot. This sort of situation makes me pretty nervous, what with 65 MB of corruptable disk lying around. I've tried TURBODOS with alot of other programs and there doesn't seem be any other conflicts, my guess is that the problems are with ST-TALK.

Comments appreciated!

%%%

786. START Flame

Newsgroup: comp.sys.atari.st
Date: 1989-04-21 19:59:09 UTC
From: 870086t@aucs.UUCP
Message-ID: <1847@aucs.UUCP>
Source record: 249160

It would seem that there is a problem with subscribing to Start????????
I sent them the $80.00 that they request for a subscription about 2
months ago and have not seen hide nor hair of my mags???????????????

Has anyone else had trouble with their "HELP LINE", all I seem to get is
an answering machine telling me to leave my name and number and hope for
a reply.

HELP HELP HELP HELP HELP HELP HELP HELP HELP HELP HELP HELP HELP HELP HELP

Later Shannon

787. ATTENTION ATARI

Newsgroup: comp.sys.atari.st
Date: 1989-04-21 20:45:59 UTC
From: sbrown@bgsuvax.UUCP
Message-ID: <4039@bgsuvax.UUCP>
Source record: 249161

This message is directed at Atari but I would be interested in other responses to this idea. I would like to see Atari put a small weekly update on what Atari is doing to this net. It would contain the status of machines and have news about what Atari is doing in general. Does anybody out there have any input on this?

- Scott F. Brown

```
*******************************************************************************
* - How many time do I have to tell you? If you're going to live on our*
* planet, you have to speak our language. *
* *
* -Scott F. Brown *
* *
* sbrown@andy.bgsu.edu.uucp *
*******************************************************************************
```

788. GIF file format info: responses

Newsgroup: comp.sys.atari.st
Date: 1989-04-21 20:50:02 UTC
From: john@cooper.cooper.EDU
Message-ID: <1485@cooper.cooper.EDU>
Source record: 249162
Cross-posted to: comp.sys.atari.st,comp.sys.ibm.pc,comp.graphics

Hi,
I'd like to thank all those who responded to my original posting
about help with the GIF file format. I had originally planned on thanking
everyone individually , but there are so many people that I don't think
I'd ever get to thank all of you. Also I'm sure I'd end up with some
bounced mail. I received many requests for similar information so I
have decided to post what I have recived. Sorry it took so long to get
to it, but I've been busy and responses have continued to come in until
a few days ago.

The orignal posting was sent to: comp.sys.atari.st, comp.graphics
and comp.sys.atari.st. I am going to send the five items I am posting
to comp.graphics ONLY.

There are three documents and two postings that contain C source
(these are uuencoded and zoo'd - that's the way I got them). I received
multiple copies of a couple of things, especially the Compuserve
document on GIF.

Thanks again to all who reponded and good luck.

John

John M. Barkaus at the Cooper Union, NY, NY.
INTERNET: john%cooper.cooper.edu@cmcl2.nyu.edu
UUCP: cmcl2!cooper!john

789. Re: HELP on locating a program

Newsgroup: comp.sys.atari.st
Date: 1989-04-21 21:05:35 UTC
From: uace0@uhnix2.uh.edu
Message-ID: <737@uhnix2.uh.edu>
Source record: 249163

In article <1744@orion.cf.uci.edu> jtang@orion.cf.uci.edu (James Tang) writes:
>Hello, I would like to ask the people on the net to help me out with this one.
>What and where can I obtain a copy of PD/Sharware program that will do
>background file transfer (upload and download)??
>
>thanks in advance!
>
>james

BUY SHADOW!!!!

Antic is currently running a special, and selling SHADOW for only $19.95!

I've seen SHADOW for as low as $17.95 mail-order.

You really can't get that quality and support for a better price! Even for
SHAREWARE!

- mike
- DCS

--
for (;;) : Use ATARINET, send an interactive
do_it(c_programmers); : message such as:
: Tell UH-INFO at UHUPVM1 ATARINET HELP
University Atari Computer Enthusiasts : University of Houston UACE

790. No issues since # 109

Newsgroup: comp.sys.atari.st
Date: 1989-04-21 21:40:22 UTC
From: Mrhyner%sed.huachuca-em.arpa@HUACHUCA-EMH1.ARMY.MIL
Message-ID: <8904211658.ab09324@FHP2.HUACHUCA-EMH1.ARMY.MIL>
Source record: 249164

Help!!!

I don't seem to be able to get anything out of MILNET and nothing has come into me since March 29. Issue 109 was the last one I retreived from canada01, but I can't even get mail out to them anymore - let alone get anything from the list.

Does anyone know if something has happened to the InterNet Gateways or is it jut my 3B5 host. (stop the laughing).

Any help on getting access re-established would be appreciated. Everybody I've talked to disclaims responsibility.

Mark Rhyner -- mrhyner%sed@huachuca-emh2.army.mil <- after Apr 24

791. MWC bugs

Newsgroup: comp.sys.atari.st
Date: 1989-04-21 22:28:16 UTC
From: foster@ihuxv.ATT.COM
Message-ID: <3329@ihuxv.ATT.COM>
Source record: 249165

I have version 3.0.6 of Mark Williams C which I upgraded from 2.3.
With 3.0.6 I get strange hangups to the printer occasionally when
running programs under their shell. I have never had any problems
running the same programs directly from GEM.
They come from the MW db program as well as some that I have written.
The nature of it is that when you issue a write command to a printer,
it just hangs for a while like something is going out but nothing ever
shows up at the printer. This is very intermittent and I can never
recall it happenning with the 2.3 version I have. Has anyone else had
this problem. I understand MWC is up to 3.0.9 now. Is this fixed in
that version?

Also the atof() function in MWC will return 0 if the string starts
with a blank. This is in spite of an explicit statement to the
contrary in the documentation. Fortunately, it is easy to get around.

Bob Foster

792. Appletalk for the ST

Newsgroup: comp.sys.atari.st
Date: 1989-04-21 22:29:34 UTC
From: karl@es56.UUCP
Message-ID: <8904212229.AA22257@es56.escd.uucp>
Source record: 249166

Now that the ST has a Postscript emulator, what about a box to connect it to Appletalk? The Mega ST and laser printer make a decent postscript device, but they have to be fed through the parallel or serial port. This cannot really compete with other printers that can be connected directly to Appletalk.

Appletalk is a standard, and there are plenty of installations. The cabling for it is dirt cheap. Appletalk connectivity for the ST would make the system a lot more attractive to business.

Karl Rowley
Evans and Sutherland Computer Division
Mountain View, Ca., USA
escd!karl@decwrl.dec.com
...!decwrl!escd!karl

793. What does ST stand for?

Newsgroup: comp.sys.atari.st
Date: 1989-04-21 23:21:55 UTC
From: sohrt@wasatch.utah.edu
Message-ID: <1635@wasatch.utah.edu>
Source record: 249167

After discussing the meaning of "Atari", what does "ST" stand for?
Space Technology? Semi-Terrific? Super Trash? Sanct Tramiel? 8->

Please mail answers to sohrt@cs.utah.edu. I'll post the most interesting
replys (and, maybe, the one and only correct meaning).

Wolfgang Sohrt
(The stuff above is my own ideas.)

Einstein's hint:
He who drives fast doesn't get old. (Seen on German car sticker)

794. Tune Up!

Newsgroup: comp.sys.atari.st
Date: 1989-04-22 00:10:20 UTC
From: bissiri@blake.acs.washington.edu
Message-ID: <1702@blake.acs.washington.edu>
Source record: 249168

After purchasing Tune Up!, i've yet to yank it out of
its shrink wrap lest in its use i destroy a partition or
two... i've heard both raves and words of extreme caution
about this product. Anybody out there recommend it?
Any caveat emptors ?

WHat is the most recent version? I seem to have bad luck
lately with all my "new" software being "old"....

-kevin formerly a360ad@blake.acs.washington.edu

795. Re: Spectrum Holobyte & Falcon

Newsgroup: comp.sys.atari.st
Date: 1989-04-22 00:38:27 UTC
From: Xorg@cup.portal.com
Message-ID: <17452@cup.portal.com>
Source record: 249169

Lets put it this way: Every other issue in which the 'open letter' appeared had the full text. Only this magazine - which appeared after my rebuttal of weeks ago, were the figures edited out of the letter. This was not a 'make it fit' edit, this was a delibirate omission of the figures which proved Mr. Louie's point wrong. The part which was left out was not lengthy (two or three lines at the most) and the paragraphs around the missing part were nicely 'smoothed'.

Peter Szymonik
Xorg@cup.portal.com

796. Re: Spectrum Holobyte & Falcon

Newsgroup: comp.sys.atari.st
Date: 1989-04-22 00:39:52 UTC
From: Xorg@cup.portal.com
Message-ID: <17453@cup.portal.com>
Source record: 249170

ST FALCON does not run on a mono system.

Peter Szymonik
Xorg@cup.portal.com

797. Re: Spectre GCR, PC Ditto II?

Newsgroup: comp.sys.atari.st
Date: 1989-04-22 00:44:29 UTC
From: Xorg@cup.portal.com
Message-ID: <17454@cup.portal.com>
Source record: 249171

Spectre 1.9 is currently shipping which offers beta sound support. GCR will be shown at the World of Atari this weekend but will not be ready for sale until June/July. It will carry a reported and still rumored price of $299 with a $75 trade-in for current owners of Spectre. PC-Ditto II is now in mass production and should be ready for sale at the same time as GCR for the same price, $150 discount coupons will be sent to current pc-ditto registered users sometime very soon.

Peter Szymonik
Xorg@cup.portal.com

798. Re: Supra Hard Drives

Newsgroup: comp.sys.atari.st
Date: 1989-04-22 00:47:49 UTC
From: Xorg@cup.portal.com
Message-ID: <17455@cup.portal.com>
Source record: 249172

Supra drives are the ones that are limited to an 18" cable, and they also should not be used as monitor stands due to their shape and size (shoebox.) The ICD FaST case is perfectly suited as a monitor stand and ICD's adaptor and shielding allow a cable up to 6' (feet!) in length.

Peter Szymonik
Xorg@cup.portal.com

799. Re: PC Ditto/Prodigy

Newsgroup: comp.sys.atari.st
Date: 1989-04-22 01:26:14 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <17458@cup.portal.com>
Source record: 249173

Ron Kushnier asks:
>Does anyone know how to get onto the Prodigy Information System using
>PC Ditto?

I assume you have the Prodigy Startup Kit.. that's the ONLY way to log onto the service.. a normal terminal program can't be used..

The key to using Prodigy with pc-ditto is *patience* ... more patience than I think I may have... even with 2400 baud data transfer, the Prodigy software runs very slowly on pc-ditto...

If it appears that nothing happens when you first run the software (this is assuming you've already followed the installation procedure, typed in your local access number, etc.. to create the "work disk"), WAIT... (and wait)... eventually, after several minutes, the modem will dial..

At first, I thought the software had locked up, or perhaps it was addressing the wrong COM port... finally, I walked away in disgust, only to hear the modem dialling a little while later... apparently the software has to initialize for a while before dialling...

Because there is no "Text" mode, screen displays are excruciatingly slow.. everything on the screen is mapped out in graphics... it took about fifteen minutes for me to read a 3-page letter of welcome from the system.. (no kidding.. I timed it..!), and each page is only about 8 lines of 40 characters each..

This is not to say that the service is bad.. in fact, it looks like a VERY interesting information service, especially at the price.. $9.95 per MONTH, flat rate... it's just not usable with the current version of pc-ditto..

Now... with pc-ditto II, that will change...

BobR

800. Atari memory comments/questions...

Newsgroup: comp.sys.atari.st
Date: 1989-04-22 02:42:00 UTC
From: wzg90@TTACS1.TTU.EDU
Message-ID: <8904220150.AA12005@ucbvax.Berkeley.EDU>
Source record: 249174

I have a 520ST (3 years old) and have opened it up many times in the past. Only recently did I realize something that may be important: the 520ST uses 150ns 256Kx1 DRAMs....

This by itself isn't a problem, but the CPU runs at 8MHz, which translates to 125ns per clock cycle. Well, to make things short, this means that the ST is running its RAM with one wait state, correct?

Unfortunately, at 4 clock cycles per memory hit (average), this translates to a 20% decrease in performance compared to what it could be with no wait states...

Well, it'd be pretty nice to have that extra 20% performance, so the question is: does the Mega STs use the same type of MMU that is used in the 520? The MMU is, in all likelihood, responsible for generating the wait state cycle, so it seems that if the Mega is using faster RAMs (say, 100ns so that there'd be an ample 25ns for address decoding and buffering) and the MMU ISN'T generating a wait state cycle, then I should be able to replace my RAM with 100ns RAM and put the Mega MMU in and everything will be 20% faster. Have I missed anything??

Funny that I've never heard mention of this on the net before. Am I missing something vital here??

Tien Nguyen
wzg90@ttacs1.ttu.edu

801. Re: ATTENTION ATARI

Newsgroup: comp.sys.atari.st
Date: 1989-04-22 03:08:20 UTC
From: caromero@phoenix.Princeton.EDU
Message-ID: <7900@phoenix.Princeton.EDU>
Source record: 249175

In article <4039@bgsuvax.UUCP> sbrown@bgsuvax.UUCP (Scott F. Brown) writes:
> This message is directed at Atari but I would be interested in other
>responses to this idea. I would like to see Atari put a small weekly update
>on what Atari is doing to this net. It would contain the status of machines
>and have news about what Atari is doing in general. Does anybody out there
>have any input on this?

While I understand your desire to know what to expect from Atari and
your frustration at the lack of outward signs of progress from other
than the rumor mill, realistically I don't think this is in Atari's
interests at all. No corporation wants their strategies and progress
known in this fashion.

o A company's plans and problems are usually considered its own
business. A company's fiscal health could be very
adversely affected by releasing information about the
current state of ongoing projects.
A series of good progress reports followed by word of a
setback could have catastrophic effects on the company's
stock performance.

o After all the flak Atari has taken about vaporware products
etc. can you imagine how much trouble weekly progress reports
like this would get them into with exactly the same people who
want this information? Atari would inevitably take flak over
any decision they announced in this fashion
from the same people who asked for the information to be
publicized... ("Not enough graphics modes!" "Too
expensive!" "We demand a better upgrade path!" etc.)

Atari is still trying to get their act together. I think from what
I've seen lately they're doing better for themselves by playing it
close to the chest... it gives them a little more room to maneuver
without having hordes of Atari owners or Atari watchers nipping at their
heels with complaint after complaint... while this 'weekly news from
Atari' might be a nice PR gesture if it contained anything of substance
it could cause no end of headaches for the company.

-Antonio Romero romero@confidence.princeton.edu

802. Re: Replace those key caps. PLEASE!!!

Newsgroup: comp.sys.atari.st
Date: 1989-04-22 03:17:45 UTC
From: clf3678@ultb.UUCP
Message-ID: <726@ultb.UUCP>
Source record: 249176

In article <2869@ritcsh.UUCP> derrick@ritcsh.UUCP (Derrick Williams) writes:

> Chris Freemesser has suggested placing a spacer (cut out of sheet rubber)
>between the plastic cyliner of the keys and the rubber cups to decrease
>the throw distance. I havn't tried this, but does anyone have any mods or
>heard of mods to improve the tactile feel of the ST?
> Where I'm living now, there are many keyboards from old terminals available,
>but I suppose it won't be possible to replace the ST keyboard with it.

Hey, that's me being referred to!

A few months ago, I did some serious hacking on the keyboard of my ST
(as well as that of the XE computer). What I did was to punch out some
rubber dots using a hole punch and 1/16 inch rubber sheeting. On the
bottom of the keyboard assembly, there are 20+ small screws that holds
the circuit board to the key cap assembly. Using a precision
screwdriver, I put a small hole in the middle of the rubber dots. Then,
I used them as washers, fitting them between the circuit board and the
key cap assembly board. Here is what I found:

520ST - works moderately well; removes some of the spongyness.
1040ST - not much effect
XE with rubber cups - no real effect
XE with springs - FANTASTIC. Made the keyboard feel EXCELLENT.

All in all, the upgrade wasn't very effective except for the XE keyboard
with the springs. I pretty much gave up on upgrading the keyboard after
I managed to trash my first one (accidentally dissolved the silicon
contact).

What I have found is: if one was to put the silicon contact on the
bottom of the plastic key cap mech, and put a spring underneath the
key cap itself, the keyboard would be GREATLY improved, and pretty
usable. :^)

=cf=

803. Developer Information (or lack of it)

Newsgroup: comp.sys.atari.st
Date: 1989-04-22 03:27:00 UTC
From: FORTINP@BNR.CA
Message-ID: <8904241302.AA14452@ucbvax.Berkeley.EDU>
Source record: 249177

The following was sent April 8th, but does not appear to have made it
to the net, so I'm trying again...

- -

NOTE!!!!! The following is **NOT** intended as a FLAME or Atari bash.
I am simply recounting the facts as I know them to be true
in response to the following from Ken Badertscher.
I would sincerely like to see some tangible response from
Atari (U.S. *or* Canada). ========

To ensure that the following is responded to appropriately,
I offer this reminder:

Webster's: tangible .... a: capable of being perceived esp.
by the sense of touch : PALPABLE b: substantially
real : MATERIAL ....

WARNING: Very long.....
AGAIN, I wrote this in a TOTALLY CALM and RELAXED state. If
anyone thinks they read flames or bashing, then you are
reading out of context. I believe I am making rational
statements and posing serious questions to which I expect
Atari to view in the same light. OK, well maybe one little
spark...

>Date: 5 Apr 89 00:40:42 GMT
>From: imagen!atari!kbad@ucbvax.Berkeley.EDU (Ken Badertscher)
>Subject: ST docs
>To: info-atari16@score.stanford.edu
>
>In article <1221@ncrcce.StPaul.NCR.COM> rogers@ncrcce.StPaul.NCR.COM (Bob
> Rogers) writes:
>|Do you folks _ever_ intend to publish this information in a readily available
>|and affordable format?
>
> Yes.
>

Ken, on July 19, 1988 I sent a letter (using the words prescribed by
Atari Canada) requesting the developer docs. It read:
(quote)
Atari Mega/520/1040 St Developer Documentation $100.00
Support (including Newsletters) $150.00
(unquote)
Since I had MWC, I did not order Alcyon C.

Note that 60% (!!!!!!) of my order was for "SUPPORT"; well read on...

When I received my package, it was accompanied by an Invoice which
magically changed Support to read: Atari Developer Registration
Package. I didn't know it then, but this _change_ was prophetic;
"Registration" lacked the "Support" in my order.

For this, I received a package of docs which contain little more than
volume 2 of the Abacus series "Atari ST Internals". In fact my
"package" is almost completely virgin; there isn't even a single note
penciled in. The Abacus book is starting to look pretty ratty from use.

To be fair, I *do* use the docs as the "formal" rulebook. However, how
good can this set of docs be, when most of the information is dated
as follows:

88/02/24 GEMDOS (I'm suspicious of this one.)
85/11/26 BIOS Real helpful with 1985/11/20 ROMs, but what about
1986/02/06, 1986/04/24, 1987/04/22(Mega) ROMs??
Atari documents SYSVARS 400-501, but Abacus tells
us about dump_vec, prt_stat, prt_vec, aux_stat,
aux_vec, memval3, bconstat_vec, bconin_vec,bcostat_vec,
and bconout_vec in the 502-59D range. Are these
legit? If so, when can I expect an update to this
section??
87/12/17 LINE-A
85/09/05 PRTBLK
85/05/?? VDI
85/05/?? AES
86/01/07 Hardware *NO* schematics (see more comments below)
The ONLY timing diagrams in this section are for
"Mouse Phase Directions"; everything a HARDWARE
engineer needs to know...
87/06/17 Blitter
87/10/02 Mega Bus Documents the 68000 signals...
85/09/27 ACSI Notes Contains the *VERY FIRST* "hack" of the "ST SASI
hard disk driver"; last update = 85/07/23. When I
phoned Atari Canada asking for an updated code listing
for this driver, I was flatly refused.(Support...?)
85/02/26 IKBD Refers to "Related Documents":
Atari Corp. RBP/GHU/SD Keyboard Schematic (9/14/84)
Atari Corp. RBP/GHU/SD Keyboard Layout (unnumbered, no
date)
Why put this info in the docs if they're not provided?
88/04/13 APPI
(no date) CDAR504

>|From what I saw of the developer's docs (I saw a
>|copy a couple of years ago) they're not professional quality documentation.
>
> The ST documentation is much better now than it was several years ago.
>

OH REALLY!? In my kit, the ACSI is a copy of a copy of...

Granted the remainder is of the best quality photocopy; considering,
the print quality is very good. I believe that the quality of the
Atari developer documentation is the direct cause of the current state
of Atari products. Correct me if I'm wrong, but I sense the symptoms
of the deadly NIH syndrome.... (Not Invented Here)

>|Given the tiny percentage of the market that the ST has, and the tiny number
>|of (mostly tiny) companies that write software for it, can you really afford
>|to "certainly break software"?
>
> Context! We definitely can afford to, and most certainly will, break...
>|>software that either a) didn't follow the rules in the first place, or
>|>b) was built on bad assumptions about the internal workings of TOS.

OK, I can buy that... but is that why Atari has not supported its
developers? Is that why not everything is documented (502-59D)??
It sounds to me more like "since we gave you a little more than half of
the _cast-in-concrete_ stuff, then we can break the rest".
What is Atari's position regarding the vectors between 502-59D?
"Assumptions" seems to be required reading for us developers...
Where can I get a copy? :-)

>
>|Bob Rogers rogers@stpaul.ncr.com or rogers@pnet51.cts.com
>|NCR Comten, St. Paul, MN GEnie: R.C.ROGERS
>
>--
> Ken Badertscher | #include <disclaimer>
> Atari R&D | No pith, just a path:
> Software Engine | {portal,ames,imagen}!atari!kbad
>
>

I have more information to pass on...

On 88/08/19, I sent a letter to Atari Canada with the following:
(quote)
I would like to take this opportunity to inform you that I find most of
the information provided to date is generally available in various
publications such as Abacus.
(unquote)
Again, "provided to date" proved to be quite prophetic.

I phoned Atari Canada in late January of this year stating that I had
NEVER received an Atari newsletter (I don't even know what one looks
like). I was told that they were being worked on and would be sent
out Mid-February. (I forgot to ask which year, but I am asking now.)

In the same letter...
(quote)
I find your hardware section to be quite sparse; is more information
available, or am I required to reverse-engineer the ST interfaces in

order to ensure the success of my development efforts?
(unquote)

On Aug 25th, I received TOS 1.4 with a letter that read in part:
(quote)
The only interface that may give you difficulty is the ACSI port.
A document giving more details and depth is being prepared by Atari
Engineering and will hopefully be available in the next few weeks.
(unquote)

...a few weeks...? It has been nearly nine months. Is the gestation
period nearly over? or, are we dealing with a "elephantus documentum"?

(quote)
All the other interfaces should be obvious.
(unquote)

EXXXCCCUUUUUUUSE ME??????? For this I paid the $150 supplementary?

(quote)
And finally, the reason you find most of the information in other
publications is because it had been taken from the development kit in
the first place. You will also find that the development kit is much
more accurate than the Abacus books.
(unquote)

I ONLY have Abacus books 2 and 13, and they cover more ground than the
official developer's kit, so I have a hard time with this statement.

The bottom line...

- The developer's kit (although official) does not warrant the
money asked at this time.
- Even comments of "reverse-engineering" did not result in my
ever being told of schematics availability (I think I saw a
comment about this in another mailing). If schematics are
available, do they cover all models, or just the original 520?
- Have newsletters ever existed? How can I get back issues?
(even photocopies)
- Will the "missing" vectors be cast in concrete? Are there any
Abacus may have missed? When will new docs be in the hands of
developers? Before answering, reread the previous promisses.
- Will developers have to wait in line for the TOS 1.4 ROMs?
- Will the "new" docs be more than typed up engineering crib notes
making up part of the original kit?
- Are Canadian developers supportable only from Atari Canada, or
is there a support organization closer to your development group
to which we foreigners can have access?

My nine months are almost up, will I be born or stillborn? It is now
all in the hands of Dr. Atari... :-) or ;~(or... I'll tell you...

Pierre Fortin
FORTINP@BNR.CA

804. DRAFIX and HP DeskJet

Newsgroup: comp.sys.atari.st
Date: 1989-04-22 03:27:00 UTC
From: FORTINP@BNR.CA
Message-ID: <8904241255.AA14118@ucbvax.Berkeley.EDU>
Source record: 249178

Hi,

I am trying to decide whether or not to buy a friend's DRAFIX package;
the clincher would be if I could find a some software which could
either convert the plotter output to something understandable by my
HP DeskJet, or allow DRAFIX' printer output to support the DJ directly.
I have the FX-80 cartridge for the DJ, but the its graphics are
terrible.

Does anyone know of such a conversion package, or a DJ printer driver
for DRAFIX?

Thanks,
Pierre

805. Re: Con -> RS232

Newsgroup: comp.sys.atari.st
Date: 1989-04-22 04:52:36 UTC
From: usenet@TSfR.UUCP
Message-ID: <528@TSfR.UUCP>
Source record: 249179

In article <111500016@uxa.cso.uiuc.edu> sfn20715@uxa.cso.uiuc.edu writes:
>
>I have set up an ST BBS recently and am trying to get some online games
>running, specifically Larn and Nethack. However, both of these games send
>output to the screen, not the RS232 port.

If you're running a STadel, it attempts to redirect i/o to the rs232
port when you shell out from remote. If hack & larn still talk to the
screen, you're S.O.L. unless you wanna hack the BIOS calls. If you're
not running STadel, try the following code:

------[cut here]------

```
/*
* rexec: execute a program with stdin/stdout pointed at AUX:
*/
#include <atari\osbind.h>

main(argc, argv)
{
char tail[128];
char *command;
int save0, save1;

if (argc < 2) {
Cconws("usage: rexec command [args]\r\n");
exit(255);
}
save0 = Fdup(0); /* save old file descriptors */
save1 = Fdup(1);

Fforce(-2, 0); /* force AUX: (-2) into stdin (0) and stdout (1) */
Fforce(-2, 1); /* PARAMETERS MAY BE REVERSED! */

++argv, --argc;

command = *argv++;
argc--;

tail[0] = 0; /* fabricate a command tail */
while (argc-- > 0) {
strcat(tail, " ");
strcat(tail, *argv++);
}
if (tail[0])
tail[0] = strlen(tail)-1;
```

```
Pexec(0, command, tail, 0L); /* Zoom! */

Fforce(save0, 0); /* restore stdin/stdout */
Fforce(save1, 1);
Fclose(save0); /* and toss save-handles */
Fclose(save1);
}

------[cut here]------
```

If your applications are well-behaved (talk via GEMDOS calls instead of BIOS calls), this will do the trick. I use a variant of this routine from inside STadel for shelling out, and I regularly shell out from remote (when Pell is working, that is) even if I'm calling from long distance.

>Reply as e-mail to sfn20715@uxa.cso.uiuc.edu please.

Hope you don't mind that I replied publicly - this sort of code is useful to the world in general...

-david parsons
-orc@pell.uucp

806. Atari ZOO and JCLOCK7

Newsgroup: comp.sys.atari.st
Date: 1989-04-22 08:48:16 UTC
From: george_seto@brains.UUCP
Message-ID: <4452@brains.UUCP>
Source record: 249180

Atari ZOO and JCLOCK7:

Does anyone know WHY the new ZOO program messes up when trying to ARC the JCLOCK7 program? I believe John Stanley visits this net on occasion. Can you advise on this, John?

--

==========
From George Seto logged in at
Cerebral Cortex BBS System (902)462-7245 8N1 24h/7d
{uunet, utai, watmath}!dalcs!iisat!brains!george_seto
==========

807. Re: Atari News - Portfolio

Newsgroup: comp.sys.atari.st
Date: 1989-04-22 09:08:15 UTC
From: SunShine@cup.portal.com
Message-ID: <17477@cup.portal.com>
Source record: 249181
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

IF this little machine turns out to be what I need, it will be
a gem! YOU have any idea what this Portfolio means to me?
I'm speech impaired due to cerebral palsy. I am mobile, so a
clumsy heavy Laptop and / or DECtalker, wouldn't do me much good.
Have struggled ok with a tiny tandy for four years, but it really
is much too tiny to type on, and only holds 2 or 3 k... 3 lines
3 -short- lines of text........

And if my eyes didn't decieve me , I saw a speaker on the side...
If it can do speech synthesis, it will be a double blessing...
I will at long last- have a voice- and be able to carry on more
'normal' in-person conversations.........maybe even give poetry readings.
'So, say a prayer....

My dad asked the following questions;
does it have a serial port? Does it have a paralell port?

Does it have internal disk drives...<-- answered in article, i know ;>
Is there room to add ibm compatible 1/2 cards?
Anybody selling it at discount for handicapped?

WOW!, the possibilities are astounding....... I've only waited
33 years for something like this...... Knew the tech was here, but
didn't think anybody was gonna put it all into one tidy
package so soon! YAY!......... Hey, I can dream, can't I?

Lisa Raine

808. Re: Con -> RS232

Newsgroup: comp.sys.atari.st
Date: 1989-04-22 11:00:36 UTC
From: 7103_300@uwovax.uwo.ca
Message-ID: <2106@uwovax.uwo.ca>
Source record: 249182

In article <111500016@uxa.cso.uiuc.edu>, sfn20715@uxa.cso.uiuc.edu writes:
>
> I have set up an ST BBS recently and am trying to get some online games
> running, specifically Larn and Nethack. However, both of these games send
> output to the screen, not the RS232 port. Does anyone out there have a
> program that will redirect output from screen to the RS232?

I don't know about Larn, but it should be possible to redirect the output
and input of NetHack to the RS232 port by means of Fforce(), e.g. something
like Fforce(0, Fopen("AUX:", 2)); Fforce(1, Fopen("AUX:", 2)). The
major potential problem is that NetHack (I'm assuming you're using the version
I posted to comp.binaries.atari.st) uses a Crawcin call, which may not be
properly redirected in all versions of TOS. It's worth a try, though.
Failing all else, the sources for NetHack and Larn are available on
terminator.cc.umich.edu; you could always recompile them with appropriate
modifications!
--
Eric R. Smith email:
Dept. of Mathematics 7103_300@uwovax.uwo.ca
University of Western Ontario 7103_300@uwovax.bitnet
London, Ont. Canada N6A 5B7 (a shared mailbox: put my name on
ph: (519) 661-3638 the Subj: line, please!)

809. TeX & Wanted: Mono Monitor...

Newsgroup: comp.sys.atari.st
Date: 1989-04-22 15:25:11 UTC
From: humtech@ucschu.ucsc.edu
Message-ID: <6954@saturn.ucsc.edu>
Source record: 249183

Greetings! I recently picked up STTEX and would like to start using it. I take it that I need a mono monitor for this. I've been pricing them and the best I've been able to do is $169.95 from some place in New York.
Is this a good price or does someone know of better one?

Also, I know there is a dvi-to-postscript program for tex/dvi on UNIX. Is there such a thing on the ST? Is it possible to compile the UNIX source for this on an ST?

On another subject, I just happened to catch a second or two of "Computer Chronicles" last night. They mentioned Atari's Portfolio - mostly the basics like it has a QWERTY keyboard and the like. They did say that it had an 80X8 (or something by 8) display. The commentator also mentioned that another company was going to make a similar device later this year that would have a 24 line display.

Thanx very much,

Mark Frost
Office of the the Computing Coordinator
Humanities Division
University of California at Santa Cruz
Internet: humtech@ucschu.UCSC.EDU
Bitnet: humtech@ucschu.bitnet
Uucp: ...!ucbvax!ucscc!ucschu!humtech

810. MT C-Shell

Newsgroup: comp.sys.atari.st
Date: 1989-04-22 16:20:57 UTC
From: bissiri@blake.acs.washington.edu
Message-ID: <1710@blake.acs.washington.edu>
Source record: 249184

Yesterday, i posted an article seeking a fix for
MT C-Shell's multi-user mode in version 1.10.

Since i have not received a response,
can i assume there is no fix?

Am i really going to have to wait until BDT sends me the
update which claims to contain the fix?

This is technically not a flame, just that i would like
to get what i paid for. Is that too much to ask?

-kevin

811. PC Ditto II -- speed?

Newsgroup: comp.sys.atari.st
Date: 1989-04-22 16:46:55 UTC
From: stailey@iris613.gsfc.nasa.gov
Message-ID: <179@dftsrv.gsfc.nasa.gov>
Source record: 249185

How much faster is PC Ditto II than version I.

Does anyone know the SI rating?

Is it still like liquid lead?

==
{ what opinions?!? what disclaimer !?!?! ken@all.over.the.place }
==

812. Re: Pexec question

Newsgroup: comp.sys.atari.st
Date: 1989-04-22 17:47:56 UTC
From: ignac@electro.UUCP
Message-ID: <477@electro.UUCP>
Source record: 249186

In article <1927@hall.cray.com> rosenkra@hall.UUCP (Bill Rosenkranz) writes:
>---
>allen pratt (or anyone that might know...) -
>
>i have a question on Pexec, specifically on load/nogo then go more than once.
>here is a short example which does not work, probably because the child is
>gone after the first Pexec (4,...).
>
>what i want to know is just how to do this. actually, i want to have a GEM
>program (uses AES) Malloc screen buffer, load in some special code(s) which
>will be executed any number of times (may be several programs acting like
>special drivers),then Malloc more memory. the children will never Malloc/malloc
>any memory but must be able to read/write to memory loc passed to it by parent:
>

hmm, interesting. this is pretty well the exact same problem that i've come
across in the GEMDOS pexec: namely, you cannot tell GEMDOS to load in a program
at a specific address. this makes overlays a real bugger, since i can't
allocate, say 32K of memory as an overlay buffer, and tell gemdos to load a
program into this buffer for execution. the ability to do this would allow
people to write really HUGE accessories, but instead of eating up 200K for
the huge accessory all at once, the modules it need to run can be pexeced
when needed into an internal buffer. no muss, no fuss.

but, i have a feeling this would interfere with any attempts by atari to make
TOS multitask/swap processes/etc. or is that being too optomistic?? :-)

>all these types of questions SHOULD have been answered in the Pexec Cookbook
>or else you should just release the src to developers so we don't have to
>bug you. i really need an answer before the weekend so i can get this
>stuff working. i am on a tight schedule for my customer.
>

again, interesting. if simple questions like this aren't answered in the "all
powerful atari developer documentation", then what is covered??? hearing
of problems like this from developers (i assume from bill's posting that he
is indeed a developer) makes me VERY hesitant on spending $100+ on
documentationthat is no better than the abacus books.

--
Ignac A. Kolenko (The Ig) watmath!watcgl!electro!ignac

"Catholic or Protestant, you got not choice. I tried to scream, but I lost
my voice!" from 'Irish Eyes Don't Smile Tonight' by SUBURBAN DISTORTION

813. Trade in a internal single drive for double sided

Newsgroup: comp.sys.atari.st
Date: 1989-04-22 18:25:45 UTC
From: moses@m-net.UUCP
Message-ID: <3128@m2-net.UUCP>
Source record: 249187

I have a question for those who work for Atari, what is happening with the double sided drives for people who are trading in their internal single sided drives, I have been to a local St dealer, and there are a lot of people wanting to upgrade, but they aren't coming in, I would like to know why they aren't before my single sided drive gives out...

...!uunet.uu.net!cardiology.ummc.umich.edu!m-net!moses

814. Re: Tune Up!

Newsgroup: comp.sys.atari.st
Date: 1989-04-22 19:07:13 UTC
From: uace0@uhnix2.uh.edu
Message-ID: <738@uhnix2.uh.edu>
Source record: 249188

Tim Purves of MichTron has just finished updating Tune Up! Contact MichTron to find out its availability.

From what I understand, Tim has done a lot of repairing and improving. SHould be veery good.

- mike

--
for (;;) : Use ATARINET, send an interactive
do_it(c_programmers); : message such as:
: Tell UH-INFO at UHUPVM1 ATARINET HELP
University Atari Computer Enthusiasts : University of Houston UACE

815. color setting

Newsgroup: comp.sys.atari.st
Date: 1989-04-22 19:15:39 UTC
From: saj@chinet.chi.il.us
Message-ID: <8268@chinet.chi.il.us>
Source record: 249189

Being too lazy to jump right into this, I'm asking you to help me set up the color palette within a GEM application. The nicest way would be to use the control panel accessory, since it's familiar to most users. Anyone care to tell me how it sets colors? From the ways it doesn't work in various situations I get the idea that it sends messages to the desktop, and the desktop does the color setting. In that case, I'd be delighted to hear what the messages look like, and maybe some hints about how to steal only the color setting messages and not upset the desktop too much. If the control panel isn't usable, next choice is publicly re-usable code to set the palette. I've seen references to it existing, but I haven't seen the code. Anyone care to tell me where I can get it (bbs, uucp or mailserver)?
I should warn you that while I'll give credit freely, this is for an application that I hope to make some money from. At present, though, it appears that it will be distributed with full source code.
Steve J.

816. Re: What does ST stand for?

Newsgroup: comp.sys.atari.st
Date: 1989-04-22 19:22:57 UTC
From: kloppen@gmdzi.UUCP
Message-ID: <1037@gmdzi.UUCP>
Source record: 249190

Sixteen Thirtythree.

Kloppenburg@kmx.gmd.dbp.de
UUCP: kloppen@gmdzi

817. Re: What does ST stand for?

Newsgroup: comp.sys.atari.st
Date: 1989-04-22 19:28:52 UTC
From: kloppen@gmdzi.UUCP
Message-ID: <1038@gmdzi.UUCP>
Source record: 249193

From article <1037@gmdzi.UUCP>, by kloppen@gmdzi.UUCP (Jelske Kloppenburg):
>
> Sixteen Thirtythree.
>

Excuse me please - I wanted to write

Sixteen Thirtytwo

Kloppenburg@kmx.gmd.dbp.de
UUCP: kloppen@gmdzi

818. GEM AES/Resource Questions

Newsgroup: comp.sys.atari.st
Date: 1989-04-22 21:17:32 UTC
From: achowe@tiger.waterloo.edu
Message-ID: <13423@watdragon.waterloo.edu>
Source record: 249194

I have the Developer's Kit and the book << Programmer's Guide to GEM >>
but neither can enlighten me on how to do the following:

1) How do I get the address of a string contained in a dialog in order
to change its contents? What I'm doing is:

```
:
rsrc_gaddr( R_STRING, STR_OBJ, &string );
sprintf( string, "%4d", value );
:
```

2) How do I send myself a WM_REDRAW message? What I'm doing is:

```
SendRedraw( tree, obj )
long tree;
int obj;
{
int msg[8];

ObjcXywh( tree, obj, &msg[4] );
msg[0] = WM_REDRAW;
msg[3] = GemHandle;
appl_write( ApplHandle, 16, msg );
}/* SendRedraw */

someroutine()
{
:
/* dirty screen, change string values in object */
:
SendRedraw( TreeObj, ROOT );
}
```

Is any of this right?

```
- Ant
achowe@tiger.waterloo.edu | "Murdered by pirates is good."
__ _ | - The Princess Bride (movie)
/ _ _ _ |/ _ _ | _ _ |/ |
\__| `<_\<_ |\|= | ` \_/<_\<_ |\ | disclaimer...
```

819. modems

Newsgroup: comp.sys.atari.st
Date: 1989-04-22 22:36:06 UTC
From: bissiri@blake.acs.washington.edu
Message-ID: <1714@blake.acs.washington.edu>
Source record: 249195

A friend wants to buy a 2400 baud modem.
He is interested in the supra 2400 or the smart one.

Pros and cons would be helpful.

Thanks.

-kevin

820. Bad RAM?

Newsgroup: comp.sys.atari.st
Date: 1989-04-23 02:11:00 UTC
From: sfn20715@uxa.cso.uiuc.edu
Message-ID: <111500017@uxa.cso.uiuc.edu>
Source record: 249196

I recently upgraded my ST from 512K to 2.5 Meg. Among other things, I noticed that there is a significantly long pause when executing programs (i.e. double-clicking from the desktop.) With a large ramdisk, i.e. with very little memory free, the pause is much shorter. Is this a system function or is it due to some aspect of the upgraded memory banks not being efficient enough? The upgrade I used is called "EZ-RAM", and while it did involve some soldering, I am reasonably sure I made no mistakes.

Another problem that may have been caused by the upgrade: Whenever I play certain games, especially Dungeon Master, I seem to get lots of flashing lines on the screen, which multiply to blot out the entire screen and eventually crash the program. I know this did not happen before I upgraded my ram.

Could it be a bad solder joint somewhere? Bad chips? Shaky sockets or a problem with the power supply?

Please reply as e-mail to sfn20715@uxa.cso.uiuc.edu

821. The Anaheim World of Atari Show -- A report

Newsgroup: comp.sys.atari.st
Date: 1989-04-23 02:50:20 UTC
From: rjung@nunki.usc.edu
Message-ID: <3571@nunki.usc.edu>
Source record: 249197
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

I have just come back from attending the first(?) World of Atari show, at the Disneyland hotel in Anaheim. Since there's probably some interest from all Atarians at what took place, I'll spill my guts (somebody clean that mess up).

The show runs April 22, 10:00am - 6:00pm, and April 23, 10:00am - 5:00pm. I arrived through the doors at about 10:30am, paid $5 for a ticket, and walked in. This was a "buyer's show", which meant that every other booth was trying to get you to buy something. The crowds were already 5-men deep at 10:00 in the morning, though it tapered off to a more manageable level later in the day.

WHAT'S NEW?
I would estimate that over 40 different firms and groups were at the show, each showing a combination of new and old products. To keep this thing from going too long, I'll just touch on the highlights:

ATARI CORP. was showing off the Moniterm 19" monitor, the Calamus DTP program, the new Megafile 44 hard drive, and their up-and-coming WordFlair word processing program. Everything was running fine, and Atari expects to have the last two products available around June or July of this year. (For information about the STacy, the PC Portfolio, the TT and the ATW, see below)

GADGETS BY SMALL was demonstrating the Spectre GCR. The cartridge has a cable to let you hook up an internal- or external ST disk drive so that it will read Mac disks directly. It is expected to be available in August (FCC approval pending), with a retail price of $300. Owners of the Spectre can trade it in for $100 credit towards the GCR.

AVANT-GARDE was showing PC-Ditto II, running Microsoft's Flight Simulator on the Atari ST. I am not familliar with how fast an IBM PC runs FS in its native enviroment, but this demo was not slow in any noticeable way. According to their literature, PCD2 has a Norton SI rating of 3.0. The price is $300.

SUPRA was showing off their line of hard drive equipments for the Atari computers. Nothing new to report, though.

The DIAMOND GOS was being demonstrated (no sign of GOE anywhere). It looks a LOT more like the GEM system now, and appears to be available for sale. It comes with (I think) a paint application and a word pocessor. It comes on a piggy-back cartridge, and is transparent as DOS to the system. Rumors fly that Atari wants to market the Diamond with future 8-bits.

ARTISAN software was demonstrating two ST programs: Word Quest, which makes word search puzzles, runs in color and monochrome; and Graph Maker, which (natch) makes graphs.

HAPPY COMPUTERS was selling the Discovery cartridge (for the ST) and Happy upgrades (for the 8-bits). They also announced a new product called Quick*verter, which allows for easy conversion between Spectre, Magic Sac, GEM, and Macintosh format disks.

GRIBNIF SOFTWARE (what does "Gribnif" mean?) was showing and selling NeoDesk version 2.0. It allows custom file icons, keyboard reboot, fast windowing routes, and lots of other features. All this for $50.

SEYMOR/RADIX presented a new piece of hardware called DVT VCR. It allows you to back up your hard drive on VCR tape (up to 360 megabytes). The box connects your system to the VCR by the cartridge port. Price is $250.

IMAGEN was selling Ultrascript for the Atari SLM804/Dot matrix/HP Inkjet printers. Apparently Atari Corp. will control distribution of the "SLM 804-only" version, while Imagen gets to hawk the Dot matrix/HP Inkjet version by themselves. Rumors were that Ultrascript will also work with the HP Laserjet with no problem. Price is around $200.

CODEHEAD SOFWARE was showing Hotwire and MIDIMax. Hotwire is a utility of benefit for hard drive users; A given file/pathname can be assigned to any user-defined keystroke, and executed from the Desktop with one press. MIDIMax allows the creation of MIDI "macros" for storage or playback, which can be triggered by any MIDI event. Both products are priced under $50.

SIERRA ON-LINE was showing a videotape featuring the latest of their adventure programs: Gold Rush, Space Quest III, King's Quest IV, Police Quest II, Leisure Suit Larry II, and Manhunter: New York. The games that aren't already available for the ST will be converted "very soon".

A new(?) company, ARTISTECH DEVELOPMENT, was showing off Da Vinci, an art/animation/drafting tool. Written completely in assembly, this program ofers a lot of "features for artists by artists" (work on 12 pictures at once on a 520 ST!) at high speed. This is expected to be released in July for about $100.

MIGRAPH had Touch-Up for sale, and announced a forthcoming hand-held scanner. The Migraph Scanner package will scan any type of printed material, and turn it into .IMG, .PC*, .TIF, MacPaint, Printmaster, and more. It will come bundled with scanning software and an image-editing accessory. No price or release date announced.

BECKMEYER DEVELOPMENT TOOLS talked about Micro C-Shell, MT C-Shell, Micro Make, and Micro C-Tools.

Both ANTIC SOFTWARE and STart were present, though in seperate booths. Antic had no new ST programs to demonstrate, though I did notice "Interiors Design Disk", a CAD-3D collection of chairs, shelves, and other such forms. They also announced that the GFA BASIC 3.0 compiler will be available in June/July.

ST-LOG and STart were offering discount subscription rates.

DISCLAIMER:
There were many other firms and dealers who were present who I did not

mention above, due to either ignorance, forgetfulness, or misinformation. If anyone wants to correct/add on to this, go ahead.

BESIDES THE BOOTHS...
Sig Hartmann gave a speech to a packed crowd on "the future of Atari". He reaffirmed Atari's policy of not announcing any product "unless it will be available for sale within 60 days". Thus, while he acknowledged some truth to the rumors regarding the Atari TT, the ATW, an Atari networking system, and new graphics resolutions, he did not say anything specific. Sig also reported that the US market will get the FIRST shipments of the STacy and the Portfolio, to the tulmultious cheer of the crowd.

Atari personnel also reaffirmed their desire to "attack" the US market in 1989, primarily through the STacy, the PC Portfolio, and increased public relations. Though their advertising budget "has tripled", Sig says that Atari will keep advertising in the hands of local district managers. Thus, no prime-time nationwide commercials or TIME Magazine spots in the near future.

Though I had to leave before this happened, there is/was a music concert scheduled for 7:30pm on April 22. Only 1000 people allowed in, with tickets at $5 each. Music by Mick Fleetwood and Michael Pinder (of Moody Blues) was supplemented with a limited-engagement showing of the STacy (it's up and running), the PC Portfolio (also), and the first public playing of the new Holtz MIDI Board.

Anyway, it was a lot of fun, even though the freeway drive was terrible (this IS Los Angeles, right? B-), and Disneyland's prices were extortionary. There is already talk of another World of Atari Show next year; I sure hope so!

--R.J.
B-)

==
Disclaimer: This message was written with my authorization
#
Mailing address: rjung@nunki.usc.edu
(It's easier to just use the reply function, tho)
#####

822. Re: WordPerfect revision -- Now clock problem & fix.

Newsgroup: comp.sys.atari.st
Date: 1989-04-23 02:51:09 UTC
From: close@cacilj.UUCP
Message-ID: <978@cacilj.UUCP>
Source record: 249198

In article <3237@cs.dal.ca> bill@biomel.UUCP, biomel@cs.dal.CDN writes:
>I appreciate John's information about the clocks, but I remain a bit
>confused about what is happening. The Paul Close program that his wife
>posted gives me separate readings for three clocks when I boot with the

There are only two clocks. The MWC routines have two ways of reporting
and interpreting the keyboard clock. One way returns a value of 1900, and
the other returns a value of somewhere in the year 2000. One routine
(gettime) ``reads and returns the intelligent keyboard's setting of
the current time. It returns a 32 bit mask whose bits indicate'' various
things. The other routine (Kgettime) ``reads the time from the intelligent
keyboard's clock ... and returns a pointer to the structure tm_t, which
it initializes.'' *That's* the two are different values.

Kgettime converts between time as encoded in tm_t and the IKBD clock,
while gettime directly manipulates system time. It's a slight difference
that had me confused at first, and convinced that the ST had more than two
clocks. Now I'm set straight, and I hope you are too.

My husband's program won't, by the way, freeze the keyboard clock 'cause
it only *reads* one clock and writes the other--the freezing problem happens
when you write both clocks.
--
Diane Barlow Close
{uunet, crash, ucsd}!cacilj!close
close@cacilj.uucp
Free Canada -- Trade Mulroney

823. MacTrek runs under Spectre 128 emulator on Atari ST

Newsgroup: comp.sys.atari.st
Date: 1989-04-25 21:04:52 UTC
From: mha@batcomputer.tn.cornell.edu
Message-ID: <7817@batcomputer.tn.cornell.edu>
Source record: 249192
Cross-posted to: comp.sys.mac,comp.sys.atari.st

Some users have been reporting that the MacTrek Star Trek Trivia Game for the Macintosh that I posted to the INFO-MAC archives and the comp.binaries.mac newsgroup a couple of weeks ago works flawlessly on an Atari ST using the Spectre 128 Macintosh emulator. Atari ST and Spectre users are welcome to download the program from either of these sources.

Atari/Spectre users who have no way of downloading and then processing the program themselves should contact me, and if you send me a blank Macintosh diskette and a SASE I can send you the game. Users who also for whatever reason can't read Mac disks may have a problem!

Please report any odd behavior while using MacTrek with the Spectre to me. Note that some odd behavior may have been part of the original program, and may not be due to the emulator. :-)

Note that I have set the follow-up newsgroup to comp.sys.atari.st, and all follow-up messages should go there unless they really pertain to the Mac.

--
Mark H. Anbinder ** MHA@TCGould.tn.cornell.edu
NG33 MVR Hall, Media Services Dept. ** THCY@CRNLVAX5.BITNET
Cornell University H: (607) 257-7587 ********
Ithaca, NY 14853 W: (607) 255-1566 ******* Ego ipse custodies custudio

824. Re: PC Folio

Newsgroup: comp.sys.atari.st
Date: 1989-04-25 21:35:20 UTC
From: c60c-3ds@e260-3a.berkeley.edu
Message-ID: <23583@agate.BERKELEY.EDU>
Source record: 249191

In article <1001@orbit.UUCP> steve@pnet51.cts.com (Steve Yelvington) writes:
>
>I'm more concerned about the quality of the keyboard than the size of the
>display. I'm an editor for a metropolitan newspaper, and I know how Tandy's
>Model 100 (now 102) has become standard issue for mobile reporters. If the
>Folio's keyboard is at least as good as the Model 100's, the other features
>(more memory, RAM card drives, etc.) could make it an attractive alternative.
>/*
> * UUCP: {uunet!rosevax,amdahl!bungia,chinet,killer}!orbit!thelake!steve
> * ARPA: crash!orbit!thelake!steve@nosc.mil
> * #member <STdNET> The ST Developers Network
> */

I somehow doubt that the folio has a real keyboard. More likely, it will
have a small alphanumeric keypad. Check the press release; it's supposed
to be a "handheld" computer.

Have you seen the Cambridge z88? It's about the size of a textbook, and
weighs about 2 pounds. 80 columns, something like 8 lines. I saw one
at a local store, but I've never used one extensively. It's an interesting
machine. (I think it uses AA type batteries)

John Kawakami
c60c-3ds@web.berkeley.edu

825. Atari PC Folio info.

Newsgroup: comp.sys.atari.st
Date: 1989-04-26 01:51:00 UTC
From: Friesen@PCO-MULTICS.HBI.HONEYWELL.COM
Message-ID: <890426015154.261651@PCO-MULTICS.HBI.HONEYWELL.COM>
Source record: 249199

Here is info. that I got from ST World Mag:

It is about 8 1/4" long by 7 1/4" wide by 7 1/2" tall (when the screen is folded open). It weighs 450g. It uses MS DOS 2.11, is based on the Intel80C88 and runs at 4.9MHz. It runs off of AA batteries that last 6-8 weeks! It comes with 128K RAm and can be expanded to 640K. It has 256K ROM that contains the extended BIOS version, MS-DOS OS, a word processor, a Lotus 1-2-3 compatible chart calculate program, a date manager program (with clock), an address database, a telephone book, a calculator and terminal program. It uses an LCD screen with supertwist technology. It displays text at 40 chars. by 8 lines. It has a resolution of 240 X 64. It uses credit card size moduals instead of disks to store data. It has a 60 pin buss that allows easy connection to printers, modems, or other PCs.

I think those credit card data thingies are pretty expensive ($150+) so software will be high priced, however, this is just speculation. I also heard that it will be priced at $400. This is a good deal because you are getting a faster more versitile smaller computer than the Tandy 102 for $200 less!

It looks just like a miniater laptop--the screen folds up, it has a standard keyboard, and it even has a numeric keypad starting on the UJM keys (I suppose there is some sort of alternate key to access those).

Aric Friesen

Addresses:

Genie: A.FRIESEN

ARPA: Friesen%PCO@BCO-MULTICS.ARPA

"Hypnotism; the programming language for people."

826. Re: Help with ZOO.TTP

Newsgroup: comp.sys.atari.st
Date: 1989-04-26 01:58:00 UTC
From: BRIGHT@AC.DAL.CA
Message-ID: <8904260200.AA02511@ucbvax.Berkeley.EDU>
Source record: 249200

>Has anyone else been able to use any of the expert commands (not the
>novice such as -backup) on the ST version of ZOO? The only command
>that I have been able to use is V. Only the novice commands have
>worked in making an archive. Also, what kind of memory requirements
>does this program have? I have a 1 MEG machine and it tells me that
>it runs out of memory on certain attempts.

I got bitten by this one too. The expert command switches in zoo
are case sensitive. I surmise that you're either running zoo.ttp from
the desktop with the old TOS (which capitalizes commandlines -- ~*@$+&@
#@&%!!); or else from a shell which capitalizes arguments before passing
them to programs; e.g. PCOMMAND, CPP2, CLI.ACC from STart magazine....
Novice commands in zoo aren't case sensitive, so they'll work fine from
the desktop or from one of those perverse shells. The reason "v" works
is that zoo has both "v" and "V" as expert switches.
(Why is that so many otherwise good cli's display this perversity?
BTW, if anyone has a _small_ shell which passes arguments verbatim, would
they please post it?)
(Another aside: Why don't programs like zoo have a simple command
line prompt built in, invoked when they're called without arguments?
Three or four lines of code could sure save a lot of hassle.)
As for running out of memory, I haven't had any trouble so far.
I zoo'd the complete ELAN1V5 distribution, subdirectories and all,
into a c220K archive with nary a problem. (The .zoo archive was
smaller than the original .arc distribution, BTW, even though zoo
stores pathnames; anyone have an explanation for this?) This was on
a 1040ST with a 400K ramdisk installed; biggest file was the ELAN
executable, at around c150K I think.
BBB

Bob Bright <BRIGHT@DALAC.BITNET>
Philosophy Dept.
Dalhousie University
Halifax, NS B3H 3J5 (902) 424-3810

827. v06INF1: Introduction to comp.binaries.atari.st

Newsgroup: comp.sys.atari.st
Date: 1989-07-22 17:45:47 UTC
From: koreth%panarthea.ebay@sun.com
Message-ID: <33925@grapevine.uucp>
Source record: 248323
Cross-posted to: comp.binaries.atari.st,comp.sys.atari.st

```
Submitted-by: koreth%panarthea.ebay@sun.com (Steven Grimm)
Posting-number: Volume 6, Info 1
Archive-name: intro

This is the first of three introductory articles about comp.binaries.atari.st.
This one describes how to submit binaries to the newsgroup, where the
archive sites are, and how to contact them. A companion article lists
all previously-published binaries, and a third article explains how to
retrieve and unpack binaries.

I am always looking for suggestions on how to improve the usefulness
of the newsgroup, and can be contacted as listed below.

-- Steven Grimm

--------------------

Subject: Submitting binaries for publication

Items intended for posting or queries and problem notes should be sent to
atari-binaries@ssyx.ucsc.edu. If you are on a UUCP-only site, you can send
them to uunet!ucbvax!ucscc!ssyx!atari-binaries.

If you want verification of arrival, so say in a cover note, or at the
beginning of your submission, if it is small. I try to verify that a
program works, and if I can't get it to work, I may hold up posting it
for a couple of days. Please note that, except in rare cases, software
without documentation will not be published. The backlog from receipt
to posting varies from one to four weeks depending mostly on the set
of submissions currently in my queue.

If you are submitting both sources and binaries, please send the two
separately. If I have to separate your sources from your binaries by
hand, your submission will most likely sit on the back burner for a
while.

--------------------

Subject: The structure of comp.binaries.atari.st articles

Each posting in comp.binaries.atari.st is called an "issue"; there are
roughly 100 issues to a volume. The division is arbitrary and may vary.
There are two types of articles in comp.binaries.atari.st: binaries and
"information postings." They can be distinguished by the subject line:

Subject: v06INF3: Index and other info
```

This first word in the title identifies this as the third info posting of volume six. Similarly, the subject line shown below:

Subject: v06i081: fix40 -- Fix for forty-folder bug

identifies this as the 81st binary article in Volume 6. Large programs are broken up into smaller pieces, and have subject lines that look like this:

Subject: v06i041: mtgem -- Multitasking GEM replacement part04/18

Certain information about the system configuration required to use the program is given on the keywords line.

Keywords: uuencode, 1meg, medium, high

This means that the program requires at least one meg of RAM and runs in medium or high resolution. Following is a list of keywords; new ones may be added as needed. They are mostly self-explanatory.

uuencode - program is uuencoded (UNIX uudecode required to unpack)
uue - program is uuencoded (ST uud required to unpack)
arc - program is archived (arc required to unpack)
zoo - program is a zoo archive (zoo required to unpack)
high - high resolution
medium - medium resolution
low - low resolution
1meg - needs 1 meg of RAM

The first few lines of an article are auxiliary headers that look like this:

Submitted-by: good@atari.UUCP (Roy Good)
Posting-number: Volume 6, Issue 80
Archive-name: new-desktop

The "Submitted by" is the author of the program. If you have comments about the binaries published in comp.binaries.atari.st this is the person to contact. When possible, this address is in domain form, otherwise it is a UUCP bang path relative to some major (backbone) site.

The second line repeats the volume/issue information for the aide of notes sites and automatic archiving programs.

The Archive-name is the "official" name of this program in the archive. Large postings will have names that look like this:

Archive-name: desktop/part01

Since most archive sites run UNIX, articles are given UNIX-style filenames rather than ST-style filenames. I do make an effort to keep filenames to 8 characters or smaller, however.

Subject: Reporting and tracking bugs and patches to postings

Updates to programs are usually announced in comp.sys.atari.st. When large changes are made to a program, the entire thing will be reposted to comp.binaries.atari.st.

To report bugs, contact the person listed in the Submitted-to header. Often there is a contact address in a README file, too. I do not maintain the programs I moderate, so don't send your bug reports to me.

If the program documentation mentions some file that isn't included in the posting (for instance, a font editor's documentation might refer to some sample fonts), contact the submitter, not me. I post articles in their entirety, so if it isn't posted, I probably don't have it.

Subject: Archive sites

If you miss part or all of a posting, or would like to see what has been posted to the group in the past, archive sites are helpful. Please try to retrieve files from the archives before asking me for them.

1. Site killer has a full archive available for anonymous UUCP. For information on accessing it, send mail to archive-request@killer.dallas.tx.us.

2. Site ssyx is running an archive server, and (since it's the moderator's machine) offers full archives of both the sources and binaries groups. For instructions, send a message with the word "help" in the message body to:
archive-server@ssyx.ucsc.edu
or
uunet!ucbvax!ucscc!ssyx!archive-server
Ssyx also supports anonymous ftp; its internet address is 128.114.133.1. More complete instructions for are given in an upcoming article.

If you are making an archive available to the public, or would like to, please contact me.

828. Re: Floppy disks on 520ST

Newsgroup: comp.sys.atari.st
Date: 1989-08-04 21:53:20 UTC
From: rosenkra@hall.cray.com
Message-ID: <4041@hall.cray.com>
Source record: 248951

In article <955@prlhp1.prl.philips.co.uk> stevens@prlhp1.prl.philips.co.uk (Francis Stevens) writes:
=With all the PD disk formatters available which enable you to format
=a floppy in a non-standard way (i.e. 10 sectors per track, 84 tracks per
=side) which gives more than 720K per drive, does anyone have any advice
=or warnings about doing this ? An extra 80K or so per disk seems a good idea
=but they must have settled on 720K for a reason (?). Any comments ?
=
=Francis Stevens
=stevens@prl.philips.co.uk

i know i'll get razzed on this but...

as far as i know, not all floppy drives are created equal. i have been lead to believe that hnot all can access beyond track 80. if you use your ST alot, odds are you will have to replace the floppy eventually (i am on my 3rd in 3 years on my 1040, my mega4 is about due as well...), especially w/o a hard disk. this means you could get a drive which may not be able to get at track 80+. you can also get blank disks (in the states) for < $0.80 so why bother?

correct me if i am wrong about all disks/controllers accessing tracks above 80... (anecdotal: i have a brand new ds/dd floppy i got from atari directly which won't go in either 1040 or mega4 since it has the connections "reversed" and the power cable/ribbon cable are not long enough to "flip"...how's THAT for compatibility!).

-bill
rosenkra@boston.cray.com

829. Re: Multitasking on the ST

Newsgroup: comp.sys.atari.st
Date: 1989-08-04 22:51:15 UTC
From: alderaan@tubopal.UUCP
Message-ID: <652@opal.tubopal.UUCP>
Source record: 248952

What's all this about MultiTasking on the ST ? You don't have a MMU (not really and I think that's the worst failure in the ST's hardware architechture), so you are definetely not able to run a *secure* multitasking on this machine even if you want to - basta. All what you can call protected memory inside the ST is a bunch of bytes at the bottom plus the hardware registers - that's it. If you want to realize reasonable memory segmentation (in my experience this is essential for TimeSharing) you MUST have a MMU.

--
Thomas Cervera | UUCP: alderaan@tubopal.UUCP
SysMan RKOpdp (RSTS/E) | alderaan%tubopal.UUCP@TUB.BITNET (saves $$$)
D-1000 Berlin 30 | ...!pyramid!unido!tub!opal!alderaan
Motzstrasze 14 | BITNET: alderaan%tub@DB0TUI11.BITNET

830. Re: Atari PS3000

Newsgroup: comp.sys.atari.st
Date: 1989-08-04 23:33:10 UTC
From: jansen@atari.UUCP
Message-ID: <1638@atari.UUCP>
Source record: 248953

in article <1673@sactoh0>, mfolivo@sactoh0 (Mark F. Olivo) says:
>
>
> In response to a couple of articles about the PS3000 combo, can
> someone from Atari Corp. enlighten us about this product.
>
> For the unaware, the PS3000 was a combination color monitor and
> single sided drive, in one housing. My guess is that they were sold
> with early 520STs, the ones without the built in
> disk drive.
>
...
> So, Atari Corp., what was the story on the PS3000?
>
> Mark Newton-John

Yes, the PS3000 was a limited-production thing. It was, as you describe, a single-sided drive built in to an RGB color monitor. A few were made, they were not particularly successful, and production was stopped. If you really want one, you may be able to find a dealer who still has one, but it has been quite a while since Atari has shipped any.

Hope that's helpful.

--
"Question" Mark Jansen UUCP: ...ames!atari!jansen
Atari Corporation BIX/GEnie: mjansen
These views do not necessarily reflect those of Atari Corporation.
"No fire exits...that's a BAD PARTY." - Bill Spooner

831. (none)

Newsgroup: comp.sys.atari.st
Date: 1989-08-05 00:14:42 UTC
From: RIOVM@DFNGATE.BITNET
Message-ID: <8908050014.AA18677@ucbvax.Berkeley.EDU>
Source record: 248954

```
Added from the X.400/EARN-Gateway: Undeliverable Mail
Notification message, may be wrong recipient

Received: from DEARN.BITNET by DFNGATE.BITNET.DBP.DE (Mailer R2.03B) with BSMTP
id 6738; Sat, 05 Aug 89 02:10:23 EST
Received: by DEARN (Mailer R2.01) id 4481; Sat, 05 Aug 89 02:10:16 EST
Date: Fri, 4 Aug 89 15:43:21 PDT
Reply-To: Info-Atari16@Score.Stanford.edu
Sender: INFO-ATARI16 Discussion <INFO-A16@DEARN>
Comments: Warning -- original Sender: tag was
Info-Atari16-request@SCORE.STANFORD.EDU
Comments: Warning -- original Sender: tag was INFO-A16@MARIST
From: Info-Atari16 Digest <Info-Atari16@SCORE.STANFORD.EDU>
Subject: Info-Atari16 Digest V89 #364
To: Robert Weissenfels
<WEISSENFELS@BAUELEMENTE.E-TECHNIK.UNI-DORTMUND.DBP.DE>

Info-Atari16 Digest Friday, August 4, 1989 Volume 89 : Issue 364

This weeks Editor: Bill Westfield

Today's Topics:

DeskJets and Atari Parallel Port
Data Free
Re: DeskJets and Atari Parallel Port
Flash/Shadow and QuickST
Re: Why is Pexec() getting flaky on my ST?
TeX on Atari ST
GDOS
ZOO sources
RE: COLD BOOT in GFA Basic.
Re: boot problem with Seagate ST 157N
Re: VIP PROFESSIONAL AND ARCHIVE SITE
Re: Folded vs STedi
Re: CMI Accelerator Board

----------------------------------------------------------------------

Date: 26 Jul 89 18:25:28 GMT
From: hp-pcd!hpvcfs1!neff@hplabs.hp.com (Dave Neff)
Subject: DeskJets and Atari Parallel Port
To: info-atari16@score.stanford.edu

I have been conspicuously silent with respect to the Atari ST parallel port
current sink limit and DeskJet/DeskJet+ pullup resistors.
You see, here's my dilema: The Atari ST is not officially
```

supported for use with the DeskJet printers. This means we have not
tested the printer and our support people will be next to useless in
resolving problems. They won't tell you to "take a hike, its not supported",
rather our support people simply lack Atari expertise to help with any
significant technical problems.

Furthermore, I am unable to test and verify any of the proposed solutions
to the current limit problem. Using the 7407 buffer on the data and strobe
lines should work fine, but as an HP representative I cannot say this is the
"HP recommended" solution. You also could use the serial port at 19.2 K
baud (in most cases this will not hurt performance) but I have been told
by Atari users there are various gotchas when trying to print out the
serial port. I still fail to understand how the DeskJet+ could damage
an Atari, even though there is one case of anecdotal evidence to the
contrary. The current limit could result in marginal logic levels
on data and especially strobe, but if the Atari can only sink 1.6ma
thats fine, and if the printer tries to draw more the Atari simply cannot
supply it -- how can this damage the Atari? If I had an Atari I would
definately buffer the parallel port with the 7407 for logic level
reliability if nothing else.

If you have sent me mail about this problem and I haven't answered
I'm sorry and I hope this posting explains the situation somewhat.
I hope this posting is at least slightly better than nothing.

I have encouraged our support people to make a specific statement on
Atari support especially relating to the current limit on the parallel
port but so far they have not come up with an official position.

Dave Neff
neff@hpvcfs1.HP.COM

Date: 26 Jul 89 22:33:38 GMT
From: blake!bissiri@beaver.cs.washington.edu (Moja Fritzah)
Subject: Data Free
To: info-atari16@score.stanford.edu

Phone number for Data Free, anybody????

Thanks

-kevin
bissiri@blake.acs.washington.edu

Date: 27 Jul 89 01:17:30 GMT
From: avogel@g.ms.uky.edu (Andrew Lee Vogel)
Subject: Re: DeskJets and Atari Parallel Port
To: info-atari16@score.stanford.edu

I have built a cable with the 7407s and use the Tools TeX driver
with no problems, no problems about turning on the computer and
printer in various orders either.

I do have one question, some hp laserjet drivers work and some don't.
My observation: Is it the case that the drivers that work have the
computer do "everything" while those that don't
want to download fonts to the printer? When attempting
to print TeX with a driver that doesn't work the
built in printer fonts are used
and so a mess is created.

Date: 24 Jul 89 15:40:14 GMT
From: pacbell!cpro!meadow!bill@ames.arc.nasa.gov (Bill Foster)
Subject: Flash/Shadow and QuickST
To: info-atari16@score.stanford.edu

>
> when I try to use Flash/Shadow with
> QuickST I have all sorts of problems. No bombs (but I didn't
> leave QuickST active long enough to know for sure...) but
> QuickST does do a nice job of messing up the VT100/ANSI
> screen commands. Enough to make the combinationccompletely
> unusable.
> This information is based on an older version of QQuickST. I
> haven't tried the newest version, but one of the authors,

QuickST 1.5 has fixed almost all of the vt52 terminal emulation
descrepencies, except for that of setting colors (doesn't recognize
the codes, prints garbage) This renders it unusable for me.

BFOSTER = GEnie, WHTB33B = Prodigy
{ccccccccccccccccccccccccccccccccccccccccccccccccccccccccc}
{c} <> Bill Foster <> | /|\ {c}
{c} | {c}
{c} /|\ | Vegetarians 4-ever {c}
{ccccccccccccccccccccccccccccccccccccccccccccccccccccccccc}
{amdahl,hplabs,decwrl}!pacbell!cpro!meadow!bill

Date: 27 Jul 89 03:09:36 GMT
From: att!chinet!saj@ucbvax.Berkeley.EDU (Stephen Jacobs)
Subject: Re: Why is Pexec() getting flaky on my ST?
To: info-atari16@score.stanford.edu

Intensive testing of everything I could test intensively (I could still use
an industrial strength RAM test program) really didn't turn anything up. So
in desperation, I re-copied the hard disk driver into the auto folder on my
boot-up disk. No more problem. Go figure.
Steve J.

Date: Thu, 27 Jul 89 09:56:29 MEZ
From: Udo Heinrich <OR160%DBNUOR1.BITNET@Forsythe.Stanford.EDU>
Subject: TeX on Atari ST
To: INFO-ATARI16@SCORE.STANFORD.EDU

Hello!

I want to tell you something about a new Sharware Programm for the
Atari ST. It's called TeX and might be known by everybody. TeX was developed
by E. Knuth in over 10 years hard work. It was written in WEB, a kind of
mega pascal language which is not computer-orientated.
So it was possible to transfirm TeX to "every" kind of computer, also
on the Atari ST.

But what is TeX. I thing some of you know Signum!2 from
Application Systems Heidelberg. TeX is Signum!2 times Signum!2. TeX is a
program that brings your words in the right form, makes for you a
table of contents automatically and footnotes are no more a problem.
But the best of all is the possibility of TeX to make your equation look
like in a book. For example:
You type in: $(x+y)=xc2+2xy+yc2$ and the result is ...
(Sorry, but the monitor can't show you.)

TeX is like a programming language. You have if-cases and so on.
So you want to know something about TeX? Here is a little literature-list:

-for german users: Helmut Kopka; LaTeX, eine Einfuehrung; Addison-
Wesley Publishing Company; Bonn 2. Auflage 1989
(very good, easy to understand, to get results)
-for everyone: D. E. Knuth; The TeXbook; Addison-Wesley P. C.; 1984
(the original, to know everything about TeX)

L. Lamport; A Document Preparation System; A.-W. P. C.
(written by the author of LaTeX, good but I prefare
H. Kopka)

TeX knows all features you need to write a nice letter, your works and
everything else. Another helpful thing ist that you can write your
TeX-text on an editor by your choice. TeX-inputfiles are always
ASCII-Files. So you can copy some files from your VMS- or SUN-machine
and work with it at home (but the up-side-down way is quite more
interesting, because of the possibility to use the laser-printer
of your university and so on).

But what's the new on this 5th version of TeX on Atari ST computers?

Really easy to understand, when I tell you that it is translated into
Turbo-C and compiled. This version is much more faster than the other
and not so expensive because it is shareware.

The price for this TeX-version incl. a shell, a screen- and a print-
previewer, fonts, a short-instruction and several style-files (you need
them to write a book, article, report, letter, descriptions,...), LaTeX

and the 'german-language-file',... is 20 Deutsche Marks for a unregistrated version and 60 Deutsche Mark for a registrated version. The registrated version incl. one backup and a note for every following backups and online-telephone-help for your problems. The package incl. 3 disks packed by ARC (ARC is incl.; makes something about 6 Deutsche Marks for one disk).

And where can you get that really good stuff??

Stefan Lindner
Iltisstrasse 3
8510 Fuerth
West Germany

(if you don't live in West German call Mr. Lindner first, because of the price!)

If you order a version please note, that the price above is the price for orders in West Germany, other lands have different prices because of the post costs.

If you order a version please write a note that you got the information from like this:

"Informations about this TeX version by Udo Heinrich, #00091!"

If you want some more informations send OONNEE SSMMAALL note to me.

Hope the information was useful

Udo Heinrich

Date: 27 Jul 89 05:28:08 GMT
From: blake!themod@beaver.cs.washington.edu (Chris Hinton)
Subject: GDOS
To: info-atari16@score.stanford.edu

Hello, I just got a spreadsheet program off the net. Maybe you too have seen it, its called Opus and it seems to be just the thing I have been looking for. But, alas, there is one small problem. In order to do charting from the program one has to have GDOS. Well, I thought, I'll just pull the GDOS stuff off my DEGAS disk and use it here. No, that didn't work.
To make a long story short, if that is still possible, does anybody out there have any idea how to get this damn thing to work. I sure haven't figured it out yet.
You can either mail me a reply, or post your response here. Makes no diff to me.
Thanks in advance.

Chris Hinton ---- themod@blake.acs.washington.edu
Mod Software Systems
Seattle, Wa 98195

"Why didn't you tell me he had one of those... things?" - The Joker.
"My life is really...complex." - Bruce Wayne.
"Excuse me... What does God need with a starship?" - James T. Kirk.

Date: Thu, 27 Jul 89 14:38 N
From: <AWINFHAH%HMARL5.BITNET@Forsythe.Stanford.EDU>
Subject: ZOO sources
To: info-atari16@score.stanford.edu
X-Original-To: info-atari16@score.stanford.edu, AWINFHAH

Does anybody know where I can obtain the sources of ZOO? I do not have
access to FTP, but I can access most mail servers.

Thanks in advance,
-Roger

Date: Thu, 27 Jul 89 15:12 N
From: <TOXI_CE%HNYKUN51.BITNET@Forsythe.Stanford.EDU>
Subject: RE: COLD BOOT in GFA Basic.
To: info-atari16@score.stanford.edu
X-Original-To: atari16, TOXI_CE

Subject: RE: COLD BOOT RESET GFA CODE

> I'm armed only with the GFA version 2.0 manual, nothing else. I
>am looking for GFA VERSION 2.0 code that will cause a COLD BOOT. Many
>thanks....

>Larry Rymal in wet and flooded East Texas <Z4648252@SFAUSTIN.BITNET>

I wonder why you would want to do a cold boot in GFA-basic, but I think
this will do it:

```
Slpoke &H420,0 ! Clear Memvalid (makes next boot COLD)
Void Gemdos(32,L:0) ! Go in to supervisor mode
' you can void the result, since there is
' no return form a reset
Reset%=Lpeek(4) ! Get reset vector
Call Reset% ! Jump there
```

++

Chris Evelo
TOXI_CE@HNYKUN51 (BITNET/EARN)
|
an underscore _ not -.

will change to: MFAGKCHR@HMARL5

Date: 27 Jul 89 04:15:04 GMT
From: portal!cup.portal.com!Xorg@uunet.uu.net (Peter Ted Szymonik)
Subject: Re: boot problem with Seagate ST 157N
To: info-atari16@score.stanford.edu

Try setting the HD to an even SCSI setting (0,2,4) Seagates seem to have
a problem with odd SCSI numbers with the ST.

Peter Szymonik
Xorg@cup.portal.com

Date: 27 Jul 89 13:10:14 GMT
From: cs.dal.ca!silvert@uunet.uu.net (Bill Silvert)
Subject: Re: VIP PROFESSIONAL AND ARCHIVE SITE
To: info-atari16@score.stanford.edu

In article <ID1198.D890722.T134723.CHIASSA@UDEM> CHIASSA@UDEM.BITNET (Alyre
CHIASSON) writes:
> I just purchased VIP PROFESSIONAL yesterday and as the shrink wrap
> looks old and manual has a 1986 copyright date I was wondering if
> someone could tell me the version number of the latest release.

My version, which is I believe the latest, is 1.2. The GEM verson
(PROFESS.PRG) carries a copyright date of 1986, the Lotus look-alike
version is copyright 1987, but both are 1.2.

--
Bill Silvert, Habitat Ecology Division.
Bedford Institute of Oceanography, Dartmouth, NS, Canada B2Y 4A2
UUCP: ...!{uunet,watmath}!dalcs!biomel!bill
Internet: biomel@cs.dal.CA BITNET: bs%dalcs@dalac.BITNET

Date: 26 Jul 89 22:07:28 GMT
From: portal!atari!kbad@uunet.uu.net (Ken Badertscher)
Subject: Re: Folded vs STedi
To: info-atari16@score.stanford.edu

t19@nikhefh.hep.nl (Geert J v Oldenborgh) writes:

| I just played around a bit with Folded.
[benchmarks deleted]
| I still do not like its concept of folding-by-indentation or seperate file
| too much. The info in the file does not look too bad.

I'm sorry, but that fold info looked pretty nasty to me. I really like
the way Todd has implemented the folding, using separate files. I imagine
this scheme must make the relational features of FOLDED easier to implement
as well (and thus, easier for us to hack on! ;-).

Your points about speed are right on, though - FOLDED could use quite a bit
of optimizing. As you mentioned, though, Todd does explain in the

documentation that it was brought up to be small and functional, and not necessarily a speed demon.

One thing I really like is the way the screen redraws (from the line you're on outwards). But I too wish that it didn't redraw quite so much ;-).

--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

Date: 27 Jul 89 07:35:03 GMT
From: well!stevef@apple.com (Steven Robert Fordyce)
Subject: Re: CMI Accelerator Board
To: info-atari16@score.stanford.edu

In article 18478 of comp.sys.atari.st Michael B Vederman writes:
> Well, after having waited with bated breath for the CMI accelerator board, I
> would like to share my experiences with the rest of the net...

[Stuff deleted]

> CMI missed the first deadline, but promised that the board would go out in the
> second week. This is not unusual (missing a release date) so I waited. By
> the middle of the second week, I called CMI to confirm everything was on
> schedule for me to receive my board. "No problem, we will ship by Friday."
>
> Friday July 14 rolls around, and I call CMI. "Your board has been shipped
> second day (blue label) UPS. You should get it Tuesday." Finally, I thought.
> Tuesday rolled around, and no delivery. The people at work were getting tired
> of my ranting "Come on U.P.S. lady. (We have a female carrier)" So, I
> thought, maybe it will get here Wednesday, you know how things are.
>
> By Wednesday, July 19, at 5 pm, when the UPS lady made her final pickup, I
> had *NO* accelerator board. So, I called CMI. I spoke with Mark
> something-er-other (Lilliane Carter's boss -she has been pleasent when I
> spoke to her), and he said, "All boards were shipped today." Sure, I
> thought, sure. "But I was told they shipped Friday." "They didn't and I
> was the ***hole who told Lilliane to tell everyone they did." "How do I
> know you shipped today?" "You don't, and I don't care if you don't believe
> me." Hmmph!

Mr Vederman was never intentionally misled -- we would have nothing to gain by doing so. For our part in the confusion we apologize. There was a delay in shipping the boards and for that I also apologize. We all did everything we could to get the product out on schedule, and I think it is safe to say we were just as anxious to get it out as anyone was to receive it, if not much more so. But we are human, and I am very sorry about any inconvenience the delay caused anyone. The boards, are now shipping, and have been for a couple of weeks.

> Friday rolls around, and after a delay from UPS, I got the board. Looks nice,
> although they used the Amiga box cover (no big deal). Instructions, all
> parts, can't wait to get home and install it.
>
> Begin the trouble. The directions are clear enough if you want to do
> a piggy-back method, but my ST already had a socket for the 68000, so now
what?
> According to the manual, you have to cut 3 pins for the piggy-back, and use
> "fly-wires" to connect the board to the ST. Do I need this for the socket
> installation? No answer in the manual. Trial and error, showed that they
> were not needed.

Actually, there are instructions for installing our product in an ST with the processor removed, and they are different from the piggy-back method and there are some fly-wires necessary. Mr Vederman went on to say that that neither his disk drive nor his hard disk would work with our board. This is cause he didn't put in the fly-wires as instructed in the manual.

We did our best to make the manual clear and understandable, but we're human. I don't believe it's possible to make the manual clear and concise, and answer everyone's questions. That's why we have a full time customer service person. I've found Lilliane to be quite conscientious in helping customers with their problems. Installing our board, or in fact any product inside an ST, is not for the fainthearted. Unless they are comfortable with both circuit boards and soldering irons, we recommend our customers have their dealers install our product.

Starting today, for people who buy an accelerator directly from us and send their computer into us, we will install our board for free. For those who break their ST trying to install our board themselves, we'll fix it for a flat $50, including return shipping.

Mr. Vederman did call us, and Lilliane explained his trouble over the phone. And he got his board working. However, he wasn't able to get FAST-ROM to work for reasons we weren't able to determine over the phone. (The problem may well have been a defective part on our board. We do fully test all of our boards before we ship them, but still a small percentage fail in the field.) We offered to fix his machine with our board in it if he sent it to us (he didn't want to do this because he didn't want to lose the use of his computer -- quite understandable), or to send him a new board, or to refund his money. He chose the latter. Of course we are disappointed and are confident a new board would have solved his problem, but it was his choice. We've never had any allusions that we could please everyone.

> Point of story: I have a $300 paper weight.

No one is ever stuck with one our products. Within 15 days of getting any of our products, it may be returned for an reason for a full refund. And all of our products also carry a six month warranty. We guarantee our products to work and will do what ever it takes to see that they do, or refund the customers money.

> - Michael B. Vederman

Steven R Fordyce tektronix!sequent!calvin!stevef

Creative Microsystems, Inc., 19552 SW 90th Court, Tualatin, Oregon 97062
For customer service call Lilliane at (503)691-2552.

End of Info-Atari16 Digest
****
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832. (none)

Newsgroup: comp.sys.atari.st
Date: 1989-08-05 00:22:46 UTC
From: RIOVM@DFNGATE.BITNET
Message-ID: <8908050022.AA19142@ucbvax.Berkeley.EDU>
Source record: 248955

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Added from the X.400/EARN-Gateway: Undeliverable Mail
Notification message, may be wrong recipient

Received: from DEARN.BITNET by DFNGATE.BITNET.DBP.DE (Mailer R2.03B) with BSMTP
id 6804; Sat, 05 Aug 89 02:17:22 EST
Received: by DEARN (Mailer R2.01) id 4691; Sat, 05 Aug 89 02:17:21 EST
Date: Fri, 4 Aug 89 15:44:11 PDT
Reply-To: Info-Atari16@Score.Stanford.edu
Sender: INFO-ATARI16 Discussion <INFO-A16@DEARN>
Comments: Warning -- original Sender: tag was
Info-Atari16-request@SCORE.STANFORD.EDU
Comments: Warning -- original Sender: tag was INFO-A16@MARIST
From: Info-Atari16 Digest <Info-Atari16@SCORE.STANFORD.EDU>
Subject: Info-Atari16 Digest V89 #365
To: Robert Weissenfels
<WEISSENFELS@BAUELEMENTE.E-TECHNIK.UNI-DORTMUND.DBP.DE>

Info-Atari16 Digest Friday, August 4, 1989 Volume 89 : Issue 365

This weeks Editor: Bill Westfield

Today's Topics:

Re: SH204 Hard Drive Advice
Rewiring Disk Drives
Re: ST shops in London
Sozobon C
Cumana External Drive Problem : Or is it?
Re: TeX on Atari ST
Re: Missing gnuemacs parts
Alt. ST box
Re: TeX on Atari ST
Re: putchar() getchar() problem?
Re: Defragger wanted (wasRe: 82 track DS/DD drive needed)
Re: Hard Disk Auto Boot Bypass
Re: Turtle 3.0 suggestion

----------------------------------------------------------------------

Date: 27 Jul 89 14:08:21 GMT
From: dptg!lzaz!hcj@rutgers.edu (HC Johnson)
Subject: Re: SH204 Hard Drive Advice
To: info-atari16@score.stanford.edu

In article <258@mic.UUCP>, gary@mic.UUCP (Gary Lewin) writes:
>
> I have an SH204 hard drive that has died a sad death. Unfortunately, the
```

> problem has been diagnosed to be the Adaptek controller card. Local
> repair facilities have said that the card cannot be repaired but must
> be replaced. After doing some research, I have several questions:
>
> 1) Does anyone have a suggestion of a repair facility that could repair
> an SH204 Adaptek card for a reasonable fee?
>
> 2) Are there any suggestions on the best place to buy one of the
> following Adaptek cards: 4000A, 4010, 4070 or 4070A?
>
Timeline, Inc, 1-800-872-8878 will sell you an adaptec 4000a for $60.
Even the others sell it for $135.

Get the 4070 ONLY if your going to put an RLL drive into your sh204.

I recommend getting a 4000a, and adding an outboarded second drive.

Howard C. Johnson
ATT Bell Labs
att!lzaz!hcj
hcj@lzaz.att.com

Date: 26 Jul 89 09:49:14 GMT
From: mcvax!ukc!dcl-cs!gdt!gdr!ccsmh@uunet.uu.net (Mark Harding)
Subject: Rewiring Disk Drives
To: info-atari16@score.stanford.edu

Does anybody know how to rewire the ST so that the External Drive
is actually drive A while the internal drive becomes drive b?

I Have a 520STFM with extern 1 Meg Cumana drive.

Cheers.

--

One of these days...

Date: 26 Jul 89 15:39:34 GMT
From: mcvax!ukc!dcl-cs!gdt!gdr!exspes@uunet.uu.net (P E Smee)
Subject: Re: ST shops in London
To: info-atari16@score.stanford.edu

In article <349@ucl-cs.UUCP> S.Usher@ucl-cs.UUCP writes:
>You will be pleased to know that there are many shops in London which stock
>ST software. Pretty well every software shop stocks ST stuff (the ST is the
>most popular 16 bit micro in the UK at the mo.). I know for a fact that
>there are at least 10 shops in the Tottenham Court Road area (including
>Silica Shop/Systems and the Virgin Games Store)!

Note that as the last time I was in London (for the Atari User Show)
Virgin Games Store had stopped stocking computer games. They had been
moved to a spot in the Virgin Megastore on Oxford Street nearer
Tottenham Court Road. It also looked like the range they stocked had
gotten smaller, but maybe that's just because the Megastore is so much
bigger than the Games Store. The advantage to the move is that it is
MUCH easier to find the Megastore than the Games Store. The disadvantage
is that once you're in the Megastore, it's painfully difficult to find
the computer games bit.

Silica Shop is also tricky to find. It's upstairs in a building named
'Lion House', at 227 Tottenham Court Road. Go in the main door, and up
the (probably not-running) escalator.

Date: 26 Jul 89 20:43:30 GMT
From: mcvax!ukc!stl!idec!prlhp1!stevens@uunet.uu.net (Francis Stevens)
Subject: Sozobon C
To: info-atari16@score.stanford.edu

I have a 520ST and have recently been given a copy of the Sozobon C compiler,
so far I have been using this with some success to write some small C programs.
One thing that didn't come with the disk (or on it) was any form of
documentation for the compiler etc.. (OK I know it was free, so what do I
expect) But just on the off chance.... is there any one out there who knows
of any such documentation (even if it's just the name of a book I need to buy)
or if anyone has any usefull information about the compiler (like is it
possibleto compile a program on another (RAM) disk ?) I would be grateful for
the info.

Should I receive anything I will of course summarize it for the net !!

Many thanks.

Francis Stevens
stevens@prl.philips.co.uk
(New ST owner)

Date: 26 Jul 89 12:56:17 GMT
From: mcvax!ukc!icdoc!syma!lezo@uunet.uu.net (Lez Oxley)
Subject: Cumana External Drive Problem : Or is it?
To: info-atari16@score.stanford.edu

I have just noticed what I think are problems with my Cumana CSA 354
1 Meg Disk Drive which I use as external drive B. It is only 3 months
old and is connected to a 'standard' 3 year-old 1040ST with 'old' TOS in
rom. The problem occurs intermittently in all screen resolutions. Can
anyone offer any help/advice which does not involve taking things to
bits! The symptoms are as follows:

1. Used as a drive for reading only the drive seems to be OK.

2. Random seek tests and speed tests seem to be OK.

3. When used for writing to, single one-off file transfers seem to be OK.
(eg. saving a WP document or program source very 20 minutes or so.)

4. When used for writing to, involving disk to disk copying (Drive A: to
Drive B:) sometimes the internal drive can't read the disk so
produced and neither can any other Atari Disk Drive. Sometimes the
Cumana drive itself can not consistently read its own disk, ie.
sometimes it refuses to read what it has written, ten minutes later,
however, it may read it (after rebooting disk swapping etc).

5. When used for writing to, by copying (say) 30 files from drive A:
some of the 30 files seem to get corrupted. The 'directory' entries
look OK - files sizes OK, etc. but when you list an ASCII file (eg)
you sometimes get garbage in the file instead on the real data.
Program files are corrupted in a similiar way and either they time
bomb out or chunks of code don't work. Unlike 4. the Cumana drive is
never able read the corruption.

6. I have used George Woodside's VKILLER to check for a virus and
nothing's shown up. (I get the problem when I boot up from a wide
range of disks.)

7. The same problem occurs on different media - cheap disks, SONY disks,
Memorex disks, Verbatim, . . .

8. I am not using lots of folders - no more than 10 in a session.

Has anyone got any ideas as to what may be going wrong - I always
thought that TOS verified everything it wrote to a disk (an annoyance
to some people I know)?

Are there any nifty disk checking utilities out there? If so can someone
mail me a disk checker or even a byte-by-byte file comparision program
so that I can reverify files written on the Cumana?

Any help will be gratefully received. Sorry to have gone on at such
length but I felt I had to supply as much information on the problem as
possible - this is my first posting to the net.

(For all I know the drive may have been faulty at birth or got crunched
slightly coping with all that horrible copy protection which makes your
disk drive sound more like a coffee grinder.)

--
Lez Oxley, Administration, University of Sussex, Brighton, BN1 9RH, UK
Tel: +44 273 606755 x3808 Fax: +44 273 678335 JANET: lezo@uk.ac.sussex.syma
ARPA: lezo%syma.sussex.ac.uk@nsfnet-relay.ac.uk
BITNET: lezo@syma.sussex.ac.uk UUCP: lezo@syma.uucp

Date: 27 Jul 89 16:48:00 GMT
From: pwp@iuvax.cs.indiana.edu

Subject: Re: TeX on Atari ST
To: info-atari16@score.stanford.edu

Has anyone developed a program for viewing dvi files on a color monitor yet?
I know that the black and write monitor is better for this, but I have a color
monitor.

Date: 27 Jul 89 16:03:38 GMT
From: asuvax!hrc!gtephx!covertr@handies.ucar.edu (Richard E. Covert)
Subject: Re: Missing gnuemacs parts
To: info-atari16@score.stanford.edu

In article <1073@MSG002.UUCP>, ooa@MSG002.UUCP (O.Atkins) writes:
> Recently we received all but gnuemacs.uag through gnuemacs.ual!
> Could some kind soul please send these to me?
>

We didn't receive all of GNU EMACS for the ST here at gtephx
as well. Also, are the source code files for the ST version of GNU EMACS
available?? And was GNU EMACS GEMized for the ST (adding things like a
file selector would be nice!!).

So, please email me the binaries and/or the source code to GNU
EMACS for the ST.

TIA
richard (gtephx!covertr) covert

Date: 27 Jul 89 16:58:53 GMT
From: rti!sunpix!allegro@mcnc.org (SunVis)
Subject: Alt. ST box
To: info-atari16@score.stanford.edu

Are there any alternate style cases to put a 520/1040 ST in so it has a
detached keyboard? I'm getting a little tired of the 'all in one' style
box.
--
uucp: mcnc!rti!sunpix!steve or mcnc!rti!sunpix!allegro |Stephen McKay Matson
"FRODO LIVES!!" COLORADO DREAMS | Daddy to be
Support the formation of a multi-national space agency.|_____________________
Mans destiny belongs to the stars. | MARS OR BUST

Date: 27 Jul 89 18:24:46 GMT
From: tahoe!wheeler!mikew@apple.com (Mike Whitbeck)
Subject: Re: TeX on Atari ST
To: info-atari16@score.stanford.edu

In article <36500067@iuvax> pwp@iuvax.cs.indiana.edu writes:
*
*Has anyone developed a program for viewing dvi files on a color monitor yet?
*I know that the black and write monitor is better for this, but I have a color
*monitor.

ditto!

Has anyone tried the monochrome ppreviewers with any of the
commercial or pd monochrome emulators?

____
Mike Whitbeck	
	mikew@wheeler.wrc.unr.edu
	mikew@wheeler.UUCP
_____________________	_____________________________

Genius is more often found in a cracked pot than a
whole one......
E.B. White

Date: 27 Jul 89 18:13:18 GMT
From: tahoe!wheeler!mikew@apple.com (Mike Whitbeck)
Subject: Re: putchar() getchar() problem?
To: info-atari16@score.stanford.edu

In article <33978@grapevine.uucp> koreth (Steven Grimm) writes:
~In article <2829@tahoe.unr.edu~ mikew@wheeler.UUCP (Mike Whitbeck) writes:
~~HELP !
~~I seem to get extra \r's from putchar()!!!! (or getchar()?)
~
~On the ST, the end-of-line code is \r\n, not just \n as it is on UNIX.
~In order to output valid text files, C libraries translate \n to \r\n
~on output, and back the other way on input.
~
~Most C compilers on the ST let you pass a "b" modifier to in the second
~parameter of fopen(); this tells the compiler to skip its I/O translation.
~ ...
~Hope that helps.
~
~sgrimm@sun.com ...!sun!sgrimm

Actually I am not getting the \r\n pair just the \r and somewhat
randomly sprinkled throughout the file.

A la UN*X I planned to use the splay program as a filter using
stdin and stdout. Maybe I can write a scratch file fopen'd as
per your sugesstion and then cat the scratch file to stdout via
Pexec or execvec().

Thanks for the reply.

Date: 27 Jul 89 12:19:00 GMT
From: philmtl!philabs!ttidca!woodside@uunet.uu.net (George Woodside)
Subject: Re: Defragger wanted (wasRe: 82 track DS/DD drive needed)
To: info-atari16@score.stanford.edu

In article <15830@pasteur.Berkeley.EDU> calengr@cory.Berkeley.EDU.UUCP
(California Engineer Magazine) writes:
...[edited]...
>Can someone tell me where I can get a copy of a good
>defragger for a floppy?
>
>Thanks
>
>Michael

I don't know of any around, but that may be because you don't need one. Just
copy the files (not the whole disk, the files) to another (empty) floppy, and
they will be made contiguous. If you have a big enough RAMdisk, you can copy
the files to it, delete them from the original floppy, then copy them back.

When you use the desktop (or most utility programs) to copy whole disks, the
structure (and consequent fragmentation) of the disk is maintained. When
you copy the files (or complete folders), the data is accessed as a file,
and read and written back as file-sized entities. If the destination is
blank, the files are written contiguously.

--
*George R. Woodside - Citicorp/TTI - Santa Monica, CA
*Path: ..!{philabs|csun|psivax}!ttidca!woodside

Date: 27 Jul 89 13:16:21 GMT
From: philmtl!philabs!ttidca!woodside@uunet.uu.net (George Woodside)
Subject: Re: Hard Disk Auto Boot Bypass
To: info-atari16@score.stanford.edu

In article <711@lzaz.ATT.COM> hcj@lzaz.ATT.COM (HC Johnson) writes:
>For 2 years I have auto booted off a hard disk.
>I have used the Bypass program by Small in Start magazine to save me
>when the /auto or .acc program went bad and the system wouldnt boot.
>
>This program allowed the disk driver (aka AHDI.PRG) to be read in from the
>floppy, and the hard disk wasn't accessed. Then I could fix the problem.
>
>Now, I find it is incompatible with TOS1.4 . Not unexpected!
>
>What now? Does anyone have a similar program that works on tos1.4???

Depending upon which software you are running, there are usually hooks
in the auto boot code to allow you to prevent an auto boot whenever you want.

Check the documentation from the vendor of your driver.

The more common ones are holding down a shift key, the Alt key, the
Control key, or some combination of them when powering up your system.

Most bypass techniques are effective only at power up, not at reset.
--
*George R. Woodside - Citicorp/TTI - Santa Monica, CA
*Path: ..!{philabs|csun|psivax}!ttidca!woodside

Date: 27 Jul 89 12:32:52 GMT
From: philmtl!philabs!ttidca!woodside@uunet.uu.net (George Woodside)
Subject: Re: Turtle 3.0 suggestion
To: info-atari16@score.stanford.edu

In article <2868@brahma.cs.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:
>In article <4821@ttidca.TTI.COM> woodside@ttidcb.tti.com (George Woodside)
>writes:
>>Turtle has severe memory problems. It, with the RAMdisk, just barely fits
>>into the 1M machines. Adding features and options is limited by memory to
>>the most crucial items. The most crucial, in the immediate future, is the
>>support of the way TOS 1.4 handles the Archive bit. Next is more flexibility
>>for diskette formats.
>
>Why not trash the GEM stuff and the Turtle Logo. I guess that would give you
>more memory. If a program is run as a '.prg' then you can still use the mouse
>via the Line-A routines & variables.

Because that's not the program where the more severe memory constraint is.
"TURTLE.PRG" is the GEM front end. It has the menus, mouse, etc. It does all
the user interface work, and builds a command line for the other program.
"TTLEXEC.TTP" is the program that does the backup work. It has to fit into
memory with the RAMdisk, and that's the one that's squeezed to the max.

The two programs trigger each other via shel_exec, so they have to be
kept the same size in order to fit into the same memory space, once
the RAMdisk is activated.

Since the majority of ST users are not software hackers, I resist the
temptation to implement any non-standard interface techniques. Part of
the elegance of the ST is that, by having GEM built in, it provides
a platform which offers the same user interface across a wide scope of
programs. Given years of remembering obscure control-key commands and
wierd letter-options from CP/M, MS-DOS, and UNIX, I find menus and
clearly explained options in dialog boxes a real pleasure. Point and
click is the next best thing to audible commands, in my opinion.
--
*George R. Woodside - Citicorp/TTI - Santa Monica, CA
*Path: ..!{philabs|csun|psivax}!ttidca!woodside

End of Info-Atari16 Digest
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833. (none)

Newsgroup: comp.sys.atari.st
Date: 1989-08-05 00:23:35 UTC
From: RIOVM@DFNGATE.BITNET
Message-ID: <8908050023.AA19192@ucbvax.Berkeley.EDU>
Source record: 248956

```
Added from the X.400/EARN-Gateway: Undeliverable Mail
Notification message, may be wrong recipient

Received: from DEARN.BITNET by DFNGATE.BITNET.DBP.DE (Mailer R2.03B) with BSMTP
id 6796; Sat, 05 Aug 89 02:16:44 EST
Received: by DEARN (Mailer R2.01) id 4611; Sat, 05 Aug 89 02:16:42 EST
Date: Fri, 4 Aug 89 15:43:21 PDT
Reply-To: Info-Atari16@Score.Stanford.edu
Sender: INFO-ATARI16 Discussion <INFO-A16@DEARN>
Comments: Warning -- original Sender: tag was
Info-Atari16-request@SCORE.STANFORD.EDU
Comments: Warning -- original Sender: tag was INFO-A16@MARIST
From: Info-Atari16 Digest <Info-Atari16@SCORE.STANFORD.EDU>
Subject: Info-Atari16 Digest V89 #364
To: "U. Zakrzewski" <ZAKRZEWSKI@MPI-MUELHEIM.MPG.DBP.DE>

Info-Atari16 Digest Friday, August 4, 1989 Volume 89 : Issue 364

This weeks Editor: Bill Westfield

Today's Topics:

DeskJets and Atari Parallel Port
Data Free
Re: DeskJets and Atari Parallel Port
Flash/Shadow and QuickST
Re: Why is Pexec() getting flaky on my ST?
TeX on Atari ST
GDOS
ZOO sources
RE: COLD BOOT in GFA Basic.
Re: boot problem with Seagate ST 157N
Re: VIP PROFESSIONAL AND ARCHIVE SITE
Re: Folded vs STedi
Re: CMI Accelerator Board

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Date: 26 Jul 89 18:25:28 GMT
From: hp-pcd!hpvcfs1!neff@hplabs.hp.com (Dave Neff)
Subject: DeskJets and Atari Parallel Port
To: info-atari16@score.stanford.edu

I have been conspicuously silent with respect to the Atari ST parallel port
current sink limit and DeskJet/DeskJet+ pullup resistors.
You see, here's my dilema: The Atari ST is not officially
supported for use with the DeskJet printers. This means we have not
```

tested the printer and our support people will be next to useless in resolving problems. They won't tell you to "take a hike, its not supported", rather our support people simply lack Atari expertise to help with any significant technical problems.

Furthermore, I am unable to test and verify any of the proposed solutions to the current limit problem. Using the 7407 buffer on the data and strobe lines should work fine, but as an HP representative I cannot say this is the "HP recommended" solution. You also could use the serial port at 19.2 K baud (in most cases this will not hurt performance) but I have been told by Atari users there are various gotchas when trying to print out the serial port. I still fail to understand how the DeskJet+ could damage an Atari, even though there is one case of anecdotal evidence to the contrary. The current limit could result in marginal logic levels on data and especially strobe, but if the Atari can only sink 1.6ma thats fine, and if the printer tries to draw more the Atari simply cannot supply it -- how can this damage the Atari? If I had an Atari I would definately buffer the parallel port with the 7407 for logic level reliability if nothing else.

If you have sent me mail about this problem and I haven't answered I'm sorry and I hope this posting explains the situation somewhat. I hope this posting is at least slightly better than nothing.

I have encouraged our support people to make a specific statement on Atari support especially relating to the current limit on the parallel port but so far they have not come up with an official position.

Dave Neff
neff@hpvcfs1.HP.COM

Date: 26 Jul 89 22:33:38 GMT
From: blake!bissiri@beaver.cs.washington.edu (Moja Fritzah)
Subject: Data Free
To: info-atari16@score.stanford.edu

Phone number for Data Free, anybody????

Thanks

-kevin
bissiri@blake.acs.washington.edu

Date: 27 Jul 89 01:17:30 GMT
From: avogel@g.ms.uky.edu (Andrew Lee Vogel)
Subject: Re: DeskJets and Atari Parallel Port
To: info-atari16@score.stanford.edu

I have built a cable with the 7407s and use the Tools TeX driver with no problems, no problems about turning on the computer and

printer in various orders either.

I do have one question, some hp laserjet drivers work and some don't.
My observation: Is it the case that the drivers that work have the
computer do "everything" while those that don't
want to download fonts to the printer? When attempting
to print TeX with a driver that doesn't work the
built in printer fonts are used
and so a mess is created.

Date: 24 Jul 89 15:40:14 GMT
From: pacbell!cpro!meadow!bill@ames.arc.nasa.gov (Bill Foster)
Subject: Flash/Shadow and QuickST
To: info-atari16@score.stanford.edu

>
> when I try to use Flash/Shadow with
> QuickST I have all sorts of problems. No bombs (but I didn't
> leave QuickST active long enough to know for sure...) but
> QuickST does do a nice job of messing up the VT100/ANSI
> screen commands. Enough to make the combinationccompletely
> unusable.
> This information is based on an older version of QQuickST. I
> haven't tried the newest version, but one of the authors,

QuickST 1.5 has fixed almost all of the vt52 terminal emulation
descrepencies, except for that of setting colors (doesn't recognize
the codes, prints garbage) This renders it unusable for me.

BFOSTER = GEnie, WHTB33B = Prodigy
{ccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccc}
{c} <> Bill Foster <> | /|\ {c}
{c} | {c}
{c} /|\ | Vegetarians 4-ever {c}
{ccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccc}
{amdahl,hplabs,decwrl}!pacbell!cpro!meadow!bill

Date: 27 Jul 89 03:09:36 GMT
From: att!chinet!saj@ucbvax.Berkeley.EDU (Stephen Jacobs)
Subject: Re: Why is Pexec() getting flaky on my ST?
To: info-atari16@score.stanford.edu

Intensive testing of everything I could test intensively (I could still use
an industrial strength RAM test program) really didn't turn anything up. So
in desperation, I re-copied the hard disk driver into the auto folder on my
boot-up disk. No more problem. Go figure.
Steve J.

Date: Thu, 27 Jul 89 09:56:29 MEZ
From: Udo Heinrich <OR160%DBNUOR1.BITNET@Forsythe.Stanford.EDU>
Subject: TeX on Atari ST
To: INFO-ATARI16@SCORE.STANFORD.EDU

Hello!

I want to tell you something about a new Sharware Programm for the
Atari ST. It's called TeX and might be known by everybody. TeX was developed
by E. Knuth in over 10 years hard work. It was written in WEB, a kind of
mega pascal language which is not computer-orientated.
So it was possible to transfirm TeX to "every" kind of computer, also
on the Atari ST.

But what is TeX. I thing some of you know Signum!2 from
Application Systems Heidelberg. TeX is Signum!2 times Signum!2. TeX is a
program that brings your words in the right form, makes for you a
table of contents automatically and footnotes are no more a problem.
But the best of all is the possibility of TeX to make your equation look
like in a book. For example:
You type in: $(x+y)=xc2+2xy+yc2$ and the result is ...
(Sorry, but the monitor can't show you.)

TeX is like a programming language. You have if-cases and so on.
So you want to know something about TeX? Here is a little literature-list:

-for german users: Helmut Kopka; LaTeX, eine Einfuehrung; Addison-
Wesley Publishing Company; Bonn 2. Auflage 1989
(very good, easy to understand, to get results)
-for everyone: D. E. Knuth; The TeXbook; Addison-Wesley P. C.; 1984
(the original, to know everything about TeX)

L. Lamport; A Document Preparation System; A.-W. P. C.
(written by the author of LaTeX, good but I prefare
H. Kopka)

TeX knows all features you need to write a nice letter, your works and
everything else. Another helpful thing ist that you can write your
TeX-text on an editor by your choice. TeX-inputfiles are always
ASCII-Files. So you can copy some files from your VMS- or SUN-machine
and work with it at home (but the up-side-down way is quite more
interesting, because of the possibility to use the laser-printer
of your university and so on).

But what's the new on this 5th version of TeX on Atari ST computers?

Really easy to understand, when I tell you that it is translated into
Turbo-C and compiled. This version is much more faster than the other
and not so expensive because it is shareware.

The price for this TeX-version incl. a shell, a screen- and a print-
previewer, fonts, a short-instruction and several style-files (you need
them to write a book, article, report, letter, descriptions,...), LaTeX
and the 'german-language-file',... is 20 Deutsche Marks for a unregistrated

version and 60 Deutsche Mark for a registrated version. The registrated version
incl. one backup and a note for every following backups and
online-telephone-help for your problems. The package incl. 3 disks
packed by ARC (ARC is incl.; makes something about 6 Deutsche Marks for
one disk).

And where can you get that really good stuff??

Stefan Lindner
Iltisstrasse 3
8510 Fuerth
West Germany

(if you don't live in West German call Mr. Lindner first, because of
the price!)

If you order a version please note, that the price above is the price
for orders in West Germany, other lands have different prices because
of the post costs.

If you order a version please write a note that you got the information
from like this:

"Informations about this TeX version by Udo Heinrich, #00091!"

If you want some more informations send OONNEE SSMMAALL note to me.

Hope the information was useful

Udo Heinrich

Date: 27 Jul 89 05:28:08 GMT
From: blake!themod@beaver.cs.washington.edu (Chris Hinton)
Subject: GDOS
To: info-atari16@score.stanford.edu

Hello, I just got a spreadsheet program off the net. Maybe you too have
seen it, its called Opus and it seems to be just the thing I have been looking
for. But, alas, there is one small problem. In order to do charting from
the program one has to have GDOS. Well, I thought, I'll just pull the GDOS
stuff off my DEGAS disk and use it here. No, that didn't work.
To make a long story short, if that is still possible, does anybody out
there have any idea how to get this damn thing to work. I sure haven't
figured it out yet.
You can either mail me a reply, or post your response here. Makes no diff
to me.
Thanks in advance.

Chris Hinton ---- themod@blake.acs.washington.edu
Mod Software Systems
Seattle, Wa 98195

"Why didn't you tell me he had one of those... things?" - The Joker.
"My life is really...complex." - Bruce Wayne.
"Excuse me... What does God need with a starship?" - James T. Kirk.

Date: Thu, 27 Jul 89 14:38 N
From: <AWINFHAH%HMARL5.BITNET@Forsythe.Stanford.EDU>
Subject: ZOO sources
To: info-atari16@score.stanford.edu
X-Original-To: info-atari16@score.stanford.edu, AWINFHAH

Does anybody know where I can obtain the sources of ZOO? I do not have
access to FTP, but I can access most mail servers.

Thanks in advance,
-Roger

Date: Thu, 27 Jul 89 15:12 N
From: <TOXI_CE%HNYKUN51.BITNET@Forsythe.Stanford.EDU>
Subject: RE: COLD BOOT in GFA Basic.
To: info-atari16@score.stanford.edu
X-Original-To: atari16, TOXI_CE

Subject: RE: COLD BOOT RESET GFA CODE

> I'm armed only with the GFA version 2.0 manual, nothing else. I
>am looking for GFA VERSION 2.0 code that will cause a COLD BOOT. Many
>thanks....

>Larry Rymal in wet and flooded East Texas <Z4648252@SFAUSTIN.BITNET>

I wonder why you would want to do a cold boot in GFA-basic, but I think
this will do it:

```
Slpoke &H420,0 ! Clear Memvalid (makes next boot COLD)
Void Gemdos(32,L:0) ! Go in to supervisor mode
' you can void the result, since there is
' no return form a reset
Reset%=Lpeek(4) ! Get reset vector
Call Reset% ! Jump there
```

++

Chris Evelo
TOXI_CE@HNYKUN51 (BITNET/EARN)
|
an underscore _ not -.

will change to: MFAGKCHR@HMARL5

Date: 27 Jul 89 04:15:04 GMT
From: portal!cup.portal.com!Xorg@uunet.uu.net (Peter Ted Szymonik)
Subject: Re: boot problem with Seagate ST 157N
To: info-atari16@score.stanford.edu

Try setting the HD to an even SCSI setting (0,2,4) Seagates seem to have
a problem with odd SCSI numbers with the ST.

Peter Szymonik
Xorg@cup.portal.com

Date: 27 Jul 89 13:10:14 GMT
From: cs.dal.ca!silvert@uunet.uu.net (Bill Silvert)
Subject: Re: VIP PROFESSIONAL AND ARCHIVE SITE
To: info-atari16@score.stanford.edu

In article <ID1198.D890722.T134723.CHIASSA@UDEM> CHIASSA@UDEM.BITNET (Alyre
CHIASSON) writes:
> I just purchased VIP PROFESSIONAL yesterday and as the shrink wrap
> looks old and manual has a 1986 copyright date I was wondering if
> someone could tell me the version number of the latest release.

My version, which is I believe the latest, is 1.2. The GEM verson
(PROFESS.PRG) carries a copyright date of 1986, the Lotus look-alike
version is copyright 1987, but both are 1.2.

--
Bill Silvert, Habitat Ecology Division.
Bedford Institute of Oceanography, Dartmouth, NS, Canada B2Y 4A2
UUCP: ...!{uunet,watmath}!dalcs!biomel!bill
Internet: biomel@cs.dal.CA BITNET: bs%dalcs@dalac.BITNET

Date: 26 Jul 89 22:07:28 GMT
From: portal!atari!kbad@uunet.uu.net (Ken Badertscher)
Subject: Re: Folded vs STedi
To: info-atari16@score.stanford.edu

t19@nikhefh.hep.nl (Geert J v Oldenborgh) writes:

| I just played around a bit with Folded.
[benchmarks deleted]
| I still do not like its concept of folding-by-indentation or seperate file
| too much. The info in the file does not look too bad.

I'm sorry, but that fold info looked pretty nasty to me. I really like
the way Todd has implemented the folding, using separate files. I imagine
this scheme must make the relational features of FOLDED easier to implement
as well (and thus, easier for us to hack on! ;-).

Your points about speed are right on, though - FOLDED could use quite a bit
of optimizing. As you mentioned, though, Todd does explain in the

documentation that it was brought up to be small and functional, and not necessarily a speed demon.

One thing I really like is the way the screen redraws (from the line you're on outwards). But I too wish that it didn't redraw quite so much ;-).

--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

Date: 27 Jul 89 07:35:03 GMT
From: well!stevef@apple.com (Steven Robert Fordyce)
Subject: Re: CMI Accelerator Board
To: info-atari16@score.stanford.edu

In article 18478 of comp.sys.atari.st Michael B Vederman writes:
> Well, after having waited with bated breath for the CMI accelerator board, I
> would like to share my experiences with the rest of the net...

[Stuff deleted]

> CMI missed the first deadline, but promised that the board would go out in the
> second week. This is not unusual (missing a release date) so I waited. By
> the middle of the second week, I called CMI to confirm everything was on
> schedule for me to receive my board. "No problem, we will ship by Friday."
>
> Friday July 14 rolls around, and I call CMI. "Your board has been shipped
> second day (blue label) UPS. You should get it Tuesday." Finally, I thought.
> Tuesday rolled around, and no delivery. The people at work were getting tired
> of my ranting "Come on U.P.S. lady. (We have a female carrier)" So, I
> thought, maybe it will get here Wednesday, you know how things are.
>
> By Wednesday, July 19, at 5 pm, when the UPS lady made her final pickup, I
> had *NO* accelerator board. So, I called CMI. I spoke with Mark
> something-er-other (Lilliane Carter's boss -she has been pleasent when I
> spoke to her), and he said, "All boards were shipped today." Sure, I
> thought, sure. "But I was told they shipped Friday." "They didn't and I
> was the ***hole who told Lilliane to tell everyone they did." "How do I
> know you shipped today?" "You don't, and I don't care if you don't believe
> me." Hmmph!

Mr Vederman was never intentionally misled -- we would have nothing to gain by doing so. For our part in the confusion we apologize. There was a delay in shipping the boards and for that I also apologize. We all did everything we could to get the product out on schedule, and I think it is safe to say we were just as anxious to get it out as anyone was to receive it, if not much more so. But we are human, and I am very sorry about any inconvenience the delay caused anyone. The boards, are now shipping, and have been for a couple of weeks.

> Friday rolls around, and after a delay from UPS, I got the board. Looks nice,
> although they used the Amiga box cover (no big deal). Instructions, all
> parts, can't wait to get home and install it.
>
> Begin the trouble. The directions are clear enough if you want to do
> a piggy-back method, but my ST already had a socket for the 68000, so now
what?
> According to the manual, you have to cut 3 pins for the piggy-back, and use
> "fly-wires" to connect the board to the ST. Do I need this for the socket
> installation? No answer in the manual. Trial and error, showed that they
> were not needed.

Actually, there are instructions for installing our product in an ST with the processor removed, and they are different from the piggy-back method and there are some fly-wires necessary. Mr Vederman went on to say that that neither his disk drive nor his hard disk would work with our board. This is cause he didn't put in the fly-wires as instructed in the manual.

We did our best to make the manual clear and understandable, but we're human. I don't believe it's possible to make the manual clear and concise, and answer everyone's questions. That's why we have a full time customer service person. I've found Lilliane to be quite conscientious in helping customers with their problems. Installing our board, or in fact any product inside an ST, is not for the fainthearted. Unless they are comfortable with both circuit boards and soldering irons, we recommend our customers have their dealers install our product.

Starting today, for people who buy an accelerator directly from us and send their computer into us, we will install our board for free. For those who break their ST trying to install our board themselves, we'll fix it for a flat $50, including return shipping.

Mr. Vederman did call us, and Lilliane explained his trouble over the phone. And he got his board working. However, he wasn't able to get FAST-ROM to work for reasons we weren't able to determine over the phone. (The problem may well have been a defective part on our board. We do fully test all of our boards before we ship them, but still a small percentage fail in the field.) We offered to fix his machine with our board in it if he sent it to us (he didn't want to do this because he didn't want to lose the use of his computer -- quite understandable), or to send him a new board, or to refund his money. He chose the latter. Of course we are disappointed and are confident a new board would have solved his problem, but it was his choice. We've never had any allusions that we could please everyone.

> Point of story: I have a $300 paper weight.

No one is ever stuck with one our products. Within 15 days of getting any of our products, it may be returned for an reason for a full refund. And all of our products also carry a six month warranty. We guarantee our products to work and will do what ever it takes to see that they do, or refund the customers money.

> - Michael B. Vederman

Steven R Fordyce tektronix!sequent!calvin!stevef

Creative Microsystems, Inc., 19552 SW 90th Court, Tualatin, Oregon 97062
For customer service call Lilliane at (503)691-2552.

End of Info-Atari16 Digest
****
----

834. (none)

Newsgroup: comp.sys.atari.st
Date: 1989-08-05 00:29:48 UTC
From: RIOVM@DFNGATE.BITNET
Message-ID: <8908050029.AA19536@ucbvax.Berkeley.EDU>
Source record: 248957

```
Added from the X.400/EARN-Gateway: Undeliverable Mail
Notification message, may be wrong recipient

Received: from DEARN.BITNET by DFNGATE.BITNET.DBP.DE (Mailer R2.03B) with BSMTP
id 6836; Sat, 05 Aug 89 02:22:53 EST
Received: by DEARN (Mailer R2.01) id 4809; Sat, 05 Aug 89 02:22:53 EST
Date: Fri, 4 Aug 89 15:44:11 PDT
Reply-To: Info-Atari16@Score.Stanford.edu
Sender: INFO-ATARI16 Discussion <INFO-A16@DEARN>
Comments: Warning -- original Sender: tag was
Info-Atari16-request@SCORE.STANFORD.EDU
Comments: Warning -- original Sender: tag was INFO-A16@MARIST
From: Info-Atari16 Digest <Info-Atari16@SCORE.STANFORD.EDU>
Subject: Info-Atari16 Digest V89 #365
To: "U. Zakrzewski" <ZAKRZEWSKI@MPI-MUELHEIM.MPG.DBP.DE>

Info-Atari16 Digest Friday, August 4, 1989 Volume 89 : Issue 365

This weeks Editor: Bill Westfield

Today's Topics:

Re: SH204 Hard Drive Advice
Rewiring Disk Drives
Re: ST shops in London
Sozobon C
Cumana External Drive Problem : Or is it?
Re: TeX on Atari ST
Re: Missing gnuemacs parts
Alt. ST box
Re: TeX on Atari ST
Re: putchar() getchar() problem?
Re: Defragger wanted (wasRe: 82 track DS/DD drive needed)
Re: Hard Disk Auto Boot Bypass
Re: Turtle 3.0 suggestion

----------------------------------------------------------------------

Date: 27 Jul 89 14:08:21 GMT
From: dptg!lzaz!hcj@rutgers.edu (HC Johnson)
Subject: Re: SH204 Hard Drive Advice
To: info-atari16@score.stanford.edu

In article <258@mic.UUCP>, gary@mic.UUCP (Gary Lewin) writes:
>
> I have an SH204 hard drive that has died a sad death. Unfortunately, the
> problem has been diagnosed to be the Adaptek controller card. Local
```

> repair facilities have said that the card cannot be repaired but must
> be replaced. After doing some research, I have several questions:
>
> 1) Does anyone have a suggestion of a repair facility that could repair
> an SH204 Adaptek card for a reasonable fee?
>
> 2) Are there any suggestions on the best place to buy one of the
> following Adaptek cards: 4000A, 4010, 4070 or 4070A?
>
Timeline, Inc, 1-800-872-8878 will sell you an adaptec 4000a for $60.
Even the others sell it for $135.

Get the 4070 ONLY if your going to put an RLL drive into your sh204.

I recommend getting a 4000a, and adding an outboarded second drive.

Howard C. Johnson
ATT Bell Labs
att!lzaz!hcj
hcj@lzaz.att.com

Date: 26 Jul 89 09:49:14 GMT
From: mcvax!ukc!dcl-cs!gdt!gdr!ccsmh@uunet.uu.net (Mark Harding)
Subject: Rewiring Disk Drives
To: info-atari16@score.stanford.edu

Does anybody know how to rewire the ST so that the External Drive
is actually drive A while the internal drive becomes drive b?

I Have a 520STFM with extern 1 Meg Cumana drive.

Cheers.

--

One of these days...

Date: 26 Jul 89 15:39:34 GMT
From: mcvax!ukc!dcl-cs!gdt!gdr!exspes@uunet.uu.net (P E Smee)
Subject: Re: ST shops in London
To: info-atari16@score.stanford.edu

In article <349@ucl-cs.UUCP> S.Usher@ucl-cs.UUCP writes:
>You will be pleased to know that there are many shops in London which stock
>ST software. Pretty well every software shop stocks ST stuff (the ST is the
>most popular 16 bit micro in the UK at the mo.). I know for a fact that
>there are at least 10 shops in the Tottenham Court Road area (including
>Silica Shop/Systems and the Virgin Games Store)!

Note that as the last time I was in London (for the Atari User Show)
Virgin Games Store had stopped stocking computer games. They had been
moved to a spot in the Virgin Megastore on Oxford Street nearer
Tottenham Court Road. It also looked like the range they stocked had
gotten smaller, but maybe that's just because the Megastore is so much
bigger than the Games Store. The advantage to the move is that it is
MUCH easier to find the Megastore than the Games Store. The disadvantage
is that once you're in the Megastore, it's painfully difficult to find
the computer games bit.

Silica Shop is also tricky to find. It's upstairs in a building named
'Lion House', at 227 Tottenham Court Road. Go in the main door, and up
the (probably not-running) escalator.

Date: 26 Jul 89 20:43:30 GMT
From: mcvax!ukc!stl!idec!prlhp1!stevens@uunet.uu.net (Francis Stevens)
Subject: Sozobon C
To: info-atari16@score.stanford.edu

I have a 520ST and have recently been given a copy of the Sozobon C compiler,
so far I have been using this with some success to write some small C programs.
One thing that didn't come with the disk (or on it) was any form of
documentation for the compiler etc.. (OK I know it was free, so what do I
expect) But just on the off chance.... is there any one out there who knows
of any such documentation (even if it's just the name of a book I need to buy)
or if anyone has any usefull information about the compiler (like is it
possibleto compile a program on another (RAM) disk ?) I would be grateful for
the info.

Should I receive anything I will of course summarize it for the net !!

Many thanks.

Francis Stevens
stevens@prl.philips.co.uk
(New ST owner)

Date: 26 Jul 89 12:56:17 GMT
From: mcvax!ukc!icdoc!syma!lezo@uunet.uu.net (Lez Oxley)
Subject: Cumana External Drive Problem : Or is it?
To: info-atari16@score.stanford.edu

I have just noticed what I think are problems with my Cumana CSA 354
1 Meg Disk Drive which I use as external drive B. It is only 3 months
old and is connected to a 'standard' 3 year-old 1040ST with 'old' TOS in
rom. The problem occurs intermittently in all screen resolutions. Can
anyone offer any help/advice which does not involve taking things to
bits! The symptoms are as follows:

1. Used as a drive for reading only the drive seems to be OK.

2. Random seek tests and speed tests seem to be OK.

3. When used for writing to, single one-off file transfers seem to be OK.
(eg. saving a WP document or program source very 20 minutes or so.)

4. When used for writing to, involving disk to disk copying (Drive A: to
Drive B:) sometimes the internal drive can't read the disk so
produced and neither can any other Atari Disk Drive. Sometimes the
Cumana drive itself can not consistently read its own disk, ie.
sometimes it refuses to read what it has written, ten minutes later,
however, it may read it (after rebooting disk swapping etc).

5. When used for writing to, by copying (say) 30 files from drive A:
some of the 30 files seem to get corrupted. The 'directory' entries
look OK - files sizes OK, etc. but when you list an ASCII file (eg)
you sometimes get garbage in the file instead on the real data.
Program files are corrupted in a similiar way and either they time
bomb out or chunks of code don't work. Unlike 4. the Cumana drive is
never able read the corruption.

6. I have used George Woodside's VKILLER to check for a virus and
nothing's shown up. (I get the problem when I boot up from a wide
range of disks.)

7. The same problem occurs on different media - cheap disks, SONY disks,
Memorex disks, Verbatim, . . .

8. I am not using lots of folders - no more than 10 in a session.

Has anyone got any ideas as to what may be going wrong - I always
thought that TOS verified everything it wrote to a disk (an annoyance
to some people I know)?

Are there any nifty disk checking utilities out there? If so can someone
mail me a disk checker or even a byte-by-byte file comparision program
so that I can reverify files written on the Cumana?

Any help will be gratefully received. Sorry to have gone on at such
length but I felt I had to supply as much information on the problem as
possible - this is my first posting to the net.

(For all I know the drive may have been faulty at birth or got crunched
slightly coping with all that horrible copy protection which makes your
disk drive sound more like a coffee grinder.)

--
Lez Oxley, Administration, University of Sussex, Brighton, BN1 9RH, UK
Tel: +44 273 606755 x3808 Fax: +44 273 678335 JANET: lezo@uk.ac.sussex.syma
ARPA: lezo%syma.sussex.ac.uk@nsfnet-relay.ac.uk
BITNET: lezo@syma.sussex.ac.uk UUCP: lezo@syma.uucp

Date: 27 Jul 89 16:48:00 GMT
From: pwp@iuvax.cs.indiana.edu

Subject: Re: TeX on Atari ST
To: info-atari16@score.stanford.edu

Has anyone developed a program for viewing dvi files on a color monitor yet?
I know that the black and write monitor is better for this, but I have a color
monitor.

Date: 27 Jul 89 16:03:38 GMT
From: asuvax!hrc!gtephx!covertr@handies.ucar.edu (Richard E. Covert)
Subject: Re: Missing gnuemacs parts
To: info-atari16@score.stanford.edu

In article <1073@MSG002.UUCP>, ooa@MSG002.UUCP (O.Atkins) writes:
> Recently we received all but gnuemacs.uag through gnuemacs.ual!
> Could some kind soul please send these to me?
>

We didn't receive all of GNU EMACS for the ST here at gtephx
as well. Also, are the source code files for the ST version of GNU EMACS
available?? And was GNU EMACS GEMized for the ST (adding things like a
file selector would be nice!!).

So, please email me the binaries and/or the source code to GNU
EMACS for the ST.

TIA
richard (gtephx!covertr) covert

Date: 27 Jul 89 16:58:53 GMT
From: rti!sunpix!allegro@mcnc.org (SunVis)
Subject: Alt. ST box
To: info-atari16@score.stanford.edu

Are there any alternate style cases to put a 520/1040 ST in so it has a
detached keyboard? I'm getting a little tired of the 'all in one' style
box.
--
uucp: mcnc!rti!sunpix!steve or mcnc!rti!sunpix!allegro |Stephen McKay Matson
"FRODO LIVES!!" COLORADO DREAMS | Daddy to be
Support the formation of a multi-national space agency.|_____________________
Mans destiny belongs to the stars. | MARS OR BUST

Date: 27 Jul 89 18:24:46 GMT
From: tahoe!wheeler!mikew@apple.com (Mike Whitbeck)
Subject: Re: TeX on Atari ST
To: info-atari16@score.stanford.edu

In article <36500067@iuvax> pwp@iuvax.cs.indiana.edu writes:
*
*Has anyone developed a program for viewing dvi files on a color monitor yet?
*I know that the black and write monitor is better for this, but I have a color
*monitor.

ditto!

Has anyone tried the monochrome ppreviewers with any of the
commercial or pd monochrome emulators?

____
Mike Whitbeck	
	mikew@wheeler.wrc.unr.edu
	mikew@wheeler.UUCP
_____________________	_____________________________

Genius is more often found in a cracked pot than a
whole one......
E.B. White

Date: 27 Jul 89 18:13:18 GMT
From: tahoe!wheeler!mikew@apple.com (Mike Whitbeck)
Subject: Re: putchar() getchar() problem?
To: info-atari16@score.stanford.edu

In article <33978@grapevine.uucp> koreth (Steven Grimm) writes:
~In article <2829@tahoe.unr.edu~ mikew@wheeler.UUCP (Mike Whitbeck) writes:
~~HELP !
~~I seem to get extra \r's from putchar()!!!! (or getchar()?)
~
~On the ST, the end-of-line code is \r\n, not just \n as it is on UNIX.
~In order to output valid text files, C libraries translate \n to \r\n
~on output, and back the other way on input.
~
~Most C compilers on the ST let you pass a "b" modifier to in the second
~parameter of fopen(); this tells the compiler to skip its I/O translation.
~ ...
~Hope that helps.
~
~sgrimm@sun.com ...!sun!sgrimm

Actually I am not getting the \r\n pair just the \r and somewhat
randomly sprinkled throughout the file.

A la UN*X I planned to use the splay program as a filter using
stdin and stdout. Maybe I can write a scratch file fopen'd as
per your sugesstion and then cat the scratch file to stdout via
Pexec or execvec().

Thanks for the reply.

Date: 27 Jul 89 12:19:00 GMT
From: philmtl!philabs!ttidca!woodside@uunet.uu.net (George Woodside)
Subject: Re: Defragger wanted (wasRe: 82 track DS/DD drive needed)
To: info-atari16@score.stanford.edu

In article <15830@pasteur.Berkeley.EDU> calengr@cory.Berkeley.EDU.UUCP
(California Engineer Magazine) writes:
...[edited]...
>Can someone tell me where I can get a copy of a good
>defragger for a floppy?
>
>Thanks
>
>Michael

I don't know of any around, but that may be because you don't need one. Just copy the files (not the whole disk, the files) to another (empty) floppy, and they will be made contiguous. If you have a big enough RAMdisk, you can copy the files to it, delete them from the original floppy, then copy them back.

When you use the desktop (or most utility programs) to copy whole disks, the structure (and consequent fragmentation) of the disk is maintained. When you copy the files (or complete folders), the data is accessed as a file, and read and written back as file-sized entities. If the destination is blank, the files are written contiguously.

--
*George R. Woodside - Citicorp/TTI - Santa Monica, CA
*Path: ..!{philabs|csun|psivax}!ttidca!woodside

Date: 27 Jul 89 13:16:21 GMT
From: philmtl!philabs!ttidca!woodside@uunet.uu.net (George Woodside)
Subject: Re: Hard Disk Auto Boot Bypass
To: info-atari16@score.stanford.edu

In article <711@lzaz.ATT.COM> hcj@lzaz.ATT.COM (HC Johnson) writes:
>For 2 years I have auto booted off a hard disk.
>I have used the Bypass program by Small in Start magazine to save me
>when the /auto or .acc program went bad and the system wouldnt boot.
>
>This program allowed the disk driver (aka AHDI.PRG) to be read in from the
>floppy, and the hard disk wasn't accessed. Then I could fix the problem.
>
>Now, I find it is incompatible with TOS1.4 . Not unexpected!
>
>What now? Does anyone have a similar program that works on tos1.4???

Depending upon which software you are running, there are usually hooks in the auto boot code to allow you to prevent an auto boot whenever you want.

Check the documentation from the vendor of your driver.

The more common ones are holding down a shift key, the Alt key, the
Control key, or some combination of them when powering up your system.

Most bypass techniques are effective only at power up, not at reset.
--
*George R. Woodside - Citicorp/TTI - Santa Monica, CA
*Path: ..!{philabs|csun|psivax}!ttidca!woodside

Date: 27 Jul 89 12:32:52 GMT
From: philmtl!philabs!ttidca!woodside@uunet.uu.net (George Woodside)
Subject: Re: Turtle 3.0 suggestion
To: info-atari16@score.stanford.edu

In article <2868@brahma.cs.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:
>In article <4821@ttidca.TTI.COM> woodside@ttidcb.tti.com (George Woodside)
>writes:
>>Turtle has severe memory problems. It, with the RAMdisk, just barely fits
>>into the 1M machines. Adding features and options is limited by memory to
>>the most crucial items. The most crucial, in the immediate future, is the
>>support of the way TOS 1.4 handles the Archive bit. Next is more flexibility
>>for diskette formats.
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>Why not trash the GEM stuff and the Turtle Logo. I guess that would give you
>more memory. If a program is run as a '.prg' then you can still use the mouse
>via the Line-A routines & variables.

Because that's not the program where the more severe memory constraint is.
"TURTLE.PRG" is the GEM front end. It has the menus, mouse, etc. It does all
the user interface work, and builds a command line for the other program.
"TTLEXEC.TTP" is the program that does the backup work. It has to fit into
memory with the RAMdisk, and that's the one that's squeezed to the max.

The two programs trigger each other via shel_exec, so they have to be
kept the same size in order to fit into the same memory space, once
the RAMdisk is activated.

Since the majority of ST users are not software hackers, I resist the
temptation to implement any non-standard interface techniques. Part of
the elegance of the ST is that, by having GEM built in, it provides
a platform which offers the same user interface across a wide scope of
programs. Given years of remembering obscure control-key commands and
wierd letter-options from CP/M, MS-DOS, and UNIX, I find menus and
clearly explained options in dialog boxes a real pleasure. Point and
click is the next best thing to audible commands, in my opinion.
--
*George R. Woodside - Citicorp/TTI - Santa Monica, CA
*Path: ..!{philabs|csun|psivax}!ttidca!woodside

End of Info-Atari16 Digest
****
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835. (none)

Newsgroup: comp.sys.atari.st
Date: 1989-08-05 00:29:59 UTC
From: RIOVM@DFNGATE.BITNET
Message-ID: <8908050029.AA19547@ucbvax.Berkeley.EDU>
Source record: 248958

```
Added from the X.400/EARN-Gateway: Undeliverable Mail
Notification message, may be wrong recipient

Received: from DEARN.BITNET by DFNGATE.BITNET.DBP.DE (Mailer R2.03B) with BSMTP
id 6838; Sat, 05 Aug 89 02:23:00 EST
Received: by DEARN (Mailer R2.01) id 4813; Sat, 05 Aug 89 02:22:56 EST
Date: Fri, 4 Aug 89 15:44:11 PDT
Reply-To: Info-Atari16@Score.Stanford.edu
Sender: INFO-ATARI16 Discussion <INFO-A16@DEARN>
Comments: Warning -- original Sender: tag was
Info-Atari16-request@SCORE.STANFORD.EDU
Comments: Warning -- original Sender: tag was INFO-A16@MARIST
From: Info-Atari16 Digest <Info-Atari16@SCORE.STANFORD.EDU>
Subject: Info-Atari16 Digest V89 #365
To: Gerhard Ahlers <AHLERS@PHYSIK.UNI-BIELEFELD.DBP.DE>

Info-Atari16 Digest Friday, August 4, 1989 Volume 89 : Issue 365

This weeks Editor: Bill Westfield

Today's Topics:

Re: SH204 Hard Drive Advice
Rewiring Disk Drives
Re: ST shops in London
Sozobon C
Cumana External Drive Problem : Or is it?
Re: TeX on Atari ST
Re: Missing gnuemacs parts
Alt. ST box
Re: TeX on Atari ST
Re: putchar() getchar() problem?
Re: Defragger wanted (wasRe: 82 track DS/DD drive needed)
Re: Hard Disk Auto Boot Bypass
Re: Turtle 3.0 suggestion

----------------------------------------------------------------------

Date: 27 Jul 89 14:08:21 GMT
From: dptg!lzaz!hcj@rutgers.edu (HC Johnson)
Subject: Re: SH204 Hard Drive Advice
To: info-atari16@score.stanford.edu

In article <258@mic.UUCP>, gary@mic.UUCP (Gary Lewin) writes:
>
> I have an SH204 hard drive that has died a sad death. Unfortunately, the
> problem has been diagnosed to be the Adaptek controller card. Local
```

> repair facilities have said that the card cannot be repaired but must
> be replaced. After doing some research, I have several questions:
>
> 1) Does anyone have a suggestion of a repair facility that could repair
> an SH204 Adaptek card for a reasonable fee?
>
> 2) Are there any suggestions on the best place to buy one of the
> following Adaptek cards: 4000A, 4010, 4070 or 4070A?
>
Timeline, Inc, 1-800-872-8878 will sell you an adaptec 4000a for $60.
Even the others sell it for $135.

Get the 4070 ONLY if your going to put an RLL drive into your sh204.

I recommend getting a 4000a, and adding an outboarded second drive.

Howard C. Johnson
ATT Bell Labs
att!lzaz!hcj
hcj@lzaz.att.com

Date: 26 Jul 89 09:49:14 GMT
From: mcvax!ukc!dcl-cs!gdt!gdr!ccsmh@uunet.uu.net (Mark Harding)
Subject: Rewiring Disk Drives
To: info-atari16@score.stanford.edu

Does anybody know how to rewire the ST so that the External Drive
is actually drive A while the internal drive becomes drive b?

I Have a 520STFM with extern 1 Meg Cumana drive.

Cheers.

--

One of these days...

Date: 26 Jul 89 15:39:34 GMT
From: mcvax!ukc!dcl-cs!gdt!gdr!exspes@uunet.uu.net (P E Smee)
Subject: Re: ST shops in London
To: info-atari16@score.stanford.edu

In article <349@ucl-cs.UUCP> S.Usher@ucl-cs.UUCP writes:
>You will be pleased to know that there are many shops in London which stock
>ST software. Pretty well every software shop stocks ST stuff (the ST is the
>most popular 16 bit micro in the UK at the mo.). I know for a fact that
>there are at least 10 shops in the Tottenham Court Road area (including
>Silica Shop/Systems and the Virgin Games Store)!

Note that as the last time I was in London (for the Atari User Show)
Virgin Games Store had stopped stocking computer games. They had been
moved to a spot in the Virgin Megastore on Oxford Street nearer
Tottenham Court Road. It also looked like the range they stocked had
gotten smaller, but maybe that's just because the Megastore is so much
bigger than the Games Store. The advantage to the move is that it is
MUCH easier to find the Megastore than the Games Store. The disadvantage
is that once you're in the Megastore, it's painfully difficult to find
the computer games bit.

Silica Shop is also tricky to find. It's upstairs in a building named
'Lion House', at 227 Tottenham Court Road. Go in the main door, and up
the (probably not-running) escalator.

Date: 26 Jul 89 20:43:30 GMT
From: mcvax!ukc!stl!idec!prlhp1!stevens@uunet.uu.net (Francis Stevens)
Subject: Sozobon C
To: info-atari16@score.stanford.edu

I have a 520ST and have recently been given a copy of the Sozobon C compiler,
so far I have been using this with some success to write some small C programs.
One thing that didn't come with the disk (or on it) was any form of
documentation for the compiler etc.. (OK I know it was free, so what do I
expect) But just on the off chance.... is there any one out there who knows
of any such documentation (even if it's just the name of a book I need to buy)
or if anyone has any usefull information about the compiler (like is it
possibleto compile a program on another (RAM) disk ?) I would be grateful for
the info.

Should I receive anything I will of course summarize it for the net !!

Many thanks.

Francis Stevens
stevens@prl.philips.co.uk
(New ST owner)

Date: 26 Jul 89 12:56:17 GMT
From: mcvax!ukc!icdoc!syma!lezo@uunet.uu.net (Lez Oxley)
Subject: Cumana External Drive Problem : Or is it?
To: info-atari16@score.stanford.edu

I have just noticed what I think are problems with my Cumana CSA 354
1 Meg Disk Drive which I use as external drive B. It is only 3 months
old and is connected to a 'standard' 3 year-old 1040ST with 'old' TOS in
rom. The problem occurs intermittently in all screen resolutions. Can
anyone offer any help/advice which does not involve taking things to
bits! The symptoms are as follows:

1. Used as a drive for reading only the drive seems to be OK.

2. Random seek tests and speed tests seem to be OK.

3. When used for writing to, single one-off file transfers seem to be OK.
(eg. saving a WP document or program source very 20 minutes or so.)

4. When used for writing to, involving disk to disk copying (Drive A: to
Drive B:) sometimes the internal drive can't read the disk so
produced and neither can any other Atari Disk Drive. Sometimes the
Cumana drive itself can not consistently read its own disk, ie.
sometimes it refuses to read what it has written, ten minutes later,
however, it may read it (after rebooting disk swapping etc).

5. When used for writing to, by copying (say) 30 files from drive A:
some of the 30 files seem to get corrupted. The 'directory' entries
look OK - files sizes OK, etc. but when you list an ASCII file (eg)
you sometimes get garbage in the file instead on the real data.
Program files are corrupted in a similiar way and either they time
bomb out or chunks of code don't work. Unlike 4. the Cumana drive is
never able read the corruption.

6. I have used George Woodside's VKILLER to check for a virus and
nothing's shown up. (I get the problem when I boot up from a wide
range of disks.)

7. The same problem occurs on different media - cheap disks, SONY disks,
Memorex disks, Verbatim, . . .

8. I am not using lots of folders - no more than 10 in a session.

Has anyone got any ideas as to what may be going wrong - I always
thought that TOS verified everything it wrote to a disk (an annoyance
to some people I know)?

Are there any nifty disk checking utilities out there? If so can someone
mail me a disk checker or even a byte-by-byte file comparision program
so that I can reverify files written on the Cumana?

Any help will be gratefully received. Sorry to have gone on at such
length but I felt I had to supply as much information on the problem as
possible - this is my first posting to the net.

(For all I know the drive may have been faulty at birth or got crunched
slightly coping with all that horrible copy protection which makes your
disk drive sound more like a coffee grinder.)

--
Lez Oxley, Administration, University of Sussex, Brighton, BN1 9RH, UK
Tel: +44 273 606755 x3808 Fax: +44 273 678335 JANET: lezo@uk.ac.sussex.syma
ARPA: lezo%syma.sussex.ac.uk@nsfnet-relay.ac.uk
BITNET: lezo@syma.sussex.ac.uk UUCP: lezo@syma.uucp

Date: 27 Jul 89 16:48:00 GMT
From: pwp@iuvax.cs.indiana.edu

Subject: Re: TeX on Atari ST
To: info-atari16@score.stanford.edu

Has anyone developed a program for viewing dvi files on a color monitor yet?
I know that the black and write monitor is better for this, but I have a color
monitor.

Date: 27 Jul 89 16:03:38 GMT
From: asuvax!hrc!gtephx!covertr@handies.ucar.edu (Richard E. Covert)
Subject: Re: Missing gnuemacs parts
To: info-atari16@score.stanford.edu

In article <1073@MSG002.UUCP>, ooa@MSG002.UUCP (O.Atkins) writes:
> Recently we received all but gnuemacs.uag through gnuemacs.ual!
> Could some kind soul please send these to me?
>

We didn't receive all of GNU EMACS for the ST here at gtephx
as well. Also, are the source code files for the ST version of GNU EMACS
available?? And was GNU EMACS GEMized for the ST (adding things like a
file selector would be nice!!).

So, please email me the binaries and/or the source code to GNU
EMACS for the ST.

TIA
richard (gtephx!covertr) covert

Date: 27 Jul 89 16:58:53 GMT
From: rti!sunpix!allegro@mcnc.org (SunVis)
Subject: Alt. ST box
To: info-atari16@score.stanford.edu

Are there any alternate style cases to put a 520/1040 ST in so it has a
detached keyboard? I'm getting a little tired of the 'all in one' style
box.
--
uucp: mcnc!rti!sunpix!steve or mcnc!rti!sunpix!allegro |Stephen McKay Matson
"FRODO LIVES!!" COLORADO DREAMS | Daddy to be
Support the formation of a multi-national space agency.|_____________________
Mans destiny belongs to the stars. | MARS OR BUST

Date: 27 Jul 89 18:24:46 GMT
From: tahoe!wheeler!mikew@apple.com (Mike Whitbeck)
Subject: Re: TeX on Atari ST
To: info-atari16@score.stanford.edu

In article <36500067@iuvax> pwp@iuvax.cs.indiana.edu writes:
*
*Has anyone developed a program for viewing dvi files on a color monitor yet?
*I know that the black and write monitor is better for this, but I have a color
*monitor.

ditto!

Has anyone tried the monochrome ppreviewers with any of the
commercial or pd monochrome emulators?

____
Mike Whitbeck	
	mikew@wheeler.wrc.unr.edu
	mikew@wheeler.UUCP
_____________________	_____________________________

Genius is more often found in a cracked pot than a
whole one......
E.B. White

Date: 27 Jul 89 18:13:18 GMT
From: tahoe!wheeler!mikew@apple.com (Mike Whitbeck)
Subject: Re: putchar() getchar() problem?
To: info-atari16@score.stanford.edu

In article <33978@grapevine.uucp> koreth (Steven Grimm) writes:
~In article <2829@tahoe.unr.edu~ mikew@wheeler.UUCP (Mike Whitbeck) writes:
~~HELP !
~~I seem to get extra \r's from putchar()!!!! (or getchar()?)
~
~On the ST, the end-of-line code is \r\n, not just \n as it is on UNIX.
~In order to output valid text files, C libraries translate \n to \r\n
~on output, and back the other way on input.
~
~Most C compilers on the ST let you pass a "b" modifier to in the second
~parameter of fopen(); this tells the compiler to skip its I/O translation.
~ ...
~Hope that helps.
~
~sgrimm@sun.com ...!sun!sgrimm

Actually I am not getting the \r\n pair just the \r and somewhat
randomly sprinkled throughout the file.

A la UN*X I planned to use the splay program as a filter using
stdin and stdout. Maybe I can write a scratch file fopen'd as
per your sugesstion and then cat the scratch file to stdout via
Pexec or execvec().

Thanks for the reply.

Date: 27 Jul 89 12:19:00 GMT
From: philmtl!philabs!ttidca!woodside@uunet.uu.net (George Woodside)
Subject: Re: Defragger wanted (wasRe: 82 track DS/DD drive needed)
To: info-atari16@score.stanford.edu

In article <15830@pasteur.Berkeley.EDU> calengr@cory.Berkeley.EDU.UUCP
(California Engineer Magazine) writes:
...[edited]...
>Can someone tell me where I can get a copy of a good
>defragger for a floppy?
>
>Thanks
>
>Michael

I don't know of any around, but that may be because you don't need one. Just copy the files (not the whole disk, the files) to another (empty) floppy, and they will be made contiguous. If you have a big enough RAMdisk, you can copy the files to it, delete them from the original floppy, then copy them back.

When you use the desktop (or most utility programs) to copy whole disks, the structure (and consequent fragmentation) of the disk is maintained. When you copy the files (or complete folders), the data is accessed as a file, and read and written back as file-sized entities. If the destination is blank, the files are written contiguously.

--
*George R. Woodside - Citicorp/TTI - Santa Monica, CA
*Path: ..!{philabs|csun|psivax}!ttidca!woodside

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Subject: Re: Turtle 3.0 suggestion
To: info-atari16@score.stanford.edu

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--
*George R. Woodside - Citicorp/TTI - Santa Monica, CA
*Path: ..!{philabs|csun|psivax}!ttidca!woodside

End of Info-Atari16 Digest
****
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836. (none)

Newsgroup: comp.sys.atari.st
Date: 1989-08-05 00:57:02 UTC
From: RIOVM@DFNGATE.BITNET
Message-ID: <8908050056.AA21055@ucbvax.Berkeley.EDU>
Source record: 248959

```
Added from the X.400/EARN-Gateway: Undeliverable Mail
Notification message, may be wrong recipient

Received: from DEARN.BITNET by DFNGATE.BITNET.DBP.DE (Mailer R2.03B) with BSMTP
id 7032; Sat, 05 Aug 89 02:51:37 EST
Received: by DEARN (Mailer R2.01) id 5208; Sat, 05 Aug 89 02:51:29 EST
Date: Fri, 4 Aug 89 15:44:37 PDT
Reply-To: Info-Atari16@Score.Stanford.edu
Sender: INFO-ATARI16 Discussion <INFO-A16@DEARN>
Comments: Warning -- original Sender: tag was
Info-Atari16-request@SCORE.STANFORD.EDU
Comments: Warning -- original Sender: tag was INFO-A16@MARIST
From: Info-Atari16 Digest <Info-Atari16@SCORE.STANFORD.EDU>
Subject: Info-Atari16 Digest V89 #366
To: "U. Zakrzewski" <ZAKRZEWSKI@MPI-MUELHEIM.MPG.DBP.DE>

Info-Atari16 Digest Friday, August 4, 1989 Volume 89 : Issue 366

This weeks Editor: Bill Westfield

Today's Topics:

evnt_keybd
DVT VCR Hard Drive backup
FOR SALE...
GNU Tar sources
Re: GNU-Emacs 18.51 for Atari ST (TOS) posted to comp.binaries.atari.st
1MB piggyback details - how to [LONG]
Re: putchar() getchar() problem?
Re: Amiga vs. Atari ST
Re: Amiga vs. Atari ST
gnuemacs needed (sections 13-18)
Re: Mega2 hardware questions...
Packed executables

------------------------------------------------------------------------

Date: 27 Jul 89 19:36:19 GMT
From: jwd@iuvax.cs.indiana.edu (Jon Dunn)
Subject: evnt_keybd
To: info-atari16@score.stanford.edu

This may be a dumb question, but how to I convert the scan code
returned by the AES evnt_keybd() function to an ASCII code?
Thanks!
```

Jon Dunn
jwd@iuvax.cs.indiana.edu

Date: Thu, 27 Jul 89 17:10:33 EDT
From: Brian Holmes <BHOLMES%WAYNEST1.BITNET@Forsythe.Stanford.EDU>
Subject: DVT VCR Hard Drive backup
To: Atari Newsgroup <INFO-ATARI16@SCORE.STANFORD.EDU>

I received my DVT VCR HD Backup device and software yesterday.
I ordered it from Computability as advertised in START for $209.00
Currently the software only supports file backup, no image backup,
though the software could easily support it. In START it's advertised
is as storing 8 megabits/minute which would be 1 megabyte/minute right?
I backedup my 'C' partition which contained c12meg of files and it took
35 minutes, which would average out to 333K/minute right? They also
advertised that it stores up to 360 megabytes (per tape I'm assuming).
Using a 120 minute tape, I will only be able to store c48Megabytes/tape.
They must have been using one big tape. They suggest using SP mode,
which is the fastest playing mode (i.e. record 2 hours/tape). For
$209 I guess I got my money's worth, I just hope they come out with
an image backup utility.

Brian Holmes
CSC Operating Systems & Communications

SNAIL : Wayne State University, 5925 Woodward, Detroit MI 48202 U.S.A.
BITNET : BHOLMES@WAYNEST1
INTERNET : Brian_Holmes@UM.CC.UMICH.EDU
UUCP : {UMIX|ITIVAX}!WAYNE-MTS!BRIAN_HOLMES

Date: 28 Jul 89 01:00:49 GMT
From:
brutus.cs.uiuc.edu!wuarchive!swbatl!texbell!uhnix1!uhnix2!uace0@tut.cis.ohio-st
ate.edu (Michael B. Vederman)
Subject: FOR SALE...
To: info-atari16@score.stanford.edu

A friend is trying to sell his complete Mega 4 system. Here is what he has:

Mega 4
Monochrom monitor
Megafile 30
Laser printer
Ultrascript + Extended font package
Spectre 128 + ROMs
Calamus
Page Stream
Time Works DTP

He would like $3600 for everything, and is hoping to get rid of everything by
July 31!!!

He is willing to break up the set. Please give him a call if interested, day
or night. His name is SAM, and his number is 713-493-5160.

--
for (;;) : Use ATARINET, send an interactive
do_it(c_programmers); : message such as:
: Tell UH-INFO at UHUPVM1 ATARINET HELP
University Atari Computer Enthusiasts : University of Houston UACE

Date: 27 Jul 89 22:03:25 GMT
From: attcan!lsuc!jimomura@uunet.uu.net (Jim Omura)
Subject: GNU Tar sources
To: info-atari16@score.stanford.edu

I was collecting the GNU Tar source set and Part 7 apparently
didn't arrive. Could someone contact me by mail if they have it?
Thanks.

Cheers! -- Jim O.
--
Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
lsuc!jimomura
Byte Information eXchange: jimomura

Date: 28 Jul 89 03:26:46 GMT
From: att!chinet!saj@ucbvax.Berkeley.EDU (Stephen Jacobs)
Subject: Re: GNU-Emacs 18.51 for Atari ST (TOS) posted to comp.binaries.atari.st
To: info-atari16@score.stanford.edu

I know, we were told not to expect much from GNU EMACS with only 1 Meg, but
after determining that it only used about 300 K text+data+bss I gave it a
shot. Just start it, read some stuff in and push a few keys, nothing serious.
Impressive hardly describes it. Looks just like on the VAX, only it starts
up faster. But I have a couple of ???-s.
The start-up seems to crash rather than finishing normally (something about
invalid argument stringp null, as I remember). Control Z gives a kind of
no-op (the bottom line flashes 'program terminated' ever so briefly, then
I'm back in EMACS. And dired seems to be getting confused, probably by the
$HOME environment variable in \ form (rather than / form) which is really
there for the use of the shell, msh, rather than EMACS.
But the program runs fast, and there's a tremendous amount there. This is
going to be fun to explore.
I hope the diffs from a widely available source distribution show up on
the net.
Steve J.

Date: 27 Jul 89 13:39:44 GMT
From: mcvax!ukc!acorn!moncam!emmo@uunet.uu.net (Dave Emmerson)
Subject: 1MB piggyback details - how to [LONG]
To: info-atari16@score.stanford.edu

Aaagh!
Is it just my imagination, or does 10% of the mail in this group really consist of requests for details of piggy back expansions?
Perhaps if I reply, they might desist?

OK peeps, you asked for it..

First off get hold of 16 DRAMs in Dual In Line packages. These look like the ones already fitted along the front right of your ST, if in doubt, quote the section of the device marking which includes the number 256, and ask for an equivalent part. There are far too many to list them all, but basic specs are : 256K x 1 page mode DRAM, 150 nanoseconds or faster, preferably in plastic package (cheaper!), 16 pin DIL outline.
They're not cheap, and prices vary enormously, so shop around.

Each chip has a notch at one end, to show which way up it is fitted. With the notch uppermost, pin 1 is to the left of the notch, pin 8 is at bottom left, pin 9 bottom right, and pin 16 top right. Armed with this information, find pins 4 and 15 on each of your new chips in turn, and bend them CAREFULLY through 180 degrees without breaking them off. Bend them as close to the body of the chip as you can. These are the RAS and CAS pins which work as chip select lines. The chips will normally be supplied in black anti-static foam. Try to keep them there while you bend the pins.

Now, one at a time, sit a new chip on top of one of the built-in DRAMs, with the notch at the same end (!!) and solder each of the other 14 pairs of pins together. Make sure the chips are accurately lined up, use only the minimum of fine multicore solder, and watch out for 'bridges' of solder between adjacent pairs of pins, and solder splashes on the PCB. This takes care of all the address, data, power, and read/write_ lines.

Lastly, locate the MMU chip. This is a square, 68 pin device, U15 on early machines, and probably the one nearest the DRAMs on all versions. This has a pip in the middle of one side to indicate pins 1 & 68.
From the top of the board, they are numbered anticlockwise. Attach one end of a short (300mm or so) length of thin INSULATED wire to each of pins 18 (RAS1), 21 (CAS1LOW), and 22 (CAS1HIGH). Prototyping wire is ideal, particularly the "solder-wrap" type sold in the UK as "Verowire" (R) for around 5.5 pounds. Don't connect directly to the MMU, take the wires through a suitable hole, and trace the pins to the underside of the PCB.
The wire from RAS1 should be soldered to pin 4 of ALL the new DRAMs. If you are skilled enough to do it, a 33 ohm Resistor should be used in series as near to the MMU as possible to dampen reflections on all 3 of these wires, but its omission is unlikely to cause problems.
The wire from CAS1LOW should be soldered to pin 15 of the LEFTmost 8 new DRAMs, and that from CAS1HIGH to the RIGHTmost 8.

That's it. Depending on your confidence and proficiency, it should take about half to 2 hours. DO try to do it all in one session, and avoid touching the chips as much as possible, they are static sensitive.
A use ful tip - DISCONNECT the power supply, and attach a lead from the ground rail around the edge of the board to your metal watch strap. keep the chips in their foam sitting on a bare area of the ground rail. I'ts not a static safe workstation, but it's as near as most of you will get.

If you have a hard disk, unhook it before you first try out your handiwork! If it doesn't work : don't blame me! If your ST runs, but still only with 0.5 MB, check for unsoldered pins, suspect duff chip(s). If it goes crazy, check for solder shorts, check correct pins used on MMU, take it to your nearest hardware wiz with a print of these 'destructions'.

Finally, piggybacking 1Mbit DRAMs instead of 256K for 2.5Mbytes :
This is MESSY, the pinouts don't match up well, and several pins need to be bent through impossible angles. You will need to connect another flying lead for the extra address from MMU pin 64 to A9 on ALL the 1M drams.
Again the 33 ohm resistor aught to be included as before.
The relevent pinouts follow, I won't go into more detail as I hold the view that if you can't figure it out from here, you shouldn't attempt to do it. A useful hint though, apart (perhaps) from A9 (for refresh considerations), the address pin numbers can be swapped around anyhow you like, ie A0 can be used as A1 etc..

Viewed from above:

256K DRAM pinout 1M DRAM pinout

notch notch
1 A8 16 Vss 1 Data in 18 Vss
2 Data in 15 CAS_ 2 Write_ 17 Data out
3 Write_ 14 Data out 3 RAS_ 16 CAS_
4 RAS_ 13 A6 4 UNUSED 15 A9
5 A0 12 A3 5 A0 14 A8
6 A2 11 A4 6 A1 13 A7
7 A1 10 A5 7 A2 12 A6
8 Vcc 9 A7 8 A3 11 A5
9 Vcc 10 A4

The above is submitted in good faith, but you use it at your own risk.
If you spot any mistakes, please post to this group first, flame me later!

Dave E.

Date: 27 Jul 89 13:25:13 GMT
From: oliveb!pyramid!prls!philabs!ttidca!woodside@apple.com (George Woodside)
Subject: Re: putchar() getchar() problem?
To: info-atari16@score.stanford.edu

In article <2829@tahoe.unr.edu> mikew@wheeler.UUCP (Mike Whitbeck) writes:
>HELP !
>I seem to get extra \r's from putchar()!!!! (or getchar()?)
>I am using MWC 3.0 to port BR's splay compression program to the
>ST. The program works fine under UNIX(SUN) and IDRIS (PE7300)
>but on the ST I get extra 0x0D's (\r) in the output!

This is speculative, but I haven't seen any other suggestions:

putchar and getchar are macros. They expand to putc(c,stdout) and getc(stdin), respectively. Both stdin and stdout are already opened as ASCII files when your program begins execution. The insertion of 0x0D into your data streams is most likely due to the high level handler attempting to add a carriage return (0x0D) when it sees a line feed (0x0A) in the stream.

You can eliminate this by opeing binary input and output files (use "rb" or "wb" as the second parameter in the fopen() call), and use the putc and getc calls directly with the appropriate file handle.

--
*George R. Woodside - Citicorp/TTI - Santa Monica, CA
*Path: ..!{philabs|csun|psivax}!ttidca!woodside

Date: 24 Jul 89 23:03:00 GMT
From:
mailrus!jarvis.csri.toronto.edu!dptcdc!tmsoft!masnet!canremote!david.megginson@
purdue.edu (DAVID MEGGINSON)
Subject: Re: Amiga vs. Atari ST
To: info-atari16@score.stanford.edu

I suggest that you look at the software as well as the computer itself.
Consider Calamus and DynaCadd on the ST, and compare them to whatever is
available on the Amiga.
---
* Via ProDoor 3.0R

Date: 28 Jul 89 15:43:19 GMT
From: janus!mitchell@ucbvax.Berkeley.EDU (Evan Mitchell)
Subject: Re: Amiga vs. Atari ST
To: info-atari16@score.stanford.edu

In article <89072707200427@masnet.uucp> david.megginson@canremote.uucp (DAVID
MEGGINSON) writes:
>I suggest that you look at the software as well as the computer itself.
>Consider Calamus and DynaCadd on the ST, and compare them to whatever is
>available on the Amiga.
>---
> * Via ProDoor 3.0R
This is true. However, consider Professional Page (full Postscript color
seperations (4096 soon to be 16 mil)) and X-Cad. And remember you can run

both of them at the same time, and you can add an '030 to your system (A2000 without hacking) and a math co-processor (68882) and lots of good NTSC compatible video software available, and...

Don't kid yourself, this isn't an easy choice. I chose to go with the company with the least amount of vaporware...

-Evan

_____
| Evan Jay Mitchell EECS/ERL Industrial Liaison Program |
| mitchell@janus.berkeley.edu University of California at Berkeley |
| Phone: (415) 643-6687 |
| "Think, it ain't illegal...yet!" - George Clinton |

Date: 28 Jul 89 11:51:51 GMT
From: ncrlnk!ncrcam!system!mike@uunet.uu.net (mike)
Subject: gnuemacs needed (sections 13-18)
To: info-atari16@score.stanford.edu

I recently received the GNU emacs binaries posting. I missed sections 13 through 18 though. They just never showed up. Could someone email these to me. Please make sure someone else has not yet sent them so I don't end up with more than one copy.

Thnaks

mike

Date: 27 Jul 89 15:04:25 GMT
From: att!mtuxo!mtgzz!drutx!druwy!dlm@ucbvax.Berkeley.EDU (Dan Moore)
Subject: Re: Mega2 hardware questions...
To: info-atari16@score.stanford.edu

in article <8907250426.AA12717@jade.berkeley.edu>, WSCART01@ULKYVX.BITNET says:
> I bought a mega2 about 4 months ago. (Yes, out of warrenty.) I've had some
> disk compatablitiy problems. Nothing big, but it seems that my RPM is a bit
> on the high end of the scale. I've adjusted drive speeds before, but I
> couldn't on the Mega2. I couldn't find a control pot for the motor. There
> was a small variable pot but it seemed to be hooked to the stepper moter.
> (I tried it anyway, but it didn't make any difference.) There was a bunch
> of resisters on the board, i'd hate to think that the speed is hard wired.
> Tell me is isn't so! (If it is, which one controls the speed?)

Most of the better 3.5" drives use a phase lock loop to control the drive RPM. They are supposed to be calibrated at the factory (the drive company's, not Atari's) and that is it. Most of them do not have any way to adjust the drive speed after they leave the factory. These are the best drives since they have very stable speeds. It takes a lot of extra drag (eg. pushing very hard on the disk media while spinning) to make them change RPM. But if they aren't correctly calibrated they

stink.

Atari has started using some less expensive drives, belt driven
instead of direct drive, most of them do have adjustments for the drive
speed.

You might try contacting the company that built the drive and
asking if (and how) the drive RPM can be adjusted. Depending on which
company you may or may not get any cooperation.

> There was a little magnet along with, i guess, a magnetic sensor. What is
> this for? (Is the drive speed, chip controled?)

That is probably the drive speed sensor for the PLL. If so then
there is probably nothing you can do to adjust the drive RPM.

Dan Moore
AT&T Bell Labs
Denver
dlm@druwy.ATT.COM

Date: 27 Jul 89 14:00:25 GMT
From: mcvax!ukc!etive!hwcs!neil@uunet.uu.net (Neil Forsyth)
Subject: Packed executables
To: info-atari16@score.stanford.edu

With respect to the recently posted pack/unpack programs posted to the binaries
group I have thought about a few problems that might result when packing
executables:-

* How does GEMDOS feel about loading a program with a header that does not
properly reflect the program that will be run? Even if the base-page is
set up accordingly, GEMDOS has seen the weird one first and may have already
set up some internal variables.

* Also when a program is loaded it is given the largest free area of memory.
If there is not enough memory Pexec returns an error. Programs that run
bigger than their header states will cause problems here (stack trampling,
screen corruption, bus errors etc).

* The unpacker that is glued on to the program will have to relocate the host
program itself. Possible future uses of the currently unused odd relocation
values will be lost here.

* It will also break if a TOS patch ever has to modify the program before
executing it.

Personally I am not happy with the idea. Compacting data files is fine and I
like it, but not executable programs.
I invite Atari themselves to to comment on this because they probably know of
even more horror stories that could result (and I can also ask them to post
the Pexec cookbook they promised us long ago).

```
+-------------------------------------------------------------------------+
! DISCLAIMER: Unless otherwise stated, the above comments are entirely my own !
! !
! "I think all right thinking people in this country are sick and tired of !
! being told that ordinary decent people are fed up in this country with !
! being sick and tired. I'm certainly not and I'm sick and tired of being !
! told that I am!" - Monty Python !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK !

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End of Info-Atari16 Digest
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837. (none)

Newsgroup: comp.sys.atari.st
Date: 1989-08-05 00:57:11 UTC
From: RIOVM@DFNGATE.BITNET
Message-ID: <8908050057.AA21071@ucbvax.Berkeley.EDU>
Source record: 248960

```
Added from the X.400/EARN-Gateway: Undeliverable Mail
Notification message, may be wrong recipient

Received: from DEARN.BITNET by DFNGATE.BITNET.DBP.DE (Mailer R2.03B) with BSMTP
id 6798; Sat, 05 Aug 89 02:16:55 EST
Received: by DEARN (Mailer R2.01) id 4613; Sat, 05 Aug 89 02:16:51 EST
Date: Fri, 4 Aug 89 15:43:21 PDT
Reply-To: Info-Atari16@Score.Stanford.edu
Sender: INFO-ATARI16 Discussion <INFO-A16@DEARN>
Comments: Warning -- original Sender: tag was
Info-Atari16-request@SCORE.STANFORD.EDU
Comments: Warning -- original Sender: tag was INFO-A16@MARIST
From: Info-Atari16 Digest <Info-Atari16@SCORE.STANFORD.EDU>
Subject: Info-Atari16 Digest V89 #364
To: Gerhard Ahlers <AHLERS@PHYSIK.UNI-BIELEFELD.DBP.DE>

Info-Atari16 Digest Friday, August 4, 1989 Volume 89 : Issue 364

This weeks Editor: Bill Westfield

Today's Topics:

DeskJets and Atari Parallel Port
Data Free
Re: DeskJets and Atari Parallel Port
Flash/Shadow and QuickST
Re: Why is Pexec() getting flaky on my ST?
TeX on Atari ST
GDOS
ZOO sources
RE: COLD BOOT in GFA Basic.
Re: boot problem with Seagate ST 157N
Re: VIP PROFESSIONAL AND ARCHIVE SITE
Re: Folded vs STedi
Re: CMI Accelerator Board

----------------------------------------------------------------------

Date: 26 Jul 89 18:25:28 GMT
From: hp-pcd!hpvcfs1!neff@hplabs.hp.com (Dave Neff)
Subject: DeskJets and Atari Parallel Port
To: info-atari16@score.stanford.edu

I have been conspicuously silent with respect to the Atari ST parallel port
current sink limit and DeskJet/DeskJet+ pullup resistors.
You see, here's my dilema: The Atari ST is not officially
supported for use with the DeskJet printers. This means we have not
```

tested the printer and our support people will be next to useless in resolving problems. They won't tell you to "take a hike, its not supported", rather our support people simply lack Atari expertise to help with any significant technical problems.

Furthermore, I am unable to test and verify any of the proposed solutions to the current limit problem. Using the 7407 buffer on the data and strobe lines should work fine, but as an HP representative I cannot say this is the "HP recommended" solution. You also could use the serial port at 19.2 K baud (in most cases this will not hurt performance) but I have been told by Atari users there are various gotchas when trying to print out the serial port. I still fail to understand how the DeskJet+ could damage an Atari, even though there is one case of anecdotal evidence to the contrary. The current limit could result in marginal logic levels on data and especially strobe, but if the Atari can only sink 1.6ma thats fine, and if the printer tries to draw more the Atari simply cannot supply it -- how can this damage the Atari? If I had an Atari I would definately buffer the parallel port with the 7407 for logic level reliability if nothing else.

If you have sent me mail about this problem and I haven't answered I'm sorry and I hope this posting explains the situation somewhat. I hope this posting is at least slightly better than nothing.

I have encouraged our support people to make a specific statement on Atari support especially relating to the current limit on the parallel port but so far they have not come up with an official position.

Dave Neff
neff@hpvcfs1.HP.COM

Date: 26 Jul 89 22:33:38 GMT
From: blake!bissiri@beaver.cs.washington.edu (Moja Fritzah)
Subject: Data Free
To: info-atari16@score.stanford.edu

Phone number for Data Free, anybody????

Thanks

-kevin
bissiri@blake.acs.washington.edu

Date: 27 Jul 89 01:17:30 GMT
From: avogel@g.ms.uky.edu (Andrew Lee Vogel)
Subject: Re: DeskJets and Atari Parallel Port
To: info-atari16@score.stanford.edu

I have built a cable with the 7407s and use the Tools TeX driver with no problems, no problems about turning on the computer and

printer in various orders either.

I do have one question, some hp laserjet drivers work and some don't.
My observation: Is it the case that the drivers that work have the
computer do "everything" while those that don't
want to download fonts to the printer? When attempting
to print TeX with a driver that doesn't work the
built in printer fonts are used
and so a mess is created.

Date: 24 Jul 89 15:40:14 GMT
From: pacbell!cpro!meadow!bill@ames.arc.nasa.gov (Bill Foster)
Subject: Flash/Shadow and QuickST
To: info-atari16@score.stanford.edu

>
> when I try to use Flash/Shadow with
> QuickST I have all sorts of problems. No bombs (but I didn't
> leave QuickST active long enough to know for sure...) but
> QuickST does do a nice job of messing up the VT100/ANSI
> screen commands. Enough to make the combinationccompletely
> unusable.
> This information is based on an older version of QQuickST. I
> haven't tried the newest version, but one of the authors,

QuickST 1.5 has fixed almost all of the vt52 terminal emulation
descrepencies, except for that of setting colors (doesn't recognize
the codes, prints garbage) This renders it unusable for me.

BFOSTER = GEnie, WHTB33B = Prodigy
{ccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccc}
{c} <> Bill Foster <> | /|\ {c}
{c} | {c}
{c} /|\ | Vegetarians 4-ever {c}
{ccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccc}
{amdahl,hplabs,decwrl}!pacbell!cpro!meadow!bill

Date: 27 Jul 89 03:09:36 GMT
From: att!chinet!saj@ucbvax.Berkeley.EDU (Stephen Jacobs)
Subject: Re: Why is Pexec() getting flaky on my ST?
To: info-atari16@score.stanford.edu

Intensive testing of everything I could test intensively (I could still use
an industrial strength RAM test program) really didn't turn anything up. So
in desperation, I re-copied the hard disk driver into the auto folder on my
boot-up disk. No more problem. Go figure.
Steve J.

Date: Thu, 27 Jul 89 09:56:29 MEZ
From: Udo Heinrich <OR160%DBNUOR1.BITNET@Forsythe.Stanford.EDU>
Subject: TeX on Atari ST
To: INFO-ATARI16@SCORE.STANFORD.EDU

Hello!

I want to tell you something about a new Sharware Programm for the
Atari ST. It's called TeX and might be known by everybody. TeX was developed
by E. Knuth in over 10 years hard work. It was written in WEB, a kind of
mega pascal language which is not computer-orientated.
So it was possible to transfirm TeX to "every" kind of computer, also
on the Atari ST.

But what is TeX. I thing some of you know Signum!2 from
Application Systems Heidelberg. TeX is Signum!2 times Signum!2. TeX is a
program that brings your words in the right form, makes for you a
table of contents automatically and footnotes are no more a problem.
But the best of all is the possibility of TeX to make your equation look
like in a book. For example:
You type in: $(x+y)=xc2+2xy+yc2$ and the result is ...
(Sorry, but the monitor can't show you.)

TeX is like a programming language. You have if-cases and so on.
So you want to know something about TeX? Here is a little literature-list:

-for german users: Helmut Kopka; LaTeX, eine Einfuehrung; Addison-
Wesley Publishing Company; Bonn 2. Auflage 1989
(very good, easy to understand, to get results)
-for everyone: D. E. Knuth; The TeXbook; Addison-Wesley P. C.; 1984
(the original, to know everything about TeX)

L. Lamport; A Document Preparation System; A.-W. P. C.
(written by the author of LaTeX, good but I prefare
H. Kopka)

TeX knows all features you need to write a nice letter, your works and
everything else. Another helpful thing ist that you can write your
TeX-text on an editor by your choice. TeX-inputfiles are always
ASCII-Files. So you can copy some files from your VMS- or SUN-machine
and work with it at home (but the up-side-down way is quite more
interesting, because of the possibility to use the laser-printer
of your university and so on).

But what's the new on this 5th version of TeX on Atari ST computers?

Really easy to understand, when I tell you that it is translated into
Turbo-C and compiled. This version is much more faster than the other
and not so expensive because it is shareware.

The price for this TeX-version incl. a shell, a screen- and a print-
previewer, fonts, a short-instruction and several style-files (you need
them to write a book, article, report, letter, descriptions,...), LaTeX
and the 'german-language-file',... is 20 Deutsche Marks for a unregistrated

version and 60 Deutsche Mark for a registrated version. The registrated version
incl. one backup and a note for every following backups and
online-telephone-help for your problems. The package incl. 3 disks
packed by ARC (ARC is incl.; makes something about 6 Deutsche Marks for
one disk).

And where can you get that really good stuff??

Stefan Lindner
Iltisstrasse 3
8510 Fuerth
West Germany

(if you don't live in West German call Mr. Lindner first, because of
the price!)

If you order a version please note, that the price above is the price
for orders in West Germany, other lands have different prices because
of the post costs.

If you order a version please write a note that you got the information
from like this:

"Informations about this TeX version by Udo Heinrich, #00091!"

If you want some more informations send OONNEE SSMMAALL note to me.

Hope the information was useful

Udo Heinrich

Date: 27 Jul 89 05:28:08 GMT
From: blake!themod@beaver.cs.washington.edu (Chris Hinton)
Subject: GDOS
To: info-atari16@score.stanford.edu

Hello, I just got a spreadsheet program off the net. Maybe you too have
seen it, its called Opus and it seems to be just the thing I have been looking
for. But, alas, there is one small problem. In order to do charting from
the program one has to have GDOS. Well, I thought, I'll just pull the GDOS
stuff off my DEGAS disk and use it here. No, that didn't work.
To make a long story short, if that is still possible, does anybody out
there have any idea how to get this damn thing to work. I sure haven't
figured it out yet.
You can either mail me a reply, or post your response here. Makes no diff
to me.
Thanks in advance.

Chris Hinton ---- themod@blake.acs.washington.edu
Mod Software Systems
Seattle, Wa 98195

"Why didn't you tell me he had one of those... things?" - The Joker.
"My life is really...complex." - Bruce Wayne.
"Excuse me... What does God need with a starship?" - James T. Kirk.

Date: Thu, 27 Jul 89 14:38 N
From: <AWINFHAH%HMARL5.BITNET@Forsythe.Stanford.EDU>
Subject: ZOO sources
To: info-atari16@score.stanford.edu
X-Original-To: info-atari16@score.stanford.edu, AWINFHAH

Does anybody know where I can obtain the sources of ZOO? I do not have
access to FTP, but I can access most mail servers.

Thanks in advance,
-Roger

Date: Thu, 27 Jul 89 15:12 N
From: <TOXI_CE%HNYKUN51.BITNET@Forsythe.Stanford.EDU>
Subject: RE: COLD BOOT in GFA Basic.
To: info-atari16@score.stanford.edu
X-Original-To: atari16, TOXI_CE

Subject: RE: COLD BOOT RESET GFA CODE

> I'm armed only with the GFA version 2.0 manual, nothing else. I
>am looking for GFA VERSION 2.0 code that will cause a COLD BOOT. Many
>thanks....

>Larry Rymal in wet and flooded East Texas <Z4648252@SFAUSTIN.BITNET>

I wonder why you would want to do a cold boot in GFA-basic, but I think
this will do it:

```
Slpoke &H420,0 ! Clear Memvalid (makes next boot COLD)
Void Gemdos(32,L:0) ! Go in to supervisor mode
' you can void the result, since there is
' no return form a reset
Reset%=Lpeek(4) ! Get reset vector
Call Reset% ! Jump there
```

++

Chris Evelo
TOXI_CE@HNYKUN51 (BITNET/EARN)
|
an underscore _ not -.

will change to: MFAGKCHR@HMARL5

Date: 27 Jul 89 04:15:04 GMT
From: portal!cup.portal.com!Xorg@uunet.uu.net (Peter Ted Szymonik)
Subject: Re: boot problem with Seagate ST 157N
To: info-atari16@score.stanford.edu

Try setting the HD to an even SCSI setting (0,2,4) Seagates seem to have
a problem with odd SCSI numbers with the ST.

Peter Szymonik
Xorg@cup.portal.com

Date: 27 Jul 89 13:10:14 GMT
From: cs.dal.ca!silvert@uunet.uu.net (Bill Silvert)
Subject: Re: VIP PROFESSIONAL AND ARCHIVE SITE
To: info-atari16@score.stanford.edu

In article <ID1198.D890722.T134723.CHIASSA@UDEM> CHIASSA@UDEM.BITNET (Alyre
CHIASSON) writes:
> I just purchased VIP PROFESSIONAL yesterday and as the shrink wrap
> looks old and manual has a 1986 copyright date I was wondering if
> someone could tell me the version number of the latest release.

My version, which is I believe the latest, is 1.2. The GEM verson
(PROFESS.PRG) carries a copyright date of 1986, the Lotus look-alike
version is copyright 1987, but both are 1.2.

--
Bill Silvert, Habitat Ecology Division.
Bedford Institute of Oceanography, Dartmouth, NS, Canada B2Y 4A2
UUCP: ...!{uunet,watmath}!dalcs!biomel!bill
Internet: biomel@cs.dal.CA BITNET: bs%dalcs@dalac.BITNET

Date: 26 Jul 89 22:07:28 GMT
From: portal!atari!kbad@uunet.uu.net (Ken Badertscher)
Subject: Re: Folded vs STedi
To: info-atari16@score.stanford.edu

t19@nikhefh.hep.nl (Geert J v Oldenborgh) writes:

| I just played around a bit with Folded.
[benchmarks deleted]
| I still do not like its concept of folding-by-indentation or seperate file
| too much. The info in the file does not look too bad.

I'm sorry, but that fold info looked pretty nasty to me. I really like
the way Todd has implemented the folding, using separate files. I imagine
this scheme must make the relational features of FOLDED easier to implement
as well (and thus, easier for us to hack on! ;-).

Your points about speed are right on, though - FOLDED could use quite a bit
of optimizing. As you mentioned, though, Todd does explain in the

documentation that it was brought up to be small and functional, and not necessarily a speed demon.

One thing I really like is the way the screen redraws (from the line you're on outwards). But I too wish that it didn't redraw quite so much ;-).

--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

Date: 27 Jul 89 07:35:03 GMT
From: well!stevef@apple.com (Steven Robert Fordyce)
Subject: Re: CMI Accelerator Board
To: info-atari16@score.stanford.edu

In article 18478 of comp.sys.atari.st Michael B Vederman writes:
> Well, after having waited with bated breath for the CMI accelerator board, I
> would like to share my experiences with the rest of the net...

[Stuff deleted]

> CMI missed the first deadline, but promised that the board would go out in the
> second week. This is not unusual (missing a release date) so I waited. By
> the middle of the second week, I called CMI to confirm everything was on
> schedule for me to receive my board. "No problem, we will ship by Friday."
>
> Friday July 14 rolls around, and I call CMI. "Your board has been shipped
> second day (blue label) UPS. You should get it Tuesday." Finally, I thought.
> Tuesday rolled around, and no delivery. The people at work were getting tired
> of my ranting "Come on U.P.S. lady. (We have a female carrier)" So, I
> thought, maybe it will get here Wednesday, you know how things are.
>
> By Wednesday, July 19, at 5 pm, when the UPS lady made her final pickup, I
> had *NO* accelerator board. So, I called CMI. I spoke with Mark
> something-er-other (Lilliane Carter's boss -she has been pleasent when I
> spoke to her), and he said, "All boards were shipped today." Sure, I
> thought, sure. "But I was told they shipped Friday." "They didn't and I
> was the ***hole who told Lilliane to tell everyone they did." "How do I
> know you shipped today?" "You don't, and I don't care if you don't believe
> me." Hmmph!

Mr Vederman was never intentionally misled -- we would have nothing to gain by doing so. For our part in the confusion we apologize. There was a delay in shipping the boards and for that I also apologize. We all did everything we could to get the product out on schedule, and I think it is safe to say we were just as anxious to get it out as anyone was to receive it, if not much more so. But we are human, and I am very sorry about any inconvenience the delay caused anyone. The boards, are now shipping, and have been for a couple of weeks.

> Friday rolls around, and after a delay from UPS, I got the board. Looks nice,
> although they used the Amiga box cover (no big deal). Instructions, all
> parts, can't wait to get home and install it.
>
> Begin the trouble. The directions are clear enough if you want to do
> a piggy-back method, but my ST already had a socket for the 68000, so now
what?
> According to the manual, you have to cut 3 pins for the piggy-back, and use
> "fly-wires" to connect the board to the ST. Do I need this for the socket
> installation? No answer in the manual. Trial and error, showed that they
> were not needed.

Actually, there are instructions for installing our product in an ST with the processor removed, and they are different from the piggy-back method and there are some fly-wires necessary. Mr Vederman went on to say that that neither his disk drive nor his hard disk would work with our board. This is cause he didn't put in the fly-wires as instructed in the manual.

We did our best to make the manual clear and understandable, but we're human. I don't believe it's possible to make the manual clear and concise, and answer everyone's questions. That's why we have a full time customer service person. I've found Lilliane to be quite conscientious in helping customers with their problems. Installing our board, or in fact any product inside an ST, is not for the fainthearted. Unless they are comfortable with both circuit boards and soldering irons, we recommend our customers have their dealers install our product.

Starting today, for people who buy an accelerator directly from us and send their computer into us, we will install our board for free. For those who break their ST trying to install our board themselves, we'll fix it for a flat $50, including return shipping.

Mr. Vederman did call us, and Lilliane explained his trouble over the phone. And he got his board working. However, he wasn't able to get FAST-ROM to work for reasons we weren't able to determine over the phone. (The problem may well have been a defective part on our board. We do fully test all of our boards before we ship them, but still a small percentage fail in the field.) We offered to fix his machine with our board in it if he sent it to us (he didn't want to do this because he didn't want to lose the use of his computer -- quite understandable), or to send him a new board, or to refund his money. He chose the latter. Of course we are disappointed and are confident a new board would have solved his problem, but it was his choice. We've never had any allusions that we could please everyone.

> Point of story: I have a $300 paper weight.

No one is ever stuck with one our products. Within 15 days of getting any of our products, it may be returned for an reason for a full refund. And all of our products also carry a six month warranty. We guarantee our products to work and will do what ever it takes to see that they do, or refund the customers money.

> - Michael B. Vederman

Steven R Fordyce tektronix!sequent!calvin!stevef

Creative Microsystems, Inc., 19552 SW 90th Court, Tualatin, Oregon 97062
For customer service call Lilliane at (503)691-2552.

End of Info-Atari16 Digest
****
----

838. (none)

Newsgroup: comp.sys.atari.st
Date: 1989-08-05 00:57:21 UTC
From: RIOVM@DFNGATE.BITNET
Message-ID: <8908050057.AA21094@ucbvax.Berkeley.EDU>
Source record: 248961

```
Added from the X.400/EARN-Gateway: Undeliverable Mail
Notification message, may be wrong recipient

Received: from DEARN.BITNET by DFNGATE.BITNET.DBP.DE (Mailer R2.03B) with BSMTP
id 7033; Sat, 05 Aug 89 02:51:39 EST
Received: by DEARN (Mailer R2.01) id 5210; Sat, 05 Aug 89 02:51:33 EST
Date: Fri, 4 Aug 89 15:44:37 PDT
Reply-To: Info-Atari16@Score.Stanford.edu
Sender: INFO-ATARI16 Discussion <INFO-A16@DEARN>
Comments: Warning -- original Sender: tag was
Info-Atari16-request@SCORE.STANFORD.EDU
Comments: Warning -- original Sender: tag was INFO-A16@MARIST
From: Info-Atari16 Digest <Info-Atari16@SCORE.STANFORD.EDU>
Subject: Info-Atari16 Digest V89 #366
To: Gerhard Ahlers <AHLERS@PHYSIK.UNI-BIELEFELD.DBP.DE>

Info-Atari16 Digest Friday, August 4, 1989 Volume 89 : Issue 366

This weeks Editor: Bill Westfield

Today's Topics:

evnt_keybd
DVT VCR Hard Drive backup
FOR SALE...
GNU Tar sources
Re: GNU-Emacs 18.51 for Atari ST (TOS) posted to comp.binaries.atari.st
1MB piggyback details - how to [LONG]
Re: putchar() getchar() problem?
Re: Amiga vs. Atari ST
Re: Amiga vs. Atari ST
gnuemacs needed (sections 13-18)
Re: Mega2 hardware questions...
Packed executables

------------------------------------------------------------------------

Date: 27 Jul 89 19:36:19 GMT
From: jwd@iuvax.cs.indiana.edu (Jon Dunn)
Subject: evnt_keybd
To: info-atari16@score.stanford.edu

This may be a dumb question, but how to I convert the scan code
returned by the AES evnt_keybd() function to an ASCII code?
Thanks!
```

Jon Dunn
jwd@iuvax.cs.indiana.edu

Date: Thu, 27 Jul 89 17:10:33 EDT
From: Brian Holmes <BHOLMES%WAYNEST1.BITNET@Forsythe.Stanford.EDU>
Subject: DVT VCR Hard Drive backup
To: Atari Newsgroup <INFO-ATARI16@SCORE.STANFORD.EDU>

I received my DVT VCR HD Backup device and software yesterday.
I ordered it from Computability as advertised in START for $209.00
Currently the software only supports file backup, no image backup,
though the software could easily support it. In START it's advertised
is as storing 8 megabits/minute which would be 1 megabyte/minute right?
I backedup my 'C' partition which contained c12meg of files and it took
35 minutes, which would average out to 333K/minute right? They also
advertised that it stores up to 360 megabytes (per tape I'm assuming).
Using a 120 minute tape, I will only be able to store c48Megabytes/tape.
They must have been using one big tape. They suggest using SP mode,
which is the fastest playing mode (i.e. record 2 hours/tape). For
$209 I guess I got my money's worth, I just hope they come out with
an image backup utility.

Brian Holmes
CSC Operating Systems & Communications

SNAIL : Wayne State University, 5925 Woodward, Detroit MI 48202 U.S.A.
BITNET : BHOLMES@WAYNEST1
INTERNET : Brian_Holmes@UM.CC.UMICH.EDU
UUCP : {UMIX|ITIVAX}!WAYNE-MTS!BRIAN_HOLMES

Date: 28 Jul 89 01:00:49 GMT
From:
brutus.cs.uiuc.edu!wuarchive!swbatl!texbell!uhnix1!uhnix2!uace0@tut.cis.ohio-st
ate.edu (Michael B. Vederman)
Subject: FOR SALE...
To: info-atari16@score.stanford.edu

A friend is trying to sell his complete Mega 4 system. Here is what he has:

Mega 4
Monochrom monitor
Megafile 30
Laser printer
Ultrascript + Extended font package
Spectre 128 + ROMs
Calamus
Page Stream
Time Works DTP

He would like $3600 for everything, and is hoping to get rid of everything by
July 31!!!

He is willing to break up the set. Please give him a call if interested, day
or night. His name is SAM, and his number is 713-493-5160.

--
for (;;) : Use ATARINET, send an interactive
do_it(c_programmers); : message such as:
: Tell UH-INFO at UHUPVM1 ATARINET HELP
University Atari Computer Enthusiasts : University of Houston UACE

Date: 27 Jul 89 22:03:25 GMT
From: attcan!lsuc!jimomura@uunet.uu.net (Jim Omura)
Subject: GNU Tar sources
To: info-atari16@score.stanford.edu

I was collecting the GNU Tar source set and Part 7 apparently
didn't arrive. Could someone contact me by mail if they have it?
Thanks.

Cheers! -- Jim O.
--
Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
lsuc!jimomura
Byte Information eXchange: jimomura

Date: 28 Jul 89 03:26:46 GMT
From: att!chinet!saj@ucbvax.Berkeley.EDU (Stephen Jacobs)
Subject: Re: GNU-Emacs 18.51 for Atari ST (TOS) posted to comp.binaries.atari.st
To: info-atari16@score.stanford.edu

I know, we were told not to expect much from GNU EMACS with only 1 Meg, but
after determining that it only used about 300 K text+data+bss I gave it a
shot. Just start it, read some stuff in and push a few keys, nothing serious.
Impressive hardly describes it. Looks just like on the VAX, only it starts
up faster. But I have a couple of ???-s.
The start-up seems to crash rather than finishing normally (something about
invalid argument stringp null, as I remember). Control Z gives a kind of
no-op (the bottom line flashes 'program terminated' ever so briefly, then
I'm back in EMACS. And dired seems to be getting confused, probably by the
$HOME environment variable in \ form (rather than / form) which is really
there for the use of the shell, msh, rather than EMACS.
But the program runs fast, and there's a tremendous amount there. This is
going to be fun to explore.
I hope the diffs from a widely available source distribution show up on
the net.
Steve J.

Date: 27 Jul 89 13:39:44 GMT
From: mcvax!ukc!acorn!moncam!emmo@uunet.uu.net (Dave Emmerson)
Subject: 1MB piggyback details - how to [LONG]
To: info-atari16@score.stanford.edu

Aaagh!
Is it just my imagination, or does 10% of the mail in this group really consist of requests for details of piggy back expansions?
Perhaps if I reply, they might desist?

OK peeps, you asked for it..

First off get hold of 16 DRAMs in Dual In Line packages. These look like the ones already fitted along the front right of your ST, if in doubt, quote the section of the device marking which includes the number 256, and ask for an equivalent part. There are far too many to list them all, but basic specs are : 256K x 1 page mode DRAM, 150 nanoseconds or faster, preferably in plastic package (cheaper!), 16 pin DIL outline.
They're not cheap, and prices vary enormously, so shop around.

Each chip has a notch at one end, to show which way up it is fitted. With the notch uppermost, pin 1 is to the left of the notch, pin 8 is at bottom left, pin 9 bottom right, and pin 16 top right. Armed with this information, find pins 4 and 15 on each of your new chips in turn, and bend them CAREFULLY through 180 degrees without breaking them off. Bend them as close to the body of the chip as you can. These are the RAS and CAS pins which work as chip select lines. The chips will normally be supplied in black anti-static foam. Try to keep them there while you bend the pins.

Now, one at a time, sit a new chip on top of one of the built-in DRAMs, with the notch at the same end (!!) and solder each of the other 14 pairs of pins together. Make sure the chips are accurately lined up, use only the minimum of fine multicore solder, and watch out for 'bridges' of solder between adjacent pairs of pins, and solder splashes on the PCB. This takes care of all the address, data, power, and read/write_ lines.

Lastly, locate the MMU chip. This is a square, 68 pin device, U15 on early machines, and probably the one nearest the DRAMs on all versions. This has a pip in the middle of one side to indicate pins 1 & 68.
From the top of the board, they are numbered anticlockwise. Attach one end of a short (300mm or so) length of thin INSULATED wire to each of pins 18 (RAS1), 21 (CAS1LOW), and 22 (CAS1HIGH). Prototyping wire is ideal, particularly the "solder-wrap" type sold in the UK as "Verowire" (R) for around 5.5 pounds. Don't connect directly to the MMU, take the wires through a suitable hole, and trace the pins to the underside of the PCB.
The wire from RAS1 should be soldered to pin 4 of ALL the new DRAMs. If you are skilled enough to do it, a 33 ohm Resistor should be used in series as near to the MMU as possible to dampen reflections on all 3 of these wires, but its omission is unlikely to cause problems.
The wire from CAS1LOW should be soldered to pin 15 of the LEFTmost 8 new DRAMs, and that from CAS1HIGH to the RIGHTmost 8.

That's it. Depending on your confidence and proficiency, it should take
about half to 2 hours. DO try to do it all in one session, and avoid
touching the chips as much as possible, they are static sensitive.
A use ful tip - DISCONNECT the power supply, and attach a lead from the
ground rail around the edge of the board to your metal watch strap. keep the
chips in their foam sitting on a bare area of the ground rail. I'ts not
a static safe workstation, but it's as near as most of you will get.

If you have a hard disk, unhook it before you first try out your handiwork!
If it doesn't work : don't blame me! If your ST runs, but still only with
0.5 MB, check for unsoldered pins, suspect duff chip(s). If it goes crazy,
check for solder shorts, check correct pins used on MMU, take it to your
nearest hardware wiz with a print of these 'destructions'.

Finally, piggybacking 1Mbit DRAMs instead of 256K for 2.5Mbytes :
This is MESSY, the pinouts don't match up well, and several pins need to
be bent through impossible angles. You will need to connect another flying
lead for the extra address from MMU pin 64 to A9 on ALL the 1M drams.
Again the 33 ohm resistor aught to be included as before.
The relevent pinouts follow, I won't go into more detail as I hold the
view that if you can't figure it out from here, you shouldn't attempt to
do it. A useful hint though, apart (perhaps) from A9 (for refresh
considerations), the address pin numbers can be swapped around anyhow
you like, ie A0 can be used as A1 etc..

Viewed from above:

256K DRAM pinout 1M DRAM pinout

notch notch
1 A8 16 Vss 1 Data in 18 Vss
2 Data in 15 CAS_ 2 Write_ 17 Data out
3 Write_ 14 Data out 3 RAS_ 16 CAS_
4 RAS_ 13 A6 4 UNUSED 15 A9
5 A0 12 A3 5 A0 14 A8
6 A2 11 A4 6 A1 13 A7
7 A1 10 A5 7 A2 12 A6
8 Vcc 9 A7 8 A3 11 A5
9 Vcc 10 A4

The above is submitted in good faith, but you use it at your own risk.
If you spot any mistakes, please post to this group first, flame me
later!

Dave E.

Date: 27 Jul 89 13:25:13 GMT
From: oliveb!pyramid!prls!philabs!ttidca!woodside@apple.com (George Woodside)
Subject: Re: putchar() getchar() problem?
To: info-atari16@score.stanford.edu

In article <2829@tahoe.unr.edu> mikew@wheeler.UUCP (Mike Whitbeck) writes:
>HELP !
>I seem to get extra \r's from putchar()!!!! (or getchar()?)
>I am using MWC 3.0 to port BR's splay compression program to the
>ST. The program works fine under UNIX(SUN) and IDRIS (PE7300)
>but on the ST I get extra 0x0D's (\r) in the output!

This is speculative, but I haven't seen any other suggestions:

putchar and getchar are macros. They expand to putc(c,stdout) and getc(stdin), respectively. Both stdin and stdout are already opened as ASCII files when your program begins execution. The insertion of 0x0D into your data streams is most likely due to the high level handler attempting to add a carriage return (0x0D) when it sees a line feed (0x0A) in the stream.

You can eliminate this by opeing binary input and output files (use "rb" or "wb" as the second parameter in the fopen() call), and use the putc and getc calls directly with the appropriate file handle.

--
*George R. Woodside - Citicorp/TTI - Santa Monica, CA
*Path: ..!{philabs|csun|psivax}!ttidca!woodside

Date: 24 Jul 89 23:03:00 GMT
From:
mailrus!jarvis.csri.toronto.edu!dptcdc!tmsoft!masnet!canremote!david.megginson@purdue.edu (DAVID MEGGINSON)
Subject: Re: Amiga vs. Atari ST
To: info-atari16@score.stanford.edu

I suggest that you look at the software as well as the computer itself. Consider Calamus and DynaCadd on the ST, and compare them to whatever is available on the Amiga.
---
* Via ProDoor 3.0R

Date: 28 Jul 89 15:43:19 GMT
From: janus!mitchell@ucbvax.Berkeley.EDU (Evan Mitchell)
Subject: Re: Amiga vs. Atari ST
To: info-atari16@score.stanford.edu

In article <89072707200427@masnet.uucp> david.megginson@canremote.uucp (DAVID MEGGINSON) writes:
>I suggest that you look at the software as well as the computer itself.
>Consider Calamus and DynaCadd on the ST, and compare them to whatever is
>available on the Amiga.
>---
> * Via ProDoor 3.0R
This is true. However, consider Professional Page (full Postscript color seperations (4096 soon to be 16 mil)) and X-Cad. And remember you can run

both of them at the same time, and you can add an '030 to your system (A2000 without hacking) and a math co-processor (68882) and lots of good NTSC compatible video software available, and...

Don't kid yourself, this isn't an easy choice. I chose to go with the company with the least amount of vaporware...

-Evan

_____
| Evan Jay Mitchell EECS/ERL Industrial Liaison Program |
| mitchell@janus.berkeley.edu University of California at Berkeley |
| Phone: (415) 643-6687 |
| "Think, it ain't illegal...yet!" - George Clinton |

Date: 28 Jul 89 11:51:51 GMT
From: ncrlnk!ncrcam!system!mike@uunet.uu.net (mike)
Subject: gnuemacs needed (sections 13-18)
To: info-atari16@score.stanford.edu

I recently received the GNU emacs binaries posting. I missed sections 13 through 18 though. They just never showed up. Could someone email these to me. Please make sure someone else has not yet sent them so I don't end up with more than one copy.

Thnaks

mike

Date: 27 Jul 89 15:04:25 GMT
From: att!mtuxo!mtgzz!drutx!druwy!dlm@ucbvax.Berkeley.EDU (Dan Moore)
Subject: Re: Mega2 hardware questions...
To: info-atari16@score.stanford.edu

in article <8907250426.AA12717@jade.berkeley.edu>, WSCART01@ULKYVX.BITNET says:
> I bought a mega2 about 4 months ago. (Yes, out of warrenty.) I've had some
> disk compatablitiy problems. Nothing big, but it seems that my RPM is a bit
> on the high end of the scale. I've adjusted drive speeds before, but I
> couldn't on the Mega2. I couldn't find a control pot for the motor. There
> was a small variable pot but it seemed to be hooked to the stepper moter.
> (I tried it anyway, but it didn't make any difference.) There was a bunch
> of resisters on the board, i'd hate to think that the speed is hard wired.
> Tell me is isn't so! (If it is, which one controls the speed?)

Most of the better 3.5" drives use a phase lock loop to control the drive RPM. They are supposed to be calibrated at the factory (the drive company's, not Atari's) and that is it. Most of them do not have any way to adjust the drive speed after they leave the factory. These are the best drives since they have very stable speeds. It takes a lot of extra drag (eg. pushing very hard on the disk media while spinning) to make them change RPM. But if they aren't correctly calibrated they

stink.

Atari has started using some less expensive drives, belt driven
instead of direct drive, most of them do have adjustments for the drive
speed.

You might try contacting the company that built the drive and
asking if (and how) the drive RPM can be adjusted. Depending on which
company you may or may not get any cooperation.

> There was a little magnet along with, i guess, a magnetic sensor. What is
> this for? (Is the drive speed, chip controled?)

That is probably the drive speed sensor for the PLL. If so then
there is probably nothing you can do to adjust the drive RPM.

Dan Moore
AT&T Bell Labs
Denver
dlm@druwy.ATT.COM

Date: 27 Jul 89 14:00:25 GMT
From: mcvax!ukc!etive!hwcs!neil@uunet.uu.net (Neil Forsyth)
Subject: Packed executables
To: info-atari16@score.stanford.edu

With respect to the recently posted pack/unpack programs posted to the binaries
group I have thought about a few problems that might result when packing
executables:-

* How does GEMDOS feel about loading a program with a header that does not
properly reflect the program that will be run? Even if the base-page is
set up accordingly, GEMDOS has seen the weird one first and may have already
set up some internal variables.

* Also when a program is loaded it is given the largest free area of memory.
If there is not enough memory Pexec returns an error. Programs that run
bigger than their header states will cause problems here (stack trampling,
screen corruption, bus errors etc).

* The unpacker that is glued on to the program will have to relocate the host
program itself. Possible future uses of the currently unused odd relocation
values will be lost here.

* It will also break if a TOS patch ever has to modify the program before
executing it.

Personally I am not happy with the idea. Compacting data files is fine and I
like it, but not executable programs.
I invite Atari themselves to to comment on this because they probably know of
even more horror stories that could result (and I can also ask them to post
the Pexec cookbook they promised us long ago).

```
+-------------------------------------------------------------------------+
! DISCLAIMER: Unless otherwise stated, the above comments are entirely my own !
! !
! "I think all right thinking people in this country are sick and tired of !
! being told that ordinary decent people are fed up in this country with !
! being sick and tired. I'm certainly not and I'm sick and tired of being !
! told that I am!" - Monty Python !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK !

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End of Info-Atari16 Digest
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839. (none)

Newsgroup: comp.sys.atari.st
Date: 1989-08-05 01:18:01 UTC
From: RIOVM@DFNGATE.BITNET
Message-ID: <8908050117.AA22253@ucbvax.Berkeley.EDU>
Source record: 248962

```
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id 7010; Sat, 05 Aug 89 02:46:39 EST
Received: by DEARN (Mailer R2.01) id 5098; Sat, 05 Aug 89 02:46:33 EST
Date: Fri, 4 Aug 89 15:44:37 PDT
Reply-To: Info-Atari16@Score.Stanford.edu
Sender: INFO-ATARI16 Discussion <INFO-A16@DEARN>
Comments: Warning -- original Sender: tag was
Info-Atari16-request@SCORE.STANFORD.EDU
Comments: Warning -- original Sender: tag was INFO-A16@MARIST
From: Info-Atari16 Digest <Info-Atari16@SCORE.STANFORD.EDU>
Subject: Info-Atari16 Digest V89 #366
To: Robert Weissenfels
<WEISSENFELS@BAUELEMENTE.E-TECHNIK.UNI-DORTMUND.DBP.DE>

Info-Atari16 Digest Friday, August 4, 1989 Volume 89 : Issue 366

This weeks Editor: Bill Westfield

Today's Topics:

evnt_keybd
DVT VCR Hard Drive backup
FOR SALE...
GNU Tar sources
Re: GNU-Emacs 18.51 for Atari ST (TOS) posted to comp.binaries.atari.st
1MB piggyback details - how to [LONG]
Re: putchar() getchar() problem?
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```

Jon Dunn
jwd@iuvax.cs.indiana.edu

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From: Brian Holmes <BHOLMES%WAYNEST1.BITNET@Forsythe.Stanford.EDU>
Subject: DVT VCR Hard Drive backup
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though the software could easily support it. In START it's advertised
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They must have been using one big tape. They suggest using SP mode,
which is the fastest playing mode (i.e. record 2 hours/tape). For
$209 I guess I got my money's worth, I just hope they come out with
an image backup utility.

Brian Holmes
CSC Operating Systems & Communications

SNAIL : Wayne State University, 5925 Woodward, Detroit MI 48202 U.S.A.
BITNET : BHOLMES@WAYNEST1
INTERNET : Brian_Holmes@UM.CC.UMICH.EDU
UUCP : {UMIX|ITIVAX}!WAYNE-MTS!BRIAN_HOLMES

Date: 28 Jul 89 01:00:49 GMT
From:
brutus.cs.uiuc.edu!wuarchive!swbatl!texbell!uhnix1!uhnix2!uace0@tut.cis.ohio-st
ate.edu (Michael B. Vederman)
Subject: FOR SALE...
To: info-atari16@score.stanford.edu

A friend is trying to sell his complete Mega 4 system. Here is what he has:

Mega 4
Monochrom monitor
Megafile 30
Laser printer
Ultrascript + Extended font package
Spectre 128 + ROMs
Calamus
Page Stream
Time Works DTP

He would like $3600 for everything, and is hoping to get rid of everything by
July 31!!!

He is willing to break up the set. Please give him a call if interested, day
or night. His name is SAM, and his number is 713-493-5160.

--
for (;;) : Use ATARINET, send an interactive
do_it(c_programmers); : message such as:
: Tell UH-INFO at UHUPVM1 ATARINET HELP
University Atari Computer Enthusiasts : University of Houston UACE

Date: 27 Jul 89 22:03:25 GMT
From: attcan!lsuc!jimomura@uunet.uu.net (Jim Omura)
Subject: GNU Tar sources
To: info-atari16@score.stanford.edu

I was collecting the GNU Tar source set and Part 7 apparently
didn't arrive. Could someone contact me by mail if they have it?
Thanks.

Cheers! -- Jim O.
--
Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
lsuc!jimomura
Byte Information eXchange: jimomura

Date: 28 Jul 89 03:26:46 GMT
From: att!chinet!saj@ucbvax.Berkeley.EDU (Stephen Jacobs)
Subject: Re: GNU-Emacs 18.51 for Atari ST (TOS) posted to comp.binaries.atari.st
To: info-atari16@score.stanford.edu

I know, we were told not to expect much from GNU EMACS with only 1 Meg, but
after determining that it only used about 300 K text+data+bss I gave it a
shot. Just start it, read some stuff in and push a few keys, nothing serious.
Impressive hardly describes it. Looks just like on the VAX, only it starts
up faster. But I have a couple of ???-s.
The start-up seems to crash rather than finishing normally (something about
invalid argument stringp null, as I remember). Control Z gives a kind of
no-op (the bottom line flashes 'program terminated' ever so briefly, then
I'm back in EMACS. And dired seems to be getting confused, probably by the
$HOME environment variable in \ form (rather than / form) which is really
there for the use of the shell, msh, rather than EMACS.
But the program runs fast, and there's a tremendous amount there. This is
going to be fun to explore.
I hope the diffs from a widely available source distribution show up on
the net.
Steve J.

Date: 27 Jul 89 13:39:44 GMT
From: mcvax!ukc!acorn!moncam!emmo@uunet.uu.net (Dave Emmerson)
Subject: 1MB piggyback details - how to [LONG]
To: info-atari16@score.stanford.edu

Aaagh!
Is it just my imagination, or does 10% of the mail in this group really consist of requests for details of piggy back expansions?
Perhaps if I reply, they might desist?

OK peeps, you asked for it..

First off get hold of 16 DRAMs in Dual In Line packages. These look like the ones already fitted along the front right of your ST, if in doubt, quote the section of the device marking which includes the number 256, and ask for an equivalent part. There are far too many to list them all, but basic specs are : 256K x 1 page mode DRAM, 150 nanoseconds or faster, preferably in plastic package (cheaper!), 16 pin DIL outline.
They're not cheap, and prices vary enormously, so shop around.

Each chip has a notch at one end, to show which way up it is fitted. With the notch uppermost, pin 1 is to the left of the notch, pin 8 is at bottom left, pin 9 bottom right, and pin 16 top right. Armed with this information, find pins 4 and 15 on each of your new chips in turn, and bend them CAREFULLY through 180 degrees without breaking them off. Bend them as close to the body of the chip as you can. These are the RAS and CAS pins which work as chip select lines. The chips will normally be supplied in black anti-static foam. Try to keep them there while you bend the pins.

Now, one at a time, sit a new chip on top of one of the built-in DRAMs, with the notch at the same end (!!) and solder each of the other 14 pairs of pins together. Make sure the chips are accurately lined up, use only the minimum of fine multicore solder, and watch out for 'bridges' of solder between adjacent pairs of pins, and solder splashes on the PCB. This takes care of all the address, data, power, and read/write_ lines.

Lastly, locate the MMU chip. This is a square, 68 pin device, U15 on early machines, and probably the one nearest the DRAMs on all versions. This has a pip in the middle of one side to indicate pins 1 & 68.
From the top of the board, they are numbered anticlockwise. Attach one end of a short (300mm or so) length of thin INSULATED wire to each of pins 18 (RAS1), 21 (CAS1LOW), and 22 (CAS1HIGH). Prototyping wire is ideal, particularly the "solder-wrap" type sold in the UK as "Verowire" (R) for around 5.5 pounds. Don't connect directly to the MMU, take the wires through a suitable hole, and trace the pins to the underside of the PCB.
The wire from RAS1 should be soldered to pin 4 of ALL the new DRAMs. If you are skilled enough to do it, a 33 ohm Resistor should be used in series as near to the MMU as possible to dampen reflections on all 3 of these wires, but its omission is unlikely to cause problems.
The wire from CAS1LOW should be soldered to pin 15 of the LEFTmost 8 new DRAMs, and that from CAS1HIGH to the RIGHTmost 8.

That's it. Depending on your confidence and proficiency, it should take
about half to 2 hours. DO try to do it all in one session, and avoid
touching the chips as much as possible, they are static sensitive.
A use ful tip - DISCONNECT the power supply, and attach a lead from the
ground rail around the edge of the board to your metal watch strap. keep the
chips in their foam sitting on a bare area of the ground rail. I'ts not
a static safe workstation, but it's as near as most of you will get.

If you have a hard disk, unhook it before you first try out your handiwork!
If it doesn't work : don't blame me! If your ST runs, but still only with
0.5 MB, check for unsoldered pins, suspect duff chip(s). If it goes crazy,
check for solder shorts, check correct pins used on MMU, take it to your
nearest hardware wiz with a print of these 'destructions'.

Finally, piggybacking 1Mbit DRAMs instead of 256K for 2.5Mbytes :
This is MESSY, the pinouts don't match up well, and several pins need to
be bent through impossible angles. You will need to connect another flying
lead for the extra address from MMU pin 64 to A9 on ALL the 1M drams.
Again the 33 ohm resistor aught to be included as before.
The relevent pinouts follow, I won't go into more detail as I hold the
view that if you can't figure it out from here, you shouldn't attempt to
do it. A useful hint though, apart (perhaps) from A9 (for refresh
considerations), the address pin numbers can be swapped around anyhow
you like, ie A0 can be used as A1 etc..

Viewed from above:

256K DRAM pinout 1M DRAM pinout

notch notch
1 A8 16 Vss 1 Data in 18 Vss
2 Data in 15 CAS_ 2 Write_ 17 Data out
3 Write_ 14 Data out 3 RAS_ 16 CAS_
4 RAS_ 13 A6 4 UNUSED 15 A9
5 A0 12 A3 5 A0 14 A8
6 A2 11 A4 6 A1 13 A7
7 A1 10 A5 7 A2 12 A6
8 Vcc 9 A7 8 A3 11 A5
9 Vcc 10 A4

The above is submitted in good faith, but you use it at your own risk.
If you spot any mistakes, please post to this group first, flame me
later!

Dave E.

Date: 27 Jul 89 13:25:13 GMT
From: oliveb!pyramid!prls!philabs!ttidca!woodside@apple.com (George Woodside)
Subject: Re: putchar() getchar() problem?
To: info-atari16@score.stanford.edu

In article <2829@tahoe.unr.edu> mikew@wheeler.UUCP (Mike Whitbeck) writes:
>HELP !
>I seem to get extra \r's from putchar()!!!! (or getchar()?)
>I am using MWC 3.0 to port BR's splay compression program to the
>ST. The program works fine under UNIX(SUN) and IDRIS (PE7300)
>but on the ST I get extra 0x0D's (\r) in the output!

This is speculative, but I haven't seen any other suggestions:

putchar and getchar are macros. They expand to putc(c,stdout) and getc(stdin), respectively. Both stdin and stdout are already opened as ASCII files when your program begins execution. The insertion of 0x0D into your data streams is most likely due to the high level handler attempting to add a carriage return (0x0D) when it sees a line feed (0x0A) in the stream.

You can eliminate this by opeing binary input and output files (use "rb" or "wb" as the second parameter in the fopen() call), and use the putc and getc calls directly with the appropriate file handle.

--
*George R. Woodside - Citicorp/TTI - Santa Monica, CA
*Path: ..!{philabs|csun|psivax}!ttidca!woodside

Date: 24 Jul 89 23:03:00 GMT
From:
mailrus!jarvis.csri.toronto.edu!dptcdc!tmsoft!masnet!canremote!david.megginson@
purdue.edu (DAVID MEGGINSON)
Subject: Re: Amiga vs. Atari ST
To: info-atari16@score.stanford.edu

I suggest that you look at the software as well as the computer itself.
Consider Calamus and DynaCadd on the ST, and compare them to whatever is
available on the Amiga.
---
* Via ProDoor 3.0R

Date: 28 Jul 89 15:43:19 GMT
From: janus!mitchell@ucbvax.Berkeley.EDU (Evan Mitchell)
Subject: Re: Amiga vs. Atari ST
To: info-atari16@score.stanford.edu

In article <89072707200427@masnet.uucp> david.megginson@canremote.uucp (DAVID
MEGGINSON) writes:
>I suggest that you look at the software as well as the computer itself.
>Consider Calamus and DynaCadd on the ST, and compare them to whatever is
>available on the Amiga.
>---
> * Via ProDoor 3.0R
This is true. However, consider Professional Page (full Postscript color
seperations (4096 soon to be 16 mil)) and X-Cad. And remember you can run

both of them at the same time, and you can add an '030 to your system (A2000 without hacking) and a math co-processor (68882) and lots of good NTSC compatible video software available, and...

Don't kid yourself, this isn't an easy choice. I chose to go with the company with the least amount of vaporware...

-Evan

| Evan Jay Mitchell EECS/ERL Industrial Liaison Program |
| mitchell@janus.berkeley.edu University of California at Berkeley |
| Phone: (415) 643-6687 |

| "Think, it ain't illegal...yet!" - George Clinton |

Date: 28 Jul 89 11:51:51 GMT
From: ncrlnk!ncrcam!system!mike@uunet.uu.net (mike)
Subject: gnuemacs needed (sections 13-18)
To: info-atari16@score.stanford.edu

I recently received the GNU emacs binaries posting. I missed sections 13 through 18 though. They just never showed up. Could someone email these to me. Please make sure someone else has not yet sent them so I don't end up with more than one copy.

Thnaks

mike

Date: 27 Jul 89 15:04:25 GMT
From: att!mtuxo!mtgzz!drutx!druwy!dlm@ucbvax.Berkeley.EDU (Dan Moore)
Subject: Re: Mega2 hardware questions...
To: info-atari16@score.stanford.edu

in article <8907250426.AA12717@jade.berkeley.edu>, WSCART01@ULKYVX.BITNET says:
> I bought a mega2 about 4 months ago. (Yes, out of warrenty.) I've had some
> disk compatablitiy problems. Nothing big, but it seems that my RPM is a bit
> on the high end of the scale. I've adjusted drive speeds before, but I
> couldn't on the Mega2. I couldn't find a control pot for the motor. There
> was a small variable pot but it seemed to be hooked to the stepper moter.
> (I tried it anyway, but it didn't make any difference.) There was a bunch
> of resisters on the board, i'd hate to think that the speed is hard wired.
> Tell me is isn't so! (If it is, which one controls the speed?)

Most of the better 3.5" drives use a phase lock loop to control the drive RPM. They are supposed to be calibrated at the factory (the drive company's, not Atari's) and that is it. Most of them do not have any way to adjust the drive speed after they leave the factory. These are the best drives since they have very stable speeds. It takes a lot of extra drag (eg. pushing very hard on the disk media while spinning) to make them change RPM. But if they aren't correctly calibrated they

stink.

Atari has started using some less expensive drives, belt driven
instead of direct drive, most of them do have adjustments for the drive
speed.

You might try contacting the company that built the drive and
asking if (and how) the drive RPM can be adjusted. Depending on which
company you may or may not get any cooperation.

> There was a little magnet along with, i guess, a magnetic sensor. What is
> this for? (Is the drive speed, chip controled?)

That is probably the drive speed sensor for the PLL. If so then
there is probably nothing you can do to adjust the drive RPM.

Dan Moore
AT&T Bell Labs
Denver
dlm@druwy.ATT.COM

Date: 27 Jul 89 14:00:25 GMT
From: mcvax!ukc!etive!hwcs!neil@uunet.uu.net (Neil Forsyth)
Subject: Packed executables
To: info-atari16@score.stanford.edu

With respect to the recently posted pack/unpack programs posted to the binaries
group I have thought about a few problems that might result when packing
executables:-

* How does GEMDOS feel about loading a program with a header that does not
properly reflect the program that will be run? Even if the base-page is
set up accordingly, GEMDOS has seen the weird one first and may have already
set up some internal variables.

* Also when a program is loaded it is given the largest free area of memory.
If there is not enough memory Pexec returns an error. Programs that run
bigger than their header states will cause problems here (stack trampling,
screen corruption, bus errors etc).

* The unpacker that is glued on to the program will have to relocate the host
program itself. Possible future uses of the currently unused odd relocation
values will be lost here.

* It will also break if a TOS patch ever has to modify the program before
executing it.

Personally I am not happy with the idea. Compacting data files is fine and I
like it, but not executable programs.
I invite Atari themselves to to comment on this because they probably know of
even more horror stories that could result (and I can also ask them to post
the Pexec cookbook they promised us long ago).

```
+---------------------------------------------------------------------------+
! DISCLAIMER: Unless otherwise stated, the above comments are entirely my own !
! !
! "I think all right thinking people in this country are sick and tired of !
! being told that ordinary decent people are fed up in this country with !
! being sick and tired. I'm certainly not and I'm sick and tired of being !
! told that I am!" - Monty Python !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK !

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End of Info-Atari16 Digest
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840. (none)

Newsgroup: comp.sys.atari.st
Date: 1989-08-05 01:53:48 UTC
From: RIOVM@DFNGATE.BITNET
Message-ID: <8908050153.AA24147@ucbvax.Berkeley.EDU>
Source record: 248963

```
Added from the X.400/EARN-Gateway: Undeliverable Mail
Notification message, may be wrong recipient

Received: from DEARN.BITNET by DFNGATE.BITNET.DBP.DE (Mailer R2.03B) with BSMTP
id 6738; Sat, 05 Aug 89 02:10:23 EST
Received: by DEARN (Mailer R2.01) id 4481; Sat, 05 Aug 89 02:10:16 EST
Date: Fri, 4 Aug 89 15:43:21 PDT
Reply-To: Info-Atari16@Score.Stanford.edu
Sender: INFO-ATARI16 Discussion <INFO-A16@DEARN>
Comments: Warning -- original Sender: tag was
Info-Atari16-request@SCORE.STANFORD.EDU
Comments: Warning -- original Sender: tag was INFO-A16@MARIST
From: Info-Atari16 Digest <Info-Atari16@SCORE.STANFORD.EDU>
Subject: Info-Atari16 Digest V89 #364
To: Robert Weissenfels
<WEISSENFELS@BAUELEMENTE.E-TECHNIK.UNI-DORTMUND.DBP.DE>

Info-Atari16 Digest Friday, August 4, 1989 Volume 89 : Issue 364

This weeks Editor: Bill Westfield

Today's Topics:

DeskJets and Atari Parallel Port
Data Free
Re: DeskJets and Atari Parallel Port
Flash/Shadow and QuickST
Re: Why is Pexec() getting flaky on my ST?
TeX on Atari ST
GDOS
ZOO sources
RE: COLD BOOT in GFA Basic.
Re: boot problem with Seagate ST 157N
Re: VIP PROFESSIONAL AND ARCHIVE SITE
Re: Folded vs STedi
Re: CMI Accelerator Board

----------------------------------------------------------------------

Date: 26 Jul 89 18:25:28 GMT
From: hp-pcd!hpvcfs1!neff@hplabs.hp.com (Dave Neff)
Subject: DeskJets and Atari Parallel Port
To: info-atari16@score.stanford.edu

I have been conspicuously silent with respect to the Atari ST parallel port
current sink limit and DeskJet/DeskJet+ pullup resistors.
You see, here's my dilema: The Atari ST is not officially
```

supported for use with the DeskJet printers. This means we have not tested the printer and our support people will be next to useless in resolving problems. They won't tell you to "take a hike, its not supported", rather our support people simply lack Atari expertise to help with any significant technical problems.

Furthermore, I am unable to test and verify any of the proposed solutions to the current limit problem. Using the 7407 buffer on the data and strobe lines should work fine, but as an HP representative I cannot say this is the "HP recommended" solution. You also could use the serial port at 19.2 K baud (in most cases this will not hurt performance) but I have been told by Atari users there are various gotchas when trying to print out the serial port. I still fail to understand how the DeskJet+ could damage an Atari, even though there is one case of anecdotal evidence to the contrary. The current limit could result in marginal logic levels on data and especially strobe, but if the Atari can only sink 1.6ma thats fine, and if the printer tries to draw more the Atari simply cannot supply it -- how can this damage the Atari? If I had an Atari I would definately buffer the parallel port with the 7407 for logic level reliability if nothing else.

If you have sent me mail about this problem and I haven't answered I'm sorry and I hope this posting explains the situation somewhat. I hope this posting is at least slightly better than nothing.

I have encouraged our support people to make a specific statement on Atari support especially relating to the current limit on the parallel port but so far they have not come up with an official position.

Dave Neff
neff@hpvcfs1.HP.COM

Date: 26 Jul 89 22:33:38 GMT
From: blake!bissiri@beaver.cs.washington.edu (Moja Fritzah)
Subject: Data Free
To: info-atari16@score.stanford.edu

Phone number for Data Free, anybody????

Thanks

-kevin
bissiri@blake.acs.washington.edu

Date: 27 Jul 89 01:17:30 GMT
From: avogel@g.ms.uky.edu (Andrew Lee Vogel)
Subject: Re: DeskJets and Atari Parallel Port
To: info-atari16@score.stanford.edu

I have built a cable with the 7407s and use the Tools TeX driver
with no problems, no problems about turning on the computer and
printer in various orders either.

I do have one question, some hp laserjet drivers work and some don't.
My observation: Is it the case that the drivers that work have the
computer do "everything" while those that don't
want to download fonts to the printer? When attempting
to print TeX with a driver that doesn't work the
built in printer fonts are used
and so a mess is created.

Date: 24 Jul 89 15:40:14 GMT
From: pacbell!cpro!meadow!bill@ames.arc.nasa.gov (Bill Foster)
Subject: Flash/Shadow and QuickST
To: info-atari16@score.stanford.edu

>
> when I try to use Flash/Shadow with
> QuickST I have all sorts of problems. No bombs (but I didn't
> leave QuickST active long enough to know for sure...) but
> QuickST does do a nice job of messing up the VT100/ANSI
> screen commands. Enough to make the combinationccompletely
> unusable.
> This information is based on an older version of QQuickST. I
> haven't tried the newest version, but one of the authors,

QuickST 1.5 has fixed almost all of the vt52 terminal emulation
descrepencies, except for that of setting colors (doesn't recognize
the codes, prints garbage) This renders it unusable for me.

BFOSTER = GEnie, WHTB33B = Prodigy
{ccccccccccccccccccccccccccccccccccccccccccccccccccccccccc}
{c} <> Bill Foster <> | /|\ {c}
{c} | {c}
{c} /|\ | Vegetarians 4-ever {c}
{ccccccccccccccccccccccccccccccccccccccccccccccccccccccccc}
{amdahl,hplabs,decwrl}!pacbell!cpro!meadow!bill

Date: 27 Jul 89 03:09:36 GMT
From: att!chinet!saj@ucbvax.Berkeley.EDU (Stephen Jacobs)
Subject: Re: Why is Pexec() getting flaky on my ST?
To: info-atari16@score.stanford.edu

Intensive testing of everything I could test intensively (I could still use
an industrial strength RAM test program) really didn't turn anything up. So
in desperation, I re-copied the hard disk driver into the auto folder on my
boot-up disk. No more problem. Go figure.
Steve J.

Date: Thu, 27 Jul 89 09:56:29 MEZ
From: Udo Heinrich <OR160%DBNUOR1.BITNET@Forsythe.Stanford.EDU>
Subject: TeX on Atari ST
To: INFO-ATARI16@SCORE.STANFORD.EDU

Hello!

I want to tell you something about a new Sharware Programm for the
Atari ST. It's called TeX and might be known by everybody. TeX was developed
by E. Knuth in over 10 years hard work. It was written in WEB, a kind of
mega pascal language which is not computer-orientated.
So it was possible to transfirm TeX to "every" kind of computer, also
on the Atari ST.

But what is TeX. I thing some of you know Signum!2 from
Application Systems Heidelberg. TeX is Signum!2 times Signum!2. TeX is a
program that brings your words in the right form, makes for you a
table of contents automatically and footnotes are no more a problem.
But the best of all is the possibility of TeX to make your equation look
like in a book. For example:
You type in: $(x+y)=xc2+2xy+yc2$ and the result is ...
(Sorry, but the monitor can't show you.)

TeX is like a programming language. You have if-cases and so on.
So you want to know something about TeX? Here is a little literature-list:

-for german users: Helmut Kopka; LaTeX, eine Einfuehrung; Addison-
Wesley Publishing Company; Bonn 2. Auflage 1989
(very good, easy to understand, to get results)
-for everyone: D. E. Knuth; The TeXbook; Addison-Wesley P. C.; 1984
(the original, to know everything about TeX)

L. Lamport; A Document Preparation System; A.-W. P. C.
(written by the author of LaTeX, good but I prefare
H. Kopka)

TeX knows all features you need to write a nice letter, your works and
everything else. Another helpful thing ist that you can write your
TeX-text on an editor by your choice. TeX-inputfiles are always
ASCII-Files. So you can copy some files from your VMS- or SUN-machine
and work with it at home (but the up-side-down way is quite more
interesting, because of the possibility to use the laser-printer
of your university and so on).

But what's the new on this 5th version of TeX on Atari ST computers?

Really easy to understand, when I tell you that it is translated into
Turbo-C and compiled. This version is much more faster than the other
and not so expensive because it is shareware.

The price for this TeX-version incl. a shell, a screen- and a print-
previewer, fonts, a short-instruction and several style-files (you need
them to write a book, article, report, letter, descriptions,...), LaTeX

and the 'german-language-file',... is 20 Deutsche Marks for a unregistrated version and 60 Deutsche Mark for a registrated version. The registrated version incl. one backup and a note for every following backups and online-telephone-help for your problems. The package incl. 3 disks packed by ARC (ARC is incl.; makes something about 6 Deutsche Marks for one disk).

And where can you get that really good stuff??

Stefan Lindner
Iltisstrasse 3
8510 Fuerth
West Germany

(if you don't live in West German call Mr. Lindner first, because of the price!)

If you order a version please note, that the price above is the price for orders in West Germany, other lands have different prices because of the post costs.

If you order a version please write a note that you got the information from like this:

"Informations about this TeX version by Udo Heinrich, #00091!"

If you want some more informations send OONNEE SSMMAALL note to me.

Hope the information was useful

Udo Heinrich

Date: 27 Jul 89 05:28:08 GMT
From: blake!themod@beaver.cs.washington.edu (Chris Hinton)
Subject: GDOS
To: info-atari16@score.stanford.edu

Hello, I just got a spreadsheet program off the net. Maybe you too have seen it, its called Opus and it seems to be just the thing I have been looking for. But, alas, there is one small problem. In order to do charting from the program one has to have GDOS. Well, I thought, I'll just pull the GDOS stuff off my DEGAS disk and use it here. No, that didn't work.
To make a long story short, if that is still possible, does anybody out there have any idea how to get this damn thing to work. I sure haven't figured it out yet.
You can either mail me a reply, or post your response here. Makes no diff to me.
Thanks in advance.

Chris Hinton ---- themod@blake.acs.washington.edu
Mod Software Systems
Seattle, Wa 98195

"Why didn't you tell me he had one of those... things?" - The Joker.
"My life is really...complex." - Bruce Wayne.
"Excuse me... What does God need with a starship?" - James T. Kirk.

Date: Thu, 27 Jul 89 14:38 N
From: <AWINFHAH%HMARL5.BITNET@Forsythe.Stanford.EDU>
Subject: ZOO sources
To: info-atari16@score.stanford.edu
X-Original-To: info-atari16@score.stanford.edu, AWINFHAH

Does anybody know where I can obtain the sources of ZOO? I do not have
access to FTP, but I can access most mail servers.

Thanks in advance,
-Roger

Date: Thu, 27 Jul 89 15:12 N
From: <TOXI_CE%HNYKUN51.BITNET@Forsythe.Stanford.EDU>
Subject: RE: COLD BOOT in GFA Basic.
To: info-atari16@score.stanford.edu
X-Original-To: atari16, TOXI_CE

Subject: RE: COLD BOOT RESET GFA CODE

> I'm armed only with the GFA version 2.0 manual, nothing else. I
>am looking for GFA VERSION 2.0 code that will cause a COLD BOOT. Many
>thanks....

>Larry Rymal in wet and flooded East Texas <Z4648252@SFAUSTIN.BITNET>

I wonder why you would want to do a cold boot in GFA-basic, but I think
this will do it:

```
Slpoke &H420,0 ! Clear Memvalid (makes next boot COLD)
Void Gemdos(32,L:0) ! Go in to supervisor mode
' you can void the result, since there is
' no return form a reset
Reset%=Lpeek(4) ! Get reset vector
Call Reset% ! Jump there
```

++

Chris Evelo
TOXI_CE@HNYKUN51 (BITNET/EARN)
|
an underscore _ not -.

will change to: MFAGKCHR@HMARL5

Date: 27 Jul 89 04:15:04 GMT
From: portal!cup.portal.com!Xorg@uunet.uu.net (Peter Ted Szymonik)
Subject: Re: boot problem with Seagate ST 157N
To: info-atari16@score.stanford.edu

Try setting the HD to an even SCSI setting (0,2,4) Seagates seem to have
a problem with odd SCSI numbers with the ST.

Peter Szymonik
Xorg@cup.portal.com

Date: 27 Jul 89 13:10:14 GMT
From: cs.dal.ca!silvert@uunet.uu.net (Bill Silvert)
Subject: Re: VIP PROFESSIONAL AND ARCHIVE SITE
To: info-atari16@score.stanford.edu

In article <ID1198.D890722.T134723.CHIASSA@UDEM> CHIASSA@UDEM.BITNET (Alyre
CHIASSON) writes:
> I just purchased VIP PROFESSIONAL yesterday and as the shrink wrap
> looks old and manual has a 1986 copyright date I was wondering if
> someone could tell me the version number of the latest release.

My version, which is I believe the latest, is 1.2. The GEM verson
(PROFESS.PRG) carries a copyright date of 1986, the Lotus look-alike
version is copyright 1987, but both are 1.2.

--
Bill Silvert, Habitat Ecology Division.
Bedford Institute of Oceanography, Dartmouth, NS, Canada B2Y 4A2
UUCP: ...!{uunet,watmath}!dalcs!biomel!bill
Internet: biomel@cs.dal.CA BITNET: bs%dalcs@dalac.BITNET

Date: 26 Jul 89 22:07:28 GMT
From: portal!atari!kbad@uunet.uu.net (Ken Badertscher)
Subject: Re: Folded vs STedi
To: info-atari16@score.stanford.edu

t19@nikhefh.hep.nl (Geert J v Oldenborgh) writes:

| I just played around a bit with Folded.
[benchmarks deleted]
| I still do not like its concept of folding-by-indentation or seperate file
| too much. The info in the file does not look too bad.

I'm sorry, but that fold info looked pretty nasty to me. I really like
the way Todd has implemented the folding, using separate files. I imagine
this scheme must make the relational features of FOLDED easier to implement
as well (and thus, easier for us to hack on! ;-).

Your points about speed are right on, though - FOLDED could use quite a bit
of optimizing. As you mentioned, though, Todd does explain in the

documentation that it was brought up to be small and functional, and not necessarily a speed demon.

One thing I really like is the way the screen redraws (from the line you're on outwards). But I too wish that it didn't redraw quite so much ;-).

--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

Date: 27 Jul 89 07:35:03 GMT
From: well!stevef@apple.com (Steven Robert Fordyce)
Subject: Re: CMI Accelerator Board
To: info-atari16@score.stanford.edu

In article 18478 of comp.sys.atari.st Michael B Vederman writes:
> Well, after having waited with bated breath for the CMI accelerator board, I
> would like to share my experiences with the rest of the net...

[Stuff deleted]

> CMI missed the first deadline, but promised that the board would go out in the
> second week. This is not unusual (missing a release date) so I waited. By
> the middle of the second week, I called CMI to confirm everything was on
> schedule for me to receive my board. "No problem, we will ship by Friday."
>
> Friday July 14 rolls around, and I call CMI. "Your board has been shipped
> second day (blue label) UPS. You should get it Tuesday." Finally, I thought.
> Tuesday rolled around, and no delivery. The people at work were getting tired
> of my ranting "Come on U.P.S. lady. (We have a female carrier)" So, I
> thought, maybe it will get here Wednesday, you know how things are.
>
> By Wednesday, July 19, at 5 pm, when the UPS lady made her final pickup, I
> had *NO* accelerator board. So, I called CMI. I spoke with Mark
> something-er-other (Lilliane Carter's boss -she has been pleasent when I
> spoke to her), and he said, "All boards were shipped today." Sure, I
> thought, sure. "But I was told they shipped Friday." "They didn't and I
> was the ***hole who told Lilliane to tell everyone they did." "How do I
> know you shipped today?" "You don't, and I don't care if you don't believe
> me." Hmmph!

Mr Vederman was never intentionally misled -- we would have nothing to gain by doing so. For our part in the confusion we apologize. There was a delay in shipping the boards and for that I also apologize. We all did everything we could to get the product out on schedule, and I think it is safe to say we were just as anxious to get it out as anyone was to receive it, if not much more so. But we are human, and I am very sorry about any inconvenience the delay caused anyone. The boards, are now shipping, and have been for a couple of weeks.

> Friday rolls around, and after a delay from UPS, I got the board. Looks nice,
> although they used the Amiga box cover (no big deal). Instructions, all
> parts, can't wait to get home and install it.
>
> Begin the trouble. The directions are clear enough if you want to do
> a piggy-back method, but my ST already had a socket for the 68000, so now
what?
> According to the manual, you have to cut 3 pins for the piggy-back, and use
> "fly-wires" to connect the board to the ST. Do I need this for the socket
> installation? No answer in the manual. Trial and error, showed that they
> were not needed.

Actually, there are instructions for installing our product in an ST with the processor removed, and they are different from the piggy-back method and there are some fly-wires necessary. Mr Vederman went on to say that that neither his disk drive nor his hard disk would work with our board. This is cause he didn't put in the fly-wires as instructed in the manual.

We did our best to make the manual clear and understandable, but we're human. I don't believe it's possible to make the manual clear and concise, and answer everyone's questions. That's why we have a full time customer service person. I've found Lilliane to be quite conscientious in helping customers with their problems. Installing our board, or in fact any product inside an ST, is not for the fainthearted. Unless they are comfortable with both circuit boards and soldering irons, we recommend our customers have their dealers install our product.

Starting today, for people who buy an accelerator directly from us and send their computer into us, we will install our board for free. For those who break their ST trying to install our board themselves, we'll fix it for a flat $50, including return shipping.

Mr. Vederman did call us, and Lilliane explained his trouble over the phone. And he got his board working. However, he wasn't able to get FAST-ROM to work for reasons we weren't able to determine over the phone. (The problem may well have been a defective part on our board. We do fully test all of our boards before we ship them, but still a small percentage fail in the field.) We offered to fix his machine with our board in it if he sent it to us (he didn't want to do this because he didn't want to lose the use of his computer -- quite understandable), or to send him a new board, or to refund his money. He chose the latter. Of course we are disappointed and are confident a new board would have solved his problem, but it was his choice. We've never had any allusions that we could please everyone.

> Point of story: I have a $300 paper weight.

No one is ever stuck with one our products. Within 15 days of getting any of our products, it may be returned for an reason for a full refund. And all of our products also carry a six month warranty. We guarantee our products to work and will do what ever it takes to see that they do, or refund the customers money.

> - Michael B. Vederman

Steven R Fordyce tektronix!sequent!calvin!stevef

Creative Microsystems, Inc., 19552 SW 90th Court, Tualatin, Oregon 97062
For customer service call Lilliane at (503)691-2552.

End of Info-Atari16 Digest
****
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841. (none)

Newsgroup: comp.sys.atari.st
Date: 1989-08-05 01:54:16 UTC
From: RIOVM@DFNGATE.BITNET
Message-ID: <8908050154.AA24165@ucbvax.Berkeley.EDU>
Source record: 248964

```
Added from the X.400/EARN-Gateway: Undeliverable Mail
Notification message, may be wrong recipient

Received: from DEARN.BITNET by DFNGATE.BITNET.DBP.DE (Mailer R2.03B) with BSMTP
id 6804; Sat, 05 Aug 89 02:17:22 EST
Received: by DEARN (Mailer R2.01) id 4691; Sat, 05 Aug 89 02:17:21 EST
Date: Fri, 4 Aug 89 15:44:11 PDT
Reply-To: Info-Atari16@Score.Stanford.edu
Sender: INFO-ATARI16 Discussion <INFO-A16@DEARN>
Comments: Warning -- original Sender: tag was
Info-Atari16-request@SCORE.STANFORD.EDU
Comments: Warning -- original Sender: tag was INFO-A16@MARIST
From: Info-Atari16 Digest <Info-Atari16@SCORE.STANFORD.EDU>
Subject: Info-Atari16 Digest V89 #365
To: Robert Weissenfels
<WEISSENFELS@BAUELEMENTE.E-TECHNIK.UNI-DORTMUND.DBP.DE>

Info-Atari16 Digest Friday, August 4, 1989 Volume 89 : Issue 365

This weeks Editor: Bill Westfield

Today's Topics:

Re: SH204 Hard Drive Advice
Rewiring Disk Drives
Re: ST shops in London
Sozobon C
Cumana External Drive Problem : Or is it?
Re: TeX on Atari ST
Re: Missing gnuemacs parts
Alt. ST box
Re: TeX on Atari ST
Re: putchar() getchar() problem?
Re: Defragger wanted (wasRe: 82 track DS/DD drive needed)
Re: Hard Disk Auto Boot Bypass
Re: Turtle 3.0 suggestion

----------------------------------------------------------------------

Date: 27 Jul 89 14:08:21 GMT
From: dptg!lzaz!hcj@rutgers.edu (HC Johnson)
Subject: Re: SH204 Hard Drive Advice
To: info-atari16@score.stanford.edu

In article <258@mic.UUCP>, gary@mic.UUCP (Gary Lewin) writes:
>
> I have an SH204 hard drive that has died a sad death. Unfortunately, the
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> problem has been diagnosed to be the Adaptek controller card. Local
> repair facilities have said that the card cannot be repaired but must
> be replaced. After doing some research, I have several questions:
>
> 1) Does anyone have a suggestion of a repair facility that could repair
> an SH204 Adaptek card for a reasonable fee?
>
> 2) Are there any suggestions on the best place to buy one of the
> following Adaptek cards: 4000A, 4010, 4070 or 4070A?
>
Timeline, Inc, 1-800-872-8878 will sell you an adaptec 4000a for $60.
Even the others sell it for $135.

Get the 4070 ONLY if your going to put an RLL drive into your sh204.

I recommend getting a 4000a, and adding an outboarded second drive.

Howard C. Johnson
ATT Bell Labs
att!lzaz!hcj
hcj@lzaz.att.com

Date: 26 Jul 89 09:49:14 GMT
From: mcvax!ukc!dcl-cs!gdt!gdr!ccsmh@uunet.uu.net (Mark Harding)
Subject: Rewiring Disk Drives
To: info-atari16@score.stanford.edu

Does anybody know how to rewire the ST so that the External Drive
is actually drive A while the internal drive becomes drive b?

I Have a 520STFM with extern 1 Meg Cumana drive.

Cheers.

--

One of these days...

Date: 26 Jul 89 15:39:34 GMT
From: mcvax!ukc!dcl-cs!gdt!gdr!exspes@uunet.uu.net (P E Smee)
Subject: Re: ST shops in London
To: info-atari16@score.stanford.edu

In article <349@ucl-cs.UUCP> S.Usher@ucl-cs.UUCP writes:
>You will be pleased to know that there are many shops in London which stock
>ST software. Pretty well every software shop stocks ST stuff (the ST is the
>most popular 16 bit micro in the UK at the mo.). I know for a fact that
>there are at least 10 shops in the Tottenham Court Road area (including
>Silica Shop/Systems and the Virgin Games Store)!

Note that as the last time I was in London (for the Atari User Show)
Virgin Games Store had stopped stocking computer games. They had been
moved to a spot in the Virgin Megastore on Oxford Street nearer
Tottenham Court Road. It also looked like the range they stocked had
gotten smaller, but maybe that's just because the Megastore is so much
bigger than the Games Store. The advantage to the move is that it is
MUCH easier to find the Megastore than the Games Store. The disadvantage
is that once you're in the Megastore, it's painfully difficult to find
the computer games bit.

Silica Shop is also tricky to find. It's upstairs in a building named
'Lion House', at 227 Tottenham Court Road. Go in the main door, and up
the (probably not-running) escalator.

Date: 26 Jul 89 20:43:30 GMT
From: mcvax!ukc!stl!idec!prlhp1!stevens@uunet.uu.net (Francis Stevens)
Subject: Sozobon C
To: info-atari16@score.stanford.edu

I have a 520ST and have recently been given a copy of the Sozobon C compiler,
so far I have been using this with some success to write some small C programs.
One thing that didn't come with the disk (or on it) was any form of
documentation for the compiler etc.. (OK I know it was free, so what do I
expect) But just on the off chance.... is there any one out there who knows
of any such documentation (even if it's just the name of a book I need to buy)
or if anyone has any usefull information about the compiler (like is it
possibleto compile a program on another (RAM) disk ?) I would be grateful for
the info.

Should I receive anything I will of course summarize it for the net !!

Many thanks.

Francis Stevens
stevens@prl.philips.co.uk
(New ST owner)

Date: 26 Jul 89 12:56:17 GMT
From: mcvax!ukc!icdoc!syma!lezo@uunet.uu.net (Lez Oxley)
Subject: Cumana External Drive Problem : Or is it?
To: info-atari16@score.stanford.edu

I have just noticed what I think are problems with my Cumana CSA 354
1 Meg Disk Drive which I use as external drive B. It is only 3 months
old and is connected to a 'standard' 3 year-old 1040ST with 'old' TOS in
rom. The problem occurs intermittently in all screen resolutions. Can
anyone offer any help/advice which does not involve taking things to
bits! The symptoms are as follows:

1. Used as a drive for reading only the drive seems to be OK.

2. Random seek tests and speed tests seem to be OK.

3. When used for writing to, single one-off file transfers seem to be OK.
(eg. saving a WP document or program source very 20 minutes or so.)

4. When used for writing to, involving disk to disk copying (Drive A: to
Drive B:) sometimes the internal drive can't read the disk so
produced and neither can any other Atari Disk Drive. Sometimes the
Cumana drive itself can not consistently read its own disk, ie.
sometimes it refuses to read what it has written, ten minutes later,
however, it may read it (after rebooting disk swapping etc).

5. When used for writing to, by copying (say) 30 files from drive A:
some of the 30 files seem to get corrupted. The 'directory' entries
look OK - files sizes OK, etc. but when you list an ASCII file (eg)
you sometimes get garbage in the file instead on the real data.
Program files are corrupted in a similiar way and either they time
bomb out or chunks of code don't work. Unlike 4. the Cumana drive is
never able read the corruption.

6. I have used George Woodside's VKILLER to check for a virus and
nothing's shown up. (I get the problem when I boot up from a wide
range of disks.)

7. The same problem occurs on different media - cheap disks, SONY disks,
Memorex disks, Verbatim, . . .

8. I am not using lots of folders - no more than 10 in a session.

Has anyone got any ideas as to what may be going wrong - I always
thought that TOS verified everything it wrote to a disk (an annoyance
to some people I know)?

Are there any nifty disk checking utilities out there? If so can someone
mail me a disk checker or even a byte-by-byte file comparision program
so that I can reverify files written on the Cumana?

Any help will be gratefully received. Sorry to have gone on at such
length but I felt I had to supply as much information on the problem as
possible - this is my first posting to the net.

(For all I know the drive may have been faulty at birth or got crunched
slightly coping with all that horrible copy protection which makes your
disk drive sound more like a coffee grinder.)

--
Lez Oxley, Administration, University of Sussex, Brighton, BN1 9RH, UK
Tel: +44 273 606755 x3808 Fax: +44 273 678335 JANET: lezo@uk.ac.sussex.syma
ARPA: lezo%syma.sussex.ac.uk@nsfnet-relay.ac.uk
BITNET: lezo@syma.sussex.ac.uk UUCP: lezo@syma.uucp

Date: 27 Jul 89 16:48:00 GMT
From: pwp@iuvax.cs.indiana.edu

Subject: Re: TeX on Atari ST
To: info-atari16@score.stanford.edu

Has anyone developed a program for viewing dvi files on a color monitor yet?
I know that the black and write monitor is better for this, but I have a color
monitor.

Date: 27 Jul 89 16:03:38 GMT
From: asuvax!hrc!gtephx!covertr@handies.ucar.edu (Richard E. Covert)
Subject: Re: Missing gnuemacs parts
To: info-atari16@score.stanford.edu

In article <1073@MSG002.UUCP>, ooa@MSG002.UUCP (O.Atkins) writes:
> Recently we received all but gnuemacs.uag through gnuemacs.ual!
> Could some kind soul please send these to me?
>

We didn't receive all of GNU EMACS for the ST here at gtephx
as well. Also, are the source code files for the ST version of GNU EMACS
available?? And was GNU EMACS GEMized for the ST (adding things like a
file selector would be nice!!).

So, please email me the binaries and/or the source code to GNU
EMACS for the ST.

TIA
richard (gtephx!covertr) covert

Date: 27 Jul 89 16:58:53 GMT
From: rti!sunpix!allegro@mcnc.org (SunVis)
Subject: Alt. ST box
To: info-atari16@score.stanford.edu

Are there any alternate style cases to put a 520/1040 ST in so it has a
detached keyboard? I'm getting a little tired of the 'all in one' style
box.
--
uucp: mcnc!rti!sunpix!steve or mcnc!rti!sunpix!allegro |Stephen McKay Matson
"FRODO LIVES!!" COLORADO DREAMS | Daddy to be
Support the formation of a multi-national space agency.|_____________________
Mans destiny belongs to the stars. | MARS OR BUST

Date: 27 Jul 89 18:24:46 GMT
From: tahoe!wheeler!mikew@apple.com (Mike Whitbeck)
Subject: Re: TeX on Atari ST
To: info-atari16@score.stanford.edu

In article <36500067@iuvax> pwp@iuvax.cs.indiana.edu writes:
*
*Has anyone developed a program for viewing dvi files on a color monitor yet?
*I know that the black and write monitor is better for this, but I have a color
*monitor.

ditto!

Has anyone tried the monochrome ppreviewers with any of the
commercial or pd monochrome emulators?

____
Mike Whitbeck	
	mikew@wheeler.wrc.unr.edu
	mikew@wheeler.UUCP
_____________________	_____________________________

Genius is more often found in a cracked pot than a
whole one......
E.B. White

Date: 27 Jul 89 18:13:18 GMT
From: tahoe!wheeler!mikew@apple.com (Mike Whitbeck)
Subject: Re: putchar() getchar() problem?
To: info-atari16@score.stanford.edu

In article <33978@grapevine.uucp> koreth (Steven Grimm) writes:
~In article <2829@tahoe.unr.edu~ mikew@wheeler.UUCP (Mike Whitbeck) writes:
~~HELP !
~~I seem to get extra \r's from putchar()!!!! (or getchar()?)
~
~On the ST, the end-of-line code is \r\n, not just \n as it is on UNIX.
~In order to output valid text files, C libraries translate \n to \r\n
~on output, and back the other way on input.
~
~Most C compilers on the ST let you pass a "b" modifier to in the second
~parameter of fopen(); this tells the compiler to skip its I/O translation.
~ ...
~Hope that helps.
~
~sgrimm@sun.com ...!sun!sgrimm

Actually I am not getting the \r\n pair just the \r and somewhat
randomly sprinkled throughout the file.

A la UN*X I planned to use the splay program as a filter using
stdin and stdout. Maybe I can write a scratch file fopen'd as
per your sugesstion and then cat the scratch file to stdout via
Pexec or execvec().

Thanks for the reply.

Date: 27 Jul 89 12:19:00 GMT
From: philmtl!philabs!ttidca!woodside@uunet.uu.net (George Woodside)
Subject: Re: Defragger wanted (wasRe: 82 track DS/DD drive needed)
To: info-atari16@score.stanford.edu

In article <15830@pasteur.Berkeley.EDU> calengr@cory.Berkeley.EDU.UUCP
(California Engineer Magazine) writes:
...[edited]...
>Can someone tell me where I can get a copy of a good
>defragger for a floppy?
>
>Thanks
>
>Michael

I don't know of any around, but that may be because you don't need one. Just copy the files (not the whole disk, the files) to another (empty) floppy, and they will be made contiguous. If you have a big enough RAMdisk, you can copy the files to it, delete them from the original floppy, then copy them back.

When you use the desktop (or most utility programs) to copy whole disks, the structure (and consequent fragmentation) of the disk is maintained. When you copy the files (or complete folders), the data is accessed as a file, and read and written back as file-sized entities. If the destination is blank, the files are written contiguously.

--
*George R. Woodside - Citicorp/TTI - Santa Monica, CA
*Path: ..!{philabs|csun|psivax}!ttidca!woodside

Date: 27 Jul 89 13:16:21 GMT
From: philmtl!philabs!ttidca!woodside@uunet.uu.net (George Woodside)
Subject: Re: Hard Disk Auto Boot Bypass
To: info-atari16@score.stanford.edu

In article <711@lzaz.ATT.COM> hcj@lzaz.ATT.COM (HC Johnson) writes:
>For 2 years I have auto booted off a hard disk.
>I have used the Bypass program by Small in Start magazine to save me
>when the /auto or .acc program went bad and the system wouldnt boot.
>
>This program allowed the disk driver (aka AHDI.PRG) to be read in from the
>floppy, and the hard disk wasn't accessed. Then I could fix the problem.
>
>Now, I find it is incompatible with TOS1.4 . Not unexpected!
>
>What now? Does anyone have a similar program that works on tos1.4???

Depending upon which software you are running, there are usually hooks in the auto boot code to allow you to prevent an auto boot whenever you want.

Check the documentation from the vendor of your driver.

The more common ones are holding down a shift key, the Alt key, the
Control key, or some combination of them when powering up your system.

Most bypass techniques are effective only at power up, not at reset.
--
*George R. Woodside - Citicorp/TTI - Santa Monica, CA
*Path: ..!{philabs|csun|psivax}!ttidca!woodside

Date: 27 Jul 89 12:32:52 GMT
From: philmtl!philabs!ttidca!woodside@uunet.uu.net (George Woodside)
Subject: Re: Turtle 3.0 suggestion
To: info-atari16@score.stanford.edu

In article <2868@brahma.cs.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:
>In article <4821@ttidca.TTI.COM> woodside@ttidcb.tti.com (George Woodside)
>writes:
>>Turtle has severe memory problems. It, with the RAMdisk, just barely fits
>>into the 1M machines. Adding features and options is limited by memory to
>>the most crucial items. The most crucial, in the immediate future, is the
>>support of the way TOS 1.4 handles the Archive bit. Next is more flexibility
>>for diskette formats.
>
>Why not trash the GEM stuff and the Turtle Logo. I guess that would give you
>more memory. If a program is run as a '.prg' then you can still use the mouse
>via the Line-A routines & variables.

Because that's not the program where the more severe memory constraint is.
"TURTLE.PRG" is the GEM front end. It has the menus, mouse, etc. It does all
the user interface work, and builds a command line for the other program.
"TTLEXEC.TTP" is the program that does the backup work. It has to fit into
memory with the RAMdisk, and that's the one that's squeezed to the max.

The two programs trigger each other via shel_exec, so they have to be
kept the same size in order to fit into the same memory space, once
the RAMdisk is activated.

Since the majority of ST users are not software hackers, I resist the
temptation to implement any non-standard interface techniques. Part of
the elegance of the ST is that, by having GEM built in, it provides
a platform which offers the same user interface across a wide scope of
programs. Given years of remembering obscure control-key commands and
wierd letter-options from CP/M, MS-DOS, and UNIX, I find menus and
clearly explained options in dialog boxes a real pleasure. Point and
click is the next best thing to audible commands, in my opinion.
--
*George R. Woodside - Citicorp/TTI - Santa Monica, CA
*Path: ..!{philabs|csun|psivax}!ttidca!woodside

End of Info-Atari16 Digest
****
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842. (none)

Newsgroup: comp.sys.atari.st
Date: 1989-08-05 01:54:29 UTC
From: RIOVM@DFNGATE.BITNET
Message-ID: <8908050154.AA24191@ucbvax.Berkeley.EDU>
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Comments: Warning -- original Sender: tag was INFO-A16@MARIST
From: Info-Atari16 Digest <Info-Atari16@SCORE.STANFORD.EDU>
Subject: Info-Atari16 Digest V89 #365
To: "U. Zakrzewski" <ZAKRZEWSKI@MPI-MUELHEIM.MPG.DBP.DE>

Info-Atari16 Digest Friday, August 4, 1989 Volume 89 : Issue 365

This weeks Editor: Bill Westfield

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Re: SH204 Hard Drive Advice
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Howard C. Johnson
ATT Bell Labs
att!lzaz!hcj
hcj@lzaz.att.com

Date: 26 Jul 89 09:49:14 GMT
From: mcvax!ukc!dcl-cs!gdt!gdr!ccsmh@uunet.uu.net (Mark Harding)
Subject: Rewiring Disk Drives
To: info-atari16@score.stanford.edu

Does anybody know how to rewire the ST so that the External Drive
is actually drive A while the internal drive becomes drive b?

I Have a 520STFM with extern 1 Meg Cumana drive.

Cheers.

--

One of these days...

Date: 26 Jul 89 15:39:34 GMT
From: mcvax!ukc!dcl-cs!gdt!gdr!exspes@uunet.uu.net (P E Smee)
Subject: Re: ST shops in London
To: info-atari16@score.stanford.edu

In article <349@ucl-cs.UUCP> S.Usher@ucl-cs.UUCP writes:
>You will be pleased to know that there are many shops in London which stock
>ST software. Pretty well every software shop stocks ST stuff (the ST is the
>most popular 16 bit micro in the UK at the mo.). I know for a fact that
>there are at least 10 shops in the Tottenham Court Road area (including
>Silica Shop/Systems and the Virgin Games Store)!

Note that as the last time I was in London (for the Atari User Show)
Virgin Games Store had stopped stocking computer games. They had been
moved to a spot in the Virgin Megastore on Oxford Street nearer
Tottenham Court Road. It also looked like the range they stocked had
gotten smaller, but maybe that's just because the Megastore is so much
bigger than the Games Store. The advantage to the move is that it is
MUCH easier to find the Megastore than the Games Store. The disadvantage
is that once you're in the Megastore, it's painfully difficult to find
the computer games bit.

Silica Shop is also tricky to find. It's upstairs in a building named
'Lion House', at 227 Tottenham Court Road. Go in the main door, and up
the (probably not-running) escalator.

Date: 26 Jul 89 20:43:30 GMT
From: mcvax!ukc!stl!idec!prlhp1!stevens@uunet.uu.net (Francis Stevens)
Subject: Sozobon C
To: info-atari16@score.stanford.edu

I have a 520ST and have recently been given a copy of the Sozobon C compiler,
so far I have been using this with some success to write some small C programs.
One thing that didn't come with the disk (or on it) was any form of
documentation for the compiler etc.. (OK I know it was free, so what do I
expect) But just on the off chance.... is there any one out there who knows
of any such documentation (even if it's just the name of a book I need to buy)
or if anyone has any usefull information about the compiler (like is it
possibleto compile a program on another (RAM) disk ?) I would be grateful for
the info.

Should I receive anything I will of course summarize it for the net !!

Many thanks.

Francis Stevens
stevens@prl.philips.co.uk
(New ST owner)

Date: 26 Jul 89 12:56:17 GMT
From: mcvax!ukc!icdoc!syma!lezo@uunet.uu.net (Lez Oxley)
Subject: Cumana External Drive Problem : Or is it?
To: info-atari16@score.stanford.edu

I have just noticed what I think are problems with my Cumana CSA 354
1 Meg Disk Drive which I use as external drive B. It is only 3 months
old and is connected to a 'standard' 3 year-old 1040ST with 'old' TOS in
rom. The problem occurs intermittently in all screen resolutions. Can
anyone offer any help/advice which does not involve taking things to
bits! The symptoms are as follows:

1. Used as a drive for reading only the drive seems to be OK.

2. Random seek tests and speed tests seem to be OK.

3. When used for writing to, single one-off file transfers seem to be OK.
(eg. saving a WP document or program source very 20 minutes or so.)

4. When used for writing to, involving disk to disk copying (Drive A: to
Drive B:) sometimes the internal drive can't read the disk so
produced and neither can any other Atari Disk Drive. Sometimes the
Cumana drive itself can not consistently read its own disk, ie.
sometimes it refuses to read what it has written, ten minutes later,
however, it may read it (after rebooting disk swapping etc).

5. When used for writing to, by copying (say) 30 files from drive A:
some of the 30 files seem to get corrupted. The 'directory' entries
look OK - files sizes OK, etc. but when you list an ASCII file (eg)
you sometimes get garbage in the file instead on the real data.
Program files are corrupted in a similiar way and either they time
bomb out or chunks of code don't work. Unlike 4. the Cumana drive is
never able read the corruption.

6. I have used George Woodside's VKILLER to check for a virus and
nothing's shown up. (I get the problem when I boot up from a wide
range of disks.)

7. The same problem occurs on different media - cheap disks, SONY disks,
Memorex disks, Verbatim, . . .

8. I am not using lots of folders - no more than 10 in a session.

Has anyone got any ideas as to what may be going wrong - I always
thought that TOS verified everything it wrote to a disk (an annoyance
to some people I know)?

Are there any nifty disk checking utilities out there? If so can someone
mail me a disk checker or even a byte-by-byte file comparision program
so that I can reverify files written on the Cumana?

Any help will be gratefully received. Sorry to have gone on at such
length but I felt I had to supply as much information on the problem as
possible - this is my first posting to the net.

(For all I know the drive may have been faulty at birth or got crunched
slightly coping with all that horrible copy protection which makes your
disk drive sound more like a coffee grinder.)

--
Lez Oxley, Administration, University of Sussex, Brighton, BN1 9RH, UK
Tel: +44 273 606755 x3808 Fax: +44 273 678335 JANET: lezo@uk.ac.sussex.syma
ARPA: lezo%syma.sussex.ac.uk@nsfnet-relay.ac.uk
BITNET: lezo@syma.sussex.ac.uk UUCP: lezo@syma.uucp

Date: 27 Jul 89 16:48:00 GMT
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Subject: Re: TeX on Atari ST
To: info-atari16@score.stanford.edu

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I know that the black and write monitor is better for this, but I have a color
monitor.

Date: 27 Jul 89 16:03:38 GMT
From: asuvax!hrc!gtephx!covertr@handies.ucar.edu (Richard E. Covert)
Subject: Re: Missing gnuemacs parts
To: info-atari16@score.stanford.edu

In article <1073@MSG002.UUCP>, ooa@MSG002.UUCP (O.Atkins) writes:
> Recently we received all but gnuemacs.uag through gnuemacs.ual!
> Could some kind soul please send these to me?
>

We didn't receive all of GNU EMACS for the ST here at gtephx
as well. Also, are the source code files for the ST version of GNU EMACS
available?? And was GNU EMACS GEMized for the ST (adding things like a
file selector would be nice!!).

So, please email me the binaries and/or the source code to GNU
EMACS for the ST.

TIA
richard (gtephx!covertr) covert

Date: 27 Jul 89 16:58:53 GMT
From: rti!sunpix!allegro@mcnc.org (SunVis)
Subject: Alt. ST box
To: info-atari16@score.stanford.edu

Are there any alternate style cases to put a 520/1040 ST in so it has a
detached keyboard? I'm getting a little tired of the 'all in one' style
box.
--
uucp: mcnc!rti!sunpix!steve or mcnc!rti!sunpix!allegro |Stephen McKay Matson
"FRODO LIVES!!" COLORADO DREAMS | Daddy to be
Support the formation of a multi-national space agency.|_____________________
Mans destiny belongs to the stars. | MARS OR BUST

Date: 27 Jul 89 18:24:46 GMT
From: tahoe!wheeler!mikew@apple.com (Mike Whitbeck)
Subject: Re: TeX on Atari ST
To: info-atari16@score.stanford.edu

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*Has anyone developed a program for viewing dvi files on a color monitor yet?
*I know that the black and write monitor is better for this, but I have a color
*monitor.

ditto!

Has anyone tried the monochrome ppreviewers with any of the
commercial or pd monochrome emulators?

____
Mike Whitbeck	
	mikew@wheeler.wrc.unr.edu
	mikew@wheeler.UUCP
_____________________	_____________________________

Genius is more often found in a cracked pot than a
whole one......
E.B. White

Date: 27 Jul 89 18:13:18 GMT
From: tahoe!wheeler!mikew@apple.com (Mike Whitbeck)
Subject: Re: putchar() getchar() problem?
To: info-atari16@score.stanford.edu

In article <33978@grapevine.uucp> koreth (Steven Grimm) writes:
~In article <2829@tahoe.unr.edu~ mikew@wheeler.UUCP (Mike Whitbeck) writes:
~~HELP !
~~I seem to get extra \r's from putchar()!!!! (or getchar()?)
~
~On the ST, the end-of-line code is \r\n, not just \n as it is on UNIX.
~In order to output valid text files, C libraries translate \n to \r\n
~on output, and back the other way on input.
~
~Most C compilers on the ST let you pass a "b" modifier to in the second
~parameter of fopen(); this tells the compiler to skip its I/O translation.
~ ...
~Hope that helps.
~
~sgrimm@sun.com ...!sun!sgrimm

Actually I am not getting the \r\n pair just the \r and somewhat
randomly sprinkled throughout the file.

A la UN*X I planned to use the splay program as a filter using
stdin and stdout. Maybe I can write a scratch file fopen'd as
per your sugesstion and then cat the scratch file to stdout via
Pexec or execvec().

Thanks for the reply.

Date: 27 Jul 89 12:19:00 GMT
From: philmtl!philabs!ttidca!woodside@uunet.uu.net (George Woodside)
Subject: Re: Defragger wanted (wasRe: 82 track DS/DD drive needed)
To: info-atari16@score.stanford.edu

In article <15830@pasteur.Berkeley.EDU> calengr@cory.Berkeley.EDU.UUCP
(California Engineer Magazine) writes:
...[edited]...
>Can someone tell me where I can get a copy of a good
>defragger for a floppy?
>
>Thanks
>
>Michael

I don't know of any around, but that may be because you don't need one. Just copy the files (not the whole disk, the files) to another (empty) floppy, and they will be made contiguous. If you have a big enough RAMdisk, you can copy the files to it, delete them from the original floppy, then copy them back.

When you use the desktop (or most utility programs) to copy whole disks, the structure (and consequent fragmentation) of the disk is maintained. When you copy the files (or complete folders), the data is accessed as a file, and read and written back as file-sized entities. If the destination is blank, the files are written contiguously.

--
*George R. Woodside - Citicorp/TTI - Santa Monica, CA
*Path: ..!{philabs|csun|psivax}!ttidca!woodside

Date: 27 Jul 89 13:16:21 GMT
From: philmtl!philabs!ttidca!woodside@uunet.uu.net (George Woodside)
Subject: Re: Hard Disk Auto Boot Bypass
To: info-atari16@score.stanford.edu

In article <711@lzaz.ATT.COM> hcj@lzaz.ATT.COM (HC Johnson) writes:
>For 2 years I have auto booted off a hard disk.
>I have used the Bypass program by Small in Start magazine to save me
>when the /auto or .acc program went bad and the system wouldnt boot.
>
>This program allowed the disk driver (aka AHDI.PRG) to be read in from the
>floppy, and the hard disk wasn't accessed. Then I could fix the problem.
>
>Now, I find it is incompatible with TOS1.4 . Not unexpected!
>
>What now? Does anyone have a similar program that works on tos1.4???

Depending upon which software you are running, there are usually hooks in the auto boot code to allow you to prevent an auto boot whenever you want.

Check the documentation from the vendor of your driver.

The more common ones are holding down a shift key, the Alt key, the
Control key, or some combination of them when powering up your system.

Most bypass techniques are effective only at power up, not at reset.
--
*George R. Woodside - Citicorp/TTI - Santa Monica, CA
*Path: ..!{philabs|csun|psivax}!ttidca!woodside

Date: 27 Jul 89 12:32:52 GMT
From: philmtl!philabs!ttidca!woodside@uunet.uu.net (George Woodside)
Subject: Re: Turtle 3.0 suggestion
To: info-atari16@score.stanford.edu

In article <2868@brahma.cs.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:
>In article <4821@ttidca.TTI.COM> woodside@ttidcb.tti.com (George Woodside)
>writes:
>>Turtle has severe memory problems. It, with the RAMdisk, just barely fits
>>into the 1M machines. Adding features and options is limited by memory to
>>the most crucial items. The most crucial, in the immediate future, is the
>>support of the way TOS 1.4 handles the Archive bit. Next is more flexibility
>>for diskette formats.
>
>Why not trash the GEM stuff and the Turtle Logo. I guess that would give you
>more memory. If a program is run as a '.prg' then you can still use the mouse
>via the Line-A routines & variables.

Because that's not the program where the more severe memory constraint is.
"TURTLE.PRG" is the GEM front end. It has the menus, mouse, etc. It does all
the user interface work, and builds a command line for the other program.
"TTLEXEC.TTP" is the program that does the backup work. It has to fit into
memory with the RAMdisk, and that's the one that's squeezed to the max.

The two programs trigger each other via shel_exec, so they have to be
kept the same size in order to fit into the same memory space, once
the RAMdisk is activated.

Since the majority of ST users are not software hackers, I resist the
temptation to implement any non-standard interface techniques. Part of
the elegance of the ST is that, by having GEM built in, it provides
a platform which offers the same user interface across a wide scope of
programs. Given years of remembering obscure control-key commands and
wierd letter-options from CP/M, MS-DOS, and UNIX, I find menus and
clearly explained options in dialog boxes a real pleasure. Point and
click is the next best thing to audible commands, in my opinion.
--
*George R. Woodside - Citicorp/TTI - Santa Monica, CA
*Path: ..!{philabs|csun|psivax}!ttidca!woodside

End of Info-Atari16 Digest
****
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843. (none)

Newsgroup: comp.sys.atari.st
Date: 1989-08-05 01:54:54 UTC
From: RIOVM@DFNGATE.BITNET
Message-ID: <8908050154.AA24207@ucbvax.Berkeley.EDU>
Source record: 248966

```
Added from the X.400/EARN-Gateway: Undeliverable Mail
Notification message, may be wrong recipient

Received: from DEARN.BITNET by DFNGATE.BITNET.DBP.DE (Mailer R2.03B) with BSMTP
id 6838; Sat, 05 Aug 89 02:23:00 EST
Received: by DEARN (Mailer R2.01) id 4813; Sat, 05 Aug 89 02:22:56 EST
Date: Fri, 4 Aug 89 15:44:11 PDT
Reply-To: Info-Atari16@Score.Stanford.edu
Sender: INFO-ATARI16 Discussion <INFO-A16@DEARN>
Comments: Warning -- original Sender: tag was
Info-Atari16-request@SCORE.STANFORD.EDU
Comments: Warning -- original Sender: tag was INFO-A16@MARIST
From: Info-Atari16 Digest <Info-Atari16@SCORE.STANFORD.EDU>
Subject: Info-Atari16 Digest V89 #365
To: Gerhard Ahlers <AHLERS@PHYSIK.UNI-BIELEFELD.DBP.DE>

Info-Atari16 Digest Friday, August 4, 1989 Volume 89 : Issue 365

This weeks Editor: Bill Westfield

Today's Topics:

Re: SH204 Hard Drive Advice
Rewiring Disk Drives
Re: ST shops in London
Sozobon C
Cumana External Drive Problem : Or is it?
Re: TeX on Atari ST
Re: Missing gnuemacs parts
Alt. ST box
Re: TeX on Atari ST
Re: putchar() getchar() problem?
Re: Defragger wanted (wasRe: 82 track DS/DD drive needed)
Re: Hard Disk Auto Boot Bypass
Re: Turtle 3.0 suggestion

----------------------------------------------------------------------

Date: 27 Jul 89 14:08:21 GMT
From: dptg!lzaz!hcj@rutgers.edu (HC Johnson)
Subject: Re: SH204 Hard Drive Advice
To: info-atari16@score.stanford.edu

In article <258@mic.UUCP>, gary@mic.UUCP (Gary Lewin) writes:
>
> I have an SH204 hard drive that has died a sad death. Unfortunately, the
> problem has been diagnosed to be the Adaptek controller card. Local
```

> repair facilities have said that the card cannot be repaired but must
> be replaced. After doing some research, I have several questions:
>
> 1) Does anyone have a suggestion of a repair facility that could repair
> an SH204 Adaptek card for a reasonable fee?
>
> 2) Are there any suggestions on the best place to buy one of the
> following Adaptek cards: 4000A, 4010, 4070 or 4070A?
>
Timeline, Inc, 1-800-872-8878 will sell you an adaptec 4000a for $60.
Even the others sell it for $135.

Get the 4070 ONLY if your going to put an RLL drive into your sh204.

I recommend getting a 4000a, and adding an outboarded second drive.

Howard C. Johnson
ATT Bell Labs
att!lzaz!hcj
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Lez Oxley, Administration, University of Sussex, Brighton, BN1 9RH, UK
Tel: +44 273 606755 x3808 Fax: +44 273 678335 JANET: lezo@uk.ac.sussex.syma
ARPA: lezo%syma.sussex.ac.uk@nsfnet-relay.ac.uk
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Date: 27 Jul 89 12:19:00 GMT
From: philmtl!philabs!ttidca!woodside@uunet.uu.net (George Woodside)
Subject: Re: Defragger wanted (wasRe: 82 track DS/DD drive needed)
To: info-atari16@score.stanford.edu

In article <15830@pasteur.Berkeley.EDU> calengr@cory.Berkeley.EDU.UUCP
(California Engineer Magazine) writes:
...[edited]...
>Can someone tell me where I can get a copy of a good
>defragger for a floppy?
>
>Thanks
>
>Michael

I don't know of any around, but that may be because you don't need one. Just
copy the files (not the whole disk, the files) to another (empty) floppy, and
they will be made contiguous. If you have a big enough RAMdisk, you can copy
the files to it, delete them from the original floppy, then copy them back.

When you use the desktop (or most utility programs) to copy whole disks, the
structure (and consequent fragmentation) of the disk is maintained. When
you copy the files (or complete folders), the data is accessed as a file,
and read and written back as file-sized entities. If the destination is
blank, the files are written contiguously.

--
*George R. Woodside - Citicorp/TTI - Santa Monica, CA
*Path: ..!{philabs|csun|psivax}!ttidca!woodside

Date: 27 Jul 89 13:16:21 GMT
From: philmtl!philabs!ttidca!woodside@uunet.uu.net (George Woodside)
Subject: Re: Hard Disk Auto Boot Bypass
To: info-atari16@score.stanford.edu

In article <711@lzaz.ATT.COM> hcj@lzaz.ATT.COM (HC Johnson) writes:
>For 2 years I have auto booted off a hard disk.
>I have used the Bypass program by Small in Start magazine to save me
>when the /auto or .acc program went bad and the system wouldnt boot.
>
>This program allowed the disk driver (aka AHDI.PRG) to be read in from the
>floppy, and the hard disk wasn't accessed. Then I could fix the problem.
>
>Now, I find it is incompatible with TOS1.4 . Not unexpected!
>
>What now? Does anyone have a similar program that works on tos1.4???

Depending upon which software you are running, there are usually hooks
in the auto boot code to allow you to prevent an auto boot whenever you want.

Check the documentation from the vendor of your driver.

The more common ones are holding down a shift key, the Alt key, the
Control key, or some combination of them when powering up your system.

Most bypass techniques are effective only at power up, not at reset.
--
*George R. Woodside - Citicorp/TTI - Santa Monica, CA
*Path: ..!{philabs|csun|psivax}!ttidca!woodside

Date: 27 Jul 89 12:32:52 GMT
From: philmtl!philabs!ttidca!woodside@uunet.uu.net (George Woodside)
Subject: Re: Turtle 3.0 suggestion
To: info-atari16@score.stanford.edu

In article <2868@brahma.cs.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:
>In article <4821@ttidca.TTI.COM> woodside@ttidcb.tti.com (George Woodside)
>writes:
>>Turtle has severe memory problems. It, with the RAMdisk, just barely fits
>>into the 1M machines. Adding features and options is limited by memory to
>>the most crucial items. The most crucial, in the immediate future, is the
>>support of the way TOS 1.4 handles the Archive bit. Next is more flexibility
>>for diskette formats.
>
>Why not trash the GEM stuff and the Turtle Logo. I guess that would give you
>more memory. If a program is run as a '.prg' then you can still use the mouse
>via the Line-A routines & variables.

Because that's not the program where the more severe memory constraint is.
"TURTLE.PRG" is the GEM front end. It has the menus, mouse, etc. It does all
the user interface work, and builds a command line for the other program.
"TTLEXEC.TTP" is the program that does the backup work. It has to fit into
memory with the RAMdisk, and that's the one that's squeezed to the max.

The two programs trigger each other via shel_exec, so they have to be
kept the same size in order to fit into the same memory space, once
the RAMdisk is activated.

Since the majority of ST users are not software hackers, I resist the
temptation to implement any non-standard interface techniques. Part of
the elegance of the ST is that, by having GEM built in, it provides
a platform which offers the same user interface across a wide scope of
programs. Given years of remembering obscure control-key commands and
wierd letter-options from CP/M, MS-DOS, and UNIX, I find menus and
clearly explained options in dialog boxes a real pleasure. Point and
click is the next best thing to audible commands, in my opinion.
--
*George R. Woodside - Citicorp/TTI - Santa Monica, CA
*Path: ..!{philabs|csun|psivax}!ttidca!woodside

End of Info-Atari16 Digest
****
----

844. (none)

Newsgroup: comp.sys.atari.st
Date: 1989-08-05 01:57:57 UTC
From: RIOVM@DFNGATE.BITNET
Message-ID: <8908050157.AA24401@ucbvax.Berkeley.EDU>
Source record: 248967

```
Added from the X.400/EARN-Gateway: Undeliverable Mail
Notification message, may be wrong recipient

Received: from DEARN.BITNET by DFNGATE.BITNET.DBP.DE (Mailer R2.03B) with BSMTP
id 6796; Sat, 05 Aug 89 02:16:44 EST
Received: by DEARN (Mailer R2.01) id 4611; Sat, 05 Aug 89 02:16:42 EST
Date: Fri, 4 Aug 89 15:43:21 PDT
Reply-To: Info-Atari16@Score.Stanford.edu
Sender: INFO-ATARI16 Discussion <INFO-A16@DEARN>
Comments: Warning -- original Sender: tag was
Info-Atari16-request@SCORE.STANFORD.EDU
Comments: Warning -- original Sender: tag was INFO-A16@MARIST
From: Info-Atari16 Digest <Info-Atari16@SCORE.STANFORD.EDU>
Subject: Info-Atari16 Digest V89 #364
To: "U. Zakrzewski" <ZAKRZEWSKI@MPI-MUELHEIM.MPG.DBP.DE>

Info-Atari16 Digest Friday, August 4, 1989 Volume 89 : Issue 364

This weeks Editor: Bill Westfield

Today's Topics:

DeskJets and Atari Parallel Port
Data Free
Re: DeskJets and Atari Parallel Port
Flash/Shadow and QuickST
Re: Why is Pexec() getting flaky on my ST?
TeX on Atari ST
GDOS
ZOO sources
RE: COLD BOOT in GFA Basic.
Re: boot problem with Seagate ST 157N
Re: VIP PROFESSIONAL AND ARCHIVE SITE
Re: Folded vs STedi
Re: CMI Accelerator Board

------------------------------------------------------------------------

Date: 26 Jul 89 18:25:28 GMT
From: hp-pcd!hpvcfs1!neff@hplabs.hp.com (Dave Neff)
Subject: DeskJets and Atari Parallel Port
To: info-atari16@score.stanford.edu

I have been conspicuously silent with respect to the Atari ST parallel port
current sink limit and DeskJet/DeskJet+ pullup resistors.
You see, here's my dilema: The Atari ST is not officially
supported for use with the DeskJet printers. This means we have not
```

tested the printer and our support people will be next to useless in resolving problems. They won't tell you to "take a hike, its not supported", rather our support people simply lack Atari expertise to help with any significant technical problems.

Furthermore, I am unable to test and verify any of the proposed solutions to the current limit problem. Using the 7407 buffer on the data and strobe lines should work fine, but as an HP representative I cannot say this is the "HP recommended" solution. You also could use the serial port at 19.2 K baud (in most cases this will not hurt performance) but I have been told by Atari users there are various gotchas when trying to print out the serial port. I still fail to understand how the DeskJet+ could damage an Atari, even though there is one case of anecdotal evidence to the contrary. The current limit could result in marginal logic levels on data and especially strobe, but if the Atari can only sink 1.6ma thats fine, and if the printer tries to draw more the Atari simply cannot supply it -- how can this damage the Atari? If I had an Atari I would definately buffer the parallel port with the 7407 for logic level reliability if nothing else.

If you have sent me mail about this problem and I haven't answered I'm sorry and I hope this posting explains the situation somewhat. I hope this posting is at least slightly better than nothing.

I have encouraged our support people to make a specific statement on Atari support especially relating to the current limit on the parallel port but so far they have not come up with an official position.

Dave Neff
neff@hpvcfs1.HP.COM

Date: 26 Jul 89 22:33:38 GMT
From: blake!bissiri@beaver.cs.washington.edu (Moja Fritzah)
Subject: Data Free
To: info-atari16@score.stanford.edu

Phone number for Data Free, anybody????

Thanks

-kevin
bissiri@blake.acs.washington.edu

Date: 27 Jul 89 01:17:30 GMT
From: avogel@g.ms.uky.edu (Andrew Lee Vogel)
Subject: Re: DeskJets and Atari Parallel Port
To: info-atari16@score.stanford.edu

I have built a cable with the 7407s and use the Tools TeX driver with no problems, no problems about turning on the computer and

printer in various orders either.

I do have one question, some hp laserjet drivers work and some don't.
My observation: Is it the case that the drivers that work have the
computer do "everything" while those that don't
want to download fonts to the printer? When attempting
to print TeX with a driver that doesn't work the
built in printer fonts are used
and so a mess is created.

Date: 24 Jul 89 15:40:14 GMT
From: pacbell!cpro!meadow!bill@ames.arc.nasa.gov (Bill Foster)
Subject: Flash/Shadow and QuickST
To: info-atari16@score.stanford.edu

>
> when I try to use Flash/Shadow with
> QuickST I have all sorts of problems. No bombs (but I didn't
> leave QuickST active long enough to know for sure...) but
> QuickST does do a nice job of messing up the VT100/ANSI
> screen commands. Enough to make the combinationccompletely
> unusable.
> This information is based on an older version of QQuickST. I
> haven't tried the newest version, but one of the authors,

QuickST 1.5 has fixed almost all of the vt52 terminal emulation
descrepencies, except for that of setting colors (doesn't recognize
the codes, prints garbage) This renders it unusable for me.

BFOSTER = GEnie, WHTB33B = Prodigy
{ccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccc}
{c} <> Bill Foster <> | /|\ {c}
{c} | {c}
{c} /|\ | Vegetarians 4-ever {c}
{ccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccc}
{amdahl,hplabs,decwrl}!pacbell!cpro!meadow!bill

Date: 27 Jul 89 03:09:36 GMT
From: att!chinet!saj@ucbvax.Berkeley.EDU (Stephen Jacobs)
Subject: Re: Why is Pexec() getting flaky on my ST?
To: info-atari16@score.stanford.edu

Intensive testing of everything I could test intensively (I could still use
an industrial strength RAM test program) really didn't turn anything up. So
in desperation, I re-copied the hard disk driver into the auto folder on my
boot-up disk. No more problem. Go figure.
Steve J.

Date: Thu, 27 Jul 89 09:56:29 MEZ
From: Udo Heinrich <OR160%DBNUOR1.BITNET@Forsythe.Stanford.EDU>
Subject: TeX on Atari ST
To: INFO-ATARI16@SCORE.STANFORD.EDU

Hello!

I want to tell you something about a new Sharware Programm for the
Atari ST. It's called TeX and might be known by everybody. TeX was developed
by E. Knuth in over 10 years hard work. It was written in WEB, a kind of
mega pascal language which is not computer-orientated.
So it was possible to transfirm TeX to "every" kind of computer, also
on the Atari ST.

But what is TeX. I thing some of you know Signum!2 from
Application Systems Heidelberg. TeX is Signum!2 times Signum!2. TeX is a
program that brings your words in the right form, makes for you a
table of contents automatically and footnotes are no more a problem.
But the best of all is the possibility of TeX to make your equation look
like in a book. For example:
You type in: $(x+y)=xc2+2xy+yc2$ and the result is ...
(Sorry, but the monitor can't show you.)

TeX is like a programming language. You have if-cases and so on.
So you want to know something about TeX? Here is a little literature-list:

-for german users: Helmut Kopka; LaTeX, eine Einfuehrung; Addison-
Wesley Publishing Company; Bonn 2. Auflage 1989
(very good, easy to understand, to get results)
-for everyone: D. E. Knuth; The TeXbook; Addison-Wesley P. C.; 1984
(the original, to know everything about TeX)

L. Lamport; A Document Preparation System; A.-W. P. C.
(written by the author of LaTeX, good but I prefare
H. Kopka)

TeX knows all features you need to write a nice letter, your works and
everything else. Another helpful thing ist that you can write your
TeX-text on an editor by your choice. TeX-inputfiles are always
ASCII-Files. So you can copy some files from your VMS- or SUN-machine
and work with it at home (but the up-side-down way is quite more
interesting, because of the possibility to use the laser-printer
of your university and so on).

But what's the new on this 5th version of TeX on Atari ST computers?

Really easy to understand, when I tell you that it is translated into
Turbo-C and compiled. This version is much more faster than the other
and not so expensive because it is shareware.

The price for this TeX-version incl. a shell, a screen- and a print-
previewer, fonts, a short-instruction and several style-files (you need
them to write a book, article, report, letter, descriptions,...), LaTeX
and the 'german-language-file',... is 20 Deutsche Marks for a unregistrated

version and 60 Deutsche Mark for a registrated version. The registrated version incl. one backup and a note for every following backups and online-telephone-help for your problems. The package incl. 3 disks packed by ARC (ARC is incl.; makes something about 6 Deutsche Marks for one disk).

And where can you get that really good stuff??

Stefan Lindner
Iltisstrasse 3
8510 Fuerth
West Germany

(if you don't live in West German call Mr. Lindner first, because of the price!)

If you order a version please note, that the price above is the price for orders in West Germany, other lands have different prices because of the post costs.

If you order a version please write a note that you got the information from like this:

"Informations about this TeX version by Udo Heinrich, #00091!"

If you want some more informations send OONNEE SSMMAALL note to me.

Hope the information was useful

Udo Heinrich

Date: 27 Jul 89 05:28:08 GMT
From: blake!themod@beaver.cs.washington.edu (Chris Hinton)
Subject: GDOS
To: info-atari16@score.stanford.edu

Hello, I just got a spreadsheet program off the net. Maybe you too have seen it, its called Opus and it seems to be just the thing I have been looking for. But, alas, there is one small problem. In order to do charting from the program one has to have GDOS. Well, I thought, I'll just pull the GDOS stuff off my DEGAS disk and use it here. No, that didn't work.
To make a long story short, if that is still possible, does anybody out there have any idea how to get this damn thing to work. I sure haven't figured it out yet.
You can either mail me a reply, or post your response here. Makes no diff to me.
Thanks in advance.

Chris Hinton ---- themod@blake.acs.washington.edu
Mod Software Systems
Seattle, Wa 98195

"Why didn't you tell me he had one of those... things?" - The Joker.
"My life is really...complex." - Bruce Wayne.
"Excuse me... What does God need with a starship?" - James T. Kirk.

Date: Thu, 27 Jul 89 14:38 N
From: <AWINFHAH%HMARL5.BITNET@Forsythe.Stanford.EDU>
Subject: ZOO sources
To: info-atari16@score.stanford.edu
X-Original-To: info-atari16@score.stanford.edu, AWINFHAH

Does anybody know where I can obtain the sources of ZOO? I do not have
access to FTP, but I can access most mail servers.

Thanks in advance,
-Roger

Date: Thu, 27 Jul 89 15:12 N
From: <TOXI_CE%HNYKUN51.BITNET@Forsythe.Stanford.EDU>
Subject: RE: COLD BOOT in GFA Basic.
To: info-atari16@score.stanford.edu
X-Original-To: atari16, TOXI_CE

Subject: RE: COLD BOOT RESET GFA CODE

> I'm armed only with the GFA version 2.0 manual, nothing else. I
>am looking for GFA VERSION 2.0 code that will cause a COLD BOOT. Many
>thanks....

>Larry Rymal in wet and flooded East Texas <Z4648252@SFAUSTIN.BITNET>

I wonder why you would want to do a cold boot in GFA-basic, but I think
this will do it:

```
Slpoke &H420,0 ! Clear Memvalid (makes next boot COLD)
Void Gemdos(32,L:0) ! Go in to supervisor mode
' you can void the result, since there is
' no return form a reset
Reset%=Lpeek(4) ! Get reset vector
Call Reset% ! Jump there
```

++

Chris Evelo
TOXI_CE@HNYKUN51 (BITNET/EARN)
|
an underscore _ not -.

will change to: MFAGKCHR@HMARL5

Date: 27 Jul 89 04:15:04 GMT
From: portal!cup.portal.com!Xorg@uunet.uu.net (Peter Ted Szymonik)
Subject: Re: boot problem with Seagate ST 157N
To: info-atari16@score.stanford.edu

Try setting the HD to an even SCSI setting (0,2,4) Seagates seem to have
a problem with odd SCSI numbers with the ST.

Peter Szymonik
Xorg@cup.portal.com

Date: 27 Jul 89 13:10:14 GMT
From: cs.dal.ca!silvert@uunet.uu.net (Bill Silvert)
Subject: Re: VIP PROFESSIONAL AND ARCHIVE SITE
To: info-atari16@score.stanford.edu

In article <ID1198.D890722.T134723.CHIASSA@UDEM> CHIASSA@UDEM.BITNET (Alyre
CHIASSON) writes:
> I just purchased VIP PROFESSIONAL yesterday and as the shrink wrap
> looks old and manual has a 1986 copyright date I was wondering if
> someone could tell me the version number of the latest release.

My version, which is I believe the latest, is 1.2. The GEM verson
(PROFESS.PRG) carries a copyright date of 1986, the Lotus look-alike
version is copyright 1987, but both are 1.2.

--
Bill Silvert, Habitat Ecology Division.
Bedford Institute of Oceanography, Dartmouth, NS, Canada B2Y 4A2
UUCP: ...!{uunet,watmath}!dalcs!biomel!bill
Internet: biomel@cs.dal.CA BITNET: bs%dalcs@dalac.BITNET

Date: 26 Jul 89 22:07:28 GMT
From: portal!atari!kbad@uunet.uu.net (Ken Badertscher)
Subject: Re: Folded vs STedi
To: info-atari16@score.stanford.edu

t19@nikhefh.hep.nl (Geert J v Oldenborgh) writes:

| I just played around a bit with Folded.
[benchmarks deleted]
| I still do not like its concept of folding-by-indentation or seperate file
| too much. The info in the file does not look too bad.

I'm sorry, but that fold info looked pretty nasty to me. I really like
the way Todd has implemented the folding, using separate files. I imagine
this scheme must make the relational features of FOLDED easier to implement
as well (and thus, easier for us to hack on! ;-).

Your points about speed are right on, though - FOLDED could use quite a bit
of optimizing. As you mentioned, though, Todd does explain in the

documentation that it was brought up to be small and functional, and not necessarily a speed demon.

One thing I really like is the way the screen redraws (from the line you're on outwards). But I too wish that it didn't redraw quite so much ;-).

--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

Date: 27 Jul 89 07:35:03 GMT
From: well!stevef@apple.com (Steven Robert Fordyce)
Subject: Re: CMI Accelerator Board
To: info-atari16@score.stanford.edu

In article 18478 of comp.sys.atari.st Michael B Vederman writes:
> Well, after having waited with bated breath for the CMI accelerator board, I
> would like to share my experiences with the rest of the net...

[Stuff deleted]

> CMI missed the first deadline, but promised that the board would go out in the
> second week. This is not unusual (missing a release date) so I waited. By
> the middle of the second week, I called CMI to confirm everything was on
> schedule for me to receive my board. "No problem, we will ship by Friday."
>
> Friday July 14 rolls around, and I call CMI. "Your board has been shipped
> second day (blue label) UPS. You should get it Tuesday." Finally, I thought.
> Tuesday rolled around, and no delivery. The people at work were getting tired
> of my ranting "Come on U.P.S. lady. (We have a female carrier)" So, I
> thought, maybe it will get here Wednesday, you know how things are.
>
> By Wednesday, July 19, at 5 pm, when the UPS lady made her final pickup, I
> had *NO* accelerator board. So, I called CMI. I spoke with Mark
> something-er-other (Lilliane Carter's boss -she has been pleasent when I
> spoke to her), and he said, "All boards were shipped today." Sure, I
> thought, sure. "But I was told they shipped Friday." "They didn't and I
> was the ***hole who told Lilliane to tell everyone they did." "How do I
> know you shipped today?" "You don't, and I don't care if you don't believe
> me." Hmmph!

Mr Vederman was never intentionally misled -- we would have nothing to gain by doing so. For our part in the confusion we apologize. There was a delay in shipping the boards and for that I also apologize. We all did everything we could to get the product out on schedule, and I think it is safe to say we were just as anxious to get it out as anyone was to receive it, if not much more so. But we are human, and I am very sorry about any inconvenience the delay caused anyone. The boards, are now shipping, and have been for a couple of weeks.

> Friday rolls around, and after a delay from UPS, I got the board. Looks nice,
> although they used the Amiga box cover (no big deal). Instructions, all
> parts, can't wait to get home and install it.
>
> Begin the trouble. The directions are clear enough if you want to do
> a piggy-back method, but my ST already had a socket for the 68000, so now
what?
> According to the manual, you have to cut 3 pins for the piggy-back, and use
> "fly-wires" to connect the board to the ST. Do I need this for the socket
> installation? No answer in the manual. Trial and error, showed that they
> were not needed.

Actually, there are instructions for installing our product in an ST with the processor removed, and they are different from the piggy-back method and there are some fly-wires necessary. Mr Vederman went on to say that that neither his disk drive nor his hard disk would work with our board. This is cause he didn't put in the fly-wires as instructed in the manual.

We did our best to make the manual clear and understandable, but we're human. I don't believe it's possible to make the manual clear and concise, and answer everyone's questions. That's why we have a full time customer service person. I've found Lilliane to be quite conscientious in helping customers with their problems. Installing our board, or in fact any product inside an ST, is not for the fainthearted. Unless they are comfortable with both circuit boards and soldering irons, we recommend our customers have their dealers install our product.

Starting today, for people who buy an accelerator directly from us and send their computer into us, we will install our board for free. For those who break their ST trying to install our board themselves, we'll fix it for a flat $50, including return shipping.

Mr. Vederman did call us, and Lilliane explained his trouble over the phone. And he got his board working. However, he wasn't able to get FAST-ROM to work for reasons we weren't able to determine over the phone. (The problem may well have been a defective part on our board. We do fully test all of our boards before we ship them, but still a small percentage fail in the field.) We offered to fix his machine with our board in it if he sent it to us (he didn't want to do this because he didn't want to lose the use of his computer -- quite understandable), or to send him a new board, or to refund his money. He chose the latter. Of course we are disappointed and are confident a new board would have solved his problem, but it was his choice. We've never had any allusions that we could please everyone.

> Point of story: I have a $300 paper weight.

No one is ever stuck with one our products. Within 15 days of getting any of our products, it may be returned for an reason for a full refund. And all of our products also carry a six month warranty. We guarantee our products to work and will do what ever it takes to see that they do, or refund the customers money.

> - Michael B. Vederman

Steven R Fordyce tektronix!sequent!calvin!stevef

Creative Microsystems, Inc., 19552 SW 90th Court, Tualatin, Oregon 97062
For customer service call Lilliane at (503)691-2552.

End of Info-Atari16 Digest
****
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845. (none)

Newsgroup: comp.sys.atari.st
Date: 1989-08-05 01:58:15 UTC
From: RIOVM@DFNGATE.BITNET
Message-ID: <8908050158.AA24423@ucbvax.Berkeley.EDU>
Source record: 248968

```
Added from the X.400/EARN-Gateway: Undeliverable Mail
Notification message, may be wrong recipient

Received: from DEARN.BITNET by DFNGATE.BITNET.DBP.DE (Mailer R2.03B) with BSMTP
id 7010; Sat, 05 Aug 89 02:46:39 EST
Received: by DEARN (Mailer R2.01) id 5098; Sat, 05 Aug 89 02:46:33 EST
Date: Fri, 4 Aug 89 15:44:37 PDT
Reply-To: Info-Atari16@Score.Stanford.edu
Sender: INFO-ATARI16 Discussion <INFO-A16@DEARN>
Comments: Warning -- original Sender: tag was
Info-Atari16-request@SCORE.STANFORD.EDU
Comments: Warning -- original Sender: tag was INFO-A16@MARIST
From: Info-Atari16 Digest <Info-Atari16@SCORE.STANFORD.EDU>
Subject: Info-Atari16 Digest V89 #366
To: Robert Weissenfels
<WEISSENFELS@BAUELEMENTE.E-TECHNIK.UNI-DORTMUND.DBP.DE>

Info-Atari16 Digest Friday, August 4, 1989 Volume 89 : Issue 366

This weeks Editor: Bill Westfield

Today's Topics:

evnt_keybd
DVT VCR Hard Drive backup
FOR SALE...
GNU Tar sources
Re: GNU-Emacs 18.51 for Atari ST (TOS) posted to comp.binaries.atari.st
1MB piggyback details - how to [LONG]
Re: putchar() getchar() problem?
Re: Amiga vs. Atari ST
Re: Amiga vs. Atari ST
gnuemacs needed (sections 13-18)
Re: Mega2 hardware questions...
Packed executables

----------------------------------------------------------------------

Date: 27 Jul 89 19:36:19 GMT
From: jwd@iuvax.cs.indiana.edu (Jon Dunn)
Subject: evnt_keybd
To: info-atari16@score.stanford.edu

This may be a dumb question, but how to I convert the scan code
returned by the AES evnt_keybd() function to an ASCII code?
Thanks!
```

Jon Dunn
jwd@iuvax.cs.indiana.edu

Date: Thu, 27 Jul 89 17:10:33 EDT
From: Brian Holmes <BHOLMES%WAYNEST1.BITNET@Forsythe.Stanford.EDU>
Subject: DVT VCR Hard Drive backup
To: Atari Newsgroup <INFO-ATARI16@SCORE.STANFORD.EDU>

I received my DVT VCR HD Backup device and software yesterday.
I ordered it from Computability as advertised in START for $209.00
Currently the software only supports file backup, no image backup,
though the software could easily support it. In START it's advertised
is as storing 8 megabits/minute which would be 1 megabyte/minute right?
I backedup my 'C' partition which contained c12meg of files and it took
35 minutes, which would average out to 333K/minute right? They also
advertised that it stores up to 360 megabytes (per tape I'm assuming).
Using a 120 minute tape, I will only be able to store c48Megabytes/tape.
They must have been using one big tape. They suggest using SP mode,
which is the fastest playing mode (i.e. record 2 hours/tape). For
$209 I guess I got my money's worth, I just hope they come out with
an image backup utility.

Brian Holmes
CSC Operating Systems & Communications

SNAIL : Wayne State University, 5925 Woodward, Detroit MI 48202 U.S.A.
BITNET : BHOLMES@WAYNEST1
INTERNET : Brian_Holmes@UM.CC.UMICH.EDU
UUCP : {UMIX|ITIVAX}!WAYNE-MTS!BRIAN_HOLMES

Date: 28 Jul 89 01:00:49 GMT
From:
brutus.cs.uiuc.edu!wuarchive!swbatl!texbell!uhnix1!uhnix2!uace0@tut.cis.ohio-st
ate.edu (Michael B. Vederman)
Subject: FOR SALE...
To: info-atari16@score.stanford.edu

A friend is trying to sell his complete Mega 4 system. Here is what he has:

Mega 4
Monochrom monitor
Megafile 30
Laser printer
Ultrascript + Extended font package
Spectre 128 + ROMs
Calamus
Page Stream
Time Works DTP

He would like $3600 for everything, and is hoping to get rid of everything by
July 31!!!

He is willing to break up the set. Please give him a call if interested, day
or night. His name is SAM, and his number is 713-493-5160.

--
for (;;) : Use ATARINET, send an interactive
do_it(c_programmers); : message such as:
: Tell UH-INFO at UHUPVM1 ATARINET HELP
University Atari Computer Enthusiasts : University of Houston UACE

Date: 27 Jul 89 22:03:25 GMT
From: attcan!lsuc!jimomura@uunet.uu.net (Jim Omura)
Subject: GNU Tar sources
To: info-atari16@score.stanford.edu

I was collecting the GNU Tar source set and Part 7 apparently
didn't arrive. Could someone contact me by mail if they have it?
Thanks.

Cheers! -- Jim O.
--
Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
lsuc!jimomura
Byte Information eXchange: jimomura

Date: 28 Jul 89 03:26:46 GMT
From: att!chinet!saj@ucbvax.Berkeley.EDU (Stephen Jacobs)
Subject: Re: GNU-Emacs 18.51 for Atari ST (TOS) posted to comp.binaries.atari.st
To: info-atari16@score.stanford.edu

I know, we were told not to expect much from GNU EMACS with only 1 Meg, but
after determining that it only used about 300 K text+data+bss I gave it a
shot. Just start it, read some stuff in and push a few keys, nothing serious.
Impressive hardly describes it. Looks just like on the VAX, only it starts
up faster. But I have a couple of ???-s.
The start-up seems to crash rather than finishing normally (something about
invalid argument stringp null, as I remember). Control Z gives a kind of
no-op (the bottom line flashes 'program terminated' ever so briefly, then
I'm back in EMACS. And dired seems to be getting confused, probably by the
$HOME environment variable in \ form (rather than / form) which is really
there for the use of the shell, msh, rather than EMACS.
But the program runs fast, and there's a tremendous amount there. This is
going to be fun to explore.
I hope the diffs from a widely available source distribution show up on
the net.
Steve J.

Date: 27 Jul 89 13:39:44 GMT
From: mcvax!ukc!acorn!moncam!emmo@uunet.uu.net (Dave Emmerson)
Subject: 1MB piggyback details - how to [LONG]
To: info-atari16@score.stanford.edu

Aaagh!
Is it just my imagination, or does 10% of the mail in this group really consist of requests for details of piggy back expansions?
Perhaps if I reply, they might desist?

OK peeps, you asked for it..

First off get hold of 16 DRAMs in Dual In Line packages. These look like the ones already fitted along the front right of your ST, if in doubt, quote the section of the device marking which includes the number 256, and ask for an equivalent part. There are far too many to list them all, but basic specs are : 256K x 1 page mode DRAM, 150 nanoseconds or faster, preferably in plastic package (cheaper!), 16 pin DIL outline.
They're not cheap, and prices vary enormously, so shop around.

Each chip has a notch at one end, to show which way up it is fitted. With the notch uppermost, pin 1 is to the left of the notch, pin 8 is at bottom left, pin 9 bottom right, and pin 16 top right. Armed with this information, find pins 4 and 15 on each of your new chips in turn, and bend them CAREFULLY through 180 degrees without breaking them off. Bend them as close to the body of the chip as you can. These are the RAS and CAS pins which work as chip select lines. The chips will normally be supplied in black anti-static foam. Try to keep them there while you bend the pins.

Now, one at a time, sit a new chip on top of one of the built-in DRAMs, with the notch at the same end (!!) and solder each of the other 14 pairs of pins together. Make sure the chips are accurately lined up, use only the minimum of fine multicore solder, and watch out for 'bridges' of solder between adjacent pairs of pins, and solder splashes on the PCB. This takes care of all the address, data, power, and read/write_ lines.

Lastly, locate the MMU chip. This is a square, 68 pin device, U15 on early machines, and probably the one nearest the DRAMs on all versions. This has a pip in the middle of one side to indicate pins 1 & 68.
From the top of the board, they are numbered anticlockwise. Attach one end of a short (300mm or so) length of thin INSULATED wire to each of pins 18 (RAS1), 21 (CAS1LOW), and 22 (CAS1HIGH). Prototyping wire is ideal, particularly the "solder-wrap" type sold in the UK as "Verowire" (R) for around 5.5 pounds. Don't connect directly to the MMU, take the wires through a suitable hole, and trace the pins to the underside of the PCB.
The wire from RAS1 should be soldered to pin 4 of ALL the new DRAMs. If you are skilled enough to do it, a 33 ohm Resistor should be used in series as near to the MMU as possible to dampen reflections on all 3 of these wires, but its omission is unlikely to cause problems.
The wire from CAS1LOW should be soldered to pin 15 of the LEFTmost 8 new DRAMs, and that from CAS1HIGH to the RIGHTmost 8.

That's it. Depending on your confidence and proficiency, it should take
about half to 2 hours. DO try to do it all in one session, and avoid
touching the chips as much as possible, they are static sensitive.
A use ful tip - DISCONNECT the power supply, and attach a lead from the
ground rail around the edge of the board to your metal watch strap. keep the
chips in their foam sitting on a bare area of the ground rail. I'ts not
a static safe workstation, but it's as near as most of you will get.

If you have a hard disk, unhook it before you first try out your handiwork!
If it doesn't work : don't blame me! If your ST runs, but still only with
0.5 MB, check for unsoldered pins, suspect duff chip(s). If it goes crazy,
check for solder shorts, check correct pins used on MMU, take it to your
nearest hardware wiz with a print of these 'destructions'.

Finally, piggybacking 1Mbit DRAMs instead of 256K for 2.5Mbytes :
This is MESSY, the pinouts don't match up well, and several pins need to
be bent through impossible angles. You will need to connect another flying
lead for the extra address from MMU pin 64 to A9 on ALL the 1M drams.
Again the 33 ohm resistor aught to be included as before.
The relevent pinouts follow, I won't go into more detail as I hold the
view that if you can't figure it out from here, you shouldn't attempt to
do it. A useful hint though, apart (perhaps) from A9 (for refresh
considerations), the address pin numbers can be swapped around anyhow
you like, ie A0 can be used as A1 etc..

Viewed from above:

256K DRAM pinout 1M DRAM pinout

notch notch
1 A8 16 Vss 1 Data in 18 Vss
2 Data in 15 CAS_ 2 Write_ 17 Data out
3 Write_ 14 Data out 3 RAS_ 16 CAS_
4 RAS_ 13 A6 4 UNUSED 15 A9
5 A0 12 A3 5 A0 14 A8
6 A2 11 A4 6 A1 13 A7
7 A1 10 A5 7 A2 12 A6
8 Vcc 9 A7 8 A3 11 A5
9 Vcc 10 A4

The above is submitted in good faith, but you use it at your own risk.
If you spot any mistakes, please post to this group first, flame me
later!

Dave E.

Date: 27 Jul 89 13:25:13 GMT
From: oliveb!pyramid!prls!philabs!ttidca!woodside@apple.com (George Woodside)
Subject: Re: putchar() getchar() problem?
To: info-atari16@score.stanford.edu

In article <2829@tahoe.unr.edu> mikew@wheeler.UUCP (Mike Whitbeck) writes:
>HELP !
>I seem to get extra \r's from putchar()!!!! (or getchar()?)
>I am using MWC 3.0 to port BR's splay compression program to the
>ST. The program works fine under UNIX(SUN) and IDRIS (PE7300)
>but on the ST I get extra 0x0D's (\r) in the output!

This is speculative, but I haven't seen any other suggestions:

putchar and getchar are macros. They expand to putc(c,stdout) and getc(stdin), respectively. Both stdin and stdout are already opened as ASCII files when your program begins execution. The insertion of 0x0D into your data streams is most likely due to the high level handler attempting to add a carriage return (0x0D) when it sees a line feed (0x0A) in the stream.

You can eliminate this by opeing binary input and output files (use "rb" or "wb" as the second parameter in the fopen() call), and use the putc and getc calls directly with the appropriate file handle.

--
*George R. Woodside - Citicorp/TTI - Santa Monica, CA
*Path: ..!{philabs|csun|psivax}!ttidca!woodside

Date: 24 Jul 89 23:03:00 GMT
From:
mailrus!jarvis.csri.toronto.edu!dptcdc!tmsoft!masnet!canremote!david.megginson@
purdue.edu (DAVID MEGGINSON)
Subject: Re: Amiga vs. Atari ST
To: info-atari16@score.stanford.edu

I suggest that you look at the software as well as the computer itself.
Consider Calamus and DynaCadd on the ST, and compare them to whatever is
available on the Amiga.
---
* Via ProDoor 3.0R

Date: 28 Jul 89 15:43:19 GMT
From: janus!mitchell@ucbvax.Berkeley.EDU (Evan Mitchell)
Subject: Re: Amiga vs. Atari ST
To: info-atari16@score.stanford.edu

In article <89072707200427@masnet.uucp> david.megginson@canremote.uucp (DAVID
MEGGINSON) writes:
>I suggest that you look at the software as well as the computer itself.
>Consider Calamus and DynaCadd on the ST, and compare them to whatever is
>available on the Amiga.
>---
> * Via ProDoor 3.0R
This is true. However, consider Professional Page (full Postscript color
seperations (4096 soon to be 16 mil)) and X-Cad. And remember you can run

both of them at the same time, and you can add an '030 to your system (A2000 without hacking) and a math co-processor (68882) and lots of good NTSC compatible video software available, and...

Don't kid yourself, this isn't an easy choice. I chose to go with the company with the least amount of vaporware...

-Evan

| Evan Jay Mitchell EECS/ERL Industrial Liaison Program |
| mitchell@janus.berkeley.edu University of California at Berkeley |
| Phone: (415) 643-6687 |
| "Think, it ain't illegal...yet!" - George Clinton |

Date: 28 Jul 89 11:51:51 GMT
From: ncrlnk!ncrcam!system!mike@uunet.uu.net (mike)
Subject: gnuemacs needed (sections 13-18)
To: info-atari16@score.stanford.edu

I recently received the GNU emacs binaries posting. I missed sections 13 through 18 though. They just never showed up. Could someone email these to me. Please make sure someone else has not yet sent them so I don't end up with more than one copy.

Thnaks

mike

Date: 27 Jul 89 15:04:25 GMT
From: att!mtuxo!mtgzz!drutx!druwy!dlm@ucbvax.Berkeley.EDU (Dan Moore)
Subject: Re: Mega2 hardware questions...
To: info-atari16@score.stanford.edu

in article <8907250426.AA12717@jade.berkeley.edu>, WSCART01@ULKYVX.BITNET says:
> I bought a mega2 about 4 months ago. (Yes, out of warrenty.) I've had some
> disk compatablitiy problems. Nothing big, but it seems that my RPM is a bit
> on the high end of the scale. I've adjusted drive speeds before, but I
> couldn't on the Mega2. I couldn't find a control pot for the motor. There
> was a small variable pot but it seemed to be hooked to the stepper moter.
> (I tried it anyway, but it didn't make any difference.) There was a bunch
> of resisters on the board, i'd hate to think that the speed is hard wired.
> Tell me is isn't so! (If it is, which one controls the speed?)

Most of the better 3.5" drives use a phase lock loop to control the drive RPM. They are supposed to be calibrated at the factory (the drive company's, not Atari's) and that is it. Most of them do not have any way to adjust the drive speed after they leave the factory. These are the best drives since they have very stable speeds. It takes a lot of extra drag (eg. pushing very hard on the disk media while spinning) to make them change RPM. But if they aren't correctly calibrated they

stink.

Atari has started using some less expensive drives, belt driven
instead of direct drive, most of them do have adjustments for the drive
speed.

You might try contacting the company that built the drive and
asking if (and how) the drive RPM can be adjusted. Depending on which
company you may or may not get any cooperation.

> There was a little magnet along with, i guess, a magnetic sensor. What is
> this for? (Is the drive speed, chip controled?)

That is probably the drive speed sensor for the PLL. If so then
there is probably nothing you can do to adjust the drive RPM.

Dan Moore
AT&T Bell Labs
Denver
dlm@druwy.ATT.COM

Date: 27 Jul 89 14:00:25 GMT
From: mcvax!ukc!etive!hwcs!neil@uunet.uu.net (Neil Forsyth)
Subject: Packed executables
To: info-atari16@score.stanford.edu

With respect to the recently posted pack/unpack programs posted to the binaries
group I have thought about a few problems that might result when packing
executables:-

* How does GEMDOS feel about loading a program with a header that does not
properly reflect the program that will be run? Even if the base-page is
set up accordingly, GEMDOS has seen the weird one first and may have already
set up some internal variables.

* Also when a program is loaded it is given the largest free area of memory.
If there is not enough memory Pexec returns an error. Programs that run
bigger than their header states will cause problems here (stack trampling,
screen corruption, bus errors etc).

* The unpacker that is glued on to the program will have to relocate the host
program itself. Possible future uses of the currently unused odd relocation
values will be lost here.

* It will also break if a TOS patch ever has to modify the program before
executing it.

Personally I am not happy with the idea. Compacting data files is fine and I
like it, but not executable programs.
I invite Atari themselves to to comment on this because they probably know of
even more horror stories that could result (and I can also ask them to post
the Pexec cookbook they promised us long ago).

```
+-------------------------------------------------------------------------+
! DISCLAIMER: Unless otherwise stated, the above comments are entirely my own !
! !
! "I think all right thinking people in this country are sick and tired of !
! being told that ordinary decent people are fed up in this country with !
! being sick and tired. I'm certainly not and I'm sick and tired of being !
! told that I am!" - Monty Python !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK !

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End of Info-Atari16 Digest
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```

846. (none)

Newsgroup: comp.sys.atari.st
Date: 1989-08-05 01:58:41 UTC
From: RIOVM@DFNGATE.BITNET
Message-ID: <8908050158.AA24438@ucbvax.Berkeley.EDU>
Source record: 248969

```
Added from the X.400/EARN-Gateway: Undeliverable Mail
Notification message, may be wrong recipient

Received: from DEARN.BITNET by DFNGATE.BITNET.DBP.DE (Mailer R2.03B) with BSMTP
id 7032; Sat, 05 Aug 89 02:51:37 EST
Received: by DEARN (Mailer R2.01) id 5208; Sat, 05 Aug 89 02:51:29 EST
Date: Fri, 4 Aug 89 15:44:37 PDT
Reply-To: Info-Atari16@Score.Stanford.edu
Sender: INFO-ATARI16 Discussion <INFO-A16@DEARN>
Comments: Warning -- original Sender: tag was
Info-Atari16-request@SCORE.STANFORD.EDU
Comments: Warning -- original Sender: tag was INFO-A16@MARIST
From: Info-Atari16 Digest <Info-Atari16@SCORE.STANFORD.EDU>
Subject: Info-Atari16 Digest V89 #366
To: "U. Zakrzewski" <ZAKRZEWSKI@MPI-MUELHEIM.MPG.DBP.DE>

Info-Atari16 Digest Friday, August 4, 1989 Volume 89 : Issue 366

This weeks Editor: Bill Westfield

Today's Topics:

evnt_keybd
DVT VCR Hard Drive backup
FOR SALE...
GNU Tar sources
Re: GNU-Emacs 18.51 for Atari ST (TOS) posted to comp.binaries.atari.st
1MB piggyback details - how to [LONG]
Re: putchar() getchar() problem?
Re: Amiga vs. Atari ST
Re: Amiga vs. Atari ST
gnuemacs needed (sections 13-18)
Re: Mega2 hardware questions...
Packed executables

------------------------------------------------------------------------

Date: 27 Jul 89 19:36:19 GMT
From: jwd@iuvax.cs.indiana.edu (Jon Dunn)
Subject: evnt_keybd
To: info-atari16@score.stanford.edu

This may be a dumb question, but how to I convert the scan code
returned by the AES evnt_keybd() function to an ASCII code?
Thanks!
```

Jon Dunn
jwd@iuvax.cs.indiana.edu

Date: Thu, 27 Jul 89 17:10:33 EDT
From: Brian Holmes <BHOLMES%WAYNEST1.BITNET@Forsythe.Stanford.EDU>
Subject: DVT VCR Hard Drive backup
To: Atari Newsgroup <INFO-ATARI16@SCORE.STANFORD.EDU>

I received my DVT VCR HD Backup device and software yesterday.
I ordered it from Computability as advertised in START for $209.00
Currently the software only supports file backup, no image backup,
though the software could easily support it. In START it's advertised
is as storing 8 megabits/minute which would be 1 megabyte/minute right?
I backedup my 'C' partition which contained c12meg of files and it took
35 minutes, which would average out to 333K/minute right? They also
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you like, ie A0 can be used as A1 etc..

Viewed from above:

256K DRAM pinout 1M DRAM pinout

notch notch
1 A8 16 Vss 1 Data in 18 Vss
2 Data in 15 CAS_ 2 Write_ 17 Data out
3 Write_ 14 Data out 3 RAS_ 16 CAS_
4 RAS_ 13 A6 4 UNUSED 15 A9
5 A0 12 A3 5 A0 14 A8
6 A2 11 A4 6 A1 13 A7
7 A1 10 A5 7 A2 12 A6
8 Vcc 9 A7 8 A3 11 A5
9 Vcc 10 A4

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This is speculative, but I haven't seen any other suggestions:

putchar and getchar are macros. They expand to putc(c,stdout) and getc(stdin), respectively. Both stdin and stdout are already opened as ASCII files when your program begins execution. The insertion of 0x0D into your data streams is most likely due to the high level handler attempting to add a carriage return (0x0D) when it sees a line feed (0x0A) in the stream.

You can eliminate this by opeing binary input and output files (use "rb" or "wb" as the second parameter in the fopen() call), and use the putc and getc calls directly with the appropriate file handle.

--
*George R. Woodside - Citicorp/TTI - Santa Monica, CA
*Path: ..!{philabs|csun|psivax}!ttidca!woodside

Date: 24 Jul 89 23:03:00 GMT
From:
mailrus!jarvis.csri.toronto.edu!dptcdc!tmsoft!masnet!canremote!david.megginson@
purdue.edu (DAVID MEGGINSON)
Subject: Re: Amiga vs. Atari ST
To: info-atari16@score.stanford.edu

I suggest that you look at the software as well as the computer itself.
Consider Calamus and DynaCadd on the ST, and compare them to whatever is
available on the Amiga.
---
* Via ProDoor 3.0R

Date: 28 Jul 89 15:43:19 GMT
From: janus!mitchell@ucbvax.Berkeley.EDU (Evan Mitchell)
Subject: Re: Amiga vs. Atari ST
To: info-atari16@score.stanford.edu

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This is true. However, consider Professional Page (full Postscript color
seperations (4096 soon to be 16 mil)) and X-Cad. And remember you can run

both of them at the same time, and you can add an '030 to your system (A2000 without hacking) and a math co-processor (68882) and lots of good NTSC compatible video software available, and...

Don't kid yourself, this isn't an easy choice. I chose to go with the company with the least amount of vaporware...

-Evan

| Evan Jay Mitchell EECS/ERL Industrial Liaison Program |
| mitchell@janus.berkeley.edu University of California at Berkeley |
| Phone: (415) 643-6687 |

| "Think, it ain't illegal...yet!" - George Clinton |

Date: 28 Jul 89 11:51:51 GMT
From: ncrlnk!ncrcam!system!mike@uunet.uu.net (mike)
Subject: gnuemacs needed (sections 13-18)
To: info-atari16@score.stanford.edu

I recently received the GNU emacs binaries posting. I missed sections 13 through 18 though. They just never showed up. Could someone email these to me. Please make sure someone else has not yet sent them so I don't end up with more than one copy.

Thnaks

mike

Date: 27 Jul 89 15:04:25 GMT
From: att!mtuxo!mtgzz!drutx!druwy!dlm@ucbvax.Berkeley.EDU (Dan Moore)
Subject: Re: Mega2 hardware questions...
To: info-atari16@score.stanford.edu

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> couldn't on the Mega2. I couldn't find a control pot for the motor. There
> was a small variable pot but it seemed to be hooked to the stepper moter.
> (I tried it anyway, but it didn't make any difference.) There was a bunch
> of resisters on the board, i'd hate to think that the speed is hard wired.
> Tell me is isn't so! (If it is, which one controls the speed?)

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instead of direct drive, most of them do have adjustments for the drive
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You might try contacting the company that built the drive and
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> There was a little magnet along with, i guess, a magnetic sensor. What is
> this for? (Is the drive speed, chip controled?)

That is probably the drive speed sensor for the PLL. If so then
there is probably nothing you can do to adjust the drive RPM.

Dan Moore
AT&T Bell Labs
Denver
dlm@druwy.ATT.COM

Date: 27 Jul 89 14:00:25 GMT
From: mcvax!ukc!etive!hwcs!neil@uunet.uu.net (Neil Forsyth)
Subject: Packed executables
To: info-atari16@score.stanford.edu

With respect to the recently posted pack/unpack programs posted to the binaries
group I have thought about a few problems that might result when packing
executables:-

* How does GEMDOS feel about loading a program with a header that does not
properly reflect the program that will be run? Even if the base-page is
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If there is not enough memory Pexec returns an error. Programs that run
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* It will also break if a TOS patch ever has to modify the program before
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Personally I am not happy with the idea. Compacting data files is fine and I
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I invite Atari themselves to to comment on this because they probably know of
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```
+---------------------------------------------------------------------------+
! DISCLAIMER: Unless otherwise stated, the above comments are entirely my own !
! !
! "I think all right thinking people in this country are sick and tired of !
! being told that ordinary decent people are fed up in this country with !
! being sick and tired. I'm certainly not and I'm sick and tired of being !
! told that I am!" - Monty Python !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK !

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End of Info-Atari16 Digest
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```

847. (none)

Newsgroup: comp.sys.atari.st
Date: 1989-08-05 01:59:02 UTC
From: RIOVM@DFNGATE.BITNET
Message-ID: <8908050158.AA24459@ucbvax.Berkeley.EDU>
Source record: 248970

```
Added from the X.400/EARN-Gateway: Undeliverable Mail
Notification message, may be wrong recipient

Received: from DEARN.BITNET by DFNGATE.BITNET.DBP.DE (Mailer R2.03B) with BSMTP
id 7033; Sat, 05 Aug 89 02:51:39 EST
Received: by DEARN (Mailer R2.01) id 5210; Sat, 05 Aug 89 02:51:33 EST
Date: Fri, 4 Aug 89 15:44:37 PDT
Reply-To: Info-Atari16@Score.Stanford.edu
Sender: INFO-ATARI16 Discussion <INFO-A16@DEARN>
Comments: Warning -- original Sender: tag was
Info-Atari16-request@SCORE.STANFORD.EDU
Comments: Warning -- original Sender: tag was INFO-A16@MARIST
From: Info-Atari16 Digest <Info-Atari16@SCORE.STANFORD.EDU>
Subject: Info-Atari16 Digest V89 #366
To: Gerhard Ahlers <AHLERS@PHYSIK.UNI-BIELEFELD.DBP.DE>

Info-Atari16 Digest Friday, August 4, 1989 Volume 89 : Issue 366

This weeks Editor: Bill Westfield

Today's Topics:

evnt_keybd
DVT VCR Hard Drive backup
FOR SALE...
GNU Tar sources
Re: GNU-Emacs 18.51 for Atari ST (TOS) posted to comp.binaries.atari.st
1MB piggyback details - how to [LONG]
Re: putchar() getchar() problem?
Re: Amiga vs. Atari ST
Re: Amiga vs. Atari ST
gnuemacs needed (sections 13-18)
Re: Mega2 hardware questions...
Packed executables

------------------------------------------------------------------------

Date: 27 Jul 89 19:36:19 GMT
From: jwd@iuvax.cs.indiana.edu (Jon Dunn)
Subject: evnt_keybd
To: info-atari16@score.stanford.edu

This may be a dumb question, but how to I convert the scan code
returned by the AES evnt_keybd() function to an ASCII code?
Thanks!
```

Jon Dunn
jwd@iuvax.cs.indiana.edu

Date: Thu, 27 Jul 89 17:10:33 EDT
From: Brian Holmes <BHOLMES%WAYNEST1.BITNET@Forsythe.Stanford.EDU>
Subject: DVT VCR Hard Drive backup
To: Atari Newsgroup <INFO-ATARI16@SCORE.STANFORD.EDU>

I received my DVT VCR HD Backup device and software yesterday.
I ordered it from Computability as advertised in START for $209.00
Currently the software only supports file backup, no image backup,
though the software could easily support it. In START it's advertised
is as storing 8 megabits/minute which would be 1 megabyte/minute right?
I backedup my 'C' partition which contained c12meg of files and it took
35 minutes, which would average out to 333K/minute right? They also
advertised that it stores up to 360 megabytes (per tape I'm assuming).
Using a 120 minute tape, I will only be able to store c48Megabytes/tape.
They must have been using one big tape. They suggest using SP mode,
which is the fastest playing mode (i.e. record 2 hours/tape). For
$209 I guess I got my money's worth, I just hope they come out with
an image backup utility.

Brian Holmes
CSC Operating Systems & Communications

SNAIL : Wayne State University, 5925 Woodward, Detroit MI 48202 U.S.A.
BITNET : BHOLMES@WAYNEST1
INTERNET : Brian_Holmes@UM.CC.UMICH.EDU
UUCP : {UMIX|ITIVAX}!WAYNE-MTS!BRIAN_HOLMES

Date: 28 Jul 89 01:00:49 GMT
From:
brutus.cs.uiuc.edu!wuarchive!swbatl!texbell!uhnix1!uhnix2!uace0@tut.cis.ohio-st
ate.edu (Michael B. Vederman)
Subject: FOR SALE...
To: info-atari16@score.stanford.edu

A friend is trying to sell his complete Mega 4 system. Here is what he has:

Mega 4
Monochrom monitor
Megafile 30
Laser printer
Ultrascript + Extended font package
Spectre 128 + ROMs
Calamus
Page Stream
Time Works DTP

He would like $3600 for everything, and is hoping to get rid of everything by
July 31!!!

He is willing to break up the set. Please give him a call if interested, day
or night. His name is SAM, and his number is 713-493-5160.

--
for (;;) : Use ATARINET, send an interactive
do_it(c_programmers); : message such as:
: Tell UH-INFO at UHUPVM1 ATARINET HELP
University Atari Computer Enthusiasts : University of Houston UACE

Date: 27 Jul 89 22:03:25 GMT
From: attcan!lsuc!jimomura@uunet.uu.net (Jim Omura)
Subject: GNU Tar sources
To: info-atari16@score.stanford.edu

I was collecting the GNU Tar source set and Part 7 apparently
didn't arrive. Could someone contact me by mail if they have it?
Thanks.

Cheers! -- Jim O.
--
Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
lsuc!jimomura
Byte Information eXchange: jimomura

Date: 28 Jul 89 03:26:46 GMT
From: att!chinet!saj@ucbvax.Berkeley.EDU (Stephen Jacobs)
Subject: Re: GNU-Emacs 18.51 for Atari ST (TOS) posted to comp.binaries.atari.st
To: info-atari16@score.stanford.edu

I know, we were told not to expect much from GNU EMACS with only 1 Meg, but
after determining that it only used about 300 K text+data+bss I gave it a
shot. Just start it, read some stuff in and push a few keys, nothing serious.
Impressive hardly describes it. Looks just like on the VAX, only it starts
up faster. But I have a couple of ???-s.
The start-up seems to crash rather than finishing normally (something about
invalid argument stringp null, as I remember). Control Z gives a kind of
no-op (the bottom line flashes 'program terminated' ever so briefly, then
I'm back in EMACS. And dired seems to be getting confused, probably by the
$HOME environment variable in \ form (rather than / form) which is really
there for the use of the shell, msh, rather than EMACS.
But the program runs fast, and there's a tremendous amount there. This is
going to be fun to explore.
I hope the diffs from a widely available source distribution show up on
the net.
Steve J.

Date: 27 Jul 89 13:39:44 GMT
From: mcvax!ukc!acorn!moncam!emmo@uunet.uu.net (Dave Emmerson)
Subject: 1MB piggyback details - how to [LONG]
To: info-atari16@score.stanford.edu

Aaagh!
Is it just my imagination, or does 10% of the mail in this group really consist of requests for details of piggy back expansions?
Perhaps if I reply, they might desist?

OK peeps, you asked for it..

First off get hold of 16 DRAMs in Dual In Line packages. These look like the ones already fitted along the front right of your ST, if in doubt, quote the section of the device marking which includes the number 256, and ask for an equivalent part. There are far too many to list them all, but basic specs are : 256K x 1 page mode DRAM, 150 nanoseconds or faster, preferably in plastic package (cheaper!), 16 pin DIL outline.
They're not cheap, and prices vary enormously, so shop around.

Each chip has a notch at one end, to show which way up it is fitted. With the notch uppermost, pin 1 is to the left of the notch, pin 8 is at bottom left, pin 9 bottom right, and pin 16 top right. Armed with this information, find pins 4 and 15 on each of your new chips in turn, and bend them CAREFULLY through 180 degrees without breaking them off. Bend them as close to the body of the chip as you can. These are the RAS and CAS pins which work as chip select lines. The chips will normally be supplied in black anti-static foam. Try to keep them there while you bend the pins.

Now, one at a time, sit a new chip on top of one of the built-in DRAMs, with the notch at the same end (!!) and solder each of the other 14 pairs of pins together. Make sure the chips are accurately lined up, use only the minimum of fine multicore solder, and watch out for 'bridges' of solder between adjacent pairs of pins, and solder splashes on the PCB. This takes care of all the address, data, power, and read/write_ lines.

Lastly, locate the MMU chip. This is a square, 68 pin device, U15 on early machines, and probably the one nearest the DRAMs on all versions. This has a pip in the middle of one side to indicate pins 1 & 68.
From the top of the board, they are numbered anticlockwise. Attach one end of a short (300mm or so) length of thin INSULATED wire to each of pins 18 (RAS1), 21 (CAS1LOW), and 22 (CAS1HIGH). Prototyping wire is ideal, particularly the "solder-wrap" type sold in the UK as "Verowire" (R) for around 5.5 pounds. Don't connect directly to the MMU, take the wires through a suitable hole, and trace the pins to the underside of the PCB.
The wire from RAS1 should be soldered to pin 4 of ALL the new DRAMs. If you are skilled enough to do it, a 33 ohm Resistor should be used in series as near to the MMU as possible to dampen reflections on all 3 of these wires, but its omission is unlikely to cause problems.
The wire from CAS1LOW should be soldered to pin 15 of the LEFTmost 8 new DRAMs, and that from CAS1HIGH to the RIGHTmost 8.

That's it. Depending on your confidence and proficiency, it should take
about half to 2 hours. DO try to do it all in one session, and avoid
touching the chips as much as possible, they are static sensitive.
A use ful tip - DISCONNECT the power supply, and attach a lead from the
ground rail around the edge of the board to your metal watch strap. keep the
chips in their foam sitting on a bare area of the ground rail. I'ts not
a static safe workstation, but it's as near as most of you will get.

If you have a hard disk, unhook it before you first try out your handiwork!
If it doesn't work : don't blame me! If your ST runs, but still only with
0.5 MB, check for unsoldered pins, suspect duff chip(s). If it goes crazy,
check for solder shorts, check correct pins used on MMU, take it to your
nearest hardware wiz with a print of these 'destructions'.

Finally, piggybacking 1Mbit DRAMs instead of 256K for 2.5Mbytes :
This is MESSY, the pinouts don't match up well, and several pins need to
be bent through impossible angles. You will need to connect another flying
lead for the extra address from MMU pin 64 to A9 on ALL the 1M drams.
Again the 33 ohm resistor aught to be included as before.
The relevent pinouts follow, I won't go into more detail as I hold the
view that if you can't figure it out from here, you shouldn't attempt to
do it. A useful hint though, apart (perhaps) from A9 (for refresh
considerations), the address pin numbers can be swapped around anyhow
you like, ie A0 can be used as A1 etc..

Viewed from above:

256K DRAM pinout 1M DRAM pinout

notch notch
1 A8 16 Vss 1 Data in 18 Vss
2 Data in 15 CAS_ 2 Write_ 17 Data out
3 Write_ 14 Data out 3 RAS_ 16 CAS_
4 RAS_ 13 A6 4 UNUSED 15 A9
5 A0 12 A3 5 A0 14 A8
6 A2 11 A4 6 A1 13 A7
7 A1 10 A5 7 A2 12 A6
8 Vcc 9 A7 8 A3 11 A5
9 Vcc 10 A4

The above is submitted in good faith, but you use it at your own risk.
If you spot any mistakes, please post to this group first, flame me
later!

Dave E.

Date: 27 Jul 89 13:25:13 GMT
From: oliveb!pyramid!prls!philabs!ttidca!woodside@apple.com (George Woodside)
Subject: Re: putchar() getchar() problem?
To: info-atari16@score.stanford.edu

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! being told that ordinary decent people are fed up in this country with !
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! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK !

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End of Info-Atari16 Digest
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848. (none)

Newsgroup: comp.sys.atari.st
Date: 1989-08-05 01:59:36 UTC
From: RIOVM@DFNGATE.BITNET
Message-ID: <8908050159.AA24507@ucbvax.Berkeley.EDU>
Source record: 248971

```
Added from the X.400/EARN-Gateway: Undeliverable Mail
Notification message, may be wrong recipient

Received: from DEARN.BITNET by DFNGATE.BITNET.DBP.DE (Mailer R2.03B) with BSMTP
id 6798; Sat, 05 Aug 89 02:16:55 EST
Received: by DEARN (Mailer R2.01) id 4613; Sat, 05 Aug 89 02:16:51 EST
Date: Fri, 4 Aug 89 15:43:21 PDT
Reply-To: Info-Atari16@Score.Stanford.edu
Sender: INFO-ATARI16 Discussion <INFO-A16@DEARN>
Comments: Warning -- original Sender: tag was
Info-Atari16-request@SCORE.STANFORD.EDU
Comments: Warning -- original Sender: tag was INFO-A16@MARIST
From: Info-Atari16 Digest <Info-Atari16@SCORE.STANFORD.EDU>
Subject: Info-Atari16 Digest V89 #364
To: Gerhard Ahlers <AHLERS@PHYSIK.UNI-BIELEFELD.DBP.DE>

Info-Atari16 Digest Friday, August 4, 1989 Volume 89 : Issue 364

This weeks Editor: Bill Westfield

Today's Topics:

DeskJets and Atari Parallel Port
Data Free
Re: DeskJets and Atari Parallel Port
Flash/Shadow and QuickST
Re: Why is Pexec() getting flaky on my ST?
TeX on Atari ST
GDOS
ZOO sources
RE: COLD BOOT in GFA Basic.
Re: boot problem with Seagate ST 157N
Re: VIP PROFESSIONAL AND ARCHIVE SITE
Re: Folded vs STedi
Re: CMI Accelerator Board

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Date: 26 Jul 89 18:25:28 GMT
From: hp-pcd!hpvcfs1!neff@hplabs.hp.com (Dave Neff)
Subject: DeskJets and Atari Parallel Port
To: info-atari16@score.stanford.edu

I have been conspicuously silent with respect to the Atari ST parallel port
current sink limit and DeskJet/DeskJet+ pullup resistors.
You see, here's my dilema: The Atari ST is not officially
supported for use with the DeskJet printers. This means we have not
```

tested the printer and our support people will be next to useless in resolving problems. They won't tell you to "take a hike, its not supported", rather our support people simply lack Atari expertise to help with any significant technical problems.

Furthermore, I am unable to test and verify any of the proposed solutions to the current limit problem. Using the 7407 buffer on the data and strobe lines should work fine, but as an HP representative I cannot say this is the "HP recommended" solution. You also could use the serial port at 19.2 K baud (in most cases this will not hurt performance) but I have been told by Atari users there are various gotchas when trying to print out the serial port. I still fail to understand how the DeskJet+ could damage an Atari, even though there is one case of anecdotal evidence to the contrary. The current limit could result in marginal logic levels on data and especially strobe, but if the Atari can only sink 1.6ma thats fine, and if the printer tries to draw more the Atari simply cannot supply it -- how can this damage the Atari? If I had an Atari I would definately buffer the parallel port with the 7407 for logic level reliability if nothing else.

If you have sent me mail about this problem and I haven't answered I'm sorry and I hope this posting explains the situation somewhat. I hope this posting is at least slightly better than nothing.

I have encouraged our support people to make a specific statement on Atari support especially relating to the current limit on the parallel port but so far they have not come up with an official position.

Dave Neff
neff@hpvcfs1.HP.COM

Date: 26 Jul 89 22:33:38 GMT
From: blake!bissiri@beaver.cs.washington.edu (Moja Fritzah)
Subject: Data Free
To: info-atari16@score.stanford.edu

Phone number for Data Free, anybody????

Thanks

-kevin
bissiri@blake.acs.washington.edu

Date: 27 Jul 89 01:17:30 GMT
From: avogel@g.ms.uky.edu (Andrew Lee Vogel)
Subject: Re: DeskJets and Atari Parallel Port
To: info-atari16@score.stanford.edu

I have built a cable with the 7407s and use the Tools TeX driver with no problems, no problems about turning on the computer and

printer in various orders either.

I do have one question, some hp laserjet drivers work and some don't.
My observation: Is it the case that the drivers that work have the
computer do "everything" while those that don't
want to download fonts to the printer? When attempting
to print TeX with a driver that doesn't work the
built in printer fonts are used
and so a mess is created.

Date: 24 Jul 89 15:40:14 GMT
From: pacbell!cpro!meadow!bill@ames.arc.nasa.gov (Bill Foster)
Subject: Flash/Shadow and QuickST
To: info-atari16@score.stanford.edu

>
> when I try to use Flash/Shadow with
> QuickST I have all sorts of problems. No bombs (but I didn't
> leave QuickST active long enough to know for sure...) but
> QuickST does do a nice job of messing up the VT100/ANSI
> screen commands. Enough to make the combinationccompletely
> unusable.
> This information is based on an older version of QQuickST. I
> haven't tried the newest version, but one of the authors,

QuickST 1.5 has fixed almost all of the vt52 terminal emulation
descrepencies, except for that of setting colors (doesn't recognize
the codes, prints garbage) This renders it unusable for me.

BFOSTER = GEnie, WHTB33B = Prodigy
{ccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccc}
{c} <> Bill Foster <> | /|\ {c}
{c} | {c}
{c} /|\ | Vegetarians 4-ever {c}
{ccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccc}
{amdahl,hplabs,decwrl}!pacbell!cpro!meadow!bill

Date: 27 Jul 89 03:09:36 GMT
From: att!chinet!saj@ucbvax.Berkeley.EDU (Stephen Jacobs)
Subject: Re: Why is Pexec() getting flaky on my ST?
To: info-atari16@score.stanford.edu

Intensive testing of everything I could test intensively (I could still use
an industrial strength RAM test program) really didn't turn anything up. So
in desperation, I re-copied the hard disk driver into the auto folder on my
boot-up disk. No more problem. Go figure.
Steve J.

Date: Thu, 27 Jul 89 09:56:29 MEZ
From: Udo Heinrich <OR160%DBNUOR1.BITNET@Forsythe.Stanford.EDU>
Subject: TeX on Atari ST
To: INFO-ATARI16@SCORE.STANFORD.EDU

Hello!

I want to tell you something about a new Sharware Programm for the
Atari ST. It's called TeX and might be known by everybody. TeX was developed
by E. Knuth in over 10 years hard work. It was written in WEB, a kind of
mega pascal language which is not computer-orientated.
So it was possible to transfirm TeX to "every" kind of computer, also
on the Atari ST.

But what is TeX. I thing some of you know Signum!2 from
Application Systems Heidelberg. TeX is Signum!2 times Signum!2. TeX is a
program that brings your words in the right form, makes for you a
table of contents automatically and footnotes are no more a problem.
But the best of all is the possibility of TeX to make your equation look
like in a book. For example:
You type in: $(x+y)=xc2+2xy+yc2$ and the result is ...
(Sorry, but the monitor can't show you.)

TeX is like a programming language. You have if-cases and so on.
So you want to know something about TeX? Here is a little literature-list:

-for german users: Helmut Kopka; LaTeX, eine Einfuehrung; Addison-
Wesley Publishing Company; Bonn 2. Auflage 1989
(very good, easy to understand, to get results)
-for everyone: D. E. Knuth; The TeXbook; Addison-Wesley P. C.; 1984
(the original, to know everything about TeX)

L. Lamport; A Document Preparation System; A.-W. P. C.
(written by the author of LaTeX, good but I prefare
H. Kopka)

TeX knows all features you need to write a nice letter, your works and
everything else. Another helpful thing ist that you can write your
TeX-text on an editor by your choice. TeX-inputfiles are always
ASCII-Files. So you can copy some files from your VMS- or SUN-machine
and work with it at home (but the up-side-down way is quite more
interesting, because of the possibility to use the laser-printer
of your university and so on).

But what's the new on this 5th version of TeX on Atari ST computers?

Really easy to understand, when I tell you that it is translated into
Turbo-C and compiled. This version is much more faster than the other
and not so expensive because it is shareware.

The price for this TeX-version incl. a shell, a screen- and a print-
previewer, fonts, a short-instruction and several style-files (you need
them to write a book, article, report, letter, descriptions,...), LaTeX
and the 'german-language-file',... is 20 Deutsche Marks for a unregistrated

version and 60 Deutsche Mark for a registrated version. The registrated version
incl. one backup and a note for every following backups and
online-telephone-help for your problems. The package incl. 3 disks
packed by ARC (ARC is incl.; makes something about 6 Deutsche Marks for
one disk).

And where can you get that really good stuff??

Stefan Lindner
Iltisstrasse 3
8510 Fuerth
West Germany

(if you don't live in West German call Mr. Lindner first, because of
the price!)

If you order a version please note, that the price above is the price
for orders in West Germany, other lands have different prices because
of the post costs.

If you order a version please write a note that you got the information
from like this:

"Informations about this TeX version by Udo Heinrich, #00091!"

If you want some more informations send OONNEE SSMMAALL note to me.

Hope the information was useful

Udo Heinrich

Date: 27 Jul 89 05:28:08 GMT
From: blake!themod@beaver.cs.washington.edu (Chris Hinton)
Subject: GDOS
To: info-atari16@score.stanford.edu

Hello, I just got a spreadsheet program off the net. Maybe you too have
seen it, its called Opus and it seems to be just the thing I have been looking
for. But, alas, there is one small problem. In order to do charting from
the program one has to have GDOS. Well, I thought, I'll just pull the GDOS
stuff off my DEGAS disk and use it here. No, that didn't work.
To make a long story short, if that is still possible, does anybody out
there have any idea how to get this damn thing to work. I sure haven't
figured it out yet.
You can either mail me a reply, or post your response here. Makes no diff
to me.
Thanks in advance.

Chris Hinton ---- themod@blake.acs.washington.edu
Mod Software Systems
Seattle, Wa 98195

"Why didn't you tell me he had one of those... things?" - The Joker.
"My life is really...complex." - Bruce Wayne.
"Excuse me... What does God need with a starship?" - James T. Kirk.

Date: Thu, 27 Jul 89 14:38 N
From: <AWINFHAH%HMARL5.BITNET@Forsythe.Stanford.EDU>
Subject: ZOO sources
To: info-atari16@score.stanford.edu
X-Original-To: info-atari16@score.stanford.edu, AWINFHAH

Does anybody know where I can obtain the sources of ZOO? I do not have
access to FTP, but I can access most mail servers.

Thanks in advance,
-Roger

Date: Thu, 27 Jul 89 15:12 N
From: <TOXI_CE%HNYKUN51.BITNET@Forsythe.Stanford.EDU>
Subject: RE: COLD BOOT in GFA Basic.
To: info-atari16@score.stanford.edu
X-Original-To: atari16, TOXI_CE

Subject: RE: COLD BOOT RESET GFA CODE

> I'm armed only with the GFA version 2.0 manual, nothing else. I
>am looking for GFA VERSION 2.0 code that will cause a COLD BOOT. Many
>thanks....

>Larry Rymal in wet and flooded East Texas <Z4648252@SFAUSTIN.BITNET>

I wonder why you would want to do a cold boot in GFA-basic, but I think
this will do it:

```
Slpoke &H420,0 ! Clear Memvalid (makes next boot COLD)
Void Gemdos(32,L:0) ! Go in to supervisor mode
' you can void the result, since there is
' no return form a reset
Reset%=Lpeek(4) ! Get reset vector
Call Reset% ! Jump there
```

++

Chris Evelo
TOXI_CE@HNYKUN51 (BITNET/EARN)
|
an underscore _ not -.

will change to: MFAGKCHR@HMARL5

Date: 27 Jul 89 04:15:04 GMT
From: portal!cup.portal.com!Xorg@uunet.uu.net (Peter Ted Szymonik)
Subject: Re: boot problem with Seagate ST 157N
To: info-atari16@score.stanford.edu

Try setting the HD to an even SCSI setting (0,2,4) Seagates seem to have
a problem with odd SCSI numbers with the ST.

Peter Szymonik
Xorg@cup.portal.com

Date: 27 Jul 89 13:10:14 GMT
From: cs.dal.ca!silvert@uunet.uu.net (Bill Silvert)
Subject: Re: VIP PROFESSIONAL AND ARCHIVE SITE
To: info-atari16@score.stanford.edu

In article <ID1198.D890722.T134723.CHIASSA@UDEM> CHIASSA@UDEM.BITNET (Alyre
CHIASSON) writes:
> I just purchased VIP PROFESSIONAL yesterday and as the shrink wrap
> looks old and manual has a 1986 copyright date I was wondering if
> someone could tell me the version number of the latest release.

My version, which is I believe the latest, is 1.2. The GEM verson
(PROFESS.PRG) carries a copyright date of 1986, the Lotus look-alike
version is copyright 1987, but both are 1.2.

--
Bill Silvert, Habitat Ecology Division.
Bedford Institute of Oceanography, Dartmouth, NS, Canada B2Y 4A2
UUCP: ...!{uunet,watmath}!dalcs!biomel!bill
Internet: biomel@cs.dal.CA BITNET: bs%dalcs@dalac.BITNET

Date: 26 Jul 89 22:07:28 GMT
From: portal!atari!kbad@uunet.uu.net (Ken Badertscher)
Subject: Re: Folded vs STedi
To: info-atari16@score.stanford.edu

t19@nikhefh.hep.nl (Geert J v Oldenborgh) writes:

| I just played around a bit with Folded.
[benchmarks deleted]
| I still do not like its concept of folding-by-indentation or seperate file
| too much. The info in the file does not look too bad.

I'm sorry, but that fold info looked pretty nasty to me. I really like
the way Todd has implemented the folding, using separate files. I imagine
this scheme must make the relational features of FOLDED easier to implement
as well (and thus, easier for us to hack on! ;-).

Your points about speed are right on, though - FOLDED could use quite a bit
of optimizing. As you mentioned, though, Todd does explain in the

documentation that it was brought up to be small and functional, and not necessarily a speed demon.

One thing I really like is the way the screen redraws (from the line you're on outwards). But I too wish that it didn't redraw quite so much ;-).

--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

Date: 27 Jul 89 07:35:03 GMT
From: well!stevef@apple.com (Steven Robert Fordyce)
Subject: Re: CMI Accelerator Board
To: info-atari16@score.stanford.edu

In article 18478 of comp.sys.atari.st Michael B Vederman writes:
> Well, after having waited with bated breath for the CMI accelerator board, I
> would like to share my experiences with the rest of the net...

[Stuff deleted]

> CMI missed the first deadline, but promised that the board would go out in the
> second week. This is not unusual (missing a release date) so I waited. By
> the middle of the second week, I called CMI to confirm everything was on
> schedule for me to receive my board. "No problem, we will ship by Friday."
>
> Friday July 14 rolls around, and I call CMI. "Your board has been shipped
> second day (blue label) UPS. You should get it Tuesday." Finally, I thought.
> Tuesday rolled around, and no delivery. The people at work were getting tired
> of my ranting "Come on U.P.S. lady. (We have a female carrier)" So, I
> thought, maybe it will get here Wednesday, you know how things are.
>
> By Wednesday, July 19, at 5 pm, when the UPS lady made her final pickup, I
> had *NO* accelerator board. So, I called CMI. I spoke with Mark
> something-er-other (Lilliane Carter's boss -she has been pleasent when I
> spoke to her), and he said, "All boards were shipped today." Sure, I
> thought, sure. "But I was told they shipped Friday." "They didn't and I
> was the ***hole who told Lilliane to tell everyone they did." "How do I
> know you shipped today?" "You don't, and I don't care if you don't believe
> me." Hmmph!

Mr Vederman was never intentionally misled -- we would have nothing to gain by doing so. For our part in the confusion we apologize. There was a delay in shipping the boards and for that I also apologize. We all did everything we could to get the product out on schedule, and I think it is safe to say we were just as anxious to get it out as anyone was to receive it, if not much more so. But we are human, and I am very sorry about any inconvenience the delay caused anyone. The boards, are now shipping, and have been for a couple of weeks.

> Friday rolls around, and after a delay from UPS, I got the board. Looks nice,
> although they used the Amiga box cover (no big deal). Instructions, all
> parts, can't wait to get home and install it.
>
> Begin the trouble. The directions are clear enough if you want to do
> a piggy-back method, but my ST already had a socket for the 68000, so now
what?
> According to the manual, you have to cut 3 pins for the piggy-back, and use
> "fly-wires" to connect the board to the ST. Do I need this for the socket
> installation? No answer in the manual. Trial and error, showed that they
> were not needed.

Actually, there are instructions for installing our product in an ST with the processor removed, and they are different from the piggy-back method and there are some fly-wires necessary. Mr Vederman went on to say that that neither his disk drive nor his hard disk would work with our board. This is cause he didn't put in the fly-wires as instructed in the manual.

We did our best to make the manual clear and understandable, but we're human. I don't believe it's possible to make the manual clear and concise, and answer everyone's questions. That's why we have a full time customer service person. I've found Lilliane to be quite conscientious in helping customers with their problems. Installing our board, or in fact any product inside an ST, is not for the fainthearted. Unless they are comfortable with both circuit boards and soldering irons, we recommend our customers have their dealers install our product.

Starting today, for people who buy an accelerator directly from us and send their computer into us, we will install our board for free. For those who break their ST trying to install our board themselves, we'll fix it for a flat $50, including return shipping.

Mr. Vederman did call us, and Lilliane explained his trouble over the phone. And he got his board working. However, he wasn't able to get FAST-ROM to work for reasons we weren't able to determine over the phone. (The problem may well have been a defective part on our board. We do fully test all of our boards before we ship them, but still a small percentage fail in the field.) We offered to fix his machine with our board in it if he sent it to us (he didn't want to do this because he didn't want to lose the use of his computer -- quite understandable), or to send him a new board, or to refund his money. He chose the latter. Of course we are disappointed and are confident a new board would have solved his problem, but it was his choice. We've never had any allusions that we could please everyone.

> Point of story: I have a $300 paper weight.

No one is ever stuck with one our products. Within 15 days of getting any of our products, it may be returned for an reason for a full refund. And all of our products also carry a six month warranty. We guarantee our products to work and will do what ever it takes to see that they do, or refund the customers money.

> - Michael B. Vederman

Steven R Fordyce tektronix!sequent!calvin!stevef

Creative Microsystems, Inc., 19552 SW 90th Court, Tualatin, Oregon 97062
For customer service call Lilliane at (503)691-2552.

End of Info-Atari16 Digest
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849. Re: Floppy disks on 520ST

Newsgroup: comp.sys.atari.st
Date: 1989-08-05 05:55:41 UTC
From: f-leoe@IFI.UIO.NO
Message-ID: <CMM.0.88.618299761.f-leoe@kyrre.uio.no>
Source record: 248972

```
TOS 1.4 formated disk will work all right on IBM...
I small change in the format or boot-sector i think....
Anyway. AVant-Garde's PC_DDRVR.SYS makes it possible for an IBM to read
old Atari disks too (some CLONES even read then now - NOT original IBM's :-)

Lars-Erik 0sterud / Summer & Christmas: /
leoe@ifi.uio.no / f-leoe@ifi.uio.no /
____________________/ ________________________/
```

850. HD controller with OMTI 5400

Newsgroup: comp.sys.atari.st
Date: 1989-08-05 13:28:00 UTC
From: Bergmann@DMZRZU71.BITNET
Message-ID: <890805132846.210067@DMZRZU71-UNI-MAINZ--GERMANY>
Source record: 248973

Hello,

i have some question regarding the DMA port of the ST. I know, its
some kind of SCSI connector, but no complete standard.
Does someone know, how I can connect a harddisk with an OMTI 5400
SCSI board. Which hardware modifications have to be done. Where do I get
the neccessary software (free ????).

Please reply directly, I'll summarize to the net !!

Thanks H.-J. (Bergmann@DMZRZU71.Bitnet)

Hans-Juergen Bergmann
Psychology Department
University of Mainz
FRG

851. Re: Volume labels on hard drives

Newsgroup: comp.sys.atari.st
Date: 1989-08-05 13:56:11 UTC
From: swklassen@dahlia.waterloo.edu
Message-ID: <15690@watdragon.waterloo.edu>
Source record: 248974

>my suggestion: try using a sector editor to get at the directory entry
>that became screwed up into a volume label, manually turn off the volume label
>bit, and then try to delete the file. you could also, (slightly more drastic)
>zero your hard disk partition (not the whole 60meg, just that particular
>partition) and re-install just the software on that partition. either one
>should work.

I have been looking for a sector editor but have not been having much luck.
Does anyone out there know where I can find one? I do have access to
Norten Utilities for the IBM PC. Will this work running through Ditto or
is the Atari file format different than the IBM?

Steven W. Klassen
Computer Science Major
University of Waterloo

852. Re: Multitasking on the ST

Newsgroup: comp.sys.atari.st
Date: 1989-08-05 14:17:07 UTC
From: mgardi@watdcsu.waterloo.edu
Message-ID: <6187@watdcsu.waterloo.edu>
Source record: 248975

>In article <8908021826.AA05333@ucbvax.Berkeley.EDU>, 01659@AECLCR.BITNET (Greg Csullog) writes:
> It drives me nuts to see so many people worrying about multitasking on the
> ST. Jeez, at 8 MHz on a 68000 without a co-processor, I'm having trouble
> getting good performance running one application at a time.

This sounds a lot like sour grapes. "I can't have it, so it can't be any good."

You want to know how to make a million dollars? Write a program, or design a piece of hardware that will make an AT multi-task transparently. Same thing if you're using for a Mac. APPLE and IBM/Compaq/Dell/... would buy it in an instant. The industry seems to recognize the value of Multi-tasking. Witness OS/2, VM-386, the 386 itself, Multi-finder, UNIX, QNX, etc... Just think of the money that could've been saved if they had hired Greg Csullog as a consultant. He could've told them that nobody needs or wants multi-tasking.

At work we use PS/2 Model 70 - A21's with 120 MB disks and 6 MB ram just so we can use VM-386 which provides multi-tasking of DOS applications. Let me tell you that it's a real kludge, but it's the best we can do. I know, you're talking about home multi-tasking, but you'd really like to go back to a single-tasking machine at home after using one all day at work?

> Yep the Amiga has multi-tasking; how many people REALLY benefit from it (I
> know this will spark a "look at me" response but I'm talking widespread use
> of multitasking, not isolated examples)?

If you're counting votes, then put me down for one "I REALLY benefit from it".

853. Re: Multitasking on the ST

Newsgroup: comp.sys.atari.st
Date: 1989-08-05 14:21:59 UTC
From: swklassen@dahlia.waterloo.edu
Message-ID: <15691@watdragon.waterloo.edu>
Source record: 248976

In article <1989Aug4.173233.8259@sj.ate.slb.com> greg@sj.ate.slb.com (Greg Wageman) writes:
>In article <15627@watdragon.waterloo.edu> swklassen@dahlia.waterloo.edu (Steven W. Klassen) writes:
>>otherwise busy. In theory this can be done on any machine. However,
>>one which was designed with this in mind will do it much better than
>>one which was not.
[...]
>
>The reference to a machine designed from the start for multitasking is
>valid, because proper hardware design can minimize the expense of
>context-switching, provide a suitably fine-grained system clock, and
>include appropriate interrupt support for devices. Trying to
>retro-fit multitasking into a machine not designed for it is at best a
>frustrating job whose results may not justify the effort.

I was really trying to make two points:
1) Multitasking is good, even on a single user system, since it allows more efficient use of the CPU through background tasks.
2) This should be designed into the system from the start so as to minimize the overhead. (Greg made this one much clearer than I did.)

Conclusion: The next generation of Atari machines should be multitasking ones. Any hints as to whether this will happen Atari?

Steven W. Klassen
Computer Science Major
University of Waterloo

854. Atari ST networking..

Newsgroup: comp.sys.atari.st
Date: 1989-08-05 14:37:24 UTC
From: pcalvin@crocus.waterloo.edu
Message-ID: <15692@watdragon.waterloo.edu>
Source record: 248977

Is there a 'decent' networking system available for the ST? I am looking
for something that I can hook up a 386 with my ST, either through a
SCSI interface or through the RS232 port..

Any help would be appreciated..

...Phil

pcalvin@crocus.waterloo.edu
University of Waterloo
Faculty of Math

855. Bios_Parameter_Block

Newsgroup: comp.sys.atari.st
Date: 1989-08-05 15:28:13 UTC
From: f-leoe@IFI.UIO.NO
Message-ID: <CMM.0.88.618334114.f-leoe@kyrre.uio.no>
Source record: 248978

How can I get hold of the adresses to the Bios Parameter Blocks
without calling the BIOS function (the BIOS function also reads the info from
the disk - I don't want that - I only want the adresses.....)

Lars-Erik 0sterud / Summer & Christmas: /
leoe@ifi.uio.no / f-leoe@ifi.uio.no /
_____/ _____/

856. Re: packer.arc

Newsgroup: comp.sys.atari.st
Date: 1989-08-05 17:06:52 UTC
From: Graham.Higgins@mamab.FIDONET.ORG
Message-ID: <159.24DDB53F@mamab.FIDONET.ORG>
Source record: 248979

```
--
Fidonet: Graham Higgins via 1:363/9
Internet: Graham.Higgins@mamab.FIDONET.ORG
Usenet: ...!peora!rtmvax!libcmp!mamab!Graham.Higgins
```

857. Problems with GNUEMACS here in GERMANY

Newsgroup: comp.sys.atari.st
Date: 1989-08-05 17:08:11 UTC
From: Joachim.Peter.Stoeck@mamab.FIDONET.ORG
Message-ID: <160.24DDB541@mamab.FIDONET.ORG>
Source record: 248980

```
--
Fidonet: Joachim Peter Stoeck via 1:363/9
Internet: Joachim.Peter.Stoeck@mamab.FIDONET.ORG
Usenet: ...!peora!rtmvax!libcmp!mamab!Joachim.Peter.Stoeck
```

858. Re: using OPUS

Newsgroup: comp.sys.atari.st
Date: 1989-08-05 17:22:39 UTC
From: klute%trillian.irb@unido.uucp
Message-ID: <1525@laura.UUCP>
Source record: 248981

In article <9117@chinet.chi.il.us> saj@chinet.chi.il.us (Stephen Jacobs) writes:
>I'm trying to set up the OPUS spreadsheet that was just distributed.
> ...
>But on startup, OPUS said
>the screen and printer fonts didn't match, and disabled the charting menu
>items.

I would appreciate an OPUS version that allows the user to draw
charts at least on the screen. I do not see any reason why that
should not be possible. Fiddling around with the ASSIGN.SYS
file should be an option, but not required. Even if the screen
and printer fonts do not match it should be possible to print
the charts. Better a printed chart looking a little bit
distorted than no output at all.

Rainer Klute ---- klute@trillian.irb.informatik.uni-dortmund.de
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Postfach 500500 |\|\ ...uunet!mcvax!unido!klute
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859. OLD SEAGATE HD question/problem

Newsgroup: comp.sys.atari.st
Date: 1989-08-05 17:30:02 UTC
From: jtang@orion.cf.uci.edu
Message-ID: <2464@orion.cf.uci.edu>
Source record: 248982

I know we have gone through this already, but I forgot some minor detail.
A while back there was talk about one of the SEAGATE HD (same model) having
2 different version ROM that will cause greate speed difference when formatted
at 1:1 ration. Could someone please tell me which model was it??

James

Usenet: jtang@orion.cf.uci.edu
BITNET: JWTang@UCIVMSA.BITNET

860. BigScrn.PRG - Spectre GCR/128 - SM1224 Color monitor

Newsgroup: comp.sys.atari.st
Date: 1989-08-05 18:03:21 UTC
From: jtang@orion.cf.uci.edu
Message-ID: <2465@orion.cf.uci.edu>
Source record: 248983

I am thinking of buying a Spectre GCR, but I have SM1224 color monitor so that the Mac text would be barly readable. I know there is a program call BigScrn.PRG that would make virtue screen by allowing it to scroll. I was wondering if it is possible to use the BigScren.PRG to accomadate the pixle difference. To have them Mac resolution and SM1224 monitor resolution corspond pixle by pixle, and make the extra pixle (Virticle 320 vs. 200) to allow scroll up and down???

thanks in advance.

James

Usenet: jtang@orion.cf.uci.edu
Bitnet: JWTang@UCIVMSA.BITNET

861. Re: Volume labels on hard drives

Newsgroup: comp.sys.atari.st
Date: 1989-08-05 18:36:59 UTC
From: kloppen@gmdzi.UUCP
Message-ID: <1193@gmdzi.UUCP>
Source record: 248984

To the problem of deleting a Label:

With Floppies I had success with the following procedure:
Create a normal file with the same name,
Close it,
Delete it.

kloppenburg@kmx.gmd.dbp.de
UUCP: kloppen@gmdzi
In real life: Jelske Kloppenburg

862. Atari SH204 Hard Drive

Newsgroup: comp.sys.atari.st
Date: 1989-08-05 20:39:42 UTC
From: lodzins@pilot.njin.net
Message-ID: <Aug.5.16.39.41.1989.15694@pilot.njin.net>
Source record: 248985

My Atari SH204 hard drive has recently been having problems. It didn't want to autoboot, load programs or do much of anything. I had a backup that wasn't too old, so I tried to fromat it with Atari HD Utils V1.7. I got over 150 errors while formatting it before I gave up. I then got Atari HD Utils V3.01. I gave it a shot, and formatted it with no errors. I thought I was in business. I installed the auto boot with the Atari Install program. I then proceeded to reboot and restore. I had previously partitioned it into two ten meg partitions. After the restore, which was about 4 megs of data, I rebooted. The desktop came up with drive C and D there. When I opened up C, most of my directories were only 1 letter. I clicked on some of the folders and they wouldn't open. I also booted with Folder100 program so I know it wasn't the 40 folder bug. I hate to send it back if it is only a minor problem like a bad cable or something. At first I thought it was the drive mechanism, but when it formatted with no errors I changed my mind and am now confused. Can you tell me what it sounds like to you, if that is possible from what I have told you here, or what other options I can try before I have to send it to get fixed/replaced. Thanks.

--

Dean Lodzinski CSRA19@TURBO.Kean.edu or lodzins@pilot.njin.net
47 Mercury Circle Dean Lodzinski on FoReM FNET at node 133
South Amboy, NJ 08879 D.Lodzinski on GEnie. 73727,1641 on CompuServe
USA (In order of importance)

863. Re: More Performance Specs

Newsgroup: comp.sys.atari.st
Date: 1989-08-05 21:51:44 UTC
From: ignac@electro.UUCP
Message-ID: <999@electro.UUCP>
Source record: 248986

In article <1989Aug3.201227.18486@sj.ate.slb.com> greg@sj.ate.slb.com (Greg Wageman) writes:
>If QuickST is intercepting certain traps into TOS, and replacing the
>underlying routines with its own, it's possible that calls which would
>normally exercise the blitter never get there when QuickST is installed.
>
>Remember that no applications code has to change to make use of the
>blitter; "Blitter-TOS" uses the chip if it exists and otherwise performs
>the blits in software. Now if QuickST replaces some (many?) of these
>routines, and doesn't itself use the blitter, then having a blitter
>won't help except on calls that QuickST doesn't trap that do use the
>blitter. This seems to be the case with some GEM calls.
>
>Darek & Co. could probably get still better performance if they wrote
>a version of QuickST that uses the blitter...

this is something we have been grappling with quite a bit lately since we are continuously looking for ways to increase GEM speed. the blitter is basically good for one thing: copying and clearing of large rectangular areas. i believe, and correct me if i'm wrong, but most of the work that goes on in GEM based programs is usually the opening of windows, drawing dialog boxes and alert boxes, or, getting down to the nitty gritty, simply lots of text plotting and line drawing (ie: boxes, menus, dialog buttons). the blitter does not do any of these things, simply the blitting (copying) of one rectangular area to another, and clearing (or filling??) or rectangular areas. thus, myself and darek chose to rewrite the text plotting and line drawing algorithms used in the Atari ROMs so that those functions would run at their peak performance. we have left the copying of bit blocks to the operating system since this is NOT done as often as line drawing or text plotting.

as for the scroll test, we did indeed write our own scroll routine, since the majority of st owners do not have the (legendary??) blitter chip, and that our 127% (or whatever the latest stats say) is much better than leaving the operating system to do it. the blitter is about 3-5% better in this case, but in reality, how often do you scroll complete screenfuls of VT-52 text?? therefore, rather than try to detect the presence of the stupid blitter, and then set up all the idiotic parameters needed to do a blit, we call our much simpler routine inside QuickST to do the screen blit for scrolling the screen. sure, blitter owners may loose 5% for screen scrolls, but the savings in code space by not worrying about the blitter i think more than justified not using the blitter (remember, on every GEM call we would have to test for the presence of the blitter, which would impair performance slightly over what we have now, for very little gained. and since more people do NOT have a blitter than vice versa, faster code was deemed more important than blitter

compatibility.)

i hope that straigtens out the blitter controversy with Quick ST. now if someone (like at atari) is willing to send me a blitter to put in my 1040ST, then maybe, just maybe, we could re-consider .... :-) :-)

--
=====Ignac A. Kolenko (The Ig) watmath!watcgl!electro!ignac=====
co-author of QuickST, and the entire line of Quick Shareware!!!!
"I don't care if I don't win, 'cause I don't care if I fail"
from 'Youth Of Today' by SUBURBAN DISTORTION

864. Re: Faster loading

Newsgroup: comp.sys.atari.st
Date: 1989-08-05 22:28:11 UTC
From: emmo@moncam.co.uk
Message-ID: <259@marvin.moncam.co.uk>
Source record: 248987

Continuing the discussion prompted by jbww@ukc.ac.uk (J.B.W.Webber)

Quote: (for those who missed this wish)
thus the user is up and running, without having to wait for
the whole network to boot, ramdisks/caches to be filled.
By the time one is ready to, say, C compile, the compiler parts,
libraries etc. are sitting in memory, on the relevant processors.

i.e. the first part of a pipeline of processes : by the time the data
pops out of the first part of the pipeline, the program can be
in place for the next.

Endquote

Well I won't trash the idea, it doesn't deserve it, but if you think on
it a bit further, you'll realise that parallel PROCESSORS aren't enough.
Your programmes, libraries, data etc.. are stored as SERIAL data, so you
can only load one item (part item if you multi-task and thrash the drive)
at a time.
To realise your wish, you'll have to store executables on one drive, and
data (sources) on another. Then multi processors with both private (during
upload) and shared (during e.g. compile) memory areas can both access
their resources simultaneously.
It'll get a bit messy when you have to decide exactly what to keep on
each drive, and no doubt you'll end up with some duplication, with all
the associated problems maintaining 2 copies..

Maybe someone'll do it one day. If it weren't for the dreamers among
us we'd still be living in trees.

Dave E.

865. Re: Hard drive controler info

Newsgroup: comp.sys.atari.st
Date: 1989-08-06 01:44:00 UTC
From: robert.rasmussen@canremote.uucp
Message-ID: <89080709104916@masnet.uucp>
Source record: 248988

Host adapters for the Atari is a touchy subject.....
Some of the later embedded SCSI drives are too fast for older host
adapters.
In gereral I have tested quite a few drives and found that Supra (08)
series is the most compatable, it will handle just about every HD and
SCSI type available.
Older versions of Supra are incompatable with faster embedded SCSI
drives.
ICD will handle most of the HD's on the market but I was unsucessfull at
getting faster Maxtor 8000 series to work properly.
But in general , they are my second choice.
Both the Atari and Berkley systems work with slower controllers like teh
Adaptec and OMTI but they work poorly with faster type embedded SCSI
drives!
In general Atari SH204 works fine with teh supplied HD, but if you plan
on adding a second drive....WATCH OUT!
---
* Via ProDoor 3.0R

866. Multitasking revisited

Newsgroup: comp.sys.atari.st
Date: 1989-08-06 03:22:42 UTC
From: bill@meadow.UUCP
Message-ID: <141@meadow.UUCP>
Source record: 248989

>
> Some netters replied to my first sermon on multitasking with the classical
> response about doing something else while downloading files. Hell, you do
> not need a multitasking environment to do this, just get a hold of one of
> the telecom packages on the market that allows backgound file transfers.
>
> You don't need a full blown multitasking environment for something as simple
> as file transfers in the background!

I happen to agree 100%. If you are going to do multiasking correctly, you need the proper OS. Tos with Beckemeyer's RTX is the best I've got and is actually fairly stable until you run out of memory (very easy to do on 1 megs) This way, a getty can be polling the serial ports for a login from some RS232 device such as a remote computer via modem, thus creating a form of network. Files may be sent from machine to machine for storage/printing etc. Something along the lines of ANET-midi combined with my message networker. You may also, of course, run whatever else you want to in the background.

The thing is, the OS and the getty program must be stable enough to avoid a reset for hopefully days if not weeks. We really need TOS 1.4 - my os is broken. My last set of 6 1040 roms cost me $30+tax. Microsoft sells each version of MS-DOS seperately, but theirs works.

What about this german university multi-tasking RTOS????? Seems like this would be as easy to obtain as 1.4 - does it lie on top of TOS or replace the roms?

BFOSTER = GEnie, WHTB33B = Prodigy
{~~~

867. Archives and docs!

Newsgroup: comp.sys.atari.st
Date: 1989-08-06 05:15:47 UTC
From: jjl@psuecl.bitnet
Message-ID: <49342@psuecl.bitnet>
Source record: 248990

I am looking for other ST archives besides terminator, and does anyone
out there know where I might find a description of all the progs in terminator
before I take the time to download them?
Thanks in advance,
J.J. Lehett
JJL@ECL.PSU.EDU

868. Re: Multitasking on the ST

Newsgroup: comp.sys.atari.st
Date: 1989-08-06 06:19:48 UTC
From: James.E..Ward@mamab.FIDONET.ORG
Message-ID: <161.24DDB544@mamab.FIDONET.ORG>
Source record: 248991

```
--
Fidonet: James E. Ward via 1:363/9
Internet: James.E..Ward@mamab.FIDONET.ORG
Usenet: ...!peora!rtmvax!libcmp!mamab!James.E..Ward
```

869. Re: Multitasking revisited

Newsgroup: comp.sys.atari.st
Date: 1989-08-06 10:41:13 UTC
From: yuan@uhccux.uhcc.hawaii.edu
Message-ID: <4522@uhccux.uhcc.hawaii.edu>
Source record: 248992

In article <8908041840.AA00412@ucbvax.Berkeley.EDU> 01659@AECLCR.BITNET (Greg Csullog) writes:
-Some netters replied to my first sermon on multitasking with the classical
-response about doing something else while downloading files. Hell, you do
-not need a multitasking environment to do this, just get a hold of one of
-the telecom packages on the market that allows backgound file transfers.
-
-You don't need a full blown multitasking environment for something as simple
-as file transfers in the background!

Alright! 8) If I want to run spell-checking on a document in my word processor, heck, re-write the word processor so that it runs in the background. After all, I don't need a full blown multitasking environment for something as simple as spell-checking in the background. While I'm at it, I might as well re-write my database manager so that it'll generate reports, re-index, and sort in the background; re-write my spreadsheet program so that it'll recalculate in the background; re-write the CAD program so that it'll re-draw in the background.
Hmmm, I think I'll be one old fool by the time I'm done making changes to all these programs so that I could do something as simple as spell-check, recalc, report generation, re-index, sort, and re-draw in the background without needing a full blown multitasking environment. Not to mention that my CS prof will probably hit me on the head with the complete Unix manuals... 8)
I hope by now you'll realize that by having a multitasking environment, both the user and the developer will not have to worry about how to get a program to run concurrently with another, because the system takes care of that for you.
--
Yuan Chang "What can go wrong, did"
UUCP: {uunet,ucbvax,dcdwest}!ucsd!nosc!uhccux!yuan
ARPA: uhccux!yuan@nosc.MIL "Wouldn't you like to
INTERNET: yuan@uhccux.uhcc.Hawaii.Edu be an _A_m_i_g_o_i_d too?!?"

870. Re: More Performance Specs

Newsgroup: comp.sys.atari.st
Date: 1989-08-06 10:57:03 UTC
From: f-leoe@IFI.UIO.NO
Message-ID: <CMM.0.88.618404228.f-leoe@kyrre.uio.no>
Source record: 248993

I tried Quick-ST with and without blitter:

1) No blitter, No Quick-ST - SLowest
2) Blitter - A bit faster GEM draw
3) Quick-ST (no blitter) - Even faster GEM draw
4) Blitter AND Quick-ST - Very very fast GEM draw !!!

Lars-Erik 0sterud / Summer & Christmas: /
leoe@ifi.uio.no / f-leoe@ifi.uio.no /
_____/ _____/

871. Re: Where is my Fshrink() GEMDOS call ?

Newsgroup: comp.sys.atari.st
Date: 1989-08-06 13:08:50 UTC
From: agollum@engr.uky.edu
Message-ID: <2951@ukecc.engr.uky.edu>
Source record: 248994

I don't have an ST myself, but in MS-DOS you accomplish this by
seeking to the desired position and issuing a write of 0 characters.
It's worth a try...

Kenneth Herron

872. Re: Floppy disks on 520ST

Newsgroup: comp.sys.atari.st
Date: 1989-08-06 14:53:28 UTC
From: harry@moncam.co.uk
Message-ID: <HARRY.89Aug6155328@marvin.moncam.co.uk>
Source record: 248995

In article <CMM.0.88.618299761.f-leoe@kyrre.uio.no> f-leoe@IFI.UIO.NO (Lars-Erik 0sterud) writes:

TOS 1.4 formated disk will work all right on IBM...
I small change in the format or boot-sector i think....

I've no idea about 1.4, but I've noticed that the version of TOS I'm running creates FAT tables with a media descriptor of 0xF7, and uses a 512 byte cluster size, 5 block FAT tables, root 11..17, data 18..1439 (for double sided). Now PC's won't recognise this, but if you format a 3.5" disk on a PC, you get descriptor 0xF9, and the ST *will* access these correctly. So the answer for anyone wishing to maintain compatability in TOS < 1.4 would be to create the file systems on the PC. Of course it's a simple matter to write a program to create an 0xF9 file system anyway.

873. Is there an X server for the Atari ST?

Newsgroup: comp.sys.atari.st
Date: 1989-08-06 15:59:15 UTC
From: gengenba@unipas.fmi.uni-passau.de
Message-ID: <683@unipas.fmi.uni-passau.de>
Source record: 248996

Hi,

I have heard some rumors about an X server for the Atari ST.
Is this thing for real? I mean, has anybody seen it running?
I guess an X server should have a fast connection to the host?
Is this done via Ethernet or is a serial line fast enough?

If you know where to get an X server or an Ethernet-adapter
for the Atari ST, please let me know.

Thank you

Michael
--
Michael Gengenbach \/\/\/\/\/ gengenbach@unipas.fmi.uni-passau.de
AI Research Center \/\/\/\/ gengenbach%unipas.fmi.uni-passau.de@unido.BITNET
University of Passau /\/\/\/\ gengenbach%unipas.fmi.uni-passau.de@relay.CS.NET
West Germany /\/\/\/\/\ Phone: +49 851/509-533

874. Re: Drives

Newsgroup: comp.sys.atari.st
Date: 1989-08-06 16:53:17 UTC
From: clf3678@ultb.UUCP
Message-ID: <1117@ultb.UUCP>
Source record: 248997

In article <7672@ardent.UUCP> landay@ardent.com (James A. Landay) writes:
>Does anyone know if $170 is a good price for a SF314 Double
>Sided Drive? Anyone know of any better prices.
>
>
If the drive is brand new, then it is a good price. The going prices
I've seen for the SF314 is $199.

However, have you considered a non-Atari DS drive? 1st Stop Computers
sells an ST DS drive kit for $149.99, using the proven Toshiba drive
mech. If you are looking for a new drive, look at this one. Sure,
you have to put it together, but that is VERY easy to do!

Chris Freemesser, Rochester Institute of Technology | What I like :
BITNET: %clf3678@RITVAX GEnie: C.FREEMESSER | 1) My Atari ST
USENET: Just reply and hope it gets through | 2) My '77 Mercury
Kodak ColorEdge: The world's fastest color copier! | 3) Coke Classic

875. Re: Floppy disks on 520ST

Newsgroup: comp.sys.atari.st
Date: 1989-08-06 17:04:12 UTC
From: saj@chinet.chi.il.us
Message-ID: <9187@chinet.chi.il.us>
Source record: 248998

In article <426@brazos.Rice.edu>, bgr@wild.Rice.EDU (Robert G. Rhode) writes:
> transfer purposes. The PS/2 won't read disks formatted by my Atari, but my
> Atari will read disks formatted by the PS/2.

This phenomenon annoys enough people that it's worth while repeating: nearly any disk formatted on an ST will be handled properly by a PS/2 if the first 3 bytes of the 'boot sector' are made (3 bytes in hex to follow) EB 34 90. I've done this for years with no problems. The reverse process, formatting on the PS/2 and using on both machines, suffers from the famous problem that IBM machines don't put unique serial numbers on each disk. Yeah, CHKDSK recognizes that there's something funny about the disk, and some compatibles won't take them, but for ST - PS/2 exchange, this is enough.
Steve J.

876. Re: Volume labels on hard drives

Newsgroup: comp.sys.atari.st
Date: 1989-08-06 17:21:50 UTC
From: saj@chinet.chi.il.us
Message-ID: <9188@chinet.chi.il.us>
Source record: 248999

In article <15690@watdragon.waterloo.edu>, swklassen@dahlia.waterloo.edu (Steven W. Klassen) writes:
> I have been looking for a sector editor but have not been having much luck.

> Norten Utilities for the IBM PC. Will this work running through Ditto or

Since I'm a great fan of fixing things with a sector editor, I'll jump in. DRFLOPPY is a shareware sector editor that is mostly useful for changing boot sectors, because it's a mite finicky about total sectors per track. MEMFILE is probably better all-around; I believe it is entirely free, and it was included with the PD collection distributed with the first edition of NEODESK. Neither one should be hard to find on BBS-s.
Steve J.

877. Re: Multitasking on the ST

Newsgroup: comp.sys.atari.st
Date: 1989-08-06 19:41:00 UTC
From: swklassen@dahlia.waterloo.edu
Message-ID: <15706@watdragon.waterloo.edu>
Source record: 249000
Cross-posted to: comp.sys.atari.st,comp.os.minix

In article <652@opal.tubopal.UUCP> alderaan@tubopal.UUCP (Thomas Cervera) writes:
>
> What's all this about MultiTasking on the ST ? You don't have a MMU (not
>really and I think that's the worst failure in the ST's hardware architechture),
>so you are definetely not able to run a *secure* multitasking on this machine
>even if you want to - basta. All what you can call protected memory inside the
>ST is a bunch of bytes at the bottom plus the hardware registers - that's it.
> If you want to realize reasonable memory segmentation (in my experience this
>is essential for TimeSharing) you MUST have a MMU.
>
>--
>Thomas Cervera | UUCP: alderaan@tubopal.UUCP
>SysMan RKOpdp (RSTS/E) | alderaan%tubopal.UUCP@TUB.BITNET (saves $$$)
>D-1000 Berlin 30 | ...!pyramid!unido!tub!opal!alderaan
>Motzstrasze 14 | BITNET: alderaan%tub@DB0TUI11.BITNET

Oh really? Then how do you explain the appearance of Minix (a Unix
look-alike) for the Atari ST?

I have cross posted this to the Minix newsgroup. I thought you (Thomas)
might be interested in telling those who gave the ST multitasking
just why what they have done is not possible.

I agree that the Atari hardware is not designed for multitasking but
that does not make it impossible, only less efficient. By creating
multitasking systems for the ST (like Minix and MX2) people are telling
Atari that we want multitasking and would like the hardware to
support it.

Steven W. Klassen
Computer Science Major
University of Waterloo

878. Re: Volume labels on hard drives

Newsgroup: comp.sys.atari.st
Date: 1989-08-06 19:45:35 UTC
From: swklassen@dahlia.waterloo.edu
Message-ID: <15707@watdragon.waterloo.edu>
Source record: 248901

In article <1193@gmdzi.UUCP> kloppen@gmdzi.UUCP (Jelske Kloppenburg) writes:
>
>To the problem of deleting a Label:
>
>With Floppies I had success with the following procedure:
>Create a normal file with the same name,
>Close it,
>Delete it.
>
> kloppenburg@kmx.gmd.dbp.de
>UUCP: kloppen@gmdzi
> In real life: Jelske Kloppenburg

I'll try this although the filename is also rather screwed up.
(The filename is '.???' but I think that should not be a problem.)

Steven W. Klassen
Computer Science Major
University of Waterloo

879. More Sozobon C Stuff

Newsgroup: comp.sys.atari.st
Date: 1989-08-06 19:53:48 UTC
From: jjl@psuecl.bitnet
Message-ID: <49378@psuecl.bitnet>
Source record: 248902

I have been trying to get my Sozobon C compiler to work for a while
now but to no good end. Whenever I try to compile a program and type something
as basic as cc nlp.c, it comes back with unknown file suffix "nlp.c" , why
is it taking the whole file as the file suffix, any ideas? Also if instead
I thy to use the hcc compile , I get the .s code from it fine. But when
I try using jas.ttp it actsd as if I didn't put anything on the command
line after jas.ttp. Any help on either of these would be appreciated...
I have been using MJC2 and would like to switch to Sozobon to be able to
use DLibs and Gemfast, but can't until I get the compiler itself to wokr.

Thanks in advance
J.J. Lehett
JJL@ECL.PSU.EDU

880. Re: 2Mb Mega 2 upgrade

Newsgroup: comp.sys.atari.st
Date: 1989-08-06 21:06:05 UTC
From: ignac@electro.UUCP
Message-ID: <1000@electro.UUCP>
Source record: 248903

In article <1679@sactoh0> mfolivo@sactoh0 (Mark F. Olivo) writes:
>
>Can someone enlighten me about the 2Mb upgrade board that Atari had
>that used the expansion bus on the Mega 2 to make it a 4Mb machine?
>

just wondering: what does the atari do if you give it more than
4 Mb of memory. will the mmu generate an address error for an access greater
than the 4Mb limit, or what. if so, that seems to cripple the 16Mb limit of
the 68000 in a big way.

speaking of boards for the Megas: what is out there anyways. anyone care
to compile a complete as possible list of peripheral cards available for
the Mega that connect to the internal bus slot. it would be interesting to
know what people are doing with the expansion slot.

--
=====Ignac A. Kolenko (The Ig) watmath!watcgl!electro!ignac=====
co-author of QuickST, and the entire line of Quick Shareware!!!!
"I don't care if I don't win, 'cause I don't care if I fail"
from 'Youth Of Today' by SUBURBAN DISTORTION

881. Multitasking on the TT

Newsgroup: comp.sys.atari.st
Date: 1989-08-06 22:00:38 UTC
From: bissiri@blake.acs.washington.edu
Message-ID: <3133@blake.acs.washington.edu>
Source record: 248904

Forgive me for bringing up something "unreal"...
But, does anyone have a clue whether the TT will multitask
TOS programs? Or will power and beauty of the 030 be mere gloss?

-kevin
bissiri@blake.acs.washington.edu

882. Re: ATARI ST QUESTIONS

Newsgroup: comp.sys.atari.st
Date: 1989-08-06 23:17:00 UTC
From: david.megginson@canremote.uucp
Message-ID: <89080709104932@masnet.uucp>
Source record: 248905

Using a beta copy of TOS 1.4, it took about 5 minutes to copy a partition file-by-file on my hard drive. It took about a half hour on the old (mega) TOS. Programs pop up on the screen instantly. Many small, annoying bugs like the 40-folder limit are also gone, so you can basically empty your auto folder.
---
* Via ProDoor 3.01R

883. Re: Volume labels on hard dri

Newsgroup: comp.sys.atari.st
Date: 1989-08-06 23:21:00 UTC
From: david.megginson@canremote.uucp
Message-ID: <89080709104971@masnet.uucp>
Source record: 248906

Are you sure that it is not just a hidden file? TOS allows files to have a hidden status, so that they will not show up in a normal directory search.
---
* Via ProDoor 3.01R

884. Re: Multitasking on the ST

Newsgroup: comp.sys.atari.st
Date: 1989-08-06 23:23:00 UTC
From: david.megginson@canremote.uucp
Message-ID: <89080709104987@masnet.uucp>
Source record: 248907

We'd love to have some kind of switching ability here, so that we would not have to keep quitting Calamus, going into the drawing program, touching up a graphic, quitting the drawing program, and going back into Calamus again (the story of our lives). As for true multi-tasking, I'd kill for it, but my wife (who is an editor and layout artist) would probably rarely use it.

The advantage of multi-tasking is that every program would not have to try to emulate every other program (note the plethora of programs with file functions like copy and disk format built-into them), and that different sorts of programs would not have to compete with each other, but could come together into some kind of large, useful whole.
---
* Via ProDoor 3.01R

885. ST mis-information

Newsgroup: comp.sys.atari.st
Date: 1989-08-07 00:54:22 UTC
From: Xorg@cup.portal.com
Message-ID: <21089@cup.portal.com>
Source record: 248908

Ok, time for me to get a little payback. Back when I said that Gilamn Louie's 'slander letter' would hurt the ST more than anyone cared to realize I was ignored - Pete just causing trouble again, right? Well I'm back a few months later with just two of what I'm sure are many cases of the effects of Mr. Louie's smear campaign against the ST in the computer and gaming press.

By the way...

I never did see that retract that was promised in the CO with Gilman and I looked everywhere...

Exhibit A:

CHESS LIFE
August 1989 issue

United States Chess Federation
186 Route 9 W
New Windsor, New York 12550

Page 23, Article: What's New in Chess Software
by Eric Schiller

"CHESSBASE II IS HERE AT LAST!

ChessBase is at work on a Mac version - though it probably will not be ready for a long time, and it seems they have finally realized the truth about the Atari. So (at present) - go with MS-DOS for that program. I am sure that they will continue to support the Atari, but slumping sales of that machine are not likely to produce major improvements. In any event, MS-DOS is the best operating system of the three for portable machines, and it is clearly useful to be able to take the program along when playing in major events."

Background: ChessBase is one of the most powerful chess programs and databases. Mr Schiller obviously shows up his pro-MS-DOS bias and has apparently never heard of the Stacy given his portability comments. Not only that, but Mr Schiller also apparently has access to Atari sales records that no one else has seemed to be able to get a hold of ! I would like to know where Mr Schiller gets his information that sales of the ST are 'slumping', in New York there are selling ST systems as fast as they arrive. Not only that, but ChessBase is also widely used by many GrandMasters - who use the program on the ST in Europe - where it was first intorduced. In fact Gary Kasparov, the current World

Champion, uses a Mega 4 for his Chess data storage and has pushed for
the sale of Atari computers in the Soviet Union to further chess in
that country!

Exhibit B:

The Wargamer Magazine
July-August 1989 issue
Vol. 2 Number 14

Wargamer & Moves magazines
P.O. Box 1289
Salinas, CA 1289

Page 62, Article: The Not-So-Jolly Roger
by Dick and Lisa Volher

An article on software piracy and its effects....

" The problem results from people who abuse their rights to [sic]
by making a copy for somebody else, somebody who didn't buy the game.
Lost sales due to piracy are a major problem in all segments of the
software industry. Indeed, piracy appears to be the primary factor
in the demise of the Atari ST."

Huh??? My machine is 'demised? Atari is 'demised'?? Due to piracy??
Wonder where these people could possibly have gotten this information
from? Mr Louie?? Any guesses on this one???

These are only two magazines I subscribe to out of HUNDREDS that are
out there.... I leave you to make your own assumptions, the addresses
of both magazines aren't listed there for nothing...

Thanx
Peter Szymonik

COLLEGE ACTIVITIES:

1984-85 President - Buckley Hall Area Council
University of Connecticut

Elected as a write-in candidate.
Acted as official spokesperson for 500 students.
Coordinated social events and directed council meetings.
Headed successful Homecoming committee.

1984 Representative
University of Connecticut Residence Hall Advisory Board

Acted as liaison between students and University directors
in all matters concerning residential life.
Improved student-administration communication.

Recommended safety improvements and renovations which were
enacted in the following academic year.

---

886. Of Keyboards, Compositions & 'Crimes'

Newsgroup: comp.sys.atari.st
Date: 1989-08-07 00:54:51 UTC
From: ia4@CUNIXD.CC.COLUMBIA.EDU
Message-ID: <8908070054.AA16351@cunixd.cc.columbia.edu>
Source record: 248909

I am using a (two actually) CASIO HT-6000 music keyboards with ATARI STs.
I am looking for someone else who has used this combination or just owns
the CASIO HT 700, 3000 or 6000 keyboards.

I also need info from someone about the effectiveness of the program "M"
for the Atari ST. How easy to use is it and how "powerful". Are there
other programs that do the same "creation" stuff?

A legalotechnical question. On some BBSs I have seen collections of pop
tunes downloadable as MIDI program files....whether they are for sale or
not...is it legal to "reproduce" songs as, say, MUSIC STUDIO or Dr. T's
KCS files?

thanks for your input....(midi or otherwise ;-))

/imran

887. Re: Multitasking on the ST

Newsgroup: comp.sys.atari.st
Date: 1989-08-07 01:12:52 UTC
From: f-leoe@IFI.UIO.NO
Message-ID: <CMM.0.88.618455575.f-leoe@kyrre.uio.no>
Source record: 248910

If they can make a standard PC multitasking with DesqView
Why not multitasking TOS ? I can't be any worse (or can it ????)

Lars-Erik 0sterud / Summer & Christmas: /
leoe@ifi.uio.no / f-leoe@ifi.uio.no /
_____/ _____/

888. Re: Multitasking on the ST

Newsgroup: comp.sys.atari.st
Date: 1989-08-07 03:26:35 UTC
From: rosenkra@hall.cray.com
Message-ID: <4050@hall.cray.com>
Source record: 248911

In article <62441@linus.UUCP> rachamp@mbunix (Champeaux) writes:
=In article <8908021826.AA05333@ucbvax.Berkeley.EDU> 01659@AECLCR.BITNET (Greg Csullog) writes:
=>It drives me nuts to see so many people worrying about multitasking on the
=>ST. Jeez, at 8 MHz on a 68000 without a co-processor, I'm having trouble
=>getting good performance running one application at a time.
[stuff deleted...]
=>Want to run a word processor and a spreadsheet at the same time. No problem,
=>get REVOLVER and switch between apps.
=
=First off, the majority of applications are user input driven. Meaning that
=if the user doesn't provide input, the program is idle. For instance,

how about compiles? these SHOULD go in the background more often than not.
no input needed...

=You asked for simple common uses for multi-tasking on the Amiga. Here are
=two of the more common, less demanding uses of multi-tasking that I do on my
=Amiga 2000:
=
[describes a user-initiated edit/cli switch]

this is not a good example. you are simply task switching, something that
programs like revolver can do.

[describes another user-initiated switch, disk full/cli delete scenario]

this, again is a simple switch of which program is executing. i think the
general topic concerns doing several tasks simultaneously (i.e. let the os
kernel do the context switch based on some scheduling mechanism). this way
you can be compiling something (or doing some database, raytrace, etc op)
while you read mail, play a game, or compile another program.

=The question "Why do you need multi-tasking on a personal computer?" is much
=like the question "Why do you need more than 64k in a personal computer?"
=which people were asking 8-10 years ago. Once you have, you realize that
=you can't live without it.
=
=Rich Champeaux (rachamp@mbunix.mitre.org)

agreed...

without an mmu to police memory, the os has to do it. this is terribly
slow, IMHO. you just don't want one task stepping on another.

-bill
rosenkra@boston.cray.com

889. RE: Amiga vs ST

Newsgroup: comp.sys.atari.st
Date: 1989-08-07 05:22:00 UTC
From: 01659@AECLCR.BITNET
Message-ID: <8908070521.AA14084@ucbvax.Berkeley.EDU>
Source record: 248912

Let me start out by saying that I bought my 520ST in July of 1985. My understanding is that it may have been the 2nd Atari ST sold in the province of Ontario. Next I moved to a 1040ST and now I have a Mega 2. Before I became a VAR for a dealer in Ottawa, I arranged a group purchase of STs. Now, with the VAR effort I have either sold, arranged the purchase or spawned the purchase of over 100 Atari STs (not bad considering I live in a town with 4000 residents!). Locally, I'm known as mister Atari. BUT, BUT, BUT...

More and more I wonder why I stick with Atari since it's getting harder to justify them. The price advantage is gone over the PCs and the 68000 crowd has moved to 68020s and 68030s (except for Atari). From what I read about the Amiga it makes me wonder when Atari is going to release its infamous 68030 TT.

Maybe I'm losing faith because it's so late. Please Atari, I've worked my tail off promoting your products - how about something to put me back on the path of the Atari faithful before I lose all faith in "power without the price".

890. Re^2: Multitasking on the ST

Newsgroup: comp.sys.atari.st
Date: 1989-08-07 05:58:08 UTC
From: mboen@nixpbe.UUCP
Message-ID: <415@nixpbe.UUCP>
Source record: 248913

What's all this about NEEDING memory segmentation for Multitasking. You can have Multitasking without memory segmentation. (Of course memory segmentation helps a lot). Just look at several multitasking OSs for the ST, all running without a REAL MMU: OS-9/68000, IDRIS, RTOS-UH/Pearl, MINIX-ST, Xinu, (what else ?).

Of course, forking processes becomes slow, but not impossible (see MINIX-ST). Also, one of your tasks may clobber another any time by writing into it's memory (but that's more a problem of coding).

Multitasking essentially is the sharing of one major resource in a computer, namely the CPU, among several processes by switching the process currently running rapidly between several processes ready to run at the given moment, thus making it appear as if each of these processes were being executed concurrently. If you have the so-called round robin scheduling mechanism, each ready process gets a time slice, and the more processes there are ready to run, the fewer time slices each of them gets, so they apparently execute slower and slower, the higher the load climbs.

Multitasking as such has nothing to do with memory protection (which is why Xinu can be made to run on an LSI/11 [see D. Comer: Operating system design, the XINU approach]).

I hope this convinces everybody that multitasking is possible (even if not feasible due to lack of speed) on the ST.

Martin

PS: Everything I said above really only (barely) scratches the surface of the matter.

Disclaimer: All of the above is my on opinion and does not express opinions or company policy of my employer.
--
Email: in the USA -> ...!uunet!philabs!linus!nixbur!mboening.pad
outside USA -> {...!mcvax}!unido!nixpbe!mboening.pad
Paper Mail: Martin Boening, Nixdorf Computer AG, DS-CC22,
Pontanusstr. 55, 4790 Paderborn, W.-Germany

891. ONLY FOR HT 700 OWNERS

Newsgroup: comp.sys.atari.st
Date: 1989-08-07 06:28:26 UTC
From: ia4@CUNIXD.CC.COLUMBIA.EDU
Message-ID: <8908070628.AA20366@cunixd.cc.columbia.edu>
Source record: 248914

```
Dear HT 700 owner....

I got your msg and was replyinmg when my system went down leaving me
a dead.letter and no address....if you read this please send me
your address again...i have the reply...now if I just had an address ;-)

/imran
```

892. Graphic Satellite Tracking Program

Newsgroup: comp.sys.atari.st
Date: 1989-08-07 08:09:02 UTC
From: logajan@ns.network.com
Message-ID: <1526@ns.network.com>
Source record: 248915

I have just finished a graphic satellite tracking program that tracks as many satellites as you have elements for (the elements posted to sci.space come in real handy!!!) The satellite positions are updated about once every 6 seconds or so for the 98 satellites listed in the current batch of orbital elements. It is very pretty to watch, since the satellites leave contrails on a background map of the world -- very pretty to watch -- like kinetic art.

It is written in GFA Basic 2.0 -- If anyone wants a copy let me know. It is being sent to comp.sources.atari.st, but some people can't wait!

--
- John M. Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428 -
- logajan@ns.network.com / ...rutgers!umn-cs!ns!logajan / john@logajan.mn.org -

893. Contribution to Comp.sys.atari.st (test the route)

Newsgroup: comp.sys.atari.st
Date: 1989-08-07 09:24:00 UTC
From: FM@DACTH51.BITNET
Message-ID: <8908070822.AA22585@ucbvax.Berkeley.EDU>
Source record: 248916

```
This is a test. I'm trying to reach comp.sys.atari.st from BITNET. If You reach
this, I was probably succesful. This was sent to
info-atari16@score.stanford.edu .

Oliver
```

894. Re: Multitasking on the ST

Newsgroup: comp.sys.atari.st
Date: 1989-08-07 09:32:14 UTC
From: jtreworgy@eagle.wesleyan.edu
Message-ID: <376@eagle.wesleyan.edu>
Source record: 248917

In article <1989Aug4.173233.8259@sj.ate.slb.com>, greg@bilbo (Greg Wageman) writes:
[....]
>
> All of the above is true in general, *but*, the implementation of task
> scheduling varies from OS to OS and will greatly effect how fast the
> machine appears to the user.
>
> Typically, a task cannot be suspended in a multitasking environment
> until one of two things happens: it makes an operating system call
> which must wait for an external event (such as an "operation
> completed" interrupt) and is then put into a "blocked" state by the
> OS; or, in time-sliced OS's, its time quantum expires. Some real-time
> multitasking kernels do not require time slicing, so blocking calls are
> the only way a task switch ever occurs.
>
> The implication is that if the so-called "background" process is doing
> something CPU intensive(e.g. an in-memory sort), it may not make a
> blocking call for a very long time (i.e. several seconds). The user
> will begin to type characters, generating an interrupt which will
> unblock his foreground task. The OS will move the now-unblocked
> foreground task to the "ready" task queue, but it *will not begin to
> run* until the background task blocks (or its time quantum expires).
> If the system clock is grainy enough (i. e. the clock "tick" interval
> is very large), or a task context-switch is very expensive, or (yuck!)
> both, hundreds of milliseconds will elapse between the user's keypress
> and the resumption of execution of the foreground task. Thus, the
> user will perceive a very sluggish response from the foreground task.
>

I don't program the Amiga at a low level, so I don't know exactly how it works.
I do know, however, that if I am running a task which has a higher priority
than the CPU-intensive task, I NEVER have sluggish response from the foreground
task. Try it sometime and see for yourself.

--
James A. Treworgy "You should have seen me with the poker man,
jtreworgy@eagle.wesleyan.edu I had a honey and I bet a grand,
jtreworgy%eagle@WESLEYAN.BITNET Just in the nick of time I looked at his hand"
Box 5033 Wesleyan Station -Paul McCartney
Middletown, CT 06475

895. Re: Multitasking revisited

Newsgroup: comp.sys.atari.st
Date: 1989-08-07 09:35:02 UTC
From: jtreworgy@eagle.wesleyan.edu
Message-ID: <377@eagle.wesleyan.edu>
Source record: 248918

In article <8908041840.AA00412@ucbvax.Berkeley.EDU>, 01659@AECLCR.BITNET (Greg Csullog) writes:
> Some netters replied to my first sermon on multitasking with the classical
> response about doing something else while downloading files. Hell, you do
> not need a multitasking environment to do this, just get a hold of one of
> the telecom packages on the market that allows backgound file transfers.
>
> You don't need a full blown multitasking environment for something as simple
> as file transfers in the background!

Well I'm sure glad I don't have to bias my purchase decisions about terminal programs, word processors, databases, and every other piece of productivity software based on whether or not it will do it's thing in the background. Because on the Amiga, you know it will. Not to mention countless other useful applications of multitasking.
--
James A. Treworgy "You should have seen me with the poker man,
jtreworgy@eagle.wesleyan.edu I had a honey and I bet a grand,
jtreworgy%eagle@WESLEYAN.BITNET Just in the nick of time I looked at his hand"
Box 5033 Wesleyan Station -Paul McCartney
Middletown, CT 06475

896. Re: Hard Disk Auto Boot Bypass

Newsgroup: comp.sys.atari.st
Date: 1989-08-07 09:35:49 UTC
From: dkhusema@immd4.informatik.uni-erlangen.de
Message-ID: <484@medusa.informatik.uni-erlangen.de>
Source record: 248919

01659@AECLCR.BITNET (Greg Csullog) writes:

>Alan Pratt mentioned holding down the Alt key to force a boot from floppy.
...
>But, if you do not have STARTUP or REVOLVER, I have found that all you
>have to do is boot from floppy, turn on the HD and then run AHDI from
>floppy and you get access to the HD without a reset. Worked for me, it
>might work for you!

This might not be of much help for you (outside of West Germany), but
there exists another harddisk driver for the Atari ST, called CBHD.

It is really great:

- Up to 12 (twelve) partitions
- \AUTO\, ACC's, and DESKTOP.INF can be read from *ANY* partition,
e.g. I have one partition setup for using my DTP program with the
SLM804, and another partition setup for using the DTP program for
Postscript output. Yet another partition will be used to start
MINIX from my harddisk.

To do all this you can press the key coressponding to the partition
you want to 'boot' from (In reality the booting is done from the
partition I marked as bootable using the software accompanying the
CBHD driver, only the \AUTO\ folder, the ACC's, and DEKSTOP.INF
are read from the specified partition).
- Partitions can be set to read-only
- Any Partition can be the boot partition
- Partitions can be left out during boot time by pressing the
SHIFT key
- The ALT key trick works also
- You can park the heads of the harddisk by using an ACC
- The same ACC allows you to get statistics from the HD
+ Set Partitions to read-only
+ Simulate a media-change to GEMDOS
+ Increase the number of folders correctly (I read that the
AHDI tries to do this also, but doesn't even know of
Blitter TOS, so you had to use the FOLDRxxx.PRG)
- CBHD is also able to recognize a second harddisk connected to a
controller (which AHDI can't - as far as I know ...)

All this - and a lot more of really excellent stuff - is contained in
a floppy which is available with the book

SCHEIBENKLEISTER II by Claus Brod, Anton Stepper, published by
MAXON in West Germany. Price: DM 79.00 (US$ 35.00).

As far as I know it isn't available in English (yet?).

But - provided your German is good enough this book is an absolute
must for all trying to understand floppy disk, harddisks, CD-ROM, ...

---------------------- Smile, tomorrow will be worse! ------------------
X.400: <S=dkhusema;OU=informatik;P=uni-erlangen;A=dbp;C=de>
RFC822: dkhusema@immd4.informatik.uni-erlangen.de
RFC822: dkhusema@immd4.informatik.uni-erlangen.dbp.de [BETTER!FASTER!]
UUCP: {pyramid,unido}!fauern!immd4.informatik.uni-erlangen.de!dkhusema
Home: Dirk Husemann, Aufsess-Str. 19, D-8520 Erlangen, West Germany
Busi- University of Erlangen-Nuremberg, Computer Science Dep.,
ness: IMMD IV, Martensstr. 1, D-8520 Erlangen, West Germany
Phone: (Home) +49 9131 302036, (Business) +49 9131 857908
-- Beam me up, Scotty, there's no intelligent life down here! --
------------------- My opinions are mine, mine, mine -------------------

897. Piggy back DIY upgrades

Newsgroup: comp.sys.atari.st
Date: 1989-08-07 10:18:00 UTC
From: AWINFHAH@HMARL5.BITNET
Message-ID: <8908070940.AA25858@ucbvax.Berkeley.EDU>
Source record: 248920

There has been a lot of upgrading stuff on the net lately. Many of them discuss some type of piggy back method. This may be somewhat tricky. The address lines have a 33 ohm series resistor between the MMU and the RAM array. Somebody noted that they are there to limit the current drawn from the MMU. This only partially true. Another (and probably the main) purpose of the resistors is to avoid ringing on the address lines.

Due to the length of the traces on the PCB and capacitive loading by the inputs of the RAM chips, this gives some LC circuit behaviour. The 33 ohm resistor damps oscillations, and thus the resistor value is more or less critical.

Now there are three possibilities.
1. Atari picked the right value for 1 bank installed. In this case the resistors are a bit too large when you install the second bank. This can cause address setup time problems (causing unexplainable crashes).
2. Atari picked the right value for 2 banks installed. In this case the RAM chips that are at the far end from the MMU can be in danger due to ringing on the address lines. I haven't seen any blown RAMs in a 520, but it was a well known problem in the early PC cloning days.
3. Atari picked a value that is nearly good in both cases.

I think number 1 is true for the old 520s (in which case they probably have 68 ohm resistors), while number 2 should be true for the 520+, the 1040 and the Mega.

I invite inside-the-ST experts to comment.

898. TOS 1.4 question

Newsgroup: comp.sys.atari.st
Date: 1989-08-07 11:06:04 UTC
From: george_seto@brains.UUCP
Message-ID: <4660@brains.UUCP>
Source record: 248921

TOS 1.4 question:

You know how on the TOS DESKTOP.INF file, when you save it in Mono, it will boot up in Low Res on a colour monitor? Well does anyone know if TOS 1.4 allows the system to boot up a DESKTOP.INF file saved in mono to boot up as a Medium Res screen instead? Would be real nice.

--
-==----------==- From George Seto at Cerebral Cortex BBS System
-==-==-------==-==- (902)462-7245 3/12/2400 8N1 24h/7d
-==--------==------ george_seto%brains@iisat.UUCP
-==-==-------==-==- {uunet, utai, watmath}!dalcs!iisat!brains!george_seto
-==----------==-

899. ST NEWS distr. list

Newsgroup: comp.sys.atari.st
Date: 1989-08-07 11:16:27 UTC
From: stefan@spcc386.UUCP
Message-ID: <265@spcc386.UUCP>
Source record: 248922

Quite a lot of people have asked for the list of ST NEWS distributors,
so here it is.
The next issue will be finished next week and it will be a bit special
since it is the 25th issue. We went to the UK and visited almost every
Atari (games) software house around, like Magnetic Scrolls, Argonaut,
Hewson, Grandslam, Microprose, Ocean, US Gold, Mirrorsoft and some more.
We also visited some people at home like Steve Bak, Jeff Minter, Peter
Johnson, Pete Lyon and David Whittaker
So the next one will not be a regular issue, but it will completely
cover our 17-day journey through England including train strikes.
Anyway, here is the list. It's BIG, be warned.

(By the way, you send those people a disk plus enough postage to reply
and they send it back containing the latest issue. The ones with a (*)
behind their name run a regular PD service and you buy the disk there)

Ronny: if you read this, you guys have been awfully quiet lately...
where's ST KLUBBEN?

Greece:
V. Kefalas
DATALINK
Omirou 45
106 72 Athens

Italy:
Gerardo Greco
Via Roma, 75
I-80055 Portici-NA

Belgium:
Ivo van Vlaenderen
Lostraat 23
B-3100 Heist-op-den-Berg

Sweden:
Ewe Hakansson
Pilspetv. 4
S-291 65 Kristianstad

West Germany:
Guido Stumpe
Kessenicher Str. 1
D-5300 Bonn 1

UK:
Page 6 magazine (*)

Les Ellingham
P.O. Box 54
Stafford
ST16 1DR

Australia:
Norman V. Pearce
P.O. Box 564
Mt. Gambier
South Australia 5290

New Zealand:
Ray Lovell (W.A.C.E.) (*)
P.O. Box 2777
C.P.O.
Wellington

France:
Thierry Foulkes (*)
2 Rue Piemontesi
75018 Paris

USA
David Meile
Box 13038
Minneapolis, Minnesota 55414

Richard Decowski
ST X-press magazine
P.O. Box 2383
La Habra, CA 90632

Norway
Ronny Hatlemark
Postboks 290
N6151 Orsta

Austria
M.H.R.
Postfach 649
A-4021 Linz

South Africa
Petar Soldo
37 Wilcocks Road
Baywater
Bloemfontein 9301

Turkey
Ata Atun
P.O. Box 81
Magosa
Mersin-10

The Netherlands
ST Club Eindhoven (*)
Postbus 1131
5602 BK Eindhoven

Switzerland
Christoph Berner
Willishalten
CH-3086 Zimmerwald

Spain
Jorid Maria Pau
Tamarit 115
08015 Barcelona

Yugoslavia
Zarko Berberski
Drenovacka 2
YU-11060 Belgrade

Finland
Heinrich Pesch
PD-Palvelu
Tiistilnkuja 1 E 50
SF-02230 Espoo

Canada
Andre Lafreniere
F.A.S.T.E.R.
P.O. Box 474
Boucherville
Quebec J4B 6Y2

Phew.
There's also somebody in Denmark, but my printer chocked on all the funny characters and the address is a bit garbled. His name is Andreas Ramos.
--

"Oh my God, it is the attack of the Half-Crazed Mutant Teenage Alien Computer Junkies!!" +----------
"Relax! It are just some SPCC employees" | uunet!mcvax!spcc386!stefan

900. WP

Newsgroup: comp.sys.atari.st
Date: 1989-08-07 12:32:51 UTC
From: l86@nikhefh.hep.nl
Message-ID: <232@nikhefh.hep.nl>
Source record: 248923

Last april there were some rumours about a new release
of WordPerfect 4.1 for the Atari ST. Is it released?
Does it work with the Atari SM194 (the 19" Moniterm monitor,
which Atari is selling in Europe)?

901. deskjet pageformatter

Newsgroup: comp.sys.atari.st
Date: 1989-08-07 12:37:00 UTC
From: HOESEL@HGRRUG52.BITNET
Message-ID: <8908071137.AA00916@ucbvax.Berkeley.EDU>
Source record: 248924

I have problems with understanding the pageformatter in the deskjet firmware. I have a deskjet plus and thought that it has a 16kB input buffer and in addition to that a large outputbuffer (propably more then 16kB). The page-formatter is a program in the deskjet that allows to write on random positions to the paper (the is the same principle as with laserprinters). However the deskjet pageformatter is memory limited: as soon as memory fills the topline in the buffer is printed. So you cannot write completely random to the paper, but for subscripts and superscripts emulations (as done by some wordprocessing programs) this is a good idea.

Now here comes my problem: if the pageformatter would work correctly, then why do some programs succeed in outputting is such a way that more then the usual amount of ink is used in some spots. For example the laserjet driver of wordperfect 4.1 will emulate bold characters simply by overprinting them slightly shifted (I know that I can change this driver, and I did, so bold characters are now printed using the deskjet internal bold fonts). What happens is that these slightly shifted characters do overlap and produce twice the amount of ink. These seems very strange, given the pageformatter. It also happens many time with the epson-emulation cardrige.

Also with some programs that produce text by using the graphic capabilities of the deskjet it happens that only a very small row of dots is printed at a time (much less then 50, the amount that could be printed in one stroke of the printerhead).

could someone explain this?

remark on deskjet with atari: I heard from Michael Ritzer that it was very easy to build a bufferchip inside the cable. use the 74hct645n chip. get the power from pin 32 of the centronics port (on the printer side of the cable). The 74hct645n is pin-compatible with the 245, but make sure you use the 74hct645n. This one works (I use it now, build into a small plastic box (the one used for commercial null-modem devicec. they are very cheap)). use the B-pins as input and the A-pins as output. this is done by connecting the pin 'dir' and the 'enable' pin both to ground. The voltage drop on pin 32 is at the most 1Volt and the chip keeps working at this level. btw. pin 32 is the !error output from the printer. it is high until a fatal error occurs (which almost never happens))

greetings,
frans

HOESEL@HGRRUG52

902. Re: Multitasking revisited

Newsgroup: comp.sys.atari.st
Date: 1989-08-07 13:08:00 UTC
From: rachamp@mbunix.mitre.org
Message-ID: <62826@linus.UUCP>
Source record: 248925

In article <8908041840.AA00412@ucbvax.Berkeley.EDU> 01659@AECLCR.BITNET (Greg Csullog) writes:
>Some netters replied to my first sermon on multitasking with the classical
>response about doing something else while downloading files. Hell, you do
>not need a multitasking environment to do this, just get a hold of one of
>the telecom packages on the market that allows backgound file transfers.
>
>You don't need a full blown multitasking environment for something as simple
>as file transfers in the background!

The point is that with an operating system that supports multi-tasking, you don't need special software to accomplish these tasks. Someone sent me mail telling me that they could do the things I mentioned with well written software. Well, if your OS multi-tasks, you can do it with ALL your software, not just the well written ones. Most of what I use on my Amiga is PD software. I can't imagine that a PD author would take the time to put in all of the tricks "well written software" do to emulate a multi-tasking enviroment. On the Amiga, I can spawn off a child task with less than 10 lines of code. After that it's running indepently; I don't have to take care of the task switching. I can then communicate with it through global structures, or more properly, with the Amiga's message passing system.

By the way, I'm using the Amiga as an example to say "Multi-tasking is the best", I'm not trying to use multi-tasking as an example to say "The Amiga is the best."

Anyways, as far as multi-tasking goes; don't knock it 'til you've tried it.

Rich Champeaux (rachamp@mbunix.mitre.org)

"Hey Mikey! He likes it!"

903. Re: HP Laserjet/Compatibles o

Newsgroup: comp.sys.atari.st
Date: 1989-08-07 14:41:00 UTC
From: david.megginson@canremote.uucp
Message-ID: <89080823183308@masnet.uucp>
Source record: 248926

Think twice about PageStream if you're going to be doing serious work.
You need a DTP program which will use licensed fonts. I saw the output
from PageStream once, and the fonts were sub-hideous. I understand that
they were optimized for the irregularities of a dot-matrix printer
(where they look OK), but maybe they're just bad for lasers. Even if
you try using Postscript, you'll still be stuck with weak character
spacing.
---
* Via ProDoor 3.0R

904. Re: PD Modula 2 (again)

Newsgroup: comp.sys.atari.st
Date: 1989-08-07 14:57:00 UTC
From: david.megginson@canremote.uucp
Message-ID: <89080823183330@masnet.uucp>
Source record: 248927

I am still interested in getting in touch with other users of M2,
especially the PD version from Germany (Munich, I think). I would still
like to know if there are newer versions of that excellent compiler.
With apologies to anyone who tried to contact me before, I will post my
correct Email address. It is _not_ MEGGIN@VM.CMS.UTORONTO.CA but

MEGGIN@VM.EPAS.UTORONTO.CA

I am sorry for the mistake, and I still hope to hear from other users,
especially from our colleagues in West Germany. Thank you.
---
* Via ProDoor 3.0R

905. Re: Multitasking on the ST

Newsgroup: comp.sys.atari.st
Date: 1989-08-07 15:00:59 UTC
From: rachamp@mbunix.mitre.org
Message-ID: <62828@linus.UUCP>
Source record: 248928

In article <4050@hall.cray.com> rosenkra@hall.UUCP (Bill Rosenkranz) writes:
>In article <62441@linus.UUCP> rachamp@mbunix (Champeaux) writes:
>
>=You asked for simple common uses for multi-tasking on the Amiga. Here are
>=two of the more common, less demanding uses of multi-tasking that I do on my
>=Amiga 2000:
>=
>[describes a user-initiated edit/cli switch]
>
>this is not a good example. you are simply task switching, something that
>programs like revolver can do.
>
>[describes another user-initiated switch, disk full/cli delete scenario]
>
>this, again is a simple switch of which program is executing. i think the
>general topic concerns doing several tasks simultaneously (i.e. let the os
>kernel do the context switch based on some scheduling mechanism). this way
>you can be compiling something (or doing some database, raytrace, etc op)
>while you read mail, play a game, or compile another program.
>
>=Rich Champeaux (rachamp@mbunix.mitre.org)
>

Agreed. The two things I mentioned are not very demanding of a multi-tasking OS, and could be performed by something like REVOLVER. The original author said he didn't want "look at me" examples, he wanted examples of things that everyone might use. To truely make use of running programs simultaneanously, you need a program that requires no user input and will run for a long time. Compiling programs doesn't quite fit the bill. When I'm compiling programs, rarely do I say, "Gee, I have 30 seconds while the compiler is running, lets load up a game." I have raytraced animations in the background while I'm writting programs, or I'm calling a BBS. If the raytracer is put at a lower priority than what I'm currently running, you almost can't tell it's there. Best of all, you don't have to give up your computer for several days.

Ahh, the hell with it. It's not worth arguing about. You can lead a horse to water, but you can't make him drink. Let him die of thirst, if that's what he wants.

>
>without an mmu to police memory, the os has to do it. this is terribly
>slow, IMHO. you just don't want one task stepping on another.
>
>-bill
>rosenkra@boston.cray.com

Now there's a point to debate. Do you really need memory protection on a single user multi-tasking computer. On a multi-user computer, memory protection is a necessity, since if one user's program crashes, you don't want to bring down the 50 other users. On a personal computer, where cost is an important factor, is it really necessary? (kind of sounds like the question "Is multi-tasking really necessary?" doesn't it?)
It would, however, be really nice.

Rich Champeaux (rachamp@mbunix.mitre.org)

906. Re: Atari ST networking..

Newsgroup: comp.sys.atari.st
Date: 1989-08-07 15:46:52 UTC
From: logajan@ns.network.com
Message-ID: <1528@ns.network.com>
Source record: 248929

pcalvin@crocus.waterloo.edu writes:
> Is there a 'decent' networking system available for the ST? I am looking
> for something that I can hook up a 386 with my ST, either through a
> SCSI interface or through the RS232 port..

This won't help you much, but I've just recently been looking at SCSI in general, and it seems to be a small networking system already. You can have up to eight devices on the SCSI bus. There is no restriction as to what function the 8 devices perform, you could have any mix of processors and periferals. The devices arbitrate for bus access as part of the SCSI protocol in hardware/firmware usually in single chip SCSI controllers.

All one would have to do is write networking software -- the hardware seems to already exist: such as disk drives with imbedded SCSI interfaces, and the Atari ST to SCSI host adapters that you can buy from places like ICD.

It would seem that one should be able to hook several ST's and a disk drive or two together with the right cableing (and some SCSI host adapters for the ST's) with no problems. Maybe write some software to make one ST a file server and the others diskless workstations.

--
- John M. Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428 -
- logajan@ns.network.com / ...rutgers!umn-cs!ns!logajan / john@logajan.mn.org -

907. Re: ZOO bombs

Newsgroup: comp.sys.atari.st
Date: 1989-08-07 16:02:21 UTC
From: root@yale.UUCP
Message-ID: <68890@yale-celray.yale.UUCP>
Source record: 248930

```
In article <777@Terra.cc.brunel.ac.uk> ralph@ccs.brunel.ac.uk (Ralph Mitchell) writes:
>In article <2536@water.waterloo.edu> ljdickey@water.waterloo.edu (Lee Dickey) writes:
>>>In article <764@Terra.cc.brunel.ac.uk> ralph@ccs.brunel.ac.uk (Ralph Mitchell) writes:
>>>| ETERNAL2 doesn't actually work in a Mega 4... Using HiSoft's resident
>>>| ...
>>>| that the MMU can handle, so it gets a real bus error. Moshe ??
>>
>>However, Moshe Braner informs me that, yes, he posted an early warm-boot-
>>surviving ramdisk, but ETRNL2 is something that came along later.
>>I still suspect Ralph's ramdisk.
>>
>>The ramdisk program that I use, I have also stored in an ARC file which has
>>these characteristics:
>>
>>Name Length Stowage SF Size now Date Time CRC
>>============ ======== ======== ==== ======== ========= ====== ====
>>ETRNL2.PRG 1024 Crunched 24% 784 27 Oct 88 2:15p c37e
>> ==== ======== ==== ========
>>Total 1 1024 24% 784
>
>
>Umm, I've just noticed it called ETERNAL, not ETERNAL2. However, pressing
>on... In the doc file it says:
>
> (c) Robert Fischer and OSS, 1986.
>
>When running the configuration program, CONFGRAM, it comes out with Robert's
>address in Hamden, CT. Eternal itself puts up 2 bombs...
>
>This version of ETERNAL came on a floppy that was stuck to the front of
>a magazine called ST/Amiga Format.

Software lives on! As I recall the history, Robert took Braner's
original ETERNAL and modified it to make it easier to configure. I
believe he also tightened up the code to use slightly less memory.
The problem on the Mega 4 is probably due to the ramdisk reading the
first location after the top of memory to see if a magic number is
stored there, indicating an existing ramdisk. That doesn't work on
the Mega 4, so the strategy would have to be changed. Robert might be
willing to make the change and release a new version if there is still
interest in this program.
================================================
| Michael Fischer |
| Arpanet: <fischer-michael@cs.yale.edu> |
```

| Bitnet: <fischer-michael@yalecs.bitnet> |
| UUCP: <fischer-michael@yale.UUCP> |
==

908. Loyal Atarians?!?

Newsgroup: comp.sys.atari.st
Date: 1989-08-07 16:59:23 UTC
From: mitchell@janus.berkeley.edu
Message-ID: <30438@ucbvax.BERKELEY.EDU>
Source record: 248931

I have a question for all you loyal Atarians... "Why?" Why are you so loyal to Atari? I'm curious. I used to own a couple of 8-bits, and I was very happy with them. However, time marches on, and so does technology, and Atari does NOT seem to be at the forefront of consumer technology. Vaporware does NOT count. In any event, here in Berkeley, Winner's Circle sells both Amigas and ST's. Vincent, the ST guy, is so inthusiastic about the machine that he could almost sell me one.

What inspires such loyalty?

-Evan

_____
| Evan Jay Mitchell EECS/ERL Industrial Liaison Program |
| mitchell@janus.berkeley.edu University of California at Berkeley |
| Phone: (415) 643-6687 |
| "Think, it ain't illegal...yet!" - George Clinton |
|_____|

909. C Cursor Positioning Calls

Newsgroup: comp.sys.atari.st
Date: 1989-08-07 17:02:01 UTC
From: jjl@psuecl.bitnet
Message-ID: <49443@psuecl.bitnet>
Source record: 248932

Would anyone be kind enough to give me a little help with C here.
I am using MJC and Sozobon C and have just used them for very primitive
things... what I would like to know is if there are any calls so that I
can reposition the cursor to any x,y coordiante on the screen.... and also
if there is a way to plot individual poixels on the screen from a call.

Thanks
JJL@ECL.PSU.EDU

910. Gem on the IBM-PC compatibles

Newsgroup: comp.sys.atari.st
Date: 1989-08-07 17:09:45 UTC
From: kron%aiki@Sun.COM
Message-ID: <119821@sun.Eng.Sun.COM>
Source record: 248933

I have a market for some software I developed on the ST. The problem is that I may be required to port to the IBM so my question is do any of you netters have experience with GEM on PC's and if so what. Any info would be appreiciated including, any porting stories, where to get it, etc.

Tnx.

From vn Mon Aug 7 09:21:18 1989
Subject: Gem on IBM-PC compatibles
Newsgroups: comp.sys.atari.st,comp.sys.ibm-pc

I have a market for some software I developed on the ST. The problem is that I may be required to port to the IBM so my question is do any of you netters have experience with GEM on PC's and if so what. Any info would be appreiciated including, any porting stories, where to get it, etc.

Tnx.

These opinions don't even belong to me any more.
kron@eng.sun.com

911. Re: Double Click's New MultiPort card

Newsgroup: comp.sys.atari.st
Date: 1989-08-07 17:33:36 UTC
From: covertr@gtephx.UUCP
Message-ID: <44e3d740.14a1f@gtephx.UUCP>
Source record: 248934

In article <189@swituc.UUCP>, pmb@swituc.UUCP (Pat Berry) writes:
> In article <44c0b061.14a1f@gtephx.UUCP>, covertr@gtephx.UUCP (Richard E. Covert) writes:
> > Is there any chance that DC PORT will be redesigned to add hardware
> > RTS/CTS?? I am not interested in buying such a product until it does include
> > hardware RTS/CTS.
>
> I echo Richard's sentiment... the board would be of no use to us without
> properly functioning RTS/CTS lines. We also use US Robotics HST modems.
>
> --
> Pat Berry KN7B
> pmb%swituc.uucp@arizona.edu
> KN7B @ WB7TLS.AZ packet radio

At one point DC SOFTWARE stated that RTS/CTS could be 'added' to their DC PORT pc board. I guess that this means kludging up a p[c board by adding chips, jumpers, etc. I, for one, don't wat to buy a hacked up pc board. And the idea of paying extra for hardware RTS/CTS seems kind of strange, almost like paying extra for the 1488/1489 RS-232 line drivers. I mean, RTS/CTS seems to be a basic,fundamental, part of the serial port design, and leaving it out makes me wonder where else DC SOFTWARE scimped to save money.

All in all, if DC SOFTWARE had asked before committing to a final pc baord, they would have KNOWN that hardware RTS/CTS is a requirement, and not just an afterthought. Heck, all of the FoReM ST BBSes are just crying for a working TOS with hardware flow control. The USR 9600 HST modem will xfer data at 14400 baud if you have hardware flow control. And just ask US Robotics about sells of the USR 9600 HST mdoem!! IT IS HOT!!!

So, I repeat, sell me a clean, nicely layed out, pc board DC PORT with hardware RTS/CTS, with software drivers that also support the hardware RTS/CTS and you will have one BIG market. If DC PORT worked at 38.4 KBPS with RTS/CTS you would have FoReM/USR owners begging for DC PORT.

I guess to summarize, I think that RTS/CTS should have been part of the basic design of DC PORT. I do not want to buy a DC PORT that was hacked up to support RTS/CTS. And DC SOFTWARE needs to provide system software drivers, which run on all version of TOS, to support the RTS/CTS signals. If DC SOFTWARE could do this, then the DC PORT would be a smashing success. Until then, I will withold ordering one myself.

Thanks for the forum to discuss this product.
Richard (gtephx!covertr) Covert

912. Re: Multitasking on the ST

Newsgroup: comp.sys.atari.st
Date: 1989-08-07 17:39:40 UTC
From: alderaan@tubopal.UUCP
Message-ID: <666@opal.tubopal.UUCP>
Source record: 248935
Cross-posted to: comp.sys.atari.st,comp.os.minix

In article <15706@watdragon.waterloo.edu> swklassen@dahlia.waterloo.edu (Steven W. Klassen) writes:
>In article <652@opal.tubopal.UUCP> alderaan@tubopal.UUCP (Thomas Cervera) writes:
>>so you are definetely not able to run a *secure* multitasking on this machine
^^^^^^^^ keep in mind
>> If you want to realize reasonable memory segmentation (in my experience this
>>is essential for TimeSharing) you MUST have a MMU.
>Oh really? Then how do you explain the appearance of Minix (a Unix
>look-alike) for the Atari ST?

But look at the performance of that multitasking system.
And, If I'd decide to write a real nasty program to run under Minix,
the chance is 99% that I crash the WHOLE system with this program. Myself,
I am a Minix user and I think I know what I'm talking about.

Conclusion : Minix is a very nice software to use it for learning about
time sharing, but it's useless for a *secure* (as I said above) every day
multi(tasking|user) operation because it is definetely not reliable enough.
You WILL have this problem with all multi tasking systems running on an
unmodified ST.
I think nobody would ever have the serious idea to use Minix to run an
open access machine, for example, even if the hardware was sufficient (dialup
lines, fast disk for the non-existent Minix swapper etc.).

--
Thomas Cervera | UUCP: alderaan@tubopal.UUCP
SysMan RKOpdp (RSTS/E) | alderaan%tubopal.UUCP@TUB.BITNET (saves $$$)
D-1000 Berlin 30 | ...!pyramid!unido!tub!opal!alderaan
Motzstrasze 14 | BITNET: alderaan%tub@DB0TUI11.BITNET

913. Re: CMI Accelerator Board

Newsgroup: comp.sys.atari.st
Date: 1989-08-07 17:42:49 UTC
From: dclemans@mentor.com
Message-ID: <1989Aug7.174249.3330@mentor.com>
Source record: 248936

I can report a success story at installing the CMI accelator board.
This was done to an original style 520st system (board rev. E) using
the socket method (i.e., I didn't piggyback ontop of the 68000 chip).
You do need flywires, as the previous messages have stated; you need
the bus control & clock signals generated from the circuitry on the
board, and not the ones directly from the 16mhz 68000 chip.

One question... the red fly-wire, documentated as connected to R4
on the 520st, and un-connected on the Mega-st... what is its purpose?
At least for me, the board seems to work regardless of whether or not
the red wire is connected. My copy of the st schematics (which admittedly
might not match the motherboard revision I have) shows R4 as being in
the midi data current loop circuitry.

A note on the manual... the way I read it it implies that you get 16mhz
operation by closing the jumper, and 8mhz by leaving it open. However
on my system it's just the opposite; 8mhz when the jumper is closed,
16mhz when it's open.

A couple of final questions?

What are the recommended parts to use the fastrom sockets directly on the
board?

What is the definition of the "expansion" pins?

dgc

914. Re: Volume labels on hard drives

Newsgroup: comp.sys.atari.st
Date: 1989-08-07 17:48:10 UTC
From: swklassen@dahlia.waterloo.edu
Message-ID: <15718@watdragon.waterloo.edu>
Source record: 248937

In article <9188@chinet.chi.il.us> saj@chinet.chi.il.us (Stephen Jacobs) writes:
>In article <15690@watdragon.waterloo.edu>, swklassen@dahlia.waterloo.edu (Steven W. Klassen) writes:
>> I have been looking for a sector editor but have not been having much luck.
>
>Since I'm a great fan of fixing things with a sector editor, I'll jump in.
>DRFLOPPY is a shareware sector editor that is mostly useful for changing boot
>sectors, because it's a mite finicky about total sectors per track. MEMFILE
>is probably better all-around; I believe it is entirely free, and it was
>included with the PD collection distributed with the first edition of NEODESK.
>Neither one should be hard to find on BBS-s.
> Steve J.

Can someone e-mail these to me or at least tell me where I can ftp them?

Steven W. Klassen
Computer Science Major
University of Waterloo

915. Re: Volume labels on hard drives

Newsgroup: comp.sys.atari.st
Date: 1989-08-07 18:02:35 UTC
From: leo@philmds.UUCP
Message-ID: <1062@philmds.UUCP>
Source record: 248938

In article <15591@watdragon.waterloo.edu> swklassen@dahlia.waterloo.edu (Steven W. Klassen) writes:
|Here's a problem which I have never seen before.
|
|I screwed up in my download of emacs (I shall try it again soon) and
|somehow the download seems to have created a file which TOS thinks is
|a volume label.
[]
|Question for Atari: How can something like this get there in
|the first place?

Using the Fattrib() call of GEMDOS you can make an ordinary file into a volume label. It's even worse: you can make it into a directory that is not really a directory (it doesn't have the . and .. entries, and you can't put files into it, but it _looks_ like a directory, since it has a 'mode' of 0x10).

Try and replay with:

```
if (Fattrib(filename,1,mode) < 0) {
fprintf(stderr,"%s: cannot set mode\n",filename);
}
```

with mode set to 8 for a volume label, or to 16 for a directory.

Leo.

P.S. On a side note, all GEMDOS documentation I could get hold of says about bit 5 of the mode (0x20), that it is used to indicate that a file was successfully written to and closed. I have yet to encounter such a file (hmm, doesn't that imply all writes failed ? 8-). However, it is possible to set this bit in the mode by hand (using Fattrib()).
Perhaps someone at Atari can say something sensible about the use of this bit?

916. 1Mbit DRAM Decoupling

Newsgroup: comp.sys.atari.st
Date: 1989-08-07 18:28:55 UTC
From: willing@ICSL.UCLA.EDU
Message-ID: <8908071828.AA10664@tron>
Source record: 248939

Does anyone out there happen to know the optimum decoupling capacitor value for 1Mbit DRAMS? If so, do you also know of a good supplier for them?

Thanks,
Scott D. Willingham

917. For Sale: SC1224 Color Moniter

Newsgroup: comp.sys.atari.st
Date: 1989-08-07 18:33:34 UTC
From: willing@ICSL.UCLA.EDU
Message-ID: <8908071833.AA10676@tron>
Source record: 248940

```
For Sale:
Atari SC1224 Color Moniter for Atari ST
- Original Japanese built (JVC, I believe) model -- very sharp
and bright colors.
- Excellent condition.
- Asking price: $200.00 (US).

Send Email to willing@ee.ucla.edu or willing@icsl.ucla.edu
```

918. Re: Where is my Fshrink() GEMDOS call ?

Newsgroup: comp.sys.atari.st
Date: 1989-08-07 18:42:31 UTC
From: leo@philmds.UUCP
Message-ID: <1063@philmds.UUCP>
Source record: 248941

In article <2951@ukecc.engr.uky.edu> agollum@engr.uky.edu (Kenneth Herron) writes:
|I don't have an ST myself, but in MS-DOS you accomplish this by
|seeking to the desired position and issuing a write of 0 characters.
|It's worth a try...
|
|Kenneth Herron

Alas, it won't work, or better: fortunately. If such a stupid system design had been made, you had to check all your ordinary writes for zero-length writes, perhaps by writing a wrapper for Fwrite(). This really ought to be a separate system call a la BSD fruncate() (now I remember System V Unix also did something special with zero-length writes, but memory fades here).

The file's length won't be affected (using Fopen with either mode 1 - writeonly - or 2 - read/write). And if you issue a write of > 0 characters, those characters will replace the ones already there in the file.

There is one situation in which you can truncate a file, that is to length zero (using the Fcreate call). This is faster than explicit removing the file first (so my documentation says).

Leo.

919. Re: Hard Disk Auto Boot Bypass

Newsgroup: comp.sys.atari.st
Date: 1989-08-07 18:50:39 UTC
From: alderaan@tubopal.UUCP
Message-ID: <667@opal.tubopal.UUCP>
Source record: 248942

By the way, why does TOS look for a floppy disk to boot FIRST, even if a hard disk is connected & on line ? Wouldn't it be better to boot from the floppy disk _only_when_the_Alternate_key_is_pressed_ ? Doing that you could get rid of this real frustrating wait period if no disk is in the drive.

--
Thomas Cervera | UUCP: alderaan@tubopal.UUCP
SysMan RKOpdp (RSTS/E) | alderaan%tubopal.UUCP@TUB.BITNET (saves $$$)
D-1000 Berlin 30 | ...!pyramid!unido!tub!opal!alderaan
Motzstrasze 14 | BITNET: alderaan%tub@DB0TUI11.BITNET

920. Re: Contribution copyright query

Newsgroup: comp.sys.atari.st
Date: 1989-08-07 19:20:37 UTC
From: gjh@otter.hpl.hp.com
Message-ID: <570025@otter.hpl.hp.com>
Source record: 248943

Firstly, thanks for the considered nature of the responses. After reading them and pondering awhile, I have a few points to add.

Firstly, I won't be getting paid for the usenet articles in STWorld. Two factors operating here --- I wouldn't be adding anything of value, except a filtering function and discussions in news.admin convinced me that this wasn't enough to warrant payment --- and it would rather be an abuse of the usenet feed provided by HP for business purposes.

Secondly, I reckon that UK STWorld readers would be more interested in the strictly technical contributions rather than the discussions. I would much rather steer away from contentious issues --- and so would STWorld I would imagine.

Thirdly, "editing" in this context would be providing some introductory commentary to a coherent notestring, or selecting the most pertinent contributions to a particular string. I would hesitate to edit directly the contributions. As Greg pointed out in his email response, it's difficult enough making oneself understood on the usenet without being misquoted or quoted out of context. Looks like maintaining the integrity of contributions is worth making a central objective.

Thanks again for the guidance.

Cheers,

Graham
======

Graham Higgins @ HP Labs | Phone: (0272) 799910 x 24060
Information Systems Centre | gray@hpl.hp.co.uk
Bristol | gray%hplb.uucp@ukc.ac.uk
U.K. | gray@hplb.hpl.hp.com

921. Mandlbrot and Fractel Programs

Newsgroup: comp.sys.atari.st
Date: 1989-08-07 19:58:06 UTC
From: jjl@psuecl.bitnet
Message-ID: <49471@psuecl.bitnet>
Source record: 248944

I am looking for programs that deal with the display of the Mandlbrot set and fractels... in the terminator archive I found the source to a prog called mandlbox but not the program itself... if someone would could you please post to the net or mail to me any programs that deal with these areas.

Thanks in advance,
JJL@ECL.PSU.EDU

922. 82 track drives and fragged floppies

Newsgroup: comp.sys.atari.st
Date: 1989-08-07 20:17:00 UTC
From: TK0GRM1@NIU.BITNET
Message-ID: <8908072017.AA28413@ucbvax.Berkeley.EDU>
Source record: 248945

Thanks to those who responded to my query about >81 track disk drives. I'm currently debating if the track indicator is worth the extra $50.00 on a GTS-100. (but oh how I love little flashing lights! :) I'll probably end up getting the 1st Stop drive kit. IF ANYONE HAS HAD ANY TROUBLE WITH THESE *PLEASE* LET ME KNOW.

As for the floppy de-fragger.....it's a little silly to bother with. But if you insist why not just copy all the files to another freshly formatted disk? It's as easy as any other solution. It's only 800K for pete's sake!
-=->G<-=-

923. Re: Floppy disks on 520ST

Newsgroup: comp.sys.atari.st
Date: 1989-08-07 20:40:25 UTC
From: alderaan@tubopal.UUCP
Message-ID: <669@opal.tubopal.UUCP>
Source record: 248946

(This same article could be posted before. If so, sorry. We have had problems
on this system here, so that I'm not sure.)

In article <426@brazos.Rice.edu> rhode@ricevm1.rice.edu writes:
>720k is a standard (IBM-compat.) disk format, so I assume Atari was simply conforming to
the industry standard. For example, I was unable to get a PS/2
>to format a disk to 820k, but I format them to 720k all the time - for media
>transfer purposes. The PS/2 won't read disks formatted by my Atari, but my
>Atari will read disks formatted by the PS/2.

But this has nothing to do with the format of your disks but only with that
ATARI's GEM Desktop does not format the disks in 'real' MS-DOS/PS-2 compatible
format (the boot sector has not the 100% data format expected by MS-DOS).
In TOS 1.4, as I know, this problem is solved. Finally.
Media portability should not be a problem while using so-called 'fat' disks,
if your formatting program will set up consistant data structures representing
this disk (boot/configuration sector, SAT, root directory etc.) Other OS's
should be able to handle this if they are following their own guidelines.
Definetely, a disk format bigger than 720k is not a non-standard disk format
at all. The only problem you could have with this is a decrease of reliability
and/or I/O performance. But this depends on 1) what media you're using (in my
experience, noname disks always are not that reliable) 2) what disk drive
you're using (maybe your disk drive spin frequency is too high so that you
can't write 11 sectors per track because then the 1st sector would be over-
written by the 11th. Of course, this problem would also appear while writing
to a 11sec disk coming from another machine bacause, while writing, TOS's
interest only focusses on what the configuration information of that disk is.
This could damage data. Besides, I would not recommend formatting disks with
more than 83 tracks on origional ATARI disk drives (SF354/SF314) because this
could cause the R/W heads to bounce against the slide boundaries. If this
happens frequently, this could dis-align or -even worse- severely damage your
drive.).
Concluding, if you have important data to store on your disks, I would re-
commend to use data compression instead of fat disks.

--
Thomas Cervera | UUCP: alderaan@tubopal.UUCP
SysMan RKOpdp (RSTS/E) | alderaan%tubopal.UUCP@TUB.BITNET (saves $$$)
D-1000 Berlin 30 | ...!pyramid!unido!tub!opal!alderaan
Motzstrasze 14 | BITNET: alderaan%tub@DB0TUI11.BITNET

924. re: TOS and bad sector

Newsgroup: comp.sys.atari.st
Date: 1989-08-07 20:45:00 UTC
From: TK0GRM1@NIU.BITNET
Message-ID: <8908072044.AA00172@ucbvax.Berkeley.EDU>
Source record: 248947

RE: TOS marking bad sectors.

Over the past three years I've had a number of floppies with bad sectors. In all of the cases TOS reported less than the expected number of free space after a desktop format. While it's true that it didn't say "XXX BAD SECTORS FOUND" the <358K available was a big tipoff. I'm not a programmer, but common sense tells me that TOS *did* know about the bad sectors.
-=->G<-=-

925. QuickST and VT100, still broken

Newsgroup: comp.sys.atari.st
Date: 1989-08-07 20:51:00 UTC
From: TK0GRM1@NIU.BITNET
Message-ID: <8908072050.AA00576@ucbvax.Berkeley.EDU>
Source record: 248948

Ignac - Well, I've tried QuickST 1.46 (I believe that's the
version number...it's the auto-folder version you posted here.
I've since trashed my copy so I can't verify it) with Flash 1.6
and it STILL doesn't properly support VT100/ANSI screen codes.
For example, getting a CLS code causes the Flash status line
to vanish, and the text inversion to reverse. Additionally,
the arrow keys seems to be screwed up. This was on a mono
monitor...but I doubt that makes any difference.
On a more positive note, the speed increase on the GEM stuff was
just great! I was really hoping that I could use the program, but
until it will work properly with Flash I'll have to avoid it.
Keep yer chin up!
-=->G<-=-

926. HD defragger

Newsgroup: comp.sys.atari.st
Date: 1989-08-07 20:55:38 UTC
From: cjy@hcx.uucp
Message-ID: <2896@cveg.uucp>
Source record: 248949

Forgive me if this is a redundant posting; I received no response to my previous posting and am assuming that it didn't make it to the net.

Some time ago a program, which performed a check of the HD filesystem accompanied by a program which would defrag it, was posted to the net.
I have since lost it and forgotten the name. I believe it was written by Simon Poole. Could someone refresh my memory and point me to an FTP site where this utility can be (re)acquired. Thanks.

Calvin Yockey
cjy@hcx.uucp

927. MWC Library Source Code Offer

Newsgroup: comp.sys.atari.st
Date: 1989-08-07 21:37:05 UTC
From: covertr@gtephx.UUCP
Message-ID: <44e4b105.14a1f@gtephx.UUCP>
Source record: 248950

Mark Williams Corp (mwc) offers the source code to their Standard
Library package for the Atari ST. I am a registered owner of MWC C (version
3.09 in fact) and I received a flyer last Feb. MWC was then offering the source
code to teir library for a low price of $99.00, for alimited time. By the time
I decided to buy it the offer had expired. Rats!!

Well, last week I got another flyer from MWC, this time offering a neat
little extended (unlimited they claim!!) precision binary, programmable, calculator.
Well, I don't know if I really need the calc, but it is being offered, for a limited
time, for $24.95. After Sept it goes up to $49.95, or something. I then noticed
that MWC has another offer. If you purchase BOTH the calc and the Source Code to their
Library, you get BOTH for $89.95! Now thats $10.00 less then MWC's initial offer
for the library alone last spring!!
So, I sent MWC a check!! I'll let everyone know how the code looks once
I get it.

Live long and prosper MWC!!!

Richard (gtephx!covertr) Covert

928. Re: Multitasking on the ST

Newsgroup: comp.sys.atari.st
Date: 1989-08-07 22:02:02 UTC
From: cmcmanis%pepper@Sun.COM
Message-ID: <119846@sun.Eng.Sun.COM>
Source record: 248851

At the risk of dating myself, the multitasking discussion reminds me of the CP/M hard disk wars. At the time, ST506 (5Meg) hard disks were real high tech, but most users had a pair of double sided 8" floppies giving them 2.4M of removable storage. People with floppies would always argue how useless a 5Meg drive was, they could replace entire development systems by just swapping a floppy. And floppies naturally organized their data into generic chunks. The hard disk users would crow about "high speed access" and having several editors available without having to change disks. The fact of the matter was, both were right and both were wrong. Most dedicated floppy users become convinced after a using a hard disk for a while that it is the greatest thing since sliced bread ('til it crashes of course! :-)) and most people using single tasking OS's find uses for multitasking OS's and after a while can't live without them. In another 5 years when the standard micro is a '030 or '386 based box with an MMU it will be the rarity that you _don't_ have a multitasking OS. But in the mean time, OS's are OS's. If they do the job, then like the 8" floppies before them they are not worth arguing about.

--Chuck McManis
uucp: {anywhere}!sun!cmcmanis BIX: cmcmanis ARPAnet: cmcmanis@sun.com
These opinions are my own and no one elses, but you knew that didn't you.
"A most excellent barbarian ... Genghis Kahn!"

929. QUICK-ST - Again

Newsgroup: comp.sys.atari.st
Date: 1989-08-07 22:31:07 UTC
From: f-leoe@IFI.UIO.NO
Message-ID: <CMM.0.88.618532272.f-leoe@kyrre.uio.no>
Source record: 248852

Today I had some problems with QSTAUTO.PRG and GDOS...
When I printed out DTP-files from Timeworks on my Epson FX all thin lines
(1 pixel width) dissappeared !!!! I couldn't find any good reason for this,
but tried the old trick and changed the order of the AUTO-folder programs.
Result: If GDOS is started BEFORE QSTAUTO.PRG the lines DISAPPEAR !!!!
However - If QSTAUTO is started FIRST and then GDOS everything
works great....

Why is this ? Well, at least - now you now how to solve it....

Lars-Erik Osterud / Summer & Christmas: /
leoe@ifi.uio.no / f-leoe@ifi.uio.no /
_____/ _____/

930. Re: Atari PS3000

Newsgroup: comp.sys.atari.st
Date: 1989-08-07 23:42:48 UTC
From: danscott@atari.UUCP
Message-ID: <1642@atari.UUCP>
Source record: 248853

in article <1638@atari.UUCP>, jansen@atari.UUCP (Mark O. Jansen) says:
>
> in article <1673@sactoh0>, mfolivo@sactoh0 (Mark F. Olivo) says:
>>
>>
>> In response to a couple of articles about the PS3000 combo, can
>> someone from Atari Corp. enlighten us about this product.
>>
>> For the unaware, the PS3000 was a combination color monitor and
>> single sided drive, in one housing. My guess is that they were sold
>> with early 520STs, the ones without the built in
>> disk drive.
>>
> ...
>> So, Atari Corp., what was the story on the PS3000?
>>
>> Mark Newton-John
>
>
> Yes, the PS3000 was a limited-production thing. It was, as you describe, a
> single-sided drive built in to an RGB color monitor. A few were made, they
> were not particularly successful, and production was stopped. If you
> really want one, you may be able to find a dealer who still has one, but it
> has been quite a while since Atari has shipped any.
>
>
> Hope that's helpful.
>
>
> --
> "Question" Mark Jansen UUCP: ...ames!atari!jansen
> Atari Corporation BIX/GEnie: mjansen
> These views do not necessarily reflect those of Atari Corporation.
> "No fire exits...that's a BAD PARTY." - Bill Spooner

In fact, if I remeber correctly, only about a 1000 were actually made
and shipped to the U.S. (I don't know about other countries).

I have no figures on howmany may still be in service.

Dan/Atari Corp.

931. Re: TOS 1.4 Easter Eggs

Newsgroup: comp.sys.atari.st
Date: 1989-08-07 23:46:23 UTC
From: danscott@atari.UUCP
Message-ID: <1643@atari.UUCP>
Source record: 248854

in article <455@cwjcc.CWRU.Edu>, bammi@dsrgsun.ces.cwru.edu (Jwahar R. Bammi) says:
> In-reply-to: swhitney@hprnd.HP.COM (Steve Whitney)
>
> In article <2600002@hprnd.HP.COM>, swhitney@hprnd (Steve Whitney) writes:
>>520ST boot ROMs will like this one...
> Yeah, it has been popularly called the "rainbow tos" for this reason
>
>>Has anyone found any other "easter eggs" in TOS 1.4?
>>
> yeah, dump the rom image into a file and run
>
> strings - -8 <image>
>
> it'll read like a national enquirer front page about programmers at atari :-)
> bang: {any internet host}!dsrgsun.ces.CWRU.edu!bammi jwahar r. bammi
> domain: bammi@dsrgsun.ces.CWRU.edu
> GEnie: J.Bammi

I don't have the ability to do that, what do you find?

Dan

932. Re: Multitasking on the ST

Newsgroup: comp.sys.atari.st
Date: 1989-08-08 00:47:21 UTC
From: johnl@tw-rnd.SanDiego.NCR.COM
Message-ID: <471@tw-rnd.SanDiego.NCR.COM>
Source record: 248855

In article <652@opal.tubopal.UUCP> alderaan@tubopal.UUCP (Thomas Cervera) writes:
>
> What's all this about MultiTasking on the ST ? You don't have a MMU (not
>really and I think that's the worst failure in the ST's hardware architechture),
>so you are definetely not able to run a *secure* multitasking on this machine
>even if you want to - basta. All what you can call protected memory inside the
>ST is a bunch of bytes at the bottom plus the hardware registers - that's it.
> If you want to realize reasonable memory segmentation (in my experience this
>is essential for TimeSharing) you MUST have a MMU.
>

Amen to that! Amiga owners have suffered with the lack of an MMU. The
usefulness multitasking is a given, IMO. The security of Amiga's multitasking
is poor due to the lack of memory protection supplied by an MMU. Those of
you who agree multitasking is useful, and would like to see it on an Atari:
Demand it from Atari and demand MMU support as well.

"Above opinions are my own, not my employer's"
John Lindwall johnl@tw-rnd.SanDiego.NCR.COM

933. HDX301

Newsgroup: comp.sys.atari.st
Date: 1989-08-08 01:36:22 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <890807.19362146.008300@SFA.CP6>
Source record: 248856

Could some kind soul please send to me the HDX utilities version 3.01?
There is no GEnie or CompuServe node here and I noticed that HDX301.ARC
was available in the GEnie listings.
Send to my listed E-MAIL address.
Many thanks!

Larry Rymal in East Texas <Z4648252@SFAUSTIN.BITNET>

934. Re: 1Mbit DRAM Decoupling

Newsgroup: comp.sys.atari.st
Date: 1989-08-08 02:42:35 UTC
From: logajan@ns.network.com
Message-ID: <1534@ns.network.com>
Source record: 248857

willing@ICSL.UCLA.EDU (Scott Willingham) writes:
> Does anyone out there happen to know the optimum decoupling
> capacitor value for 1Mbit DRAMS? If so, do you also know of a
> good supplier for them?

I've constructed RAM boards using .01uf per memory chip, but I usually use
0.1 uf. It is usually the number of outputs on a chip that determine the
power glitch during switching. A single bit ram needs less bypassing than
a ram with 8 data lines. But 0.1uf should be fine for your purposes.
Keep the leads short! And keep the caps near the chips. Everybody sells
0.1uf caps!!!!!!!

--
- John M. Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428 -
- logajan@ns.network.com / ...rutgers!umn-cs!ns!logajan / john@logajan.mn.org -

935. Re: Piggy back DIY upgrades -- don't change those resistors!

Newsgroup: comp.sys.atari.st
Date: 1989-08-08 03:02:42 UTC
From: logajan@ns.network.com
Message-ID: <1535@ns.network.com>
Source record: 248858

<8908070940.AA25858@ucbvax.Berkeley.EDU>, AWINFHAH@HMARL5.BITNET writes:
> The address lines have a 33 ohm series resistor between the MMU and the
> RAM array. Somebody noted that they are there to limit the current drawn
> from the MMU. This only partially true. Another (and probably the main)
> purpose of the resistors is to avoid ringing on the address lines.

They are indeed to suppress ringing, and they do it by restricting the transition current. You see, when a voltage changes (a logic level shift) at one point, it moves down the wire at the speed of light. So for those first few nano-seconds, the driver is pumping current into the wire, not by the load that is in on the wire further down, but by the limiting factor of the wire itself. Only after the signal propogates to all parts of the wire and reflects back (caused by electron pile up on dead ends) does the wire calm down to supplying the "real" load current. If the wire is pretty low impedence (a term than takes into account resistance, capacitance and inductance) a lot of current gets sent down it. Eventually the current will hit the end of the wire and, being only lightly loaded by the dram chips (that is one of the problem/features of drams, they make them light loads so they can stick a zillion on the same address line without bogging it down) the current has nowhere to go, so it reflects back toward the source. This oscillation will die down, and a resistor in the circuit would help disapate the oscillation more quickly. BUT, if you stick the resistor right next to the driver, in series with the wire, then the drive will see that the wire/resistor combo has higher impedance, so it will not send as much current down the line in the first place, and so reflections will be smaller, and hopefully not cause signals to jump in and out of their logic level ranges.

> Now there are three possibilities.
> 1. Atari picked the right value for 1 bank installed. In this case the
> resistors are a bit too large when you install the second bank. This
> can cause address setup time problems (causing unexplainable crashes).
>
> I think number 1 is true for the old 520s (in which case they probably
> have 68 ohm resistors), while number 2 should be true for the 520+, the 1040
> and the Mega.

Since the drams are such a light load in comparison to 33 ohms, there is no need to adjust the resistors. The resistance is not critcal, any resistance helps, but too much resistance could eventually attenuate the signal. I'm not sure what the value would be, to be too high, but probably a couple hundred ohms. (since the drams don't need much current, but other chips on the board might need more, especially if they are TTL type loads, which are hefty compared to drams.)

--
- John M. Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428 -
- logajan@ns.network.com / ...rutgers!umn-cs!ns!logajan / john@logajan.mn.org -

936. Re: Double Click's New MultiPort card

Newsgroup: comp.sys.atari.st
Date: 1989-08-08 04:27:45 UTC
From: kclenden@silver.bacs.indiana.edu
Message-ID: <24393@iuvax.cs.indiana.edu>
Source record: 248859

In article <44e3d740.14a1f@gtephx.UUCP> covertr@gtephx.UUCP (Richard E. Covert) writes:
[stuff deleted]
> I guess to summarize, I think that RTS/CTS should have been part of the
>basic design of DC PORT. I do not want to buy a DC PORT that was hacked up to
>support RTS/CTS. And DC SOFTWARE needs to provide system software drivers, which
>run on all version of TOS, to support the RTS/CTS signals. If DC SOFTWARE could
>do this, then the DC PORT would be a smashing success. Until then, I will withold
>ordering one myself.
>
> Thanks for the forum to discuss this product.
>Richard (gtephx!covertr) Covert
Jeezy Peezy... Some people will never be happy. DC Software has attempted
to make you, the customer, happy. They have offered to go out of their
way to provide you with a board that will do what you want, but are you
grateful? No, you would rather whine. It's no wonder there aren't more
people supporting the ST out there. I would like to thank DC Software
for their offer to modify a board for a special user request. I hope
that DC Software remains in the ST market, and I hope that more developers
for the ST will be as willing to satisfy a specialized customer request.

Kevin B. Clendenien kclenden@silver.bacs.indiana.edu
---

937. Re: Piggy back DIY upgrades -- don't change those resistors!

Newsgroup: comp.sys.atari.st
Date: 1989-08-08 04:57:14 UTC
From: logajan@ns.network.com
Message-ID: <1536@ns.network.com>
Source record: 248860

> <8908070940.AA25858@ucbvax.Berkeley.EDU>, AWINFHAH@HMARL5.BITNET writes:
> > The address lines have a 33 ohm series resistor between the MMU and the
> > RAM array. Somebody noted that they are there to limit the current drawn
> > from the MMU. This only partially true. Another (and probably the main)
> > purpose of the resistors is to avoid ringing on the address lines.

Oh, I fogot. Another reason to use such resistors is to cut down on system generated EMI (electro-magnetic interference.) All this electronic equipment has to meet FCC EMI standards -- and every little bit of attenuation helps.

It stands to reason that if less current initially flows, and ringing is less, then less EMI will be radiated.

--
- John M. Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428 -
- logajan@ns.network.com / ...rutgers!umn-cs!ns!logajan / john@logajan.mn.org -

938. Logo

Newsgroup: comp.sys.atari.st
Date: 1989-08-08 06:49:13 UTC
From: moreno@umn-cs.CS.UMN.EDU
Message-ID: <15109@umn-cs.CS.UMN.EDU>
Source record: 248861

Does anybody know of a good LOGO for the Atari ST? Atari LOGO is just awful when compared with EXPERLOGO for the Mac. It is not only poor on features but plain slow....an Apple //c could run things just as fast.

Thanks, Andres Moreno

939. Re: Multitasking on the ST

Newsgroup: comp.sys.atari.st
Date: 1989-08-08 07:41:52 UTC
From: greg@uop.EDU
Message-ID: <491@uop.uop.EDU>
Source record: 248862

01659@AECLCR.BITNET (Greg Csullog) writes:

>It drives me nuts to see so many people worrying about multitasking on the
>ST. Jeez, at 8 MHz on a 68000 without a co-processor, I'm having trouble
>getting good performance running one application at a time. If a CPU intensive
>app is running, I do not want to make it crawl any slower by asking the CPU
>to service another application. Hell, most people crave multitasking but until
>you have a 68030 and a co-processor or a 80386 and a co-processor, it ain't
>worth worrying about for 99% of the users.

Well, for comparison, a Sun-2 (or Sun 100U) uses a 10 Mhz 68010, which is
not a quantum leap ahead of the 8 Mhz 68000. It runs SunOS 4.0, which many
readers may recognize to be a performance limiter, especially compared
to previous versions of SunOS. This system is in use at home right next
to my ST. Even with the overhead of multiple processes and limited memory
(Sun states that 8 Meg is the bottom limit in a useful system, I have
6 Megs), the Sun-100U is still performing useful work every day.

Don't belittle the 68000, it is not a slow processor by any means. What
you are noticing is poorly written systems software (ie, TOS & GEM). As
the QuickST code demonstrates, the code in ROM is not incredibly optimal.
What I am getting at is the ST, with a well written OS, could indeed
execute multiple programs concurrently and do it well. The problems
are not processor speed, but memory protection. Virtual memory is nearly
impossible (on the 68000, not the 680[1234]0).

Comments? Flames?

Cheers!greg (greg@cheers.UUCP, cheers!greg@lll-winken.llnl.gov)

940. Re: Multitasking on the ST

Newsgroup: comp.sys.atari.st
Date: 1989-08-08 09:22:33 UTC
From: ralph@cc.brunel.ac.uk
Message-ID: <793@Terra.cc.brunel.ac.uk>
Source record: 248863
Cross-posted to: comp.sys.atari.st,comp.os.minix

In article <15706@watdragon.waterloo.edu> swklassen@dahlia.waterloo.edu (Steven W. Klassen) writes:
>In article <652@opal.tubopal.UUCP> alderaan@tubopal.UUCP (Thomas Cervera) writes:
>>
>> What's all this about MultiTasking on the ST ? You don't have a MMU (not
>>really and I think that's the worst failure in the ST's hardware architechture),
>>so you are definetely not able to run a *secure* multitasking on this machine
>>even if you want to - basta. All what you can call protected memory inside the
>>[...]
>Oh really? Then how do you explain the appearance of Minix (a Unix
>look-alike) for the Atari ST?
>
>I have cross posted this to the Minix newsgroup. I thought you (Thomas)
>might be interested in telling those who gave the ST multitasking
>just why what they have done is not possible.

Actually, he did say SECURE multitasking was not possible. i.e. One process address space is not protected against another process writing all over it.

Ralph Mitchell
--
JANET: ralph@uk.ac.brunel.cc ARPA: ralph%cc.brunel.ac.uk@cwi.nl
UUCP: ...ukc!cc.brunel!ralph PHONE: +44 895 74000 x2561
"There's so many different worlds, so many different Suns" - Dire Straits
"Never underestimate the power of human stupidity" - Salvor Hardin, Foundation

941. Hebrew wordprocessing

Newsgroup: comp.sys.atari.st
Date: 1989-08-08 11:46:30 UTC
From: U648004@HNYKUN11.BITNET
Message-ID: <8908081052.AA14355@ucbvax.Berkeley.EDU>
Source record: 248864

As a language freak I'm interested in hebrew wordprocessing on the
Atari. Can anyone tell me if there is a Hebrew wordprocessor available
in the PD-circuit, (with typing from right to left) ,
Or can someone tell me where I can get the source code of the
Gnome emacs-editor to make one myself.

Thanks in advance for any reply.

Stephan Claassen
u648004@hnykun11
Nijmegen University

942. Re: Faster loading

Newsgroup: comp.sys.atari.st
Date: 1989-08-08 11:46:36 UTC
From: jbww@ukc.ac.uk
Message-ID: <2001@harrier.ukc.ac.uk>
Source record: 248865

In article <259@marvin.moncam.co.uk> emmo@moncam.co.uk (Dave Emmerson) writes:
>
>Continuing the discussion prompted by jbww@ukc.ac.uk (J.B.W.Webber)
>
>> thus the user is up and running, without having to wait for
>> the whole network to boot, ramdisks/caches to be filled.
>>
>> by the time the data pops out of the first part of the pipeline,
>> the program can be in place for the next.
>
>... you'll have to store executables on one drive, data (sources) on another.

>Maybe someone'll do it one day.
>
>Dave E.

Yes, sure, if your problem is I/O limited, more disks will help;

our main problem (molecular dynamics simulations of liquids) is not :

a few numbers in, a few numbers out (except for any tempory files, to
allow for recovery from power outs, etc) - on a Vax 750, nearly single user,
it was about one new point on the graph per week.

for moderate amounts of data, the problem can be managed; consider :

We usually boot a 2Mbyte MWC ramdisk into a Mega4's memory, at power on;
this gives us the Helios OS, resources, libraries, etc on ramdisk.
The transputer network boots from this; any parts or the network that
need to be booted/rebooted later can come up fast from this.

The rest of this ramdisk (and the ST4's menory) can be used for data,
and each processor has at least 1M of memory, some of which can be used to
squirrel data away on (preferably where it will be needed). If there are
multiple STs, these drives can be used. The local drive is assumed, unless
otherwise specified. Yes, sure, it is possible to get confused as to what
is where (ever done a recursive directory listing on a network of Suns?), but,
as always, placing the data where it is needed is the best strategy. Oh, and
yes, the fastest way of processing a small amount of data is to give each of
the processors that is to work on it, its own copy. We actually use something
called a systollic loop - there are two copies of the data, and one circulates
round and round a `race-track' of processors, getting modified as it goes.

P.S. anyone up to writing an eternal ramdisk bigger than 2M.
(preferably that can be resized without rebooting)
Ah, well, one can always hope !

I should be on holiday, I am writing too much.

cheers,
beau webber ukc.ac.uk

943. Re: Julian date

Newsgroup: comp.sys.atari.st
Date: 1989-08-08 11:58:17 UTC
From: I0908@DKAFHS1.BITNET
Message-ID: <8908081158.AA17494@ucbvax.Berkeley.EDU>
Source record: 248866

Date: 08 August 1989, 11:34:56 SET
From: Cornelius Caesar BITNET / EARN: I0908 at DKAFHS1
To: info-atari16 at score.stanford.edu

<pwp@iuvax.cs.indiana.edu> wrote two weeks ago:

> The Julian day number is the number of days since 4004 BC or when ever it was
> that someone calculated that God created the earth. This system was developed
> by astronomers who need to deal with historical records recorded under
> different calander systems. Thus someone studying some old record can
> translate the dates to Julian days and other astronomers who know nothing
> about the calcander used in the original record can understand the date. 4004
> BC is far enough back that all historical records recieve a positive Julian
> date.
> ^...! (stuff deleted)

This is not quite true. The base date of the Julian day number is
Jan. 1, 4713 BC (or -4712 since the year 0 does not exist in the
historical year count). And there is of course a reason why Joseph
Scaliger (1540-1609) choose this date:

(I have to use some specific words which I don't know a correct translation
of, thus I give the german original in parentheses. What follows is taken
from the book "Bekanntes & Unbekanntes aus der Kalenderwissenschaft" from
Heinz Zemanek (IBM Fellow and Prof. at the TU Wien), R. Oldenbourg Verlag,
Muenchen 1978; and it's long ...)

Sun Circle (Sonnenzirkel) is a cycle of 28 years since every 28 years the
same dates are on the same week days throughout the year. (4 leap-year
cycle times 7 days per week.) It is defined as SC=(year+9)%28 (% is the
remainder operator as in C). I don't know the reason for the +9 offset.

Moon Circle (Mondzirkel) is a cycle of 19 years, also called the Meton
period, because Meton suggested in 433 BC to use 12 years with 12 months
each and 7 years with 13 months (months have 29 or 39 days), after which
dates could repeat without too much difference against the astronomy.
The Christian church used the Moon circle for the computation of the
Easter date. It is also called Golden Number (Goldene Zahl) and is
defined as GN=(year+1)%19.

These two cycles multiplied give 532 years, the so called Easter cycle,
because after that time every Easter sunday would have the same weekday
(without considering a slight shift called "Epakte").

The ancient romans had a cycle of 15 years, after which time a new tax
count had to be made. It is called "Indiktion" (from latin: indictio,
decree or order), was also used for other purposes (which?) and is

defined as IN=(year+3)%15.

Now Scaliger multiplied the length of the Easter cycle with the indictio, which yields 532*15=7980 years. He also found an epoch, such that every year gives the right SC, GN, or IN remainder when divided by 28, 19, or 15. And this epoch is Jan. 1, 4713 BC (you guessed that already, didn't you?). It's also true, that this is a convenient date for all historical purposes.

Example: 1989 has the SC: 10, GN: 14, and IN: 12 (as of the above formulas). 1989+4713 = Julian Year 6702, divided by 28 or 19 or 15 gives the same values for the remainders (without formulas).

By the way: The present Julian day is 2,447,747 = Aug. 8, 1989.

There is more to say about this, but I don't think it belongs to this group. Thank you for reading this far| Your reward:

Here is a piece of a program to compute the date of Easter sunday for any given year (don't know what happens for years BC, not reasonable anyway) which I made some time ago. It is slightly modified from a formula from Carl Friedrich Gauss.

```
++++++++++++++++++++++++++++++cut here++++++++++++++++++++++++++++++++++
/* Compute the date of Easter sunday for any year */
/* Based on the formula of Carl Friedrich Gauss */
/* Cornelius Caesar February 22, 1988 */
void easter( year )
int year;
{
int month, day, a, n, m;

if (year < 1583) {
n = 6; m = 15; } /* switch to julian calendar */
else {
n = year/100-year/400+4; /* switch to Gregorian calendar */
m = n-year/300+11; }
a = (((year%19)*19)+m)%30;
day = (((year%4)*2+(4*year)+(6*a)+n)%7)+a-9;
if (day<1) {
month = 3; /* March */
day += 31; }
else {
month = 4; /* April */
if ((day==26) ((day==25)&&(a==28)&&((11*(m+1)%30)<19)))
day -= 7; /* correction: one week earlier */
}
printf("Easter sunday is %d/%d/%d\n", month, day, year);
}
++++++++++++++++++++++++++++++cut here++++++++++++++++++++++++++++++++++
```

This looks somewhat cryptic, but it works and is useful for calendar programs. Gauss took a base date (March 21, 1700) and from this adds

the required number of days depending on some other formulas (the above mentioned Sun Circle and Golden Number and "Epakten" and others; it is explained in the reprint of his papers).

I just compacted his description for use in a program. INT's need only be 16 bit wide. Hopefully somebody likes it|

Cornelius

944. Atari SLM 804 laser printer

Newsgroup: comp.sys.atari.st
Date: 1989-08-08 12:40:46 UTC
From: jansteen@piring.cwi.nl
Message-ID: <8320@boring.cwi.nl>
Source record: 248867

I have some questions about image formats and the Atari SLM
804 laserprinter:

I. What does IMG image format look like.

II. What does IFF image format look like.

III. How does one send an NxM bit image to the SLM printer.
Think of Degas format, but in my particular case much
bigger.

IV. The local Atari dealer told me that spooling to the laser
printer involves writting assembler code to access the DMA
port. Does anybody have written this code, or written
a higher level language (C) library routine.

Jan van der Steen
--
-=-
Jan van der Steen, CWI the Netherlands
jansteen@cwi.nl (or uunet!mcvax!jansteen)
-=-

945. Re: Multitasking on the ST

Newsgroup: comp.sys.atari.st
Date: 1989-08-08 12:48:33 UTC
From: rachamp@mbunix.mitre.org
Message-ID: <63138@linus.UUCP>
Source record: 248868

>In article <1989Aug4.173233.8259@sj.ate.slb.com>, greg@bilbo (Greg Wageman) writes:
>> Typically, a task cannot be suspended in a multitasking environment
>> until one of two things happens: it makes an operating system call
>> which must wait for an external event (such as an "operation
>> completed" interrupt) and is then put into a "blocked" state by the
>> OS; or, in time-sliced OS's, its time quantum expires. Some real-time
>> multitasking kernels do not require time slicing, so blocking calls are
>> the only way a task switch ever occurs.
>>
>> The implication is that if the so-called "background" process is doing
>> something CPU intensive(e.g. an in-memory sort), it may not make a
>> blocking call for a very long time (i.e. several seconds). The user
>> will begin to type characters, generating an interrupt which will
>> unblock his foreground task. The OS will move the now-unblocked
>> foreground task to the "ready" task queue, but it *will not begin to
>> run* until the background task blocks (or its time quantum expires).
>> If the system clock is grainy enough (i. e. the clock "tick" interval
>> is very large), or a task context-switch is very expensive, or (yuck!)
>> both, hundreds of milliseconds will elapse between the user's keypress
>> and the resumption of execution of the foreground task. Thus, the
>> user will perceive a very sluggish response from the foreground task.
>>

From The Amiga ROM Kernel manual:

Every task has an assigned priority and tasks are scheduled to use the
processor on a priority basis. The highest priority ready task is selected
and receives processing until:

1. A higher priority task becomes active.
2. The running task exceeds a preset time period (a quantum) and there
is another equal priority task to run, or
3. The task needs to wait for an external event before it can continue.

Task scheduling is preemptive in nature. The running task may lose the
processor at nearly any moment by being displaced by another more urgent
task. Later, when the preempted task regains the processor, it continues
where it left off.

When a higher priority task becomes active, the running task is immediately
interrupted. A task would become active if, for instance, it was waiting for
a key to be pressed and the user pressed one. There would would be no
degradation in response by a CPU intensive task if that task has a lower
priority. Time slicing occurs only within groups of equal priority tasks.
In fact, if a CPU intensive task was a higher priority task than other tasks,
those tasks would be starved by the CPU intensive one.

Last night I ran a raytrace at a lower priority than my Command Line Interpreter and saw no performance degradation. Even when I just mashed my hands down on the keyboard there was no sluggishness.

Rich Champeaux (rachamp@mbunix.mitre.org)

946. user base

Newsgroup: comp.sys.atari.st
Date: 1989-08-08 13:56:44 UTC
From: allegro@sunpix.UUCP
Message-ID: <747@greens.UUCP>
Source record: 248869

Does anyone have an idea how many ST's & MEGA's have been sold in N.A.
and Europe as well as Asia ect.

I have a friend who's developing a productivity package for the Amiga
and Mac and he wants to know the ST's user base to evaluate the profit
potential of our system. He has called Atari but they just tell him that
info is unavailable for general release.

--
uucp: mcnc!rti!sunpix!steve or mcnc!rti!sunpix!allegro |Stephen McKay Matson
"FRODO LIVES!!" COLORADO DREAMS | Daddy to be
Support the formation of a multi-national space agency.|_____
Mans destiny belongs to the stars. | MARS OR BUST

947. GDOS, OPUS and BSTAT

Newsgroup: comp.sys.atari.st
Date: 1989-08-08 14:12:58 UTC
From: CHIASSA@UDEM.BITNET
Message-ID: <ID6442.D890808.T111258.CHIASSA@UDEM>
Source record: 248870

Having tried to get OPUS and BSTAT to work with GDOS has left me with a few questions concerning GDOS font management. OPUS documentation pointed out that the ASSIGN file of TIMEWORKS DESKTOP PUBLISHER has screen fonts that are not listed in the printer fonts. I ckecked and yes this is true! Not only that but among all the screen and printer fonts listed only two matched up regarding font type and point size. What happens when the program tries to do a print with a screen font that has no matching printer font, or the case where there is a printer font but the wrong point size?

Both OPUS and BSTAT look great though the latter replies better to my needs. I work in french so I often need access to the different accents which I do with a program that I run from the auto folder. OPUS acknowledges whatever the accent program does (keyboard interupt?) but BSTAT does not. What determines if a program does or doesn't respond to programs that give access to foreign characters? Can I do something to get BSTAT to accept french accents? The only thing I find lacking in the graph features of both programs is subscript and superscript for scientific labels. I am current designing some greek letters with FONTZ! but I would like to be able to place them in either superscript or subscript position.

948. IMAGE SCAN and bplfactor

Newsgroup: comp.sys.atari.st
Date: 1989-08-08 14:28:26 UTC
From: CHIASSA@UDEM.BITNET
Message-ID: <ID6466.D890808.T112826.CHIASSA@UDEM>
Source record: 248871

I have the latest version of IMAGE SCAN which supposedly permits scanning at horizontal resolutions of 75, 150, 216, 300, 360 and 1000 dpi. I have tries 360 dpi on both my NX-10 (Star) and NX-2400. At 360 I get a condensed blob on the screen. When I try to print it out using TIMEWORKS DESKTOP PUBLISHER with the 360 dpi fonts I get a condensed elongated blob on paper. Other IMG file print out fine. I suspect the configuration file and what is called the "bplfactor". Does anyone know what this means and how it relates to specific printer commands?
For the GEMNI10X.CDS it lists bplfactors of 166 for 75 DPI, 81 for 150 DPI, 53 for for 216 DPI, 39 for 300 DPI, 31 for 360 DPI and 10 for 1000 DPI. I assume this should also work for the NX-10 but it doesn't. I have written to the company ages ago but they never replied. There is no information in the readme file to explain.
By the way I was doing the printing with the NX-2400 which can do 360 dpi but it is easier to attach the cable to the NX-10.

949. my prev. message; and: struct iconblk ???

Newsgroup: comp.sys.atari.st
Date: 1989-08-08 14:33:00 UTC
From: FM@DACTH51.BITNET
Message-ID: <8908090814.AA21686@ucbvax.Berkeley.EDU>
Source record: 248872

Ok,Ok, Now I know the routing of my messages is O.K. and You all know I sometimes make typos somewhere. Thanks to all You who corrected me. Surely noone could have guessed the meaning of the mistyped sentence. I can't include former postings here (cant't persuade this $#@* VAX not to send them to the original sender but to the gate at Stanford), and I'm not going to cite my sentence. Those who know, know, and the others didn't miss anything.

Now to the more serious second subject: I've spent a weekend programming some Icons, and discovered a undocumented feature. Undocumented? I have three different GEM - Programmer's Guides, one very recent ("Atari ST Profibuch") and noone mentions the thing -- but sure at least the people who build Resource Construction Kits will know this.
All my documentations tell that the struct iconblock looks like

```
struct iconblock {
...
int ib_char; /* Letter in Icon, e.g. in Disk-Icon */
...
} ICONBLOCK;
```

(include a 'typedef' above, I forgot it) and this is how the obdefs.h - files look for every compiler I looked at. BUT -- Say, I have an icon OBJECT *the_icon; , then the statement
the_icon->ob_spec->ib_pchar = 'A';
leads to an Icon painted white on white. Not useful. In fact, Icons construed with a RCK look like:
the_icon->ob_spec->ib_pchar == 0x1000 + 'A';
I tried this, and it worked. It took me 1 1/2 days to discover that the fault was not in my pointer forest. Obviously, the ib_char hides in some way the colour of the icon. I didn't try, how this is done, I guess the two nibbles of the high-byte contain a number between 0 and 15 each, coding foreground and background? I'm glad to have my icons working now. But I got very angry because this was not mentioned in any of my books!

Oliver Bonten

P.S. 'hides' 6 lines above should read: the information about ... is put in ...

950. Wanted: dvieLQ for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1989-08-08 14:52:23 UTC
From: cater@csun1.UUCP
Message-ID: <221@csun1.UUCP>
Source record: 248873
Cross-posted to: comp.sys.atari.st,comp.text

Does anyone have a dvi to epson lq series which runs on an atari ST?
I am aware of the Beebe software at Utah, and have gotten a generic
version of dvielq from washington, but am not able to use either (or
both) to construct dvieLQ for my system. If you can point me to a
ftp'able binary for this, I will be eternally grateful.

Steve

--
Steven C. Cater |InterNet: cater@csun1.cs.uga.edu (128.192.4.5)
CS Dept, 415 GSRC |UUCP: gatech!csun1.cs.uga.edu!cater
University of Georgia |PhoneNet: (404) 542-2911
Athens, GA 30602 |

951. Re: Problems with GNUEMACS here in GERMANY

Newsgroup: comp.sys.atari.st
Date: 1989-08-08 14:53:36 UTC
From: ralph@cc.brunel.ac.uk
Message-ID: <795@Terra.cc.brunel.ac.uk>
Source record: 248874

In article <821@sbsvax.UUCP> roeder@sbsvax.UUCP (Edgar Roeder) writes:
>In article <1516@laura.UUCP>, stoeck@unidocv..uucp (Joachim Peter Stoeck) writes:
>> 2. EMACS loads the file LOADUP.EL and got in trouble withit because this
>> file is broken (the only thing to do with it is putting in the trash)
>> I've looked at it at so many hebraic characters.
>
>This file *is not* broken. It's compiled code for emacs.

Surely it should be called LOADUP.ELC if it is compiled ?? On my Sun
system here I have both LOADUP.EL and LOADUP.ELC. LOADUP.EL is printable.
LOADUP.ELC is a binary...

Ralph Mitchell
--
JANET: ralph@uk.ac.brunel.cc ARPA: ralph%cc.brunel.ac.uk@cwi.nl
UUCP: ...ukc!cc.brunel!ralph PHONE: +44 895 74000 x2561
"There's so many different worlds, so many different Suns" - Dire Straits
"Never underestimate the power of human stupidity" - Salvor Hardin, Foundation

952. Re: Double Click's New MultiPort card

Newsgroup: comp.sys.atari.st
Date: 1989-08-08 15:44:40 UTC
From: uace0@uhnix2.uh.edu
Message-ID: <827@uhnix2.uh.edu>
Source record: 248875

In article <44e3d740.14a1f@gtephx.UUCP> covertr@gtephx.UUCP (Richard E. Covert) writes:
>In article <189@swituc.UUCP>, pmb@swituc.UUCP (Pat Berry) writes:
>> In article <44c0b061.14a1f@gtephx.UUCP>, covertr@gtephx.UUCP (Richard E. Covert)
writes:
>> > Is there any chance that DC PORT will be redesigned to add hardware
>> > RTS/CTS?? I am not interested in buying such a product until it does include
>> > hardware RTS/CTS.
>>
>> I echo Richard's sentiment... the board would be of no use to us without
>> properly functioning RTS/CTS lines. We also use US Robotics HST modems.
>>
>> --
>> Pat Berry KN7B
>> pmb%swituc.uucp@arizona.edu
>> KN7B @ WB7TLS.AZ packet radio
>
>
> At one point DC SOFTWARE stated that RTS/CTS could be 'added' to their
>DC PORT pc board. I guess that this means kludging up a p[c board by adding
>chips, jumpers, etc. I, for one, don't wat to buy a hacked up pc board. And the
>idea of paying extra for hardware RTS/CTS seems kind of strange, almost like
>paying extra for the 1488/1489 RS-232 line drivers. I mean, RTS/CTS seems to be
>a basic,fundamental, part of the serial port design, and leaving it out makes me
>wonder where else DC SOFTWARE scimped to save money.
>

1) *ALL* DC-PORTs are guaranteed to be from defects for a period of ONE YEAR
after purchase. Let's see you get that from anywhere else!
2) A hacked up PC Board? Unless you call a couple of jumpers hacks, then you
don't know... You can have two choices if you want rts/cts, you can go
without dcd/dtr and get rts/cts, or we can add a daughter board to add
rts/cts to the existing board.
3) SKIMP? If you went to manufacture one of these babies, then you'd know
that we designed it to keep cost down, and within the reach of most people.
Since we are not a large company (actually college students) and we do not
have endless cash flow, we went with the needed components to get our
hardware working with the majority of software existing. We do not skimp!
Our boards are 100% certified working, and carry a one year guarantee. Our
drivers work as advertised, and all our customers thus far are satisified,
in fact, several are upgrading to the five line version.

> All in all, if DC SOFTWARE had asked before committing to a final pc
>baord, they would have KNOWN that hardware RTS/CTS is a requirement, and not
>just an afterthought. Heck, all of the FoReM ST BBSes are just crying for a
>working TOS with hardware flow control. The USR 9600 HST modem will xfer data

>at 14400 baud if you have hardware flow control. And just ask US Robotics about
>sells of the USR 9600 HST mdoem!! IT IS HOT!!!

You mean we should have asked you! As far as the USR modem is concerned, we admit that it will FLY with rts/cts, but it is not a requirement for it to work, and the *majority* of people out there do not own them, nor do the majority of BBS out there have them.

As far as FoReM is concerned, we tried working with Matt Singer to get an update to FoReM to support DC-PORT and make FoReM multi-user. He never said nor expressed any concern about the rts/cts lines. He has our port now, ask him what he thinks on the matter!

>
> So, I repeat, sell me a clean, nicely layed out, pc board DC PORT with
>hardware RTS/CTS, with software drivers that also support the hardware RTS/CTS
>and you will have one BIG market. If DC PORT worked at 38.4 KBPS with RTS/CTS
>you would have FoReM/USR owners begging for DC PORT.
>
> I guess to summarize, I think that RTS/CTS should have been part of the
>basic design of DC PORT. I do not want to buy a DC PORT that was hacked up to
>support RTS/CTS. And DC SOFTWARE needs to provide system software drivers, which
>run on all version of TOS, to support the RTS/CTS signals. If DC SOFTWARE could
>do this, then the DC PORT would be a smashing success. Until then, I will withold
>ordering one myself.

In other words, one sale to you is a 'smashing success'? Why don't you spend some time and money on a market survey, and determine whether or not the ST market can handle a higher priced expansion port! We are selling them as fast as we can make them, and have not had one returned, nor have we had any dissending comments. We have made special order versions, and have done our very best (considering our limited financial backing - read 'shareware contributions') to come out with a product that fills *most* peoples needs.

Our driver does *work* with ALL TOS versions, and works as advertised.

I assume you are speaking from experience with DC-PORT, and have actually seen one close up, and have actually voided someone's warranty by opening the case!

You have no idea how much we would charge for the version which supports rts/cts, since you never called or wrote to ask, and as I stated twice before, *ALL* DC-PORTs come with a ONE YEAR warranty.

Why don't you speak to us in person to find out how easy we are to work with, rather than getting 'modem-mania' and flaming our product (which I am sure you have never seen) on the net.

And, by the way, we are working on a DC-PORT II, as well as another hardware product, DC-TALK.

Give us a call, and see if it is as easy to flame us on the phone as it is on the net!

>
> Thanks for the forum to discuss this product.
>Richard (gtephx!covertr) Covert

Thank you!

- mike vederman

--

Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 77274

See y'all at the Dallas World of Atari Show, Aug. 19-20. Stop by BOOTH 101

953. Re: Volume labels on hard dri

Newsgroup: comp.sys.atari.st
Date: 1989-08-08 16:21:11 UTC
From: swklassen@dahlia.waterloo.edu
Message-ID: <15741@watdragon.waterloo.edu>
Source record: 248876

In article <89080709104971@masnet.uucp> david.megginson@canremote.uucp (DAVID MEGGINSON) writes:
>Are you sure that it is not just a hidden file? TOS allows files to
>have a hidden status, so that they will not show up in a normal
>directory search.
>---
> * Via ProDoor 3.01R

Quite sure. It shows up with the v flag set (meaning volume label) when I do a 'ls -la' from msh.

I'm not having much luck in solving this problem. If I can't get my hands on a sector editor in the next couple of weeks I will likely just zero the entire partition and restore it from the backups (Here's hoping turtle works :-).

Steven W. Klassen
Computer Science Major
University of Waterloo

954. Re: Volume labels on hard drives

Newsgroup: comp.sys.atari.st
Date: 1989-08-08 16:40:25 UTC
From: swklassen@dahlia.waterloo.edu
Message-ID: <15743@watdragon.waterloo.edu>
Source record: 248877

In article <1062@philmds.UUCP> leo@philmds.UUCP (Leo de Wit) writes:
>
>Using the Fattrib() call of GEMDOS you can make an ordinary file into a
>volume label. It's even worse: you can make it into a directory that is
>not really a directory (it doesn't have the . and .. entries, and you
>can't put files into it, but it _looks_ like a directory, since it has
>a 'mode' of 0x10).
>

Thanks. I looked this function call up in my docs and it looks like
it will do what I need. I don't know how I missed this when I
was searching before my initial posting.

PS. I would still like a good sector editor if anyone out there
has one.

Steven W. Klassen
Computer Science Major
University of Waterloo

955. Re: 1Mbit DRAM Decoupling

Newsgroup: comp.sys.atari.st
Date: 1989-08-08 17:14:46 UTC
From: landry@enginr.dec.com
Message-ID: <3958@shlump.nac.dec.com>
Source record: 248878

In article <1534@ns.network.com>, logajan@ns.network.com (John Logajan) writes...
"willing@ICSL.UCLA.EDU (Scott Willingham) writes:
"> Does anyone out there happen to know the optimum decoupling
"> capacitor value for 1Mbit DRAMS? If so, do you also know of a
"> good supplier for them?
"
"I've constructed RAM boards using .01uf per memory chip, but I usually use
"0.1 uf. It is usually the number of outputs on a chip that determine the
"power glitch during switching. A single bit ram needs less bypassing than
"a ram with 8 data lines. But 0.1uf should be fine for your purposes.
"Keep the leads short! And keep the caps near the chips. Everybody sells
"0.1uf caps!!!!!!!
"

This isn't quite true! The decoupling needs of dynamic RAMs
have little to do with the output drivers. By far the
biggest current changes occur when RAS turns on and off, not
when the outputs are enabled.

0.1 uf caps are fine for decoupling 64K RAMs but 0.33 uf caps
(multilayer ceramic) should be used for 256K and larger devices.
AVX has a technical report that shows there to be quite an
improvement in power noise by going to 0.33. At first we
thought it was AVX marketing trying to sell us their new small
0.33 caps so we repeated the tests on our own memory boards.
Turns out they were absolutely right!

Here are some numbers out of their report (for 256K RAMs):

cap value(uf) total voltage drop (mv)

0.068 130
0.1 115
0.22 95
0.33 85
0.47 80

(Diminishing returns above 0.33)

chris

956. ATW - Atari Transputer Workstation

Newsgroup: comp.sys.atari.st
Date: 1989-08-08 17:21:49 UTC
From: dyer@math.lsa.umich.edu
Message-ID: <766@stag.math.lsa.umich.edu>
Source record: 248879

My roommate went to Siggraph last week and all he brought me back was this stupid ad... :-)

Reprinted without permission. No guarantees of typographical accuracy or truth of posted ad. In short, its not my fault!

Atari Transputer Workstation -- Specification

Processor: Main Processor T800-20 (20 Mhz), the T800-20 can perform 10 million instructions per second (MIP), has 4k on chip RAM and a floating point arithmetic processor.

A 68000 (8 Mhz) processor relieves the T800-20 of all I/O tasks to be performed. The 68000 I/O subsystem is connected to the T800 via a transputer link, communicating at 20 Mhz.

Memory: The T800 has access to 4 Megabytes of fast dynamic RAM (120ns), which can be expanded internally to 16 Megabytes (and eventually to 64)
The 68000 I/O subsystem is supported by 512K RAM, which can be expanded up to 4 Megabyte. [sic :-)]

Video Memory: 1 Megabyte of fast dual port dynamic RAM (100ns), ports connected to both the main bus and video bus.

I/O: All I/O is the responsibility of the 68000 I/O subsystem. This subsystem is based on the Atari Megs ST specification and is able to function independent of the host T800 system. The following I/O is supported via the 68000 I/O subsystem.

RS232, DMA, Parallel port, Midi ports, Floppy Disk (3.5 or 5.25), SCSI, Mouse or Joystick port.

All standard Atari ST range peripherals can be connected. The 68000 subsystem will be capable of supporting its own RGB or composite monitor independent of the main system monitor.

Storage: The ATW will be supplied with a 40 Megabyte SCSI hard disk. Additional or higher capacity drives will be available as options. [on the copy I have, the 40 was crossed out and an 80 was written in]

Video: The ATW will support the following screen resolutions:

Mode Resolution BPP Colours Pallette
0 1280x960 4 16 4096
1 1024x768 8 256 16 million
2 640x480 8 256 16 million

3 512x480 32 True colour

The graphics processor (called "Blossom") relieves the T800 of memory refresh and data transformation between address spaces. The graphics processor is capable of addressing the entire user RAM area in addition to the video RAM.

Additional graphic processor specifications:

Functions designed specifically with X-Windows in mind:
32x32 pixel mask. 16 bit wide functions on source and destination. 4 linear comparisons on each pixel per cycle. Square area fill up to 32 Mpixels/sec. Line drawing up to 32 Mpixels/sec. Trapezoid fill up to 32 Mpixels/sec.

Expansion: Both the main T800 system and the 68000 I/O subsystem can be expanded : The 68000 bus is available for expansion via 1 slot. The T800 bus is available for expansion via 4 slots.

The T800 expansion slots will support additional transputers and RAM. The T800 bus is also available for adding support cards such as X25, Ethernet, Link X-Bar switch (based on C004/T212). Upto 12 additional T-800-20 can be added to the ATW. There is no limit to the numbers of processors that can be added externally.

Operating System: The operating system, Helios is a true distributed operating system. There are no central services upon which the entire system relies, thus making the system more fault tolerant. The distributed nature of Helios is transparent to both the user and programs.

Helios is multi-tasking and designed specifically for a multi-transputer architecture. The Helios environment, with its C shell and UNIX compatible command set and libraries will be familiar to all UNIX programmers and users. Helios is responsible for distributing program components to the appropriate processor in the transputer network.

Languages: The ATW and Helios support all major languages including: C, Fortran 77, Modula 2, Lisp, Prolog, BASIC, Occam, Strand.

User Interface: X-Windows Version 1.1 runs on Helios. The X-Window system is the standard for controlling window based graphics on workstations. It is flexible and powerful. A desktop representing data and facilities as icons will simplify the UNIX style interface of Helios. A mouse pointer will enable easy selection of icons and pop-up menus.

Whilst every care has been taken in the preparation of the information in this document, no liability is accepted for any consequences of its use. In the interests of continuing product development, the right is reserved to alter any details of specification or equipment without notice.

Atari Corp. (UK) Limited, Atari House, Railway Terrace, Slough, Berkshire SL2 5BZ. Telephone:(0753) 33344. Telex: 848401. Fax: (0753)822914.

The box itself looks like a cross between a Mega and an RT. The keyboard and mouse are Mega ripoffs. The CRT pictures says "NEC Multisync Plus". The Guts of the machine are in a stand-up box. From the picture, I'd guess that its about 1 foot wide, 1 yard high and 1 yard deep. The front of the box has some lights, a reset button, a disk drive (looks like a 3 1/2), what might be a 5.25 drive, and two key locks.

Jon Brode -- dyer@math.lsa.umich.edu Jesse '92
Terminator Atari Archive Moderator

957. Game players survey

Newsgroup: comp.sys.atari.st
Date: 1989-08-08 17:24:03 UTC
From: steve@sunpix.UUCP
Message-ID: <748@greens.UUCP>
Source record: 248880
Cross-posted to: comp.sys.atari.st,comp.sys.amiga,comp.sys.ibm.pc,comp.sys.atari.8bit,comp.sys.cbm,rec.games.programmer

Here is a gaming survey my new partners and I put together. we are trying
to get a feel for the Computer gaming atmosphere to help us in producing
our first released game.
This survey will be held in confidence so please answer the questions
honestly.

I will post a summery to the news groups that show enough interest.

Thank you for your help
Steve
---
1. Do you play computer games (obvious question)

2. Do you play board games?

3. Do you play non-computer role playing games?

4. Of the computer games you play, do you play...

a. Role playing games (fantasy)

b. Role playing games (sci-fi)

c. Arcade type games

d. Strategic/tactical combat

e. Strategic/tactical sci-fi

f. Mystery/detective

g. Flight simulator/combat

h. Other type (please describe)

5. Of the above types of games what type do you play most.

6. On average how long do you play a game before shelving it
(how much playability is there in your games)

7. Do you have any games you purchased?

8. Do you have any pirated games?

9. Do you write your own?

10. Do you have mostly (a) purchased (b)pirated or (c) self made games

11. What is the most you spent on a game?

12. Was it worth it (in comparison to the price of other games)?

13. What do you think is a fair price for most games?
(considering packaging, marketing, royalties ect)

14. How often on average do you purchase games?

15. Do you have any PD games?

16. Have you ever sent any money on a share-ware game?

17. Do you play games mostly with other people or alone?

18. What attracted you to the last game you obtained....

a. Word of mouth

b. Reviews

c. Box art/game description on box

d. It was free

e. Other (please describe)

19. What do you think is more important in a game..

a. Excitement

b. Realism

c. Playability

d. Complexity

e. Graphics

f. Other (please describe)

20. What do you think is least important in a game?

21. What system do you play games on most?

22. Comments (or flames)
--
uucp: mcnc!rti!sunpix!steve or mcnc!rti!sunpix!allegro
---

958. Trying for USENET (again)

Newsgroup: comp.sys.atari.st
Date: 1989-08-08 17:42:48 UTC
From: MEGGIN@vm.epas.utoronto.CA
Message-ID: <8908081744.AA05186@ucbvax.Berkeley.EDU>
Source record: 248881

```
This is my second attempt to access a Usenet mailing list from BITNET.
If this message appears, I have succeeded. Could someone then tell
me how to actually subscribe to the Atari conference?
```

959. Re: was RE: VIP

Newsgroup: comp.sys.atari.st
Date: 1989-08-08 17:56:40 UTC
From: ooa@MSG002.UUCP
Message-ID: <1074@MSG002.UUCP>
Source record: 248882

I have been using the combined version of VIP for a long time now. The first version allowed only keyboard input, though the manual came out with both GEM and keyboard. With the exception of cell movement - once in a while - skipping the cell I'm trying to move toward, I'm pleased. I have heard about LDW, and the ones using it swear by it, but mine VIP is paid for. You might check with the VIP folks. When I got my upgrade, it was not very expensive.

Owen {In-debt} Atkins

960. DOS 3

Newsgroup: comp.sys.atari.st
Date: 1989-08-08 18:01:53 UTC
From: mfolivo@sactoh0
Message-ID: <1698@sactoh0>
Source record: 248883
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I am primarily posting this to comp.sys.atari.8bit, but perhaps someone at Atari Corp who reads ...atari.st might help.

Probably being one of the last DOS 3 users in the Western World (not counting all the 8bits shipped to Poland (heh)) I have wanted to know the file structure, etc. of DOS 3. DOS 2 has been widely documented, but I have found nothing on DOS 3. The only technical information I have about DOS 3 is that the directory is on the first sectors (rather than in the middle of the disk- DOS 2) and that DOS 3 stores files in 8 sector groups called blocks (1024k).

Is there (Are there) any technical notes or source documentation or anything on DOS 3? Who wrote DOS 3? Was it in house Atari, or was it an OSS effort?

Please, no flames. I mainly use my Mega 4, I don't want to buy another DOS (read: from ICD), all my 8 bit files are DOS 3 (I tried DOS 2.5 but went back to DOS 3). I would like to have some background information on how DOS 3 works. (Bugs? What bugs? I certainly haven't found any bugs... ANd no one complains that GEMDOS (ST) uses 512k blocks...)

Mata ne da-cha,
Mark Newton-John

"Some people have called me a contrarian. Well I disagree with that."

--

##
PRIVATE # SAC-UNIX, Sacramento, Ca.
PARKING # UUCP=...pacbell!sactoh0
##

961. Re: Contribution copyright query

Newsgroup: comp.sys.atari.st
Date: 1989-08-08 18:18:24 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440045@hplsla.HP.COM>
Source record: 248884

*
*Apart from a complete rewriting of the contribution (at best plagiarism --- but
*the contributor *would* be acknowledged), how far can I go towards direct
*quotes/inclusion of text?
*
*I would also appreciate contributors' views on the ethics of this. I don't want
*to put people's noses out of joint, nor get anyone into bother with employers,
*hence this enquiry.
*
*----------

My reaction is, I'd like to be able to post to this notesgroup without
the worry of where else it might end up, especially if it is non-electronic
media. I don't prepare my postings with the care and broad perspective
I would use if I was going to write an article, and in general don't want
them used that way. Also, what with the vagaries of the US legal system,
I'm not enthused about my postings going on beyond notes without my express
permission.

(I've already been surprised about where my postings have ended up thanks to
the info-atari-16 digest, and have not always been happy at the requests that
have resulted).

I would note that usenet is not supposed to be used for deriving commercial
revenue. It's for communication. Re-packaging that communication and selling
it strikes me as rather similar to those folks that put shareware on a
disk and sell it for a service fee. That is, the ethics are questionable.

And if someone does turn a buck from usenet, I think that the universities
and companies that make usenet possible (e.g. pay its bills) are entitled to
the lion's share of the profit. (Not to mention any and all authors).

I would recommend that permission be obtained before using any material
posted on usenet in a publication. Maybe you could obtain blanket permission
from those Atari employees that regularly provide official technical
information.

Disclaimer/Copyright Notice: This opinions expressed herein are those solely
of the author, who has no pecuniary interest in the companies mentioned, and
who also happens to own the copyright to this posting.

%%%

% (206) 335-2211 %
%%%

962. Re: deskjet pageformatter

Newsgroup: comp.sys.atari.st
Date: 1989-08-08 19:15:21 UTC
From: neff@hpvcfs1.HP.COM
Message-ID: <2150014@hpvcfs1.HP.COM>
Source record: 248885

Regarding the DeskJet "pageformatter".

The DeskJet and DeskJet+ DOES NOT HAVE A PAGEFORMATTER. It never has, it never will. You cannot do random cursor positions on the page. In order to allow for mixed text and graphics the printers try to insure you can do negative cursor moves of the maximum point size of text, which is 2/3 of an inch on the DeskJet+ (36 point theoretical maximum font). Hence you can send 2/3 of an inch of text, back up the cursor 2/3 an inch and then send 2/3 an inch of graphics. The actual mixed text and graphics algorithm is more subtle and uses variable lookahead based on the actual point sizes used in order to give more reliable results (if there are lots of font/enhancement changes its not always possible to even back up 2/3 of an inch) but the above description is the basic concept.

Not only does the DeskJet and DeskJet+ not have a pageformatter it DOES NOT HAVE A BIT IMAGE BUFFER. Commands to print characters are sent to a custom IC, which looks them up in ROM and prints them. Hence two overlapping A characters are treated the same as an A character overlapping a B charater. THERE IS NO BIT IMAGE BUFFER WHERE CHARACTERS ARE SIMPLY ORED TOGETHER. This is the reason ink will puddle if characters are printed on top of one another.

The DeskJet and DeskJet+ printers lack a page formatter and a bit image buffer in order reduce the cost of the printer by reducing the need for RAM. We just need a couple K of RAM to build commands (or vectors) for the custom IC when then uses DMA to get the commands and print the text. The firmware never sees the bit image of the text. The firmware does see the bit image of the graphics but it is stored in a special form needed by the custom IC for printing the graphics and for this, and other reasons, overlapping graphics are not ORed together either. Notice that text and graphics are always printed in separate passes as a result of the lack of a bit image buffer. In some respects using a bit image buffer in the DeskJet+ would make more sense than the current scheme but it was leveraged from the DeskJet which lacked enough RAM for a bit image buffer (and the custom IC does not support a bit image buffer).

It's hard to be any clearer without going into much more technical detail but I hope this helps. The DeskJets have a "format buffer" which stores approximately 2/3 inch of text (and in the case of DeskJet+ 1/3 of an inch of graphics), not a page formatter. The DeskJets have a "vector buffer" (well, actually 2 such buffers) for sending commands to the custom chip, not a bit image buffer.

For more details about the inner workings of the DeskJet printers try to get the October, 1989 issue of the HP Journal. It goes into more detail on the above concepts.

Happy Printing,

Dave Neff
neff@hpvcfs1.HP.COM

963. Re: TOS 1.4 question

Newsgroup: comp.sys.atari.st
Date: 1989-08-08 22:02:48 UTC
From: f-leoe@IFI.UIO.NO
Message-ID: <CMM.0.88.618616966.f-leoe@kyrre.uio.no>
Source record: 248886

If you make your DESKTOP.INF on Mono and then changes the byte almost at
the top. Here is my file.....

```
#a000000
#b000000
#c777000700060007005520050555222077055707505550770311110 3
#d
#E 78 12 <<--- This '2' is for Medium, The 1 sign next to it is 'blitter on'
#W 00 00 00 01 50 14 09 C:\*.*@
#W 00 00 00 0D 2A 09 00 @
#W 00 00 2B 0D 24 09 00 @
#W 00 00 0F 0D 2A 09 00 @
#M 05 07 00 FF F GRAFIKK.DTP@ @
#M 04 07 00 FF E MODEM.BBS@ @
#M 03 07 00 FF D PASCAL.ASM@ @
#M 02 07 00 FF C DIVERSE@ @
#M 01 07 00 FF B DISKETT B@ @
#M 00 07 00 FF A DISKETT A@ @
#T 07 07 02 FF S0PPEL@ @
#F FF 04 @ *.*@
#D FF 01 @ *.*@
#G 03 FF *.APP@ @
#G 03 FF *.PRG@ @
#F 03 04 *.TOS@ @
#P 03 04 *.TTP@ @
#G 03 04 C:\WORDPLUS.PRG@ *.DOC@
#G 03 04 C:\WORDPLUS.PRG@ *.HEX@
#G 03 04 D:\PASCAL2\EDITOR.PRG@ *.PAS@
#P 03 04 C:\EDITOR.TTP@ *.INF@
#P 03 04 D:\SIMULA\EMACS.TTP@ *.SIM@
```

Lars-Erik 0sterud / Summer & Christmas: /
leoe@ifi.uio.no / f-leoe@ifi.uio.no /
_____/ _____/

964. Atari ST GFA Basic tracking software posted.

Newsgroup: comp.sys.atari.st
Date: 1989-08-08 22:18:05 UTC
From: logajan@ns.network.com
Message-ID: <1537@ns.network.com>
Source record: 248887
Cross-posted to: comp.sys.atari.st,sci.space,rec.ham-radio,sci.astro

The satellite tracking software I mentioned has just been posted
to comp.sources.atari.st. If you can't or don't get it that way
you can still request it directly from me.

Thanks,

--
- John M. Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428 -
- logajan@ns.network.com / ...rutgers!umn-cs!ns!logajan / john@logajan.mn.org -

965. Hard Drive Speeds

Newsgroup: comp.sys.atari.st
Date: 1989-08-09 00:25:31 UTC
From: news@blackbird.afit.af.mil
Message-ID: <1275@blackbird.afit.af.mil>
Source record: 248888

I was wondering, is the diff between the slower (i.e. Atari Megafile 30) hard drives and the quicker (28 ms) drives noticeable in day-to-day usage. I understand I can get a Megafile 30 for $499 and am debating about holding out for a faster (& more expensive) drive.

On another note, how about some reports on these 'Frog' drives :-} with the removable media. Fast? Reliable? Standard? Compatible (with Atari-'soon'-to-be-released-drives)?

Bill Hodges | Me? People who speak for the Air Force get
bhodges@blackbird.afit.af.mil | paid a lot more than I do! I just work here.

---

966. (was Re: PC GEM)

Newsgroup: comp.sys.atari.st
Date: 1989-08-09 01:57:18 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <767@stag.math.lsa.umich.edu>
Source record: 248889

In article <8907181313.AA07523@ucbvax.Berkeley.EDU> 01659@AECLCR.BITNET (Greg Csullog) writes:
%the ICON. In a business environment, this feature is indispensible. Second,
%in the DOS environment, I set up batch files like
%
% D: This batch file is called WP.BAT and I installed
% CD:\WORDPROC the ICON for it in the GEMAPPS folder (program
% WP %1 ICONs have a variety of forms, I chose the
% CD\ typewriter ICON for this batch file). All the
% C: program ICONs are in the GEMAPPS folder so I
% HELP can launch all apps from one spot. This is GREAT.

You can get pretty much the same effect with NeoDesk. You can install the icon for a program anywhere on the desktop, as opposed to just dragging it around to another folder. NeoDesk remembers the pathname to where the program actually resides, and will set the default directory there when you click on the icon. Very handy, and it lets you keep all files associated with a single program in the same folder, which is nice when it's time to upgrade... (I'm using 2.0x something or other, not quite the latest, but pretty fun. And no relation to the authors or their company...)
--
-=- PrayerMail: Send 100Mbits to holyghost@father.son[127.0.0.1]
and You Too can have a Personal Electronic Relationship with God!

967. Re: Loyal Atarians?!?

Newsgroup: comp.sys.atari.st
Date: 1989-08-09 02:57:39 UTC
From: Xorg@cup.portal.com
Message-ID: <21137@cup.portal.com>
Source record: 248890

What inspires such loyalty? Simple, it works. Its simple. It does more than you could every ask it to do - even up to running the competition's software (Spectre and PC-Ditto.) It doesn't cost and arm an aleg. I could teach ANYONE how to use it in FIVE MINUTES It looks better than the competition. It can be both a serious business machine or a fantastic recreation machine. And best of all, no one else has one!! :-]

Peter Szymonik
Xorg@cup.portal.com

968. T-38 Trainers

Newsgroup: comp.sys.atari.st
Date: 1989-08-09 04:44:51 UTC
From: lesc@nmsu.edu
Message-ID: <301@opus.NMSU.EDU>
Source record: 248891

I'm sorry to interrupt all the discussion concerning new corporations, NASA bashing, Satrun V mourning, and whatnot, but I have an actual question which I don't know the answer to, nor do I know how to get an answer. I think it's a non-library question.

My sister recently sent me a postcard from Washington (Air & Space Museum) It pictures 4 T-38's flying in formation with the NASA logo on their tails. The card says they're T-38 trainers used by NASA. She asked me, "Aren't T-38's the Air Force's? What is NASA doing with the Air Force? What does NASA use them for?"

My question is: What does NASA use T-38 trainers for?

Shuttle landing practice is done with some plane which was mentioned to me but which I can't recall the name of. (something Stream something maybe) (GulfStream? I don't know.)

Are the T-38's just used to keep NASA astronaut pilots with enough flying hours to keep "current"?

Are they involved in NASA's aeronautics research? If so, how?

I hope some of the Ames 'netters can answer this. Thanks in advance.

The views presented here are not those of my employer, but are solely mine. -Leif S. Kirschenbaum, Technical Associate, Lockheed Egineering
UUCP: opus!dante!lesc Internet:lesc@nmsu.edu

969. Re: Double Click's New MultiPort card

Newsgroup: comp.sys.atari.st
Date: 1989-08-09 04:52:47 UTC
From: dbsuther@PacBell.COM
Message-ID: <29193@pbhya.PacBell.COM>
Source record: 248892

In article <44e3d740.14a1f@gtephx.UUCP> covertr@gtephx.UUCP (Richard E. Covert) writes:
#>In article <189@swituc.UUCP>, pmb@swituc.UUCP (Pat Berry) writes:
#>> In article <44c0b061.14a1f@gtephx.UUCP>, covertr@gtephx.UUCP (Richard E. Covert) writes:
#>> > Is there any chance that DC PORT will be redesigned to add hardware
#>> > RTS/CTS?? I am not interested in buying such a product until it does
#>>
#>> I echo Richard's sentiment... the board would be of no use to us without
#>> properly functioning RTS/CTS lines. We also use US Robotics HST modems.
#>>
#>
#>
#> [TEXT DELETED] I mean, RTS/CTS seems to be
#>a basic,fundamental, part of the serial port design, and leaving it out
#>makes me wonder where else DC SOFTWARE scimped to save money.
#>
#> All in all, if DC SOFTWARE had asked before committing to a final pc
#>baord, they would have KNOWN that hardware RTS/CTS is a requirement, and not
#>just an afterthought. [TEXT DELETED]
#>Richard (gtephx!covertr) Covert

I've been working with various terminals and computer systems for ten years now, and I am sorry to inform you that many major companies do _NOT_ agree with you. Some support RTS/CTS, some XON/XOFF, some both and some use kludged up combinations of both!! ATT does not support rts/cts on their 3B2 series, and Burroughs seems to only support RTS/CTS.

My point: the RS232 standard isn't. Please don't flame DC for implementing the portions that help the majority of their users. You might flame US Robotics for building a device that REQUIRES it to work right.

Dan Suthers, Analyst, Pacific Bell

970. (none)

Newsgroup: comp.sys.atari.st
Date: 1989-08-09 06:13:36 UTC
From: ardvar!krs@stag.UUCP
Message-ID: <1989Aug9.061336.13646@stag.UUCP>
Source record: 248893

Does anyone know of any C compilers for the ST that support segmentation of large programs (i.e. portions of the program reside on the disk until they're needed).

Thanks

- Kent Schumacher /* "A member of STdNET- */
ardvar!krs@stag.UUCP /* The ST developers network */

971. Sozobon C questions

Newsgroup: comp.sys.atari.st
Date: 1989-08-09 06:13:37 UTC
From: stag!thelake!steve@bungia.mn.org
Message-ID: <1989Aug9.061337.13648@stag.UUCP>
Source record: 248894

jjl@psuecl.bitnet writes...

> I have been trying to get my Sozobon C compiler to work for a while
>now but to no good end. Whenever I try to compile a program and type something
>as basic as cc nlp.c, it comes back with unknown file suffix "nlp.c" , why
>is it taking the whole file as the file suffix, any ideas?

The Sozobon cc.ttp program assumes that you use a command shell that can pass arguments unmangled. The behavior you describe suggests that your command shell is upcasing the tail (arguments). That's trouble -- cc is case-sensitive, and jas may be as well. You can NOT run cc from the Desktop.

(In a separate article, jjl@psuecl.bitnet writes...)

> Would anyone be kind enough to give me a little help with C here.
>I am using MJC and Sozobon C and have just used them for very primitive
>things... what I would like to know is if there are any calls so that I
>can reposition the cursor to any x,y coordiante on the screen.... and also
>if there is a way to plot individual poixels on the screen from a call.

To position the text cursor (not the mouse pointer!) you can use the VT52 escape code:

<esc>Y<row><column>

as in:

```
printf("\033Y%d%d", row, column)
```

Plotting individual pixels is another matter entirely. You can use the Line A graphics routines (in assembler), but there is almost no publicly available documentation on Line A. Your best bet probably is to use the VDI output function v_pline(handle, count, pxyarray) and plot a line with only one point.

-- Steve Yelvington, up at the lake in Minnesota
... pwcs.stpaul.gov!stag!thelake!steve

972. Re: 1Mbit DRAM Decoupling

Newsgroup: comp.sys.atari.st
Date: 1989-08-09 07:00:08 UTC
From: logajan@ns.network.com
Message-ID: <1541@ns.network.com>
Source record: 248895

In article <3958@shlump.nac.dec.com>, landry@enginr.dec.com writes:
> cap value(uf) total voltage drop (mv)
>
> 0.068 130
> 0.1 115
> 0.22 95
> 0.33 85
> 0.47 80

Consider that the threshold voltages for TTL levels are 0.8 and 2.4,
and closer to the rails for cmos -- then the difference between
0.115 and 0.085 (.03 volts) doesn't seem so bad. I agree that the
noise margins are better for .33, but are they better enough?

As an aside, one our technology guys was telling me that bypass caps
of any size or type are virtually useless for eliminating the noise
components above about 300mhz. Fortunately most logic is more prone to
lower frequency (lower than 300mhz!) glitches than to higher frequency
glitches -- after all, if it could respond that fast, people would use
it in their Cray's instead of their ST's.

--
- John M. Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428 -
- logajan@ns.network.com / ...rutgers!umn-cs!ns!logajan / john@logajan.mn.org -

973. Terminator archive

Newsgroup: comp.sys.atari.st
Date: 1989-08-09 08:38:37 UTC
From: ccsmh@gdr.bath.ac.uk
Message-ID: <1989Aug9.083837.28058@gdt.bath.ac.uk>
Source record: 248896

Could someone give me the address of the TERMINATOR archive? Thanks.

Mark H.
--

One of these days, on the Dark Side if the Moon I'll see Emily Play and
you'll Wish You Were Here.

974. ST X and Ether

Newsgroup: comp.sys.atari.st
Date: 1989-08-09 09:40:34 UTC
From: dnewton@carroll1.UUCP
Message-ID: <490@carroll1.UUCP>
Source record: 248897

Well, I think I'm setting myself up for disappointment on this one, but I'll try anyway.

Is there any way an ST can do EtherNet? Like thru the DMA port or something?

Is there a PD or FTP'able X-Windows thing?

--
"Life is just a popularity contest, and I didn't get my entry in on time."
-David L. Newton
David L. Newton (414) 524-7253 dnewton@carroll1.cc.edu
=8-) (smiley w/ a mohawk) (414) 524-7343 uunet!marque!carroll1!dnewton

975. Re: Hard Drive Speeds

Newsgroup: comp.sys.atari.st
Date: 1989-08-09 09:57:25 UTC
From: dbsuther@PacBell.COM
Message-ID: <29194@pbhya.PacBell.COM>
Source record: 248898

In article <1275@blackbird.afit.af.mil> bhodges@blackbird.afit.af.mil writes:
>I was wondering, is the diff between the slower (i.e. Atari Megafile 30)
>hard drives and the quicker (28 ms) drives noticeable in day-to-day
>usage. I understand I can get a Megafile 30 for $499 and am debating
>about holding out for a faster (& more expensive) drive.
>
>On another note, how about some reports on these 'Frog' drives :-} with
>the removable media. Fast? Reliable? Standard? Compatible (with Atari-
>'soon'-to-be-released-drives)?

The faster drives are noticeably faster. If you are useing file based
based utilities such as arc, a compiler, MTC (a multi tasking shell), or
Minix you will notice a VAST improvement (about 4 times faster). Many
graphics programs also write to the disk often.

The FROG drive appears to be based on the Syquest drives. I have used their
10 meg disks, and find them to be usable, but pretty fragile. You can lose
a disk by dropping it 2 feet onto a desk. The ones I used were also VERY
susceptible to power hits. A 1 second outage was guaranteed to cause data
corruption. A suprising feature was that the drives also are sensitive
about their orientation. They don't work well on their sides.

Keep in mind that it is a hard disk, and the heads can crash just like
those with fixed media. If you make the mistake of putting a crashed disk
back into a drive you might end up with a bad head which will trash any
other $100 disks you insert afterwards.

Don't get me wrong though. As soon as I can get a hands on demo I plan to
consider the purchase my-self. It would be great for setting up a development
disk, a MAC disk, and a dos disk without fear of accidently corrupting each
other. I am aware of the risks, and can be careful enough to reduce them
to a reasonable level. Who knows, they may have added auto parking, power
tolerance, enhanced quality control and all the other things a personal
computer user needs :^).

Dan Suthers
uucp: ... ihnp4!pacbell!pbeos!dbsuther

976. Re: packer.arc

Newsgroup: comp.sys.atari.st
Date: 1989-08-09 10:47:00 UTC
From: gjh@otter.hpl.hp.com
Message-ID: <570026@otter.hpl.hp.com>
Source record: 248899

Do I have a namesake, or is someone doing something they shouldn't?

Cheers,

Graham
======

Graham Higgins @ HP Labs | Phone: (0272) 799910 x 24060
Information Systems Centre | gray@hpl.hp.co.uk
Bristol | gray%hplb.uucp@ukc.ac.uk
U.K. | gray@hplb.hpl.hp.com

977. Archive bit

Newsgroup: comp.sys.atari.st
Date: 1989-08-09 11:11:44 UTC
From: SQ79@liverpool.ac.UK
Message-ID: <8908091359.AA08065@ucbvax.Berkeley.EDU>
Source record: 248900

Bit 5 of a file mode is the archive bit. This is to do with backing up files. When a file is backed up it's archive bit is set. When it is next written to the bit is cleared. From this senario the disk back up program can tell whether a file has been modified since the last back up and if so back up the file otherwise leave it. This enables an incremental backup to be performed i.e. back up your hard disk totally every month, and backup just the files that have changed every week. Unfortunatley this procedure doesn't work on the old TOSes (or so I'm informed) TOS 1.4 is said to fix this.
I have seen plenty of files on my disks with this bit set. You may be running a different TOS from me though. I've got a UK TOS 1.0 dated 20/11/85 i.e. 20th November for you in the US who don't put the date in ascending or descending order of significance (make your minds up!)

Mark Powell

ARPAnet : sq79%liv.ac.uk@{ucl-cs.arpa,cs.ucl.ac.uk}
USENET : ...!mcvax!ukc!liv.ac.uk!sq79

978. Help me if you can I'm ...

Newsgroup: comp.sys.atari.st
Date: 1989-08-09 11:42:02 UTC
From: rath@tuvie
Message-ID: <727@tuvie>
Source record: 249001
Cross-posted to: comp.periphs,comp.sys.atari.st,comp.sys.ibm.pc

Please help me !!!

I've bought a 360KB 40 tracks SD/DS IBM compatible diskdrive model RFD480 from Ex-Cell-O Corporation (REMEX Division). But I have no documentation and no wiring diagram of it. I want to connect it to an ATARI ST Computer.

My first question is about a jumper-block of 4 jumpers (A,B,C,D) and their functionality. This is not the jumper-block for the device-select signals.

My second question is the more important one. By some tests I've killed a IC on the position B2. It has 14 pins and the name UHP407 on the frontside and PHIL 004 54 on the backside. The boardtype is REMEX ASSY 114861-001 REV. Nobody in Vienna knows the IC. Does somebody know if the IC is compatible to a known IC. If not where I can buy it or better the Address of the company.

Please send me your help directly to

USENET: rath@tuvie
BITNET: rathmayer@egh780.una.at
X.400: rathmayer@pra.edvz.tu-wien.ada.at

Thank you everybody, Martin Rathmayer, EDPC, TU-Vienna

979. ST and Multitasking

Newsgroup: comp.sys.atari.st
Date: 1989-08-09 12:17:47 UTC
From: S.Usher@ucl-cs.UUCP
Message-ID: <359@ucl-cs.UUCP>
Source record: 249002

From: Stephen Usher <S.Usher@uk.ac.ucl.cs>

I can see one or two major problems with TOS if you try to make it multi-task. The biggest problem is the file system. What happens when two tasks want to access the same file at the same time? What error message do you return? TOS cannot handle such things and there are no error returns which mean "in use". Working out which process gets access is difficult, it's fine if both the processes want to read (you give both shared access, again not possible with TOS), but what if one wants to write?

Another problem (though it should be under the same heading) is device access. This MUST be exclusive, after all you don't want two programs trying to write to the printer at once.

Fixing the above would also allow for true networking possibilities, after all, if you can have two processes accessing resources at the same time, why not two machines?

This brings me to my next point.

If the ST could multitask, then a true network system could be built VERY simply using a server task on each machine sitting on the network (it could use the MIDI port to start with). In this way there would not have to be ANY fileserver machine and ALL resources could be shared.

All of the above can be done on a Sinclair QL, even the networking! I know what I'm talking about, Multitasking is great, I REALLY miss it on the ST, so much so that I prefer the QL for doing assembler program developement for the ST!

Stephen Usher

Addresses:-
(JANET)

S.Usher@uk.ac.ucl.cs or UCACMSU@uk.ac.ucl.euclid
or ford@uk.ac.ed.cs.tardis

--8<-------------- Cut ---------------------- Here -------------------------

980. Re: Hard Disk Auto Boot Bypass

Newsgroup: comp.sys.atari.st
Date: 1989-08-09 13:30:58 UTC
From: ast@cs.exeter.ac.uk
Message-ID: <1233@expya.cs.exeter.ac.uk>
Source record: 249003

In article <667@opal.tubopal.UUCP> alderaan@tubopal.UUCP (Thomas Cervera) writes:
>
> By the way, why does TOS look for a floppy disk to boot FIRST, even if a
>hard disk is connected & on line ? Wouldn't it be better to boot from the
>floppy disk _only_when_the_Alternate_key_is_pressed_ ? Doing that you could
>get rid of this real frustrating wait period if no disk is in the drive.

I have two (possibly useful) things to say about this.

1. The disk drive atkes less time if a warm reset is used.
2. If no attempt is made to access the disk drive, then the system
won't know that there is one available, and will disallow
acces to Dsik Drive A.

Check this if you want, but that is the expreince I have had with
TOS 1.0

Yours Andy.S

981. What Do You Think Of EZRAM II

Newsgroup: comp.sys.atari.st
Date: 1989-08-09 13:47:00 UTC
From: cbz@cbnewsm.ATT.COM
Message-ID: <2501@cbnewsm.ATT.COM>
Source record: 249004

I am seriously considering upgrading my .5M ST to 1M. I'm interested
in the EZRAM II RAM upgrade board from Terrific Corp. If anyone has
purchased and installed this board could you tell me what you thought
of it (i.e. ease of installation, documentation, operation, etc.)?
Please reply via email, our news server has been erratic lately. Thanks!

* Craig B. Ziemer %% DISCLAIMER: AT&T does not *
* AT&T Bell Laboratories %%%%%% officially support what I *
* Reading, PA %% just said, in fact, they *
* UUCP ADDRESS: alux6!cbz %% rarely do :^) *

982. C.E.K.A.

Newsgroup: comp.sys.atari.st
Date: 1989-08-09 14:25:11 UTC
From: AKISUJAR@NUSVM.BITNET
Message-ID: <8908091425.AA09465@ucbvax.Berkeley.EDU>
Source record: 249005

Micheal C Barnes ask about CEKA Enterprises Phone Number. Here it is:
(415) 4742641 For benefit of the other netter who maay not aware what this is
all about, CEKA Enterprises is now working on the internal hardware board for
the MEGA and the forthcoming Stacey laptop to emulate Macintosh with out the ne
ed for the Macintosh boot ROMs. I only have the phone number of this company.
I would appreciate the Mailing address if you manage to contact them. The
foundeer of this firm is James McHugh. Regards,
S. Sujarittanonta
School of Architecture
National University of Singapore.

983. B&W/COLOR EMULATOR

Newsgroup: comp.sys.atari.st
Date: 1989-08-09 14:41:00 UTC
From: AKISUJAR@NUSVM.BITNET
Message-ID: <8908091440.AA10195@ucbvax.Berkeley.EDU>
Source record: 249006

In response to David Megginson enquiry, I have been using both PD software ordered from England and the Commercialy available software from Canada called "OMNIRES" I prefer OMNIRES as it emulates both ways. You could use color only program on Monocrome monitor as well as run the monochrome only programs on color monitor. However, the programs that reset the computer while booting will not work (These includes Aladin Mac emulator from West Germany, Magic Sac, and Spectre 128 by Dave Small) Signum 1 & 2 work well but rather hard to read on color monitor. The PD software is from:

ST UK
1 Bartholomew Rd.
Bishop's Stortford
Hertfordshire, CM 23 3 TP
England.

S. Sujarittanonta, School of Architecture, Nat. Univ. of Singapore.

984. Re: Hard drive controler info

Newsgroup: comp.sys.atari.st
Date: 1989-08-09 15:04:56 UTC
From: bms@bdt.UUCP
Message-ID: <111@bdt.UUCP>
Source record: 249007

In article <89080709104916@masnet.uucp> robert.rasmussen@canremote.uucp (ROBERT RASMUSSEN) writes:
--- stuff deleted ---
>Both the Atari and Berkley systems work with slower controllers like teh
>Adaptec and OMTI but they work poorly with faster type embedded SCSI
>drives!
--- end deleted ---

You must be thinking of the BMS-100 board which we are no longer shipping. The BMS-200 has replaced it and has a 1.6 Megabyte/second sustained data rate. One CDC Wren SCSI drive that a customer brought by had a transfer rate of about 700+ Kbytes/s. Both the Atari's host adapter used in the SH204 and ICD's host adapter transfer data at about the same rate.

Vance Chin
Berkeley Microsystems

message for Frans: please reply so I can get a good path...

985. ARCGSH V2.0

Newsgroup: comp.sys.atari.st
Date: 1989-08-09 15:18:21 UTC
From: klute%trillian.irb@unido.uucp
Message-ID: <1545@laura.UUCP>
Source record: 249008

I just finished ARCGSH V2.0 which now supports Zoo also. For it has not yet been tested extensivly I posted this intermediate release here in Germany to let people test it. In a few weeks the "official" release - which will have some more features over V2.0 - will reach you via comp.binaries.atari.st.

Rainer Klute ---- klute@trillian.irb.informatik.uni-dortmund.de
Univ. Dortmund, IRB |)|/ klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |\|\ ...uunet!mcvax!unido!klute
D-4600 Dortmund 50 ---- Tel.: +49 231 7554663

986. GNU-Emacs wrapper for Gulam

Newsgroup: comp.sys.atari.st
Date: 1989-08-09 15:42:00 UTC
From: roeder@sbsvax.UUCP
Message-ID: <830@sbsvax.UUCP>
Source record: 249009

Some people have reported trouble when they use GNU-Emacs under the Gulam shell.
The reason why suspend-emacs does not work as expected is that i assumed that
the shell saves all registers it uses and restores their original values on
exit from the shell. But Gulam trashes them. Now GCC has put some subroutine
address in a register which is no longer valid. This must lead to a crash.

I have fixed this in my library which will soon be posted but apparently i can
not post again 16 Parts of GNU-Emacs just for this fix.

So the appended little program tries to fix the problem. It intercepts a system
call from Emacs going to Gulam and saves all registers before the actual call
and restores them when the call comes back.

Another problem with Gulam is that you cannot get an interactive shell by just
passing "-i" or "" to the shell (older Gulam versions allowed ""). Therefore
i am changing "-i" to "ue". You will get into the build-in micro-Emacs of
Gulam where you can do some work. To go back to GNU-Emacs you type ^Z or ^X^C.
If you type 'exit' then GNU-Emacs is terminated.

Just a few notes about other problems which people have reported:
- The \etc\termcap file must not contain CR after '\' at the end of a
line. Otherwise the entry is read incorrect by Emacs.
- The documentation files are not searched in $EMACSLOADPATH. This is
a problem from the original Emacs. If your shell has no symbolic
links you have to use the original directory structure.
- The functions suspend-emacs/call-process can ONLY work with shells
that use the _shell_p system variable. In other shells you get the
message "Program stopped!!!" but Emacs resumes instantly.
- Emacs cannot understand the use of drives in strings like
"A:\homedir" but it understands both "\dev\a\homedir" and "\homedir"
and of cource the same with slashes in place of the backslashes.
This applies to all environment vars read in by Emacs (eg. HOME).

On just another topic: if you recompile Emacs with the new malloc-routines from
Piet van Oostrum and Atze Dijkstra you will get less memory for system calls
(almost nothing) but even on a 1 MB system you could work some hours without
running out of memory. This is because i had to use the C-alloca in the posted
version.

- Edgar

```
------------------------------ cut here ---------------------------------------
#include <osbind.h>

#define kByte * 1024

extern long _stksize = 1 kByte;
```

```
extern void (*old_shell)(char *cmd);

/* The xbra protocoll specifies that the old_call can be found just before */
/* the new entry point. If we would use the following two strings literally */
/* in gulam_call the compiler would put them just before the functions image */

char *shell_interactive = "-i";
char *gulam_interactive = "ue";

/* the gulam_call function substitutes "-i" by "ue" and saves all registers */
/* so that gulam can do with them what it wants */
asm(".ascii \"XBRA\""); /* this is the magic number for the protocol */
asm(".ascii \"GUSH\""); /* that's our own magic */
asm("_old_shell: .long 0"); /* this points to Gulams shell call */

long
gulam_call(char *cmd)
{
if(!strcmp(cmd,shell_interactive)) cmd = gulam_interactive;
asm("moveml d1-a5, sp@-");
/* this ugly little piece of code is needed because gcc */
/* thinks it can optimize away the 'addql #4, sp' */
asm("link a6, #0");
(*old_shell)(cmd);
asm("unlk a6");
asm("moveml sp@+, d1-a5");
/* no return - d0 holds the result already */
}

/* save old _shell_p according to the xbra protocol and install our routine */
int
install_shell(void)
{
long *_shell_p = (long *) 0x4F6L;

old_shell = (void (*)()) (*_shell_p);
if(!(long) old_shell) return 0;
if((*((long *)(((long) old_shell)-10)) != 0x00420135L)) return 0;
*_shell_p = (long) gulam_call;
return 1;
}

void
remove_shell(void)
{
long *_shell_p = (long *) 0x4F6L;

*_shell_p = (long)old_shell;
}

/* instead of calling gulam with gulam_call() we could also do a Ptermres() */
/* this way the intermediate shell is removed as soon as we exit from Gulam */
main()
{
```

```
if(Supexec(install_shell)) {
gulam_call(gulam_interactive);
Supexec(remove_shell);
exit(0);
}
else exit(1);
}
```

987. Re: Loyal Atarians?!?

Newsgroup: comp.sys.atari.st
Date: 1989-08-09 16:01:00 UTC
From: rehrauer@apollo.HP.COM
Message-ID: <44ed9575.71d0@apollo.HP.COM>
Source record: 249010
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

In article <30438@ucbvax.BERKELEY.EDU> mitchell@janus.berkeley.edu (Evan Mitchell) writes:
>I have a question for all you loyal Atarians... "Why?" Why are you so loyal
>to Atari? I'm curious. I used to own a couple of 8-bits, and I was very
>happy with them. However, time marches on, and so does technology, and Atari
>does NOT seem to be at the forefront of consumer technology. Vaporware does
>NOT count. In any event, here in Berkeley, Winner's Circle sells both Amigas
>and ST's. Vincent, the ST guy, is so inthusiastic about the machine that he
>could almost sell me one.
>
>What inspires such loyalty?

Speaking only for myself, "I don't know, but whatever it was, it's gone".
(Warning: A very long diatribe follows.)

When Atari rolled out their original 8-bit line, I bought an 800. I was
quite happy with it, and still believe that in many ways it was the most
advanced peecee, software- and hardware-wise, of its time for under $2,000
(this includes the Apple II, Radio Shack stuff, Commodore Pets, Exidy
Sorcerer (anyone else remember this one?), and soon-to-be released and
much-overhyped IBM PC and Commodore 64).

Nevertheless, Atari owners could be recognized by their instinctive
bristle at the question, "Oh, you own a computer? What kind?" We were
somewhat plaintively to be heard saying things like, "Well, yah, it
doesn't have slots, but..." and "Well, it does play great games, but
it also..." Amiga owners that I know remind me very much of we owners
of Atari 8-bitters in that respect. (Though Amigans can now counter the
stupid "But does it have slots?" question, the defensive "But can yours
multitask?" seems to be a universally-used shot, and indicates a similar
deeply-rooted inferiority complex. :)

Of such stuff is the nature of fanatic loyalty made. You picked your
"lowly" Atari over the haut couture Apple and pin-striped behemoth PC
and "cheap imitator" C64 because you KNEW it was better technically.
It not only was, it HAD to be, because otherwise you really were duped
into buying the "not best" machine for the money, right? That little
rationalization is still just as valid with computers today, not to
mention cars, stereo equipment, or any expensive item.

So when Atari rolled out their ST line, the company had much good karma
in my books. I very much liked the Apple Macintosh after playing with
several, but (again), couldn't afford it. I saw an ST demo'd, was duly
impressed, and bought an ST. For less money than the 800 alone cost
($800 vs about $900), I had a half-Meg 68000 machine with disk drive and
superb monochrome monitor. By comparison with my 800, it was a vast

improvement in many ways. I believe that, like the 800 was in its time and price-range, the ST was the best buy. (To fend-off indignant Amigans, at the time I bought my ST, the Amiga was a rumor named the "Amiga Lorraine", I believe. Had I waited another 6 months I may have made a different purchase. Had I waited another year or two I certainly would've.)

So why aren't I inspired anymore? Part of it is what I hope is a bit of maturation on my part; the realization that, hey, practically any computer has something good to recommend it, and if it does the tasks you do, then be happy. There's better ways to expend energy than in silly flame-wars over "whose toy is better".

Much of it is also the perception that Atari unwrapped a really nice little box in the 520ST back in 1985, then... And then... And then... Well, there's the 1040ST; a repackaged 520 with twice the memory and less cables hanging out the back. There's the MEGA-2 and MEGA-4; a repackaged 1040ST with more memory and one Atari-specific slot.

But wait! Don't forget about the "under $1,000 laser printer!" Well, gee, guess it costs just a bit more. And it really doesn't work so well unless you have a 2Meg machine. And I can't really use it on anything but an ST. Hmmm.

But wait! Don't forget the video blitter chip! Hey, that'll make all your programs fly! Well, gee, guess it really won't do us 520ST owners any good. And it really doesn't seem to speed up most things very much at all. Hmmm.

Whoa nelly, but wait for the 68020-based "TT" machine! Now THAT will be slick! Well, it's 1986 now... Well, it's 1987 now... Oh, it's 1988 and now it'll be a 68030-based box, guess that's good news... Well, it's 1989 now... Hmmm.

Oops, forgot about the wonderfully sexy Transputer-based box, what they now call the "ATW", I guess. Hey, that's actually shipping! Oh, in Europe... To developers... For about what a NeXT or MAC IIx costs... Not much software for it yet either (not much for a NeXT either, but at least that's a sexier box :)... Hmmm.

But hey, at least there's lots of great software available! Even some of the original 8-bit "greats" are still around, like O.S.S. with their very nice PERSONAL PASCAL, and Batteries Included with their wonderful DEGAS Elite and Thunder! packages. Well, they were here just a minute ago... Hmmm.

Well, at least TOS 1.4 will have most of the OS bugs, well some of the bugs, well a few of the bugs fixed. Maybe I can spend my nickels on that... Hmmm.

Frankly, what there is about the Atari product these days that inspires "fanatic loyalty" is completely beyond me. The ST is still a decent little box, that runs a selection of nice/fun/useful software. But fanatic loyalty?? Nope.

The slogan "power without the price" is a sad & tattered white lie; cheap PC clones offer comparable bang for less buck, and a wider variety of software to boot (no pun intended). Very little of anything substantive has come out of Atari in the past 2-3 years, so one hasn't even the option, as I did in 1985, of buying something on the cutting edge of price / performance / techno-glitz / whatever with an Atari label on it. As if I desired to do so.

Based on past experience, about two years after I buy a peecee, someone will tell me that it is obsolete. Another 2-3 years after that, I will begin to get the itch to buy something better. A year later, I will. If all goes according to schedule, that means that I'll be buying something new next year or 1991. I seriously doubt that it will have an Atari label on it. I like the direction Apple is headed with the Mac IIcx, but (again) probably won't be able to afford it. I like much of what I see that the Amiga can do. '386-based DOS machines, with the addition of things like H.P.'s New Wave software, are getting more attractive by the year. Who knows? Not Atari, though -- I don't hate 'em, but I certainly no longer love 'em.

--
>>> "Aaiiyeeeee! Death from above!" <<< | Steve Rehrauer
Fone: (508)256-6600 x6168 | Apollo Computer, a
ARPA: rehrauer@apollo.hp.com | division of Hewlett-Packard
"Look, Max: 'Pressurized cheese in a can'. Even _WE_ wouldn't eat that!"

988. Re: Multitasking on the ST

Newsgroup: comp.sys.atari.st
Date: 1989-08-09 16:10:30 UTC
From: swklassen@dahlia.waterloo.edu
Message-ID: <15780@watdragon.waterloo.edu>
Source record: 249011
Cross-posted to: comp.sys.atari.st,comp.os.minix

In article <666@opal.tubopal.UUCP> alderaan@tubopal.UUCP (Thomas Cervera) writes:
>>> If you want to realize reasonable memory segmentation (in my experience this
>>>is essential for TimeSharing) you MUST have a MMU.
>>Oh really? Then how do you explain the appearance of Minix (a Unix
>>look-alike) for the Atari ST?
>
> But look at the performance of that multitasking system.
> And, If I'd decide to write a real nasty program to run under Minix,
>the chance is 99% that I crash the WHOLE system with this program. Myself,
>I am a Minix user and I think I know what I'm talking about.
>
> Conclusion : Minix is a very nice software to use it for learning about
>time sharing, but it's useless for a *secure* (as I said above) every day
>multi(tasking|user) operation because it is definetely not reliable enough.
>You WILL have this problem with all multi tasking systems running on an
>unmodified ST.

"Although MINIX was first implemented on the IBM PC/XT/AT familiy, it was
written with portability in mind. We considered it a challenge to test
the portability, and used the Atari ST as the target machine for a
number of reasons. The ST is a popular machine with a good price/
performance ratio, and attracts a different class of users. The ST
uses the Motorola 68000 processor, as several other popular micros
do, so that a port to the ST could serve as the starting point for
ports to the Apple Macintosh and Commodore Amiga. LASTLY, THERE IS A
WIDESPREAD BELIEF THAT UNIX, AND THEREFORE MINIX, REQUIRES THE SUPPORT
OF A MEMORY MANAGEMENT UNIT (MMU). PROVING THE OPPOSITE HAS BEEN ONE
OF OUR DRIVING FORCES." (excerpt from Intro to Minix ST manual)

You emphasize that MINIX ST is not secure and claim this is due to the
lack of the MMU. I agree that MINIX ST is not secure but claim that
this is not due to the lack of an MMU but due to the fact that Mr.
Tanenbaum wanted to keep things simple. To support this note that
MINIX is not particularly secure on the IBMs either even though they
do have a (sort of) MMU.

As for the security of other attempts at multiprocessing (eg. MX2), I
have not tried any of them so I really can't comment on them.

Finally, I agree with you that the Atari ST hardware is not meant for
multitasking. My dissagrement is that I claim this makes multitasking
difficult and inefficient (compared to a machine that does support it
in hardware) BUT NOT IMPOSSIBLE.

Let me close with the conclusion which I have been trying to get accross:
1) MULTITASKING IS USEFUL, EVEN ON A SINGLE-USER MACHINE
2) MULTITASKING IS POSSIBLE WITHOUT A GREAT DEAL OF EXTRA HARDWARE
3) MINIX AND MX2 ARE EVIDENCE THAT ATARI USERS WANT MULTITASKING
4) HENCE ATARI CORP SHOULD GIVE US MULTITASKING *WITH*THE*HARDWARE*TO*
MAKE*IT*EFFICIENT.

Steven W. Klassen
Computer Science Major
University of Waterloo

989. Re: GDOS, OPUS and BSTAT

Newsgroup: comp.sys.atari.st
Date: 1989-08-09 16:30:31 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440046@hplsla.HP.COM>
Source record: 249012

```
|
| Having tried to get OPUS and BSTAT to work with GDOS has left me
| with a few questions concerning GDOS font management. OPUS
| documentation pointed out that the ASSIGN file of TIMEWORKS
| DESKTOP PUBLISHER has screen fonts that are not listed in the
| printer fonts. I ckecked and yes this is true! Not only
| that but among all the screen and printer fonts listed only two
| matched up regarding font type and point size. What happens when
| the program tries to do a print with a screen font that has no
| matching printer font, or the case where there is a printer font
| but the wrong point size?
|

It is possible (and apparently common) to use a GDOS font both at it's defined
point size and at multiples of it's point size. For instance, a 7-point font
can be used to print a 14 point font. The results are never as good, the
letters of the doubled font are noticeably jagged or blocky, since the
resolution of the doubled font is halved. The reason for doing it is the
substantial task of creating yet another font size is eliminated. Easydraw
2.3 uses this trick for some fonts; I'm only guessing that this is what
Timeworks DTP is doing.

Disclaimer: The opinions expressed herein are those solely
of the author, who has no pecuniary interest in any companies mentioned.

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%%%
```

990. Re: Hard Disk Auto Boot Bypass

Newsgroup: comp.sys.atari.st
Date: 1989-08-09 16:36:49 UTC
From: hcj@lzaz.ATT.COM
Message-ID: <739@lzaz.ATT.COM>
Source record: 249013

In article <667@opal.tubopal.UUCP>, alderaan@tubopal.UUCP (Thomas Cervera) writes:
>
> By the way, why does TOS look for a floppy disk to boot FIRST, even if a
> hard disk is connected & on line ? Wouldn't it be better to boot from the
> floppy disk _only_when_the_Alternate_key_is_pressed_ ? Doing that you could
> get rid of this real frustrating wait period if no disk is in the drive.
>
The reason is that if the Hard disk goes bad in any way, you can get controll
through the floppy. A bootable floppy can be inserted any time there is
a real problem.

The ALT key handles most logical errors (like bad .prg in /auto and bad .acc
programs) but not all hardware errors. Such as if the Hard disk sector 0
reads into the wrong area, or forgets to stop reading.

Anyway, It is always best to give the user a choice, and boot floppy first
is the way to do that.

Howard C. Johnson
ATT Bell Labs
att!lzaz!hcj
hcj@lzaz.att.com

991. El Cheapo Memory Expansion Project Update.

Newsgroup: comp.sys.atari.st
Date: 1989-08-09 17:40:29 UTC
From: harry@moncam.co.uk
Message-ID: <HARRY.89Aug9184029@marvin.moncam.co.uk>
Source record: 249014

Well, we've sold eight of our memory boards so far; there are six left as of 9th August. I shall be away 14th to 18th, so there may be a little delay if orders arrive next week. If there's a vast demand and no complaints, we might go for a second run. Sorry chad@norge.dec.com, your notification bounced. Also, Ian Hawkins, yours is on its way, if you're on the net.

Thanks to everyone so far for the interest.

--
Harry Fearnhamm, EMAIL: harry@moncam.co.uk
Monotype ADG, ...!ukc!acorn!moncam!harry
Science Park, VOICE: +44 (0)223 420018
Cambridge, FAX: +44 (0)223 420911
CB4 4FQ,
ENGLAND.

992. Re: Multitasking on the ST

Newsgroup: comp.sys.atari.st
Date: 1989-08-09 17:44:41 UTC
From: daveh@cbmvax.UUCP
Message-ID: <7596@cbmvax.UUCP>
Source record: 249015

in article <89080709104987@masnet.uucp>, david.megginson@canremote.uucp (DAVID MEGGINSON) says:

> The advantage of multi-tasking is that every program would not have to
> try to emulate every other program (note the plethora of programs with
> file functions like copy and disk format built-into them), and that
> different sorts of programs would not have to compete with each other,
> but could come together into some kind of large, useful whole.

That is basically what AREXX on the Amiga does for non-trivial cases. Certainly a single-tasking wordprocessor can include a minimal database function, or allow small specially written programs (Desk Accessories) to be called up for other peripheral functions during an editing session.

But if a particular operation is needed often enough in the wordprocessor, it should be easily added to that word processor. You're not going to be able to convince the author of your favorite program, in most cases, to add in this feature that you use constantly unless it's likely to be needed by lots of users.

Now move this to a multitasking system like the Amiga. The wordprocessor has only wordprocessor functions in it, and one extra goodie, an AREXX port. If I find I need a database function from within my wordprocessor on a regular basis, I can write a simple AREXX macro that'll use the real, full fledged database program, via it's AREXX port, from within my wordprocessor. All pretty transparent once the macro is written, as one might expect.

Multitasking has been around for quite some time. It's really only now becoming extremely useful, rather than just handy, to users, thanks to user interfaces which make it far easier to manage separate tasks that UNIX-like job control, and thanks to inter-process communication mechanisms like AREXX, which let any program become a system resource that all other programs can take advantage of.
--
Dave Haynie Commodore-Amiga (Systems Engineering) "The Crew That Never Rests"
{uunet|pyramid|rutgers}!cbmvax!daveh PLINK: D-DAVE H BIX: hazy
Be careful what you wish for -- you just might get it

993. Re: Loyal Atarians?!?

Newsgroup: comp.sys.atari.st
Date: 1989-08-09 18:11:42 UTC
From: mitchell@janus.uucp
Message-ID: <30500@ucbvax.BERKELEY.EDU>
Source record: 249016
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

In article <44ed9575.71d0@apollo.HP.COM> rehrauer@apollo.COM (Steve Rehrauer) writes:
>In article <30438@ucbvax.BERKELEY.EDU> mitchell@janus.berkeley.edu (Evan Mitchell)
writes:
>>I have a question for all you loyal Atarians... "Why?" Why are you so loyal

For the record, I did NOT cross post this! Being an 8-bit owner (as well as
an A500) I was simply curious as to why people are soooooooo loyal to the ST
and even the 8-bits. I didn't want to start a war, but I did like what Steve
had to say :-).

-Evan

____
| Evan Jay Mitchell EECS/ERL Industrial Liaison Program |
| mitchell@janus.berkeley.edu University of California at Berkeley |
| Phone: (415) 643-6687 |
| "Think, it ain't illegal...yet!" - George Clinton |
|____|

994. Using comp.binaries.atari.st

Newsgroup: comp.sys.atari.st
Date: 1989-08-09 18:12:48 UTC
From: pgs@cs.brown.edu
Message-ID: <12264@brunix.UUCP>
Source record: 249017

How do I use a file from comp.binaries.atari.st? I try running sh on it,
but I get something like

begin: not found

Should I be running something else on it first? Should the line starting with
"begin" not be the first line of the file? E-Mail replies are very much
welcomed.

==
Peter Sarrett | PO Box 439 | "Exxon is pulling out of Alaska
pgs@cs.brown.edu | Brown University | on Sept. 15. Considering what
uunet!brunix!pgs | Providence, RI 02912 | they did to Alaska, 'pulling
pgs@browncs.bitnet | (401)831-4215 | out' is an appropriate term."

995. Looking for replacement mouse switches in the T.O. area

Newsgroup: comp.sys.atari.st
Date: 1989-08-09 19:54:56 UTC
From: romwa@gpu.utcs.utoronto.ca
Message-ID: <1989Aug9.155456.13781@gpu.utcs.utoronto.ca>
Source record: 249018

Does anyone know where I can find mouse switches in this area,
and how much they cost. My mousiee is dying. Could you please
e-mail me your response at the address down below (We share
the news account).

Muchos gracias.

Pavneet Arora
...!utgpu!rom!pavneet

Royal Ontario Museum
100 Queen's Park
Toronto, Ontario
M5S 2C6
(416) 586-5626

996. Surface mounted MMU & RAM upgrades

Newsgroup: comp.sys.atari.st
Date: 1989-08-09 19:55:32 UTC
From: idh@NABLA.ELECTRICAL-ENGINEERING.UMIST.AC.UK
Message-ID: <8908092055.a019457@nabla.electrical-engineering.umist.ac.uk>
Source record: 249019

Another plea for information on the upgrading of a 1040 with surface mounted MMU. Is the surface mounted chip cabable of dealing with greater than one megabyte?. Has anyone out there succeeded in putting extra RAM in such a machine?. I'de like to know so that I can decide if it's worth attempting.

Thanks
Ian H.

997. Various topics

Newsgroup: comp.sys.atari.st
Date: 1989-08-09 21:18:04 UTC
From: emmo@moncam.co.uk
Message-ID: <267@marvin.moncam.co.uk>
Source record: 249020

First, an apology. Due to a misunderstanding between Harry & I, Harry recently posted that we might run a second batch of the 2/4 Mbyte expansion board. Regrettably, that's a no-go. The batch we had made were cheap as a returned favour from the PCB makers. Also, we do not wish to damage those companies who make their living from selling extras for the home computer market. Their presence is vital. As an aside, I DO think they should offer THEIR bare boards for the DIY people, who will otherwise resort to 'piggybacks' or prototyping boards. If anyone else can get a cheap batch run, and will undertake to sell at around cost price, the photography is still available. Remember, this board is for ZIGZAG drams.

<change hats..>

I've been following the multitasking debate with some interest. I disagree generally about the MMU being ESSENTIAL, Sinclair's QL (forget the grotty keyboard & microdrives) made an excellent job of it using nothing more than a 50Hz interrupt & a good OS. Sure, a rogue task can scribble all over everything, but even a MMU wont stop bad code from causing total system failures, only one particular type, and only for a limited number of tasks.
Incidentally, somebody (not me, I'm off for a week [sighs of relief]) should post a short article explaining to the less hardware-oriented types, what a memory management unit does, so's they can all join in (or at least understand what's being said).

<change hats>

The participants in the decoupling capacitor debate have both omitted to mention that the most critical parameter when dealing with fast changing signals is the INDUCTANCE of the connections between the IC's power pins and the decoupling device. I read the results of tests made with an American product (Q-CAPs ??) which were large thin capacitors designed to fit under the chips, connecting directly to the pins with NO inductive path between the capacitor and the pin. As a result, you could reduce the capacitor by a factor of 10 and still see an improvement. I forget who actually makes them, but RS sell them in the UK, one is their ref 126-269. The point is that they can also be retro-fitted ON TOP of the chip, if you have problems.

I was taught selection of the value of a damping resistor is a function of the impedance of the track and the rise time of the signal. John M Logajan is quite correct, DON'T change it unless you alter the track. Hitachi (as I recall) suggest that PCB track width and thickness be selected so that this will normally be within the range of 25 to 50 ohms, but I doubt if Atari chose 68R randomly. Piggybacking chips will not impact greatly on the track impedances, adding flying leads will.

Continuing the discussion prompted by jbww@ukc.ac.uk (J.B.W.Webber)

>(ever done a recursive directory listing on a network of Suns?), but,

Yes, and symbolic links make it even messier but I wouldn't want to do away with them...

Seems like what you need is a nonvolatile ramdisk - How about bubble memories, I haven't heard much about them for a while.
Looks like you may have to be patient. Still, it didn't take long to get from a 1K ROM, 1K RAM system to where we are today...

No more sounding off for a week, I promise!

Dave E.

998. Re: Multitasking revisited

Newsgroup: comp.sys.atari.st
Date: 1989-08-09 22:46:06 UTC
From: wsflinn@watcgl.waterloo.edu
Message-ID: <10977@watcgl.waterloo.edu>
Source record: 249021

In article <4522@uhccux.uhcc.hawaii.edu> yuan@uhccux.UUCP (Yuan 'Hacker' Chang) writes:
>In article <8908041840.AA00412@ucbvax.Berkeley.EDU> 01659@AECLCR.BITNET (Greg Csullog) writes:

>-You don't need a full blown multitasking environment for something as simple
>-as file transfers in the background!
>
> Alright! 8) If I want to run spell-checking on a document in
>my word processor, heck, re-write the word processor so that it
>runs in the background. After all, I don't need a full blown
>multitasking environment for something as simple as spell-checking in
>the background. While I'm at it, I might as well re-write my database
>manager so that it'll generate reports, re-index, and sort in the
>background; re-write my spreadsheet program so that it'll recalculate
>in the background; re-write the CAD program so that it'll re-draw in the
>background.

Sorry, but I can't buy it.

I don't consider myself a power user, but I typically write about 15,000 lines of C code per term for my course work. I have the enormous luxury of being surrounded by workstations (microvaxen, VaxStation (2000, 3100), Suns) which I use regularly. I use X Windows, and rarely have fewer than six windows open with various combinations of shells and interactive X applications (let's see ... I'm currently working with nine). I have on occasion put all of this equipment to marvelous use (eg. in the spring, while implementing a ray tracer for a graphics course, I often had several compiles, several test tracings, LaTeX running a couple of times preparing my last minute documentation, all running together while I swapped between a couple of VI sessions).

But you, sir, have me beat. My own humble brain just can't multitask as fast as your Amiga (or whatever). I can honestly say that I am completely incapable of concentrating on a spell check session (which will undoubtedly require my attention within seconds), a database session, a spreadsheet session and a CAD session.

In fact, since this discussion began, I have carefully monitored my usage of multitasking while using the multivarious UNIX boxes around here, and I can honestly say that, since Greg Csullog's original article first appeared, I HAVE NOT BENEFITTED FROM MULTITASKING. I am doing task SWITCHING like its going out of style, but I just can't keep up with more than a couple of things. When I go home at night and turn on my Atari, I squint at its tiny screen, gripe about its attached keyboard, whail and moan about its buggy OS, but I have never been using a word processor and suddenly wished I could format a disk, download a file

edit a spreadsheet, and play a game SIMULTANEOUSLY. I would kill for a good task switching mechanism (and enough memory to use it), but the kind of multitasking that is beyond the ability of a good task switcher (eg. Multi-Finder) would be a scarcely used luxury.

This is just my opinion. I don't doubt that there are people who really do benefit from multitasking. I even find it convenient once every other month. Perhaps I have not evolved sufficiently, and will grow to need multitasking as my brain develops. But please don't assume that the only people who think they don't need multitasking are those who haven't tried it.

>Yuan Chang "What can go wrong, did"
>UUCP: {uunet,ucbvax,dcdwest}!ucsd!nosc!uhccux!yuan
>ARPA: uhccux!yuan@nosc.MIL "Wouldn't you like to
>INTERNET: yuan@uhccux.uhcc.Hawaii.Edu be an _A_m_i_g_o_i_d too?!?"

Cheers (and sorry for the length).
--
Me: Scott Flinn / "If it doesn't fit, force it.
Domain: wsflinn@watcgl.waterloo.edu / If it breaks, then it didn't
UUCP: watmath!watcgl!wsflinn / fit anyway."

999. Re: Flash/Shadow and QuickST

Newsgroup: comp.sys.atari.st
Date: 1989-08-09 23:08:21 UTC
From: ignac@electro.UUCP
Message-ID: <1002@electro.UUCP>
Source record: 249022

In article <11830047@hpldola.HP.COM> jg@hpldola.HP.COM (Joe Gilray) writes:
>
>Quickst v1.2 ACC with GEM speedup turned ON:
> The bottom window is properly redrawn, except in the case where
> the bottom window's information bar is uncovered before and
> after the resize. In this case the bottom line of the
> information bar is deleted in the area under which the
> second window used to be.
>
>Quickst v1.46 Auto Prg:
> The bottom window is not properly redrawn. Parts of the
> window are not redrawn, usually near the edge of the second
> window. This also happens when moving a small top window over
> a larger bottom window: parts of the bottom window are not
> properly redrawn, near the edges of the top window.
>

there were many such problems in version 1.2 of Quick ST, so i won't bother justifying them here. as for version 1.46, there is a known bug in that version which affects the clipping of letters and lines, which causes the improperly drawn window contents when the text/lines have to be clipped. this bug crept in version 1.46 when darek and i tried to speed up our clipping algorithm, and these problems should be all but gone in the latest version we are currently developeing.

the new version will be put through a LOT of beta testing before its released to the public, to avoid such embarassing incidents as improperly clipped characters. we will try to have this version out sometime in early Sept. development work for Quick ST will become a little more difficult since, now that our school term is over, both of us are going back to our work term jobs, myself at Electrohome and Darek at Microsoft (in Seattle), which will make the synchronization of debugging effors a little more difficult, thus developemnt will slow down a bit.

but hey, keep dem bug reports coming in. the reports and support we have received thus far has been great, and i myself enjoy seeing just how far this venture can go.

anyways, enough for now.

--
=====Ignac A. Kolenko (The Ig) watmath!watcgl!electro!ignac=====
co-author of QuickST, and the entire line of Quick Shareware!!!!
"I don't care if I don't win, 'cause I don't care if I fail"
from 'Youth Of Today' by SUBURBAN DISTORTION

1000. (none)

Newsgroup: comp.sys.atari.st
Date: 1989-08-09 23:22:38 UTC
From: ZUCCONI@FRMOP11.BITNET
Message-ID: <8908092123.AA03210@ucbvax.Berkeley.EDU>
Source record: 249023

Date: 09 August 1989, 23:21:23 GMT
From: J.-M. Zucconi (+33) 81666900 ZUCCONI at FRMOP11
To: INFO-ATARI16@SCORE.STANFORD.EDU
Subj: A bug in Sozobon Optimizer ?

The following program gives me 2 differents results when compiled
with sozobon C. Without optimization , I get the correct result:
01-09-89 06:25
and compiled with the -O flag, I get
01-09-89- 06:2
Has someone found and fix such "features" in the optimizer?

```
------------------------------ Cut Here ---------------------------------
#include <osbind.h>

main()
{
char txt[10];

convtime(0x1321,0x3333,txt);

printf("%s\n",txt);
}
convtime(date,time,p) /* gives date & time on the form DD-MM-YY HH-MM */
int date, time;
register char *p;
{
int dt[5];
register int i;
register char *t;

dt[0]=date & 0x1f;
date >>=5;
dt[1]=date & 0x0f;
date >>=4;
dt[2]=(date & 0x7f) +80;
time >>=5;
dt[4]=time & 0x3f;
time >>=6;
dt[3]= time & 0x1f;
for (i=0; i<5; i++)
dt[i] = ((dt[i]/10 << 8) | dt[i]%10 ) | 0x3030;
t=(char *)dt;
for (i=0; i<3; i++) {
*p++=*t++;
*p++=*t++;
```

```
*p++='-';
}
p--;
*p++=' ';
*p++=*t++;
*p++=*t++;
*p++=':';
*p++=*t++;
*p++=*t++;
*p='\0';
}
```

Jean- Marc Zucconi
ZUCCONI@FRMOP11.bitnet

1001. Datafree board and floppy drives.

Newsgroup: comp.sys.atari.st
Date: 1989-08-10 00:39:52 UTC
From: Peter_Lawrence_Jackson@MTSG.UBC.CA
Message-ID: <1737172@mtsg.ubc.ca>
Source record: 249024

I know this has flogged to death here, but I have two questions I would greatly appreciate answers to:
1. Does the Datafree memory upgrade board go to 1 Mbyte as well as 2.5/4 on an older 520ST?
2. Does anyone know if a TEAC FD-235f-100-U floppy drive will work with an ST? I would be using it to replace an existing Chinon F353AT single sided external drive. I'm prepared to modify the face plate if buttons/LED's don't match.
Please reply via email:
usermeso@mtsg.ubc.ca or usermeso@ubcmtsg.bitnet
Thanks alot!!

1002. Re: Loyal Atarians?!?

Newsgroup: comp.sys.atari.st
Date: 1989-08-10 00:55:10 UTC
From: moreno@umn-cs.CS.UMN.EDU
Message-ID: <15146@umn-cs.CS.UMN.EDU>
Source record: 249025
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

You bet that I will not be buying an Atari machine next time around! Where is smalltalk for the Atari? Does my Lisp have nice 'engines' like PC SCHEME? Can I have multi-font word processors like I have in the Mac? *N*O*P*

To be fair, there is MWC, a very decent compiler and WordPerfect (who is not likely to do any more work for the ST), but compare my spreadsheets to Excel!

In the balance, I was (still am) poor and could not afford any better. Now I am saving to be able to overcome computer poverty. Atari sure has let down the north american customer, so I wish them well when they move their head-quarters to Germany.

No, I can not be loyal to Atari.

Andres F. Moreno

p.s. I do hack my machine all the time, and for that, it has served me ad-mirably.

1003. Re: HD defragger

Newsgroup: comp.sys.atari.st
Date: 1989-08-10 02:29:33 UTC
From: rex@otto.lvsun.com
Message-ID: <967@otto.lvsun.com>
Source record: 249026

I would like to know where to get a HD defragger also. Please summarize
the responces you get the post them.

Rex.
--
Rex Jolliff (rex@otto.lvsun.com, {convex, texsun, mirror}!otto!rex)
The Sun Newspaper - |Disclaimer: The opinions and comments in
Nevada's Largest Daily Morning | this article are my own and in no way
Newspaper | reflect the opinions of my employers.
- -

1004. DeskJet Plus weirdness

Newsgroup: comp.sys.atari.st
Date: 1989-08-10 03:36:52 UTC
From: logajan@ns.network.com
Message-ID: <1546@ns.network.com>
Source record: 249027

Well, I just got my DeskJet Plus printer, and it didn't work (at first.)

It turns out that I have to power up the DeskJet before I power up my Atari 520 ST, or the handshaking between the two comes up hung.

If I thereafter power down/up the DeskJet, I've lost the printer until I push the reset button on the Atari.

Anybody else have this problem, I don't recall it being mentioned.

(Of course I didn't recall that the regular DeskJet Epson emulation cartridge wouldn't work on the DeskJEt Plus, either. I specifically asked the ComputerLand salesman and he told me (and sold me) that it would indeed work. Well it didn't so they'll have to order a "Plus" version of the emulator and exchange it with the one (wrong) that they had in stock.)

--
- John M. Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428 -
- logajan@ns.network.com / ...rutgers!umn-cs!ns!logajan / john@logajan.mn.org -

1005. Muddytasking

Newsgroup: comp.sys.atari.st
Date: 1989-08-10 05:04:50 UTC
From: bissiri@blake.acs.washington.edu
Message-ID: <3177@blake.acs.washington.edu>
Source record: 249028

While MINIX, MX2 and RTX make brave attempts at providing multitasking on the ST.... its not often that i risk losing something or bunging something up.. as happens when the OS so often croaks... still, paeans to the programmers for their determination. Just imagine what these guys could produce if Atari gave them the hardware they need!

Yes... i could definitely use multitasking on a daily basis. WHile my music sequences were running in the background for teaching.. i could be dealing with accounts, addresses, billing and so on....writing up practice outlines in a WP...

How 'bout it, Atari!

-kevin

1006. Re: Multitasking on the ST

Newsgroup: comp.sys.atari.st
Date: 1989-08-10 06:01:35 UTC
From: rob@kaa.eng.ohio-state.edu
Message-ID: <2794@quanta.eng.ohio-state.edu>
Source record: 249029
Cross-posted to: comp.sys.atari.st,comp.os.minix

In article <666@opal.tubopal.UUCP> alderaan@tubopal.UUCP (Thomas Cervera) writes:
> And, If I'd decide to write a real nasty program to run under Minix,
>the chance is 99% that I crash the WHOLE system with this program. Myself,
>I am a Minix user and I think I know what I'm talking about.

I'll gladly concur until you supply evidence to the contrary. :-)

> Conclusion : Minix is a very nice software to use it for learning about
>time sharing, but it's useless for a *secure* (as I said above) every day
>multi(tasking|user) operation because it is definetely not reliable enough.
>You WILL have this problem with all multi tasking systems running on an
>unmodified ST.

Yup. You will also have the _exact_same_ security problem with any task switcher on an unmodified ST. At the very least the taskswitcher must keep part of itself in memory. I can trash that from my program. You will have the same problem with a RAM-disk.

This is not an argument against multitasking and for task switching because it applies with equal force to both.

SR

1007. A bug in Sozobon Optimizer ? (Original title: Re: (none))

Newsgroup: comp.sys.atari.st
Date: 1989-08-10 06:28:26 UTC
From: leo@philmds.UUCP
Message-ID: <1065@philmds.UUCP>
Source record: 249030

```
In article <8908092123.AA03210@ucbvax.Berkeley.EDU> ZUCCONI@FRMOP11.BITNET writes:
[]
| The following program gives me 2 differents results when compiled
|with sozobon C. Without optimization , I get the correct result:
| 01-09-89 06:25
|and compiled with the -O flag, I get
| 01-09-89- 06:2
| Has someone found and fix such "features" in the optimizer?
|
|
|----------------------------- Cut Here --------------------------------
|#include <osbind.h>
|
|main()
|{
| char txt[10];
|
| convtime(0x1321,0x3333,txt);
|
| printf("%s\n",txt);
|}

The problem is not with the optimizer, but with your program. According
to the output produced, txt[] should accomodate for at least 15 characters.
Since it doesn't, the fact that it works correctly in the unoptimized case
is just sheer luck.

Leo.
```

1008. Portfolios

Newsgroup: comp.sys.atari.st
Date: 1989-08-10 09:13:34 UTC
From: SQ79@liverpool.ac.UK
Message-ID: <8908101027.AA13222@ucbvax.Berkeley.EDU>
Source record: 249031

I thought the portfolios were just vapourware? Today I saw an advert for a place in London that sells them for 249 pounds. Or is this just optomistic advertising. Ring them up and they tell you "expect 2 years delivery"?

Mark Powell

ARPAnet : sq79%liv.ac.uk@{ucl-cs.arpa,cs.ucl.ac.uk}
USENET : ...!mcvax!ukc!liv.ac.uk!sq79

1009. Re: Multitasking on the ST

Newsgroup: comp.sys.atari.st
Date: 1989-08-10 10:58:38 UTC
From: leo@philmds.UUCP
Message-ID: <1066@philmds.UUCP>
Source record: 249032

In article <471@tw-rnd.SanDiego.NCR.COM> johnl@tw-rnd.SanDiego.NCR.COM (John Lindwall) writes:
|In article <652@opal.tubopal.UUCP> alderaan@tubopal.UUCP (Thomas Cervera) writes:
|>
|> What's all this about MultiTasking on the ST ? You don't have a MMU (not
|>really and I think that's the worst failure in the ST's hardware architechture),
|>so you are definetely not able to run a *secure* multitasking on this machine
|>even if you want to - basta.
[]
|
|Amen to that! Amiga owners have suffered with the lack of an MMU. The
|usefulness multitasking is a given, IMO. The security of Amiga's multitasking
|is poor due to the lack of memory protection supplied by an MMU. Those of
|you who agree multitasking is useful, and would like to see it on an Atari:
|Demand it from Atari and demand MMU support as well.

I think two issues are being confused here, the need for per process memory protection, and the possible to run processes 'simultaneously'. Why should memory protection be a hotter item when parallel processes are involved? In the current situation it is just as well feasible for instance by an application program to thrash the space of the shell it was invoked by. So if you insist on security, you should insist on it right now already.

An MMU alone probably won't hack it; you will probably want a 680x0 (x >= 1) to be able to page in new memory (a 68000 doesn't maintain enough internal information to be able to restore correctly from a BUSERR).

Leo.

1010. Re: Loyal Atarians?!?

Newsgroup: comp.sys.atari.st
Date: 1989-08-10 11:29:00 UTC
From: pwp@iuvax.cs.indiana.edu
Message-ID: <36500068@iuvax>
Source record: 249033

```
Scheme has been ported to the ST although I don't know whether it has
been released yet.
```

1011. Re: Multitasking on the ST

Newsgroup: comp.sys.atari.st
Date: 1989-08-10 11:57:38 UTC
From: leo@philmds.UUCP
Message-ID: <1067@philmds.UUCP>
Source record: 249034

In article <1989Aug4.173233.8259@sj.ate.slb.com> greg@sj.ate.slb.com (Greg Wageman) writes:
[]
|Typically, a task cannot be suspended in a multitasking environment
|until one of two things happens: it makes an operating system call
|which must wait for an external event (such as an "operation
|completed" interrupt) and is then put into a "blocked" state by the
|OS; or, in time-sliced OS's, its time quantum expires. Some real-time
|multitasking kernels do not require time slicing, so blocking calls are
|the only way a task switch ever occurs.

Read for this moment for 'an operating system call' a GEMDOS call, for 'time quantum' a (number of) VBL interrupts (or other clock generated interrupts).

|
|The implication is that if the so-called "background" process is doing
|something CPU intensive(e.g. an in-memory sort), it may not make a
|blocking call for a very long time (i.e. several seconds). The user
|will begin to type characters, generating an interrupt which will
|unblock his foreground task. The OS will move the now-unblocked
|foreground task to the "ready" task queue, but it *will not begin to
|run* until the background task blocks (or its time quantum expires).
|If the system clock is grainy enough (i. e. the clock "tick" interval
|is very large), or a task context-switch is very expensive, or (yuck!)
|both, hundreds of milliseconds will elapse between the user's keypress
|and the resumption of execution of the foreground task. Thus, the
|user will perceive a very sluggish response from the foreground task.
|
|The reference to a machine designed from the start for multitasking is
|valid, because proper hardware design can minimize the expense of
|context-switching, provide a suitably fine-grained system clock, and
|include appropriate interrupt support for devices. Trying to
|retro-fit multitasking into a machine not designed for it is at best a
|frustrating job whose results may not justify the effort.

The discussion about multitasking triggered my interest, so I decided to try some things out. It appears that context switching is easy if you do it at the moment of a GEMDOS call: all registers have been saved on either the stack or the basepage, so in fact all you have to do is check whether perhaps another process should continue (note the very small overhead). To be able to have more than one process running (detach a job), I made a small change to Pexec() so that a new process can be started, but the parent process is not waiting for the child to finish. If a process does a call that may involve some time, like

reading a character from the keyboard (Cconin(), Cnecin()), this process only continues its call when there is a character available, so it will not unnecessarily block other processes.

Implementing this scheme took only about a rainy afternoon, so you can't say the effort was that great. What I would like to add is a time-slice mechanism for CPU bound processes (no GEMDOS calls for a long time), based for instance on the VBL-interrupt. This is also easy: if the CPU was in user mode when the interrupt occured (no pending GEMDOS/(X)BIOS/GEM calls) and the current process has had its slice, save registers a la GEMDOS and run another process. The blocked reason that is kept with each process will tell the dispatcher how the interrupted process must resume when it is ready to.

This program I'll make available through comp.[binaries,sources].atari.st within a reasonable amount of time (still to do some speed improvement, the time-slice handling, make it ROM independent and probably the replacement of C by assembler). Right now it is still wonderfully small, about 2 or 3 K.

Leo.

1012. Re: Problems with GNUEMACS here in GERMANY

Newsgroup: comp.sys.atari.st
Date: 1989-08-10 12:15:03 UTC
From: roeder@sbsvax.UUCP
Message-ID: <831@sbsvax.UUCP>
Source record: 249035

In article <795@Terra.cc.brunel.ac.uk>, ralph@cc.brunel.ac.uk (Ralph Mitchell) writes:
> Surely it should be called LOADUP.ELC if it is compiled ?? On my Sun
>

You are right, but i wanted to change the emacs source only where it was
ABSOLUTELY necessary. On systems where the compile time switch CANNOT_DUMP is
defined, emacs constructs the following command at startup time:
load "loadup.el"
The load-routine tries then to load "loadup.el.elc" "loadup.el.el" and
"loadup.el". On the st because it truncates longer filenames the first request
is served. The original source of emacs should better use 'load "loadup"' but
as i said ...

> Ralph Mitchell

- Edgar

1013. Gulam (ue)

Newsgroup: comp.sys.atari.st
Date: 1989-08-10 13:33:51 UTC
From: stevens@prlhp1.prl.philips.co.uk
Message-ID: <959@prlhp1.prl.philips.co.uk>
Source record: 249036

I'm using Gulam V1.03.04.05 (UK) and am having trouble redefining ue keys, according to the manual I should be able to redefine the keypad keys using the "kb -r" command, however when I try I just get messages to the effect "no more room" ? Anyone have any ideas ? Have I misunderstood the manual ? (probably :-))

Francis Stevens
stevens@prl.philips.co.uk

1014. Latest version of PageStream?

Newsgroup: comp.sys.atari.st
Date: 1989-08-10 14:36:41 UTC
From: jensen@cod.NOSC.MIL
Message-ID: <1605@cod.NOSC.MIL>
Source record: 249037

I have the version of PageStream that was released toward the end of 1988, the first really "usable" version. (I don't have the disk with me at the moment, so I can't give the numerical version number.) I use it occasionally, but the more I do the more frustrated I become with the bugs.

Can someone tell me the number of the latest version? I haven't received any word from SoftLogik about availability, but I recently saw a message on the network that made me think there may be a newer one.

I've been giving SoftLogik the benefit of the doubt since the days of the original Publishing Partner, but it's beginning to wear thin. If there has been an upgrade sometime in the last six months or so, what are the terms?

Thanks for any help.

Layne Jensen jensen@nosc.MIL
Naval Ocean Systems Center ...!sdcsvax!noscvax!jensen
San Diego, CA
--
Layne Jensen jensen@nosc.MIL
Naval Ocean Systems Center ...!sdcsvax!noscvax!jensen
San Diego, CA

1015. (none)

Newsgroup: comp.sys.atari.st
Date: 1989-08-10 15:12:57 UTC
From: dave@sun.physics.heriot-watt.ac.UK
Message-ID: <18581.8908101512@s.phy.hw.ac.uk>
Source record: 249038

In article 368 Roger Critchlow writes,
>>
>> The Julian day number is the number of days since 4004 BC or when ever it was
>> that someone calculated that God created the earth.
>
>The Julian day number counts from Greenwich Mean Noon, January 1, 4713 BC.
>Given the Julian day number (JD) the formula ((JD + 1.5) remainder 7) gives
>the day of the week counting Sunday as 0. So Julian day number 0 was a
>Monday. Hmmm.

All will now be revealed!

In 1583 a French scholar Joseph Scalinger devised a calender system which
counts the days in order to match up the chronology of historical events of
different civilisations. Scalinger desired to make day 1 in his system have
some calendrical signifigance and therefore chose day 1 to be

1) Sunday January 1st (once every 7 years)
2) a leap year (once every 4 years)
3) a new moon (once every 19 years = 235 lunar months)
4) a Roman indication (census) (once every 15 years)

As all these numbers are mutually prime this means this "Julian-cycle" is
7x4x19x15=7980 years long. The last such date, Scalinger calculated was
January 1 4713 B.C. (note 4713 B.C. is a leap year though not divisible by 4
as there is no year 0 between 1 B.C. and 1 A.D.). This date suited
his purposes as recorded history came after this date.

In 1582, Pope Gregory XIII recognised the year is not 365.25 days long but
365.2422 days and decreed that ten days which had been accumulated over a
thousand years be dropped thus the day after 4 October 1582 was
15 October 1582. This "Gregorian" calender took a while to be recognised
in Protestant countries but it was eventually universally accepted. Thus
Scalinger's day 1 no longer has its significance in our modern calender
system, but this doesn't matter once it is chosen - one simply counts the
days without regard to calender rules.

P.S. in 1650, the Archbishop James Ussher of the Anglical Church calculated
the creation of the earth took place at 8pm on October 22, 4004 B.C. which
is where the other date came from. He didn't specify if this was G.M.T. but
maybe he assumed a flat earth.

==========
David C. Hutchings JANET - dave@uk.ac.hw.phy.s
Physics Department BITNET - dave%s.phy.hw.ac.uk@ukacrl.bitnet
Heriot-Watt University ARPA - dave%s.phy.hw.ac.uk@NSFnet-relay

Riccarton,
Edinburgh, EH14 4AS, UK.
phone : (+44) 031-451-3030
==========

1016. 520 1-meg upgrade

Newsgroup: comp.sys.atari.st
Date: 1989-08-10 15:14:00 UTC
From: WELTE@BUPHYC.BU.EDU
Message-ID: <8908101516.AA03033@bu-it.BU.EDU>
Source record: 249039

I have a question concerning the two recently posted 1-meg upgrades for the 520 ST. How is the memory controller chip (U15 on the board) numbered? In the second of the two postings, the numbering was given as counterclockwise while looking at the bottom of the board. There are numbers on the TOP of the board (component side) which run counterclockwise.

The problem I'm having is that when I follow the "bottom" convention (counter-clockwise while looking at the noncomponent side), then I can't get it to boot. If I use the numberings on the board (counterclockwise from component side), then the computer boots, but I still have only 512K. Hmm..... I am happy that the computer didn't smoke (yet!), but I think that the only thing wrong is where the busses are connected from pins 4 and 15 (x2) from the new chips. I checked everything else long before I put 'er back together.

Thanks for your help....

Frank WeltE

(WELTE@BUPHYC.BU.EDU on Bitnet)

1017. Re: Double Click's New MultiPort card

Newsgroup: comp.sys.atari.st
Date: 1989-08-10 15:49:15 UTC
From: covertr@gtephx.UUCP
Message-ID: <44f290b1.14a1f@gtephx.UUCP>
Source record: 249040

In article <24393@iuvax.cs.indiana.edu>, kclenden@silver.bacs.indiana.edu (Kevin Clendenien) writes:
> In article <44e3d740.14a1f@gtephx.UUCP> covertr@gtephx.UUCP (Richard E. Covert) writes:
> [stuff deleted]
> > I guess to summarize, I think that RTS/CTS should have been part of the
> >basic design of DC PORT. I do not want to buy a DC PORT that was hacked up to
> >support RTS/CTS. And DC SOFTWARE needs to provide system software drivers, which

> way to provide you with a board that will do what you want, but are you
> grateful? No, you would rather whine. It's no wonder there aren't more
> people supporting the ST out there. I would like to thank DC Software
> ---
> Kevin B. Clendenien kclenden@silver.bacs.indiana.edu
> ---

Kevin said in his reply that I was 'whining' about a small defiency in DC PORT. But, my main point was that DC SOFTWARE was being penny wise but pound foolish by leaving out the hardware RTS/CTS. I don't know which UART they used but I am sure that adding RTS/CTS is mainly just a case of adding another RS-232 line driver and line receiver set of ICs. So, to save a couple pennies in their design DC SOFTWARE has eliminated abig market. There are a lot of USR 9600 modem users out there just begging for a working hardware RTS/CTS with working software drivers.

So, if this is whining, so be it. I am simply pointing out to DC SOFTWARE, and anyone else out contemplating such a product, to test your market before finishing your design. Ask your potential customers for their desired features, and be willing to change once they see your product.

The 'whining' thing brings up another complaint of mine. Why is it that ST owners should be satisfied with a less then perfect product, or with a product with known defiencies, just because a company was willing to market it to us in the first place? I mean, don't we desire the right to be critical of ST products, or should we simply bless any software or hardware product that a company is willing to market, just because they were nice enough to market it?? Awwggg!!

Richard (the 'whiner') Covert

1018. Re: C.E.K.A.

Newsgroup: comp.sys.atari.st
Date: 1989-08-10 16:10:20 UTC
From: dlm@druwy.ATT.COM
Message-ID: <4236@druwy.ATT.COM>
Source record: 249041

in article <8908091425.AA09465@ucbvax.Berkeley.EDU>,
AKISUJAR@NUSVM.BITNET says:
> Micheal C Barnes ask about CEKA Enterprises Phone Number. Here it is:
> (415) 4742641 For benefit of the other netter who maay not aware what
> this is all about, CEKA Enterprises is now working on the internal
> hardware board for the MEGA and the forthcoming Stacey laptop to
> emulate Macintosh with out the need for the Macintosh boot ROMs. I
> only have the phone number of this company. I would appreciate the
> Mailing address if you manage to contact them. The foundeer of this
> firm is James McHugh.

Unfortunately this is a hoax. There is no C.E.K.A Enterprises.
James McHugh is someone who decided it was time for his 15 mintues of
fame.

James McHugh showed up on GEnie a few months ago and announced
that he was going to be releasing a clone of the Macintosh OS ROMs and
that his hardware/software would let Atari STs, Amigas, Apollo and Suns
(I'm probably forgeting some, he listed almost every machine that uses
a 68000 family CPU) all run Macintosh software. He promissed to send
lots of people prototypes, and agreed to show up and do several demos.
I've heard that several magazines even published his comments and lauded
him for his programming skill (they did this without even seeing a
prototype, which shows how real things in magazines are).

Then people who know how the Macintosh works started asking him
questions and he was unable to answer them correctly. He had no idea
how the Mac works and what is needed to make non-Apple hardware work
like a Mac. Soon after the questions started he disappeared, his
phone, the one given above, was disconnected. No one has heard from
him in a couple of months.

If you like conspiracies you can believe that big evil Apple
did away with him. Maybe they moved him in with Jimmy Hoffa. It's
much more likely that he was a kid who wanted to be famous and get lots
of attention, and now he's gone back to his normal, boring, life.

If people are interested in running Macintosh software on the
ST, or other computers, contact one of the real companies (eg. Gadgets
by Small or ReadySoft). Don't waste your time on James McHugh.

Dan Moore
AT&T Bell Labs
Denver
dlm@druwy.ATT.COM

1019. Re: Multitasking revisited

Newsgroup: comp.sys.atari.st
Date: 1989-08-10 16:23:12 UTC
From: andy@cbmvax.UUCP
Message-ID: <7614@cbmvax.UUCP>
Source record: 249042

In article <10977@watcgl.waterloo.edu> wsflinn@watcgl.waterloo.edu (Scott Flinn) writes:
>I would kill for
>a good task switching mechanism (and enough memory to use it), but the
>kind of multitasking that is beyond the ability of a good task switcher
>(eg. Multi-Finder) would be a scarcely used luxury.

Seriously ? Interesting. I find my most frequently used instance
of 'user level' multitasking is reading news while a compile is taking
place, or when I'm doing a raytrace.

(the second instance is opening another shell to get a directory
of a disk I'm about to write all over :-))

On a lower level, there's lots more going on; UUPC, NFS,
I don't notice those unless I need them though)

andy
--
andy finkel {uunet|rutgers|amiga}!cbmvax!andy
Commodore-Amiga, Inc.

The Law of Software Envelopment

Every program at MIT attempts to expand until it can read mail.
Those programs which cannot expand are replaced by ones which can.

Any expressed opinions are mine; but feel free to share.
I disclaim all responsibilities, all shapes, all sizes, all colors.

1020. Terminal program with smart buffer wanted

Newsgroup: comp.sys.atari.st
Date: 1989-08-10 16:42:06 UTC
From: jsd@gaffa.mit.edu
Message-ID: <12402@eddie.MIT.EDU>
Source record: 249043

There are several programs for the Macintosh which can buffer the input from the modem while letting you scroll back through already received material. So, I could be printing out a 20 page manual from the host, and reading it at my own pace, scrolling through it. while I am doing this, the new stuff is still being received, and placed in the buffer properly. The version of Uniterm I have (2.0d) is close - it will record stuff, but you can only see stuff that has already come in, ie: if new stuff comes in while you're in "View History Buffer" mode, it won't show up until you exit that mode and re-enter. If anyone can point me to any package, be it commercial, shareware or whatever, I'd be eternally grateful.

```
+---------------------- Is there any ESCAPE from NOISE? --------------------+
| | |\ | jsd@gaffa.mit.edu | "I think quotes are very dangerous |
| \|on |/rukman | jsd@umass.bitnet | things." -- Kate Bush |
+-------------------------------------------------------------------------+
```

1021. PC Board Designer/Atari ST Software Bargain

Newsgroup: comp.sys.atari.st
Date: 1989-08-10 17:02:55 UTC
From: charlie@oblio.UUCP
Message-ID: <508@oblio.UUCP>
Source record: 249044

There is a local store here in San Jose, called San Jose Computer, which is selling the Abacus/Data Becker PC Board Designer software package for $50.00 new. The package lists for $249.95 or something like that.

Seems like they bought about 200 packages and need to blow them out.

If you are a hardware hacker/hobbyist and designing boards of nontrivial complexity, this package is a hell of a deal for this price.

I bought one and have been playing with it for a couple of days. Very nice; includes an auto-router. It prints out 2 to 1 enlarged component/trace layouts on an Epson FX (MX), 24 pin printers, and HPGL plotters ; will do boards of up to about 6.5" by 4.5". Component library capability will handle components of up to 120 connection points. Single and double sided boards are supported.

I like it.

The phone number for San Jose Computer is (408) 224-8575. I have no association with the store except for customer.

Charlie Richardson
Acer America, Inc.
2127 Ringwood Ave.
San Jose, CA 95131

VOICE: (408) 434-0190 UUCP: {hplabs,unixprt}!oblio!charlie

1022. Re: (none)OVERLAYS in C

Newsgroup: comp.sys.atari.st
Date: 1989-08-10 17:09:36 UTC
From: mikew@wheeler.wrcr.unr.edu
Message-ID: <2876@tahoe.unr.edu>
Source record: 249045

I should have mentioned this as well; the linker has to know
you have external code that will come from separate files (or
ROM or ?). With MWC there is a -k name option to ld for this.
Again, I haven't tried any of this.

(with free advice you get what you paid for :*)

1023. xscheme on terminator

Newsgroup: comp.sys.atari.st
Date: 1989-08-10 17:30:26 UTC
From: drc@beach.cis.ufl.edu
Message-ID: <20727@uflorida.cis.ufl.EDU>
Source record: 249046

The terminator archive (terminator.cc.umich.edu) has available
the C source for Xscheme, but no executable version. I, alas,
have no C compiler (and little interest in C) but would very much
like to run Scheme on my ST. Does anyone know where I can find
an executable version available by anonymous ftp? Is anyone out
there willing to compile Xscheme and post it to comp.binaries.atari.st ?
I would be very grateful for any help with this.

By the way, I know that an executable version of Xlisp is on
terminator; it is Xscheme I want.

David Cabana
drc@beach.cis.ufl.edu
--
David Cabana
drc@beach.cis.ufl.edu
UUCP: ...!gatech!uflorida!beach.cis.ufl.edu!drc

1024. Re: Archive bit

Newsgroup: comp.sys.atari.st
Date: 1989-08-10 18:46:49 UTC
From: wallace@oldtmr.dec.com
Message-ID: <1249@engage.dec.com>
Source record: 249047

In article <8908091359.AA08065@ucbvax.Berkeley.EDU>, SQ79@liverpool.ac.UK
(Mark Powell) writes...
>
> Bit 5 of a file mode is the archive bit. This is to do with backing up files.
:
> Unfortunatley this procedure doesn't work on the old TOSes
:
> I have seen plenty of files on my disks with this bit set. You may be running

I forget the details on this but my understanding is that in most cases (ie:
most programs that create/modify files) the archive bit is handled correctly.
The problem with depending on the archive bit is that there are a few programs
that modify existing files in such a way that the archive bit is not changed.

Ray Wallace wallace@oldtmr.dec.com
--or-- ...!decwrl!oldtmr.dec.com!wallace
--or-- wallace%oldtmr.enet.dec.com
--or-- wallace%oldtmr.dec@decwrl.dec.com (becoming obsolete)

1025. Megafile 60 speed

Newsgroup: comp.sys.atari.st
Date: 1989-08-10 19:01:05 UTC
From: swklassen@dahlia.waterloo.edu
Message-ID: <15821@watdragon.waterloo.edu>
Source record: 249048

A couple weeks ago I went out and purchased an Atari Megafile 60 hard drive. I was a little dissappointed when I read the specs and discovered that the average seek time was only 61ms. At that point I decided to put up with the slow drive and purchase it anyway.

Just today I decided to run ratehd on it in order to find out how slow it really was. This program told me the drive had an average seek time of 30ms. I didn't believe this so I repeated the program a few times with the same result. Needless to say, I was pleased!

I am left with two questions, one for the authors of ratehd and one for Atari.

1) Is this program at all accurate or should I not be comparing the 30ms result it gave me to the 61ms result in the hard drive docs?

2) Why is there this LARGE discrepancy between the docs and the drive? The model of this drive is SEA 5 065. Is the drive I have some newer version?

Steven W. Klassen
Computer Science Major
University of Waterloo

1026. Re: Archive bit

Newsgroup: comp.sys.atari.st
Date: 1989-08-10 19:49:20 UTC
From: alderaan@tubopal.UUCP
Message-ID: <671@opal.tubopal.UUCP>
Source record: 249049

In article <8908091359.AA08065@ucbvax.Berkeley.EDU> SQ79@liverpool.ac.UK (Mark Powell) writes:
>
> Bit 5 of a file mode is the archive bit. This is to do with backing up files.
>When a file is backed up it's archive bit is set. When it is next written to
> [...]

I'm not sure but doesn't the archive bit indicate 'Dear backup program, I'm a file you should add to your archive because I was changed/created after the last backup' ? So, if backed up, a file's archive bit schould be clear -not set.
My TOS 1.4 release DOES raise the archive bit on every file creation.
One of my ATARI ST Programming Guides says that the archive bit will be set on every successful file creation/write access.

--
Thomas Cervera | UUCP: alderaan@tubopal.UUCP
SysMan RKOpdp (RSTS/E) | ...!unido!tub!opal!alderaan (Europe)
D-1000 Berlin 30 | ...!pyramid!tub!opal!alderaan (World)
Motzstrasze 14 | BITNET: alderaan%tubopal@DB0TUI11.BITNET (saves $$$)

1027. Re: Loyal Atarians?!?

Newsgroup: comp.sys.atari.st
Date: 1989-08-10 20:15:03 UTC
From: daveh@cbmvax.UUCP
Message-ID: <7618@cbmvax.UUCP>
Source record: 249050
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

in article <44ed9575.71d0@apollo.HP.COM>, rehrauer@apollo.HP.COM (Steve Rehrauer) says:
> Xref: cbmvax comp.sys.atari.st:19247 comp.sys.amiga:40802

> ... Exidy Sorcerer (anyone else remember this one?)

Yeah, that was my first home machine, bought it in the spring of '79. I had played around with PET and TRaSh-80s, but I wasn't happy with the small displays, slow cassettes, and non-graphics of either of them. Of course, you could easily spend over $2,000 on an Exidy if you bought floppies and CP/M for it, but I never got that far. It was stolen in '84...

--
Dave Haynie Commodore-Amiga (Systems Engineering) "The Crew That Never Rests"
{uunet|pyramid|rutgers}!cbmvax!daveh PLINK: D-DAVE H BIX: hazy
Be careful what you wish for -- you just might get it

1028. Comments on XPRO prolog?

Newsgroup: comp.sys.atari.st
Date: 1989-08-10 20:37:10 UTC
From: <>
Message-ID: <540@mathrt0.math.chalmers.se>
Source record: 248801
Cross-posted to: comp.sys.atari.st,comp.lang.prolog

Hi there!

I would like to have some information about XPRO prolog from Rational Visions.
Maybe some happy or unhappy, former or current users can tell me it's
pros and/or cons?

Thanks!

/martin

>```*** "Whereof one cannot speak about, thereof one must be silent." ****( )
/, ? Martin Borjesson, Chalmers Computer Society (CD), Goteborg, Sweden <o o>
> (cond (and (not rpg) (not computers)) study-philosophy) (")
`- UUCP: martin@cd.chalmers.se O

1029. Flash problems

Newsgroup: comp.sys.atari.st
Date: 1989-08-10 22:02:44 UTC
From: viljanen@cs.Helsinki.FI
Message-ID: <2048@hydra.Helsinki.FI>
Source record: 248802

I have a problem with Flash 1.6 and scandinavian characters.
You see, they don't work well together.

I have 100% english Mega-ROMs and I use the output of Simon Poole's
KEYEDIT.PRG to convert the keyboard layout to my liking. That includes
the scandinavian characters being on their proper places and not looking
like brackets and a bar.

Now when I use Flash and it's Atari mode and fiddle with translation
table, all is fine and the keyboard and the screen output is just as
I want it. But it all changes when I move to ANSI-mode... No scandinavian
characters at all with translation table!

But If I turn the trans. table off, it starts working...sort of.
When I type, the characters are what they should be, but when I receive
stuff, the scand characters are brackets and a bar ({ and } and |),
not real scandinavian characters (a with 2 dots over it, a with circle
over it, o with 2 dots over it) anymore!

This would be simple to fix with translation table, but it's useless
in ANSI-mode! Can anybody explain why? Someone from Antic out there?

P.S Uniterm behaves very nicely under these same conditions... 8-)

"""

Lea 'LadyBug' Viljanen ____ University of Helsinki, Finland
viljanen@finuha.bitnet \ / . ' Dept. of Computer Science
viljanen@cs.helsinki.fi \/ |_ " Like a bird on a wire "

1030. Using CSD in MT C-Shell

Newsgroup: comp.sys.atari.st
Date: 1989-08-10 22:18:45 UTC
From: PSYLONE@UOGUELPH.BITNET
Message-ID: <8908102232.AA21476@ucbvax.Berkeley.EDU>
Source record: 248803

I have the Beckemeyer MT C-Shell. Unfortunately, I cannot convince the Mark Williams C CSD (C Source Debugger) to work with it. Since the primary usefulness of the C-shell environment is helping development productivity, this is a fairly serious handicap.

Has anyone been able to convince CSD to work under the Multi-tasking C-shell? I've tried the entire gamut of trap vectors with no success to date.

On an unrelated note, does anyone have a "best suggested" path for funnelling mail between BITNET (or ARPANET) and the UUCP network? I have David Beckemeyer's UUCP address but all the mail I've sent via Penn State has "disappeared".

Thanks,

Brian

PSYLONE%UOGUELPH.BITNET@CUNYVM.CUNY.EDU (for the less adept ARPA mailers)

1031. Apathy and Defeatism

Newsgroup: comp.sys.atari.st
Date: 1989-08-10 23:23:26 UTC
From: Xorg@cup.portal.com
Message-ID: <21183@cup.portal.com>
Source record: 248804

Commentary:

There is a theory in political science and historical circles
that states that one of the main reasons why Central and South
American society is so fragmented and vulnerable to military coups
and drug cartels is because of an underlying feeling of defeatism
in the society itself.
This defeatism started with the conquest of the great Mayan,
Inca, and Aztec empires at the hands of a handful of Spanish
conquerors. These were centuries old cultures that disappeared
almost overnight. The native people of the time believed that
somehow they had failed their gods with the result being the
destruction of their worlds and their enslavement at the hands of
the conquistadors.
From that time on, Latin society was heavily influenced if not
completely dominated by foreign powers. Latin American history from
Cortes to 1989 is almost completely intertwined with European and
American history to the point that Latin American almost has no
history to call its own. Behind almost every major event or era
in Latin American history is a foreign influence calling the shots or
offering threats and/or aid.
The effect of these centuries of domination is a complete
breakdown of society. Latin Americans see no need to work for change
because they feel that they are not in control of their own destinies.
A strong defeatist attitude has taken over Latin America and often
this manifests itself into open hostility and attacks against foreign
influences of any kind - usually American influences.
A group of Latin American intellectuals has studied and observed
this phenomiium of Latin society in great detail - among them the
author Carlos Wrangel. They point out that until and unless Latin
America stops blaming its problems and failures
on outside powers
and finally comes to grips with its own internal
deficiencies as a
culture and society, it will be forever doomed to the a cycle of
internal unrest, military take-over, and social revolution.

>> Uh...Pete, this history lesson is great, but isn't this
>> a magazine about the ST??

Wait! The morale of the story is on the way! Just keep
reading, but keep everything you've just read in mind...

Welcome back to 1989 and the Atari ST community. Community?
Yep, just like an other organization of people, ST users form a community in the United States. Because the ST is not exactly a household word here in the States (yet :-]), we come together and meet in user group meetings or on-line.

As with any other community we have our leaders and our followers, our producers and consumers, and our 'good apples' and our 'bad apples'. Our society is also unique in that relatively few of us get to see each other face to face - almost all communication is done solely through on-line conferencing, e-mail, or phone conversation.
In the past few weeks I've noticed a problem with our community. Our problem is deeply entrenched and it threatens to eventually destroy our community and in the very least, severely damage it.
The problem is defeatism.
This problem is not one that is a stranger to me. My favorite hobby is board wargaming. Wargamers also form a very unique community since our hobby requires a lot of time, dedication, and personal study. If I had to take a guess I would say that there are perhaps 50,000-75,000 wargamers in the United States, not a large community at all. Yet even though one of the most prolific publisher of wargamers (SPI) went bankrupt in 1981, a few die-hard wargamers managed to keep the hobby alive. I'm happy to report that in the past few years I've witnessed a lot of new blood [pun intended] coming into the hobby and the mass return of old veterans coming back into the fold.
How did we keep the hobby alive? For one we refused to buckle under to the assault our hobby was taking from a strong outside influence -> Advanced Dungeons and Dragons and role-playing games.

[Did you catch the reference to 'outside influence?']
Wargamers banded together and kept in touch through newsletters and computer e-mail and recently a wave of wargaming clubs have appeared across the United States.
When someone asked about the stack of wargames piled into our closets we took the time to calmly and slowly explain to them what what we did and why. When someone expressed an interest in the hobby we slowly introduced them to a beginner's game and were very careful not to scare them away with over-bearing terminology. And most importantly - when someone bad-mouthed the hobby or thought it was all a waste of time we carefully but sternly defended what we were doing. Accusations that it was a 'dead' hobby fell on deaf ears, we stuck to our guns and kept doing what we enjoyed doing.

>> Pete please! Now your going off into a history of wargaimg!

Ok, sorry about that! Keep reading...

Defeatism is an ugly word. It is devoid of any hope or success. It closes the door on progress and change. And it terms of a society, it leaves a community wide open to outside influences.
In the past few months Atari has waved some pretty big carrots in front of our faces in the form of STacy, the TT, the PC4, the

Portfolio. But none of these great machines had yet to grace a single store shelf.
The ST community is also under attack from all quarters of the computing establishment. The most obvious and damaging being from an established and widely know figure in the computing community, Mr Gilman Louie, CEO of Spectrum Holobyte.
Even though Mr. Louie has probably never attended a ST user group meeting, even though Mr Louie hasn't frequented any of the on-line services, and even though Mr Louie probably doesn't subscribe to any St publications, he saw fit to make the claim that "...piracy seems better accepted by ST users" in an 'open letter' which he circulated not only in the ST community, but the entire computing community. The result is obvious, computer users everywhere pointed fingers at use and said 'see? I told you so!' Developers who were unsure about releasing ST software because they didn't know enough about the machine or the ST community were now made aware that the ST was a 'pirate's machine' by one of their own. Recent articles on computing in both "Chess Life" and "The Wargamer" had disturbing references about the 'demise' of the Atari ST line.
But this is not about the attacks on our community, its about defeatism, defeatism in the ST community. After Mr Louie's letter was circulated there was almost NO reaction from ST users, not a word was said by anybody.
Even more incredulous was that most every
ST publisher saw fit to print the letter without questioning the comments about our community!

Do the editors of our ST magazines really believe that ST users tolerate piracy? Do the leaders of our ST community really believe that ST users tolerate piracy more than MS-DOS or MAC users? Do YOU really believe that YOU tolerate piracy more than your fellow Amiga user? Then why was there no outcry? There can only be one answer - defeatism.
We let Spectrum Holobyte make us feel bad for 'accepting' the piracy of their game Falcon ST while it soared to the top of the sales charts. We let Spectrum Holobyte make us believe that they were losing money hand over fist as their price for supporting the ST market, in the meantime they were readying scenario disks for us. If Falcon ST was a money-loser then why would they bother to make scenario disks?
We rolled over like so many sheep and said "Thank you Mr Louie! We know we're the bad boys of the computer world, thank you for giving us this heavily protected game and its code-wheel! Thank you, thank you!" Patethic!
And this is not the only case. Visit to any rumor/chat section of any on-line service and you'll find it flooded with messages knocking Atari Corp. You'll find the bases flooded with people who use the ST as one of their 'other' machines lauding all the great new programs for their clones while bad-mouthing the ST. You'll find developers who seem to take extreme joy pointing out to

us that they make much more money in the MS-DOS world. They blame us for not buying the same numbers of programs even though as a percentage, ST owners are far more likely to buy a new piece of software than the average MS-DOS or MAC owner.
And we sit there and take it, never asking what these people have done to promote the ST, never asking these people if they have anything better to do than to make ST owners feel like the black sheep of the computer world, never asking them if they've written any letters to computer and general interest magazines to defend the ST.
Worse still, we watch all this, we see Computer Shopper feature an article on low-budget DTP systems without even once mentioning the ST DTP (while an Apple II is highlighted no less!) and we sit there and do nothing. The following should sound familiar:

Unless and until we are willing to stop kicking ourselves for buying the most powerful computer on the market, unless and until we act * as a community * to respond to attacks on our community from outside organizations and infulences, unless and until we work to let others in the computer know that the ST is a serious machine with serious user, we are doomed to accept the fate handed down to us - the ST WILL become a 'demised' computer.

Regards and Thanx,
Peter Szymonik

1032. Re: Hard Drive Speeds

Newsgroup: comp.sys.atari.st
Date: 1989-08-11 02:48:40 UTC
From: logic@wet.UUCP
Message-ID: <399@wet.UUCP>
Source record: 248805

In article <29194@pbhya.PacBell.COM> dbsuther@PacBell.COM (Daniel B. Suthers) writes:

>
>The faster drives are noticeably faster. If you are useing file based
>based utilities such as arc, a compiler, MTC (a multi tasking shell), or
>Minix you will notice a VAST improvement (about 4 times faster). Many
>graphics programs also write to the disk often.
>

I would have to say that a drive's transfer rate make more of a difference
than the average access time. Unless you are doing intensive database work
which requires a lot of seeks or you have a badly fragged hard disk, the
transfer rate will make more of a difference. Compare a ST506/412's
5Mbit/sec to something like an Imprimis 94181-702M's 15-24Mbit/sec (ain't
sure on this one but it's somewhere in that neighborhood). The Imprimis
will just blow your socks off.

>
>The FROG drive appears to be based on the Syquest drives. I have used their
>10 meg disks, and find them to be usable, but pretty fragile. You can lose
>a disk by dropping it 2 feet onto a desk. The ones I used were also VERY
>susceptible to power hits. A 1 second outage was guaranteed to cause data
>corruption. A suprising feature was that the drives also are sensitive
>about their orientation. They don't work well on their sides.
>

I have not used the SyQuest 10MB cartridge drives but I have used the 44MB
cartridge drives and find them to be quite reliable. Sure, you wouldn't
want to risk a cartridge by dropping it two feet but then again, would you
do the same to your fixed hard disk? The SyQuest 44MB drives are
auto-parking so power failures have little effect. They also work well on
their sides. Look at PLI's 44MB drive. They are suppose to work on their
sides!

>
> [stuff deleted]
>
>Dan Suthers
>uucp: ... ihnp4!pacbell!pbeos!dbsuther

I am putting together a 44MB drive for a friend this weekend. Will report
on how it runs on the ST. Should be fairly decent in any event.

--
Henry Kwan - FWB, Inc. | "Experience varies directly
claris!wet!logic@ames.arc.nasa.gov | with equipment ruined."

```
cca.ucsf.edu!wet!logic@cgl.ucsf.edu |
{claris,ucsfcca,hoptoad,lamc}!wet!logic | -- Tech Support
```

1033. Software flow control?

Newsgroup: comp.sys.atari.st
Date: 1989-08-11 03:01:56 UTC
From: logic@wet.UUCP
Message-ID: <400@wet.UUCP>
Source record: 248806

Have plans to purchase an USR HST Dual Standard. Question is whether the ST is up to it. Does anyone know if the software flow control that I've seen floating around works or not?

Also, why is this newsgroup comp.sys.atari.st and not comp.sys.st? Look at the other newsgroups, it's not comp.sys.apple.mac or comp.sys.commodore.amiga so why comp.sys.atari.st?

As long as I'm rambling, why was it so obvious that Amiga owners would just right into the multitasking debate? The first time I saw the original message, I said to myself, "Boy, those Amiga folks are going to jump head-first into this argument." And I was right, eh?

--
Henry Kwan - FWB, Inc. | "Experience varies directly
claris!wet!logic@ames.arc.nasa.gov | with equipment ruined."
cca.ucsf.edu!wet!logic@cgl.ucsf.edu |
{claris,ucsfcca,hoptoad,lamc}!wet!logic | -- Tech Support

1034. Atari ST compiled satellite tracker

Newsgroup: comp.sys.atari.st
Date: 1989-08-11 03:41:57 UTC
From: logajan@ns.network.com
Message-ID: <1549@ns.network.com>
Source record: 248807
Cross-posted to: comp.sys.atari.st,rec.ham-radio,sci.space,sci.astro

I now have three versions of satellite trackers on hand.

1.) My GFA Basic (for the ATARI ST) source listing.

2.) My compiled version (for the ATARI ST.)

3.) A "C" language satellite tracker program (not mine.)

#1 Was posted to comp.sources.atari.st
#2 Will be posted to comp.binaries.atari.st
#3 Not posted (but available on T. Kelso's BBS as the Seesat program.)

All three programs are also available from me for the asking.

--
- John M. Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428 -
- logajan@ns.network.com / ...rutgers!umn-cs!ns!logajan / john@logajan.mn.org -

1035. Re: Double Click's New MultiPort card

Newsgroup: comp.sys.atari.st
Date: 1989-08-11 05:50:07 UTC
From: kclenden@silver.bacs.indiana.edu
Message-ID: <24515@iuvax.cs.indiana.edu>
Source record: 248808

In article <44f290b1.14a1f@gtephx.UUCP> covertr@gtephx.UUCP (Richard E. Covert) writes:
[stuff deleted]
> The 'whining' thing brings up another complaint of mine. Why is it
>that ST owners should be satisfied with a less then perfect product, or with
>a product with known defiencies, just because a company was willing to market it
>to us in the first place? I mean, don't we desire the right to be critical of
>ST products, or should we simply bless any software or hardware product that
>a company is willing to market, just because they were nice enough to market
>it?? Awwggg!!
>
>Richard (the 'whiner') Covert

Richard, I thought your request was reasonable. What I considered
unreasonable was your response to DC Software's response to your request.
You asked for something, and they said that they would provide it for
you, but you said, "Not good enough! I want it to have been designed
that way from the beginning." I do not think that DC Software has
ignored a large portion of the RS-232 market, as you claim. I have
no idea how much it would have cost them to have designed their board
your way from the beginning, but they chose not to because (in part,
at least) they felt that their current design would cover the majority of
the market. As far as accepting imperfect products, I don't think
that is applicable in this case. DC Software Multiport Board does
exaclty what it was designed to do, and it does it perfectly.

Kevin B. Clendenien kclenden@silver.bacs.indiana.edu

1036. Atari Archives

Newsgroup: comp.sys.atari.st
Date: 1989-08-11 10:39:45 UTC
From: ccsmh@gdr.bath.ac.uk
Message-ID: <1989Aug11.103945.25723@gdt.bath.ac.uk>
Source record: 248809

I'm interested in Atari Public Domain archives (who isn't!).

I now know of Terminator - if anyboday has other addresses I would be grateful...

Cheers, Mark H.

--

One of these days, on the Dark Side if the Moon I'll see Emily Play and you'll Wish You Were Here.

1037. Re: Multitasking on the ST

Newsgroup: comp.sys.atari.st
Date: 1989-08-11 11:09:09 UTC
From: alderaan@tubopal.UUCP
Message-ID: <673@opal.tubopal.UUCP>
Source record: 248821
Cross-posted to: comp.sys.atari.st,comp.os.minix

In article <2794@quanta.eng.ohio-state.edu> rob@kaa.eng.ohio-state.edu (Rob Carriere) writes:
>In article <666@opal.tubopal.UUCP> alderaan@tubopal.UUCP (Thomas Cervera)
>writes:
>> And, If I'd decide to write a real nasty program to run under Minix,
>>the chance is 99% that I crash the WHOLE system with this program. Myself,
>>I am a Minix user and I think I know what I'm talking about.
>
>I'll gladly concur until you supply evidence to the contrary. :-)

Simply take an assembler and write some garbage code that *accidently*
zeroes some important memory. The results will be hardly predictable.
Even if the system won't crash, some other users (programs) would be affected.
Needless to say that such an OS is useless to do every-day operation, as I
said before.

>Yup. You will also have the _exact_same_ security problem with any task
>switcher on an unmodified ST. At the very least the taskswitcher must keep
>part of itself in memory. I can trash that from my program. You will have
>the same problem with a RAM-disk.
>
>This is not an argument against multitasking and for task switching because it
>applies with equal force to both.

I never said any word against this point of view. As I posted before, every
multi{PROGRAM|tasking|user} environment WILL have problems with inconsistent
coding which could happen every minute during software development. But this
problem would be ZERO if ATARI had spent some $$$ for a pMMU.

--
Thomas Cervera | UUCP: alderaan@tubopal.UUCP
SysMan RKOpdp (RSTS/E) | ...!unido!tub!opal!alderaan (Europe)
D-1000 Berlin 30 | ...!pyramid!tub!opal!alderaan (World)
Motzstrasze 14 | BITNET: alderaan%tubopal@DB0TUI11.BITNET (saves $$$)

1038. Re: Hard Disk Auto Boot Bypass

Newsgroup: comp.sys.atari.st
Date: 1989-08-11 11:33:55 UTC
From: alderaan@tubopal.UUCP
Message-ID: <674@opal.tubopal.UUCP>
Source record: 248822

In article <739@lzaz.ATT.COM> hcj@lzaz.ATT.COM (HC Johnson) writes:
>In article <667@opal.tubopal.UUCP>, alderaan@tubopal.UUCP (Thomas Cervera) writes:
>>
>> By the way, why does TOS look for a floppy disk to boot FIRST, even if a
>> hard disk is connected & on line ? Wouldn't it be better to boot from the
>> floppy disk _only_when_the_Alternate_key_is_pressed_ ? Doing that you could
>> get rid of this real frustrating wait period if no disk is in the drive.
>>
>The reason is that if the Hard disk goes bad in any way, you can get controll
>through the floppy. A bootable floppy can be inserted any time there is
>a real problem.

Sure. But if you have your TOS bootstrap on ROM (as all ATARIans have, I
think), I don't see any problems with that. If the HD goes bad, you could
reset your machine & press the ALT key. Only then the machine should boot
the floppy first IGNORING the HD if it's mad. For this, TOS should ask for
reading from an existent HD if it was booted from floppy first. No problem.
So you could get rid of waiting for your floppy without losing control
over your booting machine.

--
Thomas Cervera | UUCP: alderaan@tubopal.UUCP
SysMan RKOpdp (RSTS/E) | ...!unido!tub!opal!alderaan (Europe)
D-1000 Berlin 30 | ...!pyramid!tub!opal!alderaan (World)
Motzstrasze 14 | BITNET: alderaan%tubopal@DB0TUI11.BITNET (saves $$$)

1039. Re: ST and Multitasking

Newsgroup: comp.sys.atari.st
Date: 1989-08-11 11:35:01 UTC
From: leo@philmds.UUCP
Message-ID: <1068@philmds.UUCP>
Source record: 248810

In article <359@ucl-cs.UUCP> S.Usher@ucl-cs.UUCP writes:
|From: Stephen Usher <S.Usher@uk.ac.ucl.cs>
|
|
|I can see one or two major problems with TOS if you try to make it
|multi-task. The biggest problem is the file system. What happens when two
|tasks want to access the same file at the same time? What error message do
|you return? TOS cannot handle such things and there are no error returns
|which mean "in use". Working out which process gets access is difficult,
|it's fine if both the processes want to read (you give both shared access,
|again not possible with TOS), but what if one wants to write?

This problem is already there with the current (not multi-tasking) TOS.
Write a 'more'-like utility for the ST and you'll find out:
The more program opens the file for read. Now if you type 'v', you Pexec()
a vi program which will write out a file on exit. If you now exit more:
Surprise! two files with the same name :-(.

The remark about shared (read) access not being possible with TOS I'll
not take seriously, 'cause that just isn't true (the more/vi
combination is just an example of this. Generally, a Pexec'ed child
also inherits its parent's open files).

|
|Another problem (though it should be under the same heading) is device
|access. This MUST be exclusive, after all you don't want two programs trying
|to write to the printer at once.

The question is, whether you want exclusive device access. For
instance, in Unix, when you leave the printer device writable for
everyone (e.g. in a small system), two programs can write to the
printer at once (or to the terminal, for that matter). No, device
access must not always be exclusive, though in the cases when it must
be it would require some work for instance to make printer access
exclusive in the current TOS (e.g. like in Unix by a lpd daemon).

[]
|If the ST could multitask, then a true network system could be built VERY
|simply using a server task on each machine sitting on the network (it could
|use the MIDI port to start with). In this way there would not have to be ANY
|fileserver machine and ALL resources could be shared.
|
|All of the above can be done on a Sinclair QL, even the networking! I know
|what I'm talking about, Multitasking is great, I REALLY miss it on the ST,
|so much so that I prefer the QL for doing assembler program developement for
|the ST!

But now the question arises: what do you use your ST for?

Leo.

1040. Re: Multitasking on the ST

Newsgroup: comp.sys.atari.st
Date: 1989-08-11 11:54:37 UTC
From: alderaan@tubopal.UUCP
Message-ID: <675@opal.tubopal.UUCP>
Source record: 248811

In article <1066@philmds.UUCP> leo@philmds.UUCP (Leo de Wit) writes:
>In article <471@tw-rnd.SanDiego.NCR.COM> johnl@tw-rnd.SanDiego.NCR.COM (John Lindwall) writes:
>[...] In the current situation it is just as well feasible for
>instance by an application program to thrash the space of the shell it
>was invoked by. So if you insist on security, you should insist on it
>right now already.

Absolutely correct. But using a multi-tasking system this problem will
multiply.

>An MMU alone probably won't hack it; you will probably want a 680x0
>(x >= 1) to be able to page in new memory (a 68000 doesn't maintain
>enough internal information to be able to restore correctly from a
>BUSERR).

But isn't there any software solution to that ? (I'm looking on primitive
MMU versions on PDPs where the operating system does a part of context-
saving work on failed EMT or TRAP recovery). The LSI11 processors are very
much like the M68k family. Or is this really impossible on 680x0 ? (Remember,
I'm only a dumb physicist :-))

--
Thomas Cervera | UUCP: alderaan@tubopal.UUCP
SysMan RKOpdp (RSTS/E) | ...!unido!tub!opal!alderaan (Europe)
D-1000 Berlin 30 | ...!pyramid!tub!opal!alderaan (World)
Motzstrasze 14 | BITNET: alderaan%tubopal@DB0TUI11.BITNET (saves $$$)

1041. Re: Latest version of PageStream?

Newsgroup: comp.sys.atari.st
Date: 1989-08-11 12:13:01 UTC
From: nelson@kodak.UUCP
Message-ID: <2036@kodak.UUCP>
Source record: 248812

The latest released version is 1.52, which was a minor fix to 1.51.

Version 1.6 is due out very soon. A beta tester I talked to said "everything works ... even the spelling checker". SoftLogik was waiting for their TOS 1.4 roms to make sure the program worked with them.

They;ve also mentioned that they won't announce it's ready till it ships ... to prevent the previous ill-will when they missed release dates.

-Bruce Nelson

1042. Re: Apathy and Defeatism

Newsgroup: comp.sys.atari.st
Date: 1989-08-11 14:12:22 UTC
From: SML108@PSUVM.BITNET
Message-ID: <89223.101222SML108@PSUVM>
Source record: 248813

In response to an interesting story comparing Atari to Latin America....

Your points on piracy are well taken, and in fact very valid. However, there is NO way I am going to stop badmouthing Atari until I see them release and support something, period....

It really isn't difficult to do. Unless of course they are taking the dyslexia approach to the computer market: Build a great machine, and then give it zero support rather than build a mediocre box, and then advertise it to death...

I bought my ST within 3 months of its initial release. I love it. I developed and released the program Genesis through Antic Software, and am currently preparing a second program for release. I still believe in the ST, but I am now aiming somewhat for the European Market as the American market is limited du to the small number of dealers out there. I realize that the program WILL be pirated to death. This does not mean I won't make alot of money, but to you people that do pirate it, you're scum, and there will be some interesting twists built into it JUST for you. Nothing illegal mind you, but I certainly hope to make you pound your machine a few times in frustration...

The point of that last paragraph is that I still support the ST, but Atari appears to be the Rainman of the computer industry, and if they don't get their act together with the TT, they will perish, and justifiably so...

I have never cared much for what people think of me, so I have generally stated with reasonable pride that I own an ST, and when people snicker, I laugh in their faces, very loudly generally. The ST market is far from dead, you just have to be cagey about what and where you buy. However, a bozo is a bozo is a bozo, and most of them own IBM's and Apple IIgs's because of their names, the same reason that one purchases a BMW over an Acura or Nissan. These people won't change, so why worry about them ?

Scott Le Grand

1043. Re: DeskJet Plus weirdness

Newsgroup: comp.sys.atari.st
Date: 1989-08-11 14:55:19 UTC
From: wright@hpccc.HP.COM
Message-ID: <5330013@hpccc.HP.COM>
Source record: 248814

> Well, I just got my DeskJet Plus printer, and it didn't work (at first.)
>
> It turns out that I have to power up the DeskJet before I power up my
> Atari 520 ST, or the handshaking between the two comes up hung.
>
> If I thereafter power down/up the DeskJet, I've lost the printer until
> I push the reset button on the Atari.

I had the same problem with mine. About a month ago somebody posted a
desk accessory to either comp.binaries.atari.st or comp.sources.atari.st that
supposedly "resets" the parallel printer port so that you can turn the
printer on or off at will. I haven't tried it yet.

--Jeff "not connected with the DeskJet, just an owner" Wright

1044. GCR, HYPER WEB?!? & AMAX

Newsgroup: comp.sys.atari.st
Date: 1989-08-11 14:55:49 UTC
From: AKISUJAR@NUSVM.BITNET
Message-ID: <8908111455.AA11014@ucbvax.Berkeley.EDU>
Source record: 248815

Could any kind soul enlighten me on the following:

1. When the Spectre GCR will be availabled? I sent my deposit to Gadgets by Small since May 27th and still waiting for the reply.

2. The ST Amiga magazine mentioned that besides working on the Spectre GCR, Dave Small also busy on another project called 'Hyper Web' which making the Atari Mega?St to emulate both Macintosh and Amiga. I would like to know how true?

3. Will the PC Ditto II ever be availabled? Or should I get the PC-Speed?

4. The mailing address of READY SOFT, the maker of AMAX, Mac Emulator for Macintosh. I need them for my research project. Thanks, S. Sujarittanonta

1045. PD lex & yacc for MS-DOS (and ST)

Newsgroup: comp.sys.atari.st
Date: 1989-08-11 16:01:42 UTC
From: braner@batcomputer.tn.cornell.edu
Message-ID: <8609@batcomputer.tn.cornell.edu>
Source record: 248816

Hi all.

I sort of remember some versions of lex and yacc floating by
in this group. I am suddenly in need of lex and yacc for a
project on MS-DOS. Since the ST C compilers also use (or should
use!) 16-bit ints, I would expect the same source to work for
both. So, where do I get the source? ANd has anybody tried it
on MS-DOS? (I still have my ST, but am paid to do some things
on messy-dos. Please don't stone me, Atarians :-)

- Moshe Braner

Cornell Theory Center, 265 Olin Hall,
Cornell University, Ithaca, NY 14853 USA
(607) 255-9401
<braner@tcgould.tn.cornell.edu> (INTERNET)
<braner@crnlthry> (BITNET)

1046. UPDATING INFO REQUEST...

Newsgroup: comp.sys.atari.st
Date: 1989-08-11 16:03:31 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <890811.10032994.011820@SFA.CP6>
Source record: 248817

Hello everyone,

Could someone forward details about two items which seem to be
common knowledge, but which has not floated in this direction yet.
ST Report noted some dissatisfaction with Atari's Chinon swap-out
policy. Duh.... I never knew that such a policy existed. I
have a Chinon in my Mega2 and have always had 'funny' problems with
it, sometimes often, sometimes rare--hard to diagnose. So, could
someone explain about the Chinon drive and the swap-out policy?
The second item mentioned as if everyone and his cousin knew
about it was the ST Plus. >>>???????????<<< Details?
Thanks for any information sent....

Larry Rymal in East Texas <Z4648252@SFAUSTIN.BITNET>

1047. comp.binaries.atari.st MINIBBS posting, part 1 lost

Newsgroup: comp.sys.atari.st
Date: 1989-08-11 16:38:47 UTC
From: news@per2.UUCP
Message-ID: <876@per2.UUCP>
Source record: 248818

I screwed up! I accidentally overwrote the copy of v06i052
(<34075@grapevine.uucp>, I suspect) on my system. This has
the subject line:

>Subject: v06i053: minibbs -- Bulletin board system part01/02

Would some nearby kind soul please mail me a copy of this posting?
I have part 2. I had part 1. Please help.

Thanks!

Daniel A. Glasser

--
uwvax!per2!news -- News of the world for the unworldly -- swen!2rep!xavwu

1048. VIP AND KUMA, HOW DO THEY COMPARE?

Newsgroup: comp.sys.atari.st
Date: 1989-08-11 17:10:27 UTC
From: CHIASSA@UDEM.BITNET
Message-ID: <ID2201.D890811.T141027.CHIASSA@UDEM>
Source record: 248819

In a number of recent issues of ST WORLD "KUMA" has offered to VIP users a special price on K-SPREAD 3 plus K-GRAPH 3 if they send in their master VIP disks. Does anyone have any experience with either of these "KUMA" products in regards to what VIP has to offer? Is it worth the switch?

1049. Re: HDX301

Newsgroup: comp.sys.atari.st
Date: 1989-08-11 17:36:54 UTC
From: danscott@atari.UUCP
Message-ID: <1647@atari.UUCP>
Source record: 248820

in article <890807.19362146.008300@SFA.CP6>, Z4648252@SFAUSTIN.BITNET (Z4648252) says:
>
>
> Could some kind soul please send to me the HDX utilities version 3.01?
> There is no GEnie or CompuServe node here and I noticed that HDX301.ARC
> was available in the GEnie listings.
> Send to my listed E-MAIL address.
> Many thanks!
>
> Larry Rymal in East Texas <Z4648252@SFAUSTIN.BITNET>

The ARCed set of the new utilities is also available on the Atari Base BBS system run by Atari. The number is 408-745-5308. Expect a 12-24 hour lock-out period (meaning, call back and you should be verified) because of little hackers running amok the system.

Dan

1050. Re: Multitasking on the ST

Newsgroup: comp.sys.atari.st
Date: 1989-08-11 17:59:42 UTC
From: greg@bilbo
Message-ID: <1989Aug11.175942.6534@sj.ate.slb.com>
Source record: 248823

In article <1067@philmds.UUCP> leo@philmds.UUCP (Leo de Wit) writes:
>
>The discussion about multitasking triggered my interest, so I decided
>to try some things out. It appears that context switching is easy if
>you do it at the moment of a GEMDOS call: all registers have been saved
>on either the stack or the basepage, so in fact all you have to do is
>check whether perhaps another process should continue (note the very
>small overhead). To be able to have more than one process running
>(detach a job), I made a small change to Pexec() so that a new process
>can be started, but the parent process is not waiting for the child to
>finish. If a process does a call that may involve some time, like
>reading a character from the keyboard (Cconin(), Cnecin()), this
>process only continues its call when there is a character available, so
>it will not unnecessarily block other processes.

Will you be trapping these interrupts so that you can potentially
unblock tasks waiting on them?

>Implementing this scheme took only about a rainy afternoon, so you
>can't say the effort was that great. What I would like to add is a
>time-slice mechanism for CPU bound processes (no GEMDOS calls for a
>long time), based for instance on the VBL-interrupt. This is also easy:
>if the CPU was in user mode when the interrupt occured (no pending
>GEMDOS/(X)BIOS/GEM calls) and the current process has had its slice,
>save registers a la GEMDOS and run another process. The blocked reason
>that is kept with each process will tell the dispatcher how the
>interrupted process must resume when it is ready to.

I must admit the idea sounds like it has merit. However it's easy to
try something like this when blissfully unaware of the pitfalls. The
biggest one I see is that GEMDOS itself is not written to be
re-entrant.

You will have to be careful when you implement time-slicing that you
do not suspend a process while it is in the midst of a GEMDOS call.
(You can accomplish this by setting a "critical section" flag when the
trap into GEMDOS occurs. When the time quantum expires, and the
critical section flag is already set, you set still another flag which
indicates that the task should block when it exits the critical
section. When it exits, you clear the "critical section" flag and the
"block on exit" flag, and suspend it). Otherwise, another process
making a GEMDOS call which uses the same data locations will trash the
results of the other task's partially-completed call.

There are probably thousands of such potential problems. I don't even
want to think about the potential for trashing the disk due to

simultaneous updating...

Still, it sounds like fun to play with.

Greg Wageman DOMAIN: greg@sj.ate.slb.com
Schlumberger Technologies UUCP: ...!uunet!sjsca4!greg
1601 Technology Drive BIX: gwage
San Jose, CA 95110-1397 CIS: 74016,352
(408) 437-5198 GEnie: G.WAGEMAN

Opinions expressed herein are solely the responsibility of the author.

1051. Atari 520ST wanted

Newsgroup: comp.sys.atari.st
Date: 1989-08-11 18:09:12 UTC
From: dorian@pawl.rpi.edu
Message-ID: <6700@rpi.edu>
Source record: 248824
Cross-posted to: misc.wanted,comp.sys.atari.st

My little sister wants a bare-bones Atari 520ST system (CPU, Monochrome monitor, one drive). If anyone has one to sell, please reply to this account.

Thanks!

-Dorian->

|\ /\ ARPAnet: DORIAN@PAWL.RPI.EDU
| \/ __
| /\ / FoNet: (201) 254-0469
|/ \/ SloNet: 6 Brandywine Drive, East Brunswick, NJ 08816

1052. Re: DeskJet Plus weirdness

Newsgroup: comp.sys.atari.st
Date: 1989-08-11 19:28:15 UTC
From: neff@hpvcfs1.HP.COM
Message-ID: <2150015@hpvcfs1.HP.COM>
Source record: 248825

Re DeskJet+ weirdness:

A number of Atari ST users have run into the same situation. DeskJet+ must be on when turning on the Atari. Evidently the strobe line on the Atari is stuck low so the DeskJet+ automatically asserts busy until the strobe line is high. Paul Close has posted a program that gets the strobe line unstuck. Some Atari users have the problem, some do not. It may be that the current sink limitation on the Atari parallel port is aggrivating the problem. One DeskJet+ user said he is using the 7407 chips as line buffers and he has no problems powering on his hardware in any order. It isn't clear to me if he had the problem before he buffered the line. There is no good reason I know that the Atari would be holding down the strobe line -- the strobe line should be strobed :-).

I don't know why some Atari users run into this but others do not. We have a couple Atari ST users here who have never run into this problem (and they are not buffering their lines). I would like to know if the line buffers truly fix the problem or not.

Unfortunately (for you, actually fortunately for me) I am not in product support and do not have the time to work very hard on this problem. Paul and Dianne Close first contacted me about the power on order dependancy and I worked with them on the problem for a while.

Would all DeskJet+ Atari ST users contact me telling me if they do or do not experience this problem (must power on DeskJet+ before the Atari)? If someone had this problem but fixed it with the line buffers would they please let me know. I have no idea why DeskJet users (only DeskJet+) run into this problem. The DeskJet+ should look identical to the parallel port from the standpoint of electrical characteristics and handshaking -- especially when no data is being sent :-).

Dave Neff
neff@hpvcfs1.HP.COM

1053. Re: Multitasking on the ST

Newsgroup: comp.sys.atari.st
Date: 1989-08-11 20:16:18 UTC
From: johnl@tw-rnd.SanDiego.NCR.COM
Message-ID: <482@tw-rnd.SanDiego.NCR.COM>
Source record: 248826

In article <1066@philmds.UUCP> leo@philmds.UUCP (Leo de Wit) writes:
>In article <471@tw-rnd.SanDiego.NCR.COM> johnl@tw-rnd.SanDiego.NCR.COM (John Lindwall) writes:
>|Amen to that! Amiga owners have suffered with the lack of an MMU. The
>|usefulness multitasking is a given, IMO. The security of Amiga's multitasking
>|is poor due to the lack of memory protection supplied by an MMU. Those of
>|you who agree multitasking is useful, and would like to see it on an Atari:
>|Demand it from Atari and demand MMU support as well.

>
>I think two issues are being confused here, the need for per process
>memory protection, and the possible to run processes 'simultaneously'.
>Why should memory protection be a hotter item when parallel processes
>are involved?

Because of the potential for a single user program to cause the termination
of all the processes in the system.

Consider: You are a user of the Spiffy multi-tasking-but-no-
per-process-memory-protection Machine. You fire up a ray-trace. It'll
finish in 12 hours so you start up a terminal program and download some cool
PD software from a BBS. While thats all going on "in the background", you
fire up your compiler and start writing a new program. You run your program
and it has pointer error which causes random data to scribbled across memory.
The machine crashes --- badly -- all of the processes on the machine terminate
and the system reboots.

On a machine with memory protection (OK and resource tracking) the MMU will
prevent corruption of other processes address space, and the nasty process can
be removed from the system cleanly.

> In the current situation it is just as well feasible for
>instance by an application program to thrash the space of the shell it
>was invoked by. So if you insist on security, you should insist on it
>right now already.
>

I'm all for system robustness for ANY system. My point is that when you
introduce multitasking, memory protection is more important due to the
potential to disrupt other processes.

>An MMU alone probably won't hack it; you will probably want a 680x0
>(x >= 1) to be able to page in new memory (a 68000 doesn't maintain
>enough internal information to be able to restore correctly from a
>BUSERR).
>

> Leo.

Sounds Good! But now you're wandering into the area of virtual memory and
that's not what our original discussion was about. Thanks for the reply.

John Lindwall johnl@tw-rnd.SanDiego.NCR.COM
"Above opinions are my own, not my employer's"
Health is merely the slowest possible rate at which one can die.

1054. Re: 1040ST Memory Upgrades

Newsgroup: comp.sys.atari.st
Date: 1989-08-11 22:07:17 UTC
From: pyr545@psc90.UUCP
Message-ID: <974@psc90.UUCP>
Source record: 248827

In article <1089@ultb.UUCP> clf3678@ultb.isc.rit.edu.UUCP (C.L. Freemesser) writes:
>In article <1233@cs.rit.edu> ajy2208%ucss@cs.rit.edu (Albert Yarusso) writes:
>>Hello!
>>
>> I will be buying a 1040ST soon, and I was wondering what kind of memory
[question about upgrading a 1040ST]
Well, I have a 1040ST and find I'm getting cramped in 1meg. Try
getting something with a little more memory !!
>> Thanks for any help!

>I really don't suggest you get a memory upgrade for the 1040st. The
[very general reason why not]
Could you be more specific ??
>Of course, you could rig a PC power supply to the ST, and that would
HOW !!!!! I've thought about it but what kind and where would it go ??

WHile I'm here ---> Has anybody tried to shove a 1040STf into a tower
style case ?? They usually come with a pretty hefty power supply....
Before I spend any money I'd like to know.
ANdy :-)

--
| | UUCP {uunet!unhd,dartvax}!psc90!pyr545|
| "The Snark WAS a Boojum, you see!"| #include <std.disclaimer> |
| "Reality !?! Isn't that something you sprinkle on ice ??" |

1055. Re: Hard drive controler info

Newsgroup: comp.sys.atari.st
Date: 1989-08-11 22:17:59 UTC
From: landay@mrk.ardent.com
Message-ID: <7803@ardent.UUCP>
Source record: 248828

In article <111@bdt.UUCP> bms@bdt.UUCP (Vance Chin) writes:
> You must be thinking of the BMS-100 board which we are no longer
>shipping. The BMS-200 has replaced it and has a 1.6 Megabyte/second sustained
>data rate. One CDC Wren SCSI drive that a customer brought by had a transfer
>rate of about 700+ Kbytes/s. Both the Atari's host adapter used in the SH204
>and ICD's host adapter transfer data at about the same rate.
>
>Vance Chin
>Berkeley Microsystems

Do you guys have an upgrade from the BMS-100 to the BMS-200??

Thanks,

James A. Landay
landay@ardent.com
or
landay@cory.berkeley.edu

1056. Re: 82 track drives and fragged floppies

Newsgroup: comp.sys.atari.st
Date: 1989-08-12 02:22:03 UTC
From: clf3678@ultb.UUCP
Message-ID: <1137@ultb.UUCP>
Source record: 248829

In article <8908072017.AA28413@ucbvax.Berkeley.EDU> TK0GRM1@NIU.BITNET (Gordon Meyer) writes:
>Thanks to those who responded to my query about >81 track disk
>drives. I'm currently debating if the track indicator is worth
>the extra $50.00 on a GTS-100. (but oh how I love little
>flashing lights! :) I'll probably end up getting the 1st Stop
>drive kit. IF ANYONE HAS HAD ANY TROUBLE WITH THESE *PLEASE*
>LET ME KNOW.
>
[Rest Deleted]

I just purchased the 1st Stop Disk Drive for our users group this week. Got it 2 days ago. So what did I get for $149.95? Not much.

The drive itself uses the Toshiba ND-352-TH-A. I had MANY problems with this mechanism when I bought one, so either I screwed up when I tested mine, or 1st Stop didn't test the mech enough.

The case is a hack-job. Looks to have been an old modem case. The front of the drive is smaller than the opening, and the drive moves a little bit. A power switch is on the SIDE of the drive. There is no extra drive port for daisy chaining.

The power supply is an old ColecoVision PS (I use one for my drive) with a 5-pin connector put on it.

When I unpacked the drive, I found a small bit of foam with a handwritten tag on it saying "PULL TO REMOVE". This foam was wedged between the case and the drive mech, and stuck out the front. It's only purpose is to keep the mech from moving around in the case during shipping.

Do I recommend this drive? No. I have SERIOUS doubts about this mechanism. Unfortunatly, the program I used that pointed out the problems with the Toshiba ND-352 (Sub Battle Simulator) was sold some time ago. I'd like to see a MUCH better case (IB Computers sells some nice metal ones), and the option to hook up another drive to this one.

Chris Freemesser, Rochester Institute of Technology | What I like :
BITNET: %clf3678@RITVAX GEnie: C.FREEMESSER | 1) My Atari ST
USENET: Just reply and hope it gets through | 2) My '77 Mercury
| 3) Coke Classic

1057. Re: Loyal Atarians?!?

Newsgroup: comp.sys.atari.st
Date: 1989-08-12 03:58:00 UTC
From: david.megginson@canremote.uucp
Message-ID: <89081310495605@masnet.uucp>
Source record: 248830

The ST is the best selling personal computer in free Europe, and second in England. Personally, I'd prefer a Sun, but it's an imperfect world and I'm not rich.

Meanwhile, Atari software is powerful, cheap and easy to use. I have not yet seen a DTP program as good as Calamus (I've tried PageMaker on the IBM and Mac), and I like paying ca $100 for Lattice C instead of $500+. If you look to North America, forget it. I read German, so I have the priviledge of being able to use the hundreds of wonderful PD and commercial titles coming out of Europe.

Besides, I love the windows and icons.
---
* Via ProDoor 3.01R

1058. Re: Software flow control?

Newsgroup: comp.sys.atari.st
Date: 1989-08-12 09:30:53 UTC
From: BUGGS@cup.portal.com
Message-ID: <21221@cup.portal.com>
Source record: 248831

```
> Does anyone know if the software flow control that I've seen
> floating around works or not?

Seems to work with everything I've tried, 'cept Binkley Term ST *8^(

Ed June
```

1059. Re: Hard Drive Speeds

Newsgroup: comp.sys.atari.st
Date: 1989-08-12 10:33:00 UTC
From: alderaan@tubopal.UUCP
Message-ID: <676@opal.tubopal.UUCP>
Source record: 248832

In article <399@wet.UUCP> logic@wet.UUCP (Henry Kwan) writes:
>In article <29194@pbhya.PacBell.COM> dbsuther@PacBell.COM (Daniel B. Suthers) writes:
>
>[...] Compare a ST506/412's
>5Mbit/sec to something like an Imprimis 94181-702M's 15-24Mbit/sec (ain't
>sure on this one but it's somewhere in that neighborhood). The Imprimis
>will just blow your socks off.

But doesn't the DMA bus limit such a speed if you solder it to an ST ?

--
Thomas Cervera | UUCP: alderaan@tubopal.UUCP
SysMan RKOpdp (RSTS/E) | ...!unido!tub!opal!alderaan (Europe)
D-1000 Berlin 30 | ...!pyramid!tub!opal!alderaan (World)
Motzstrasze 14 | BITNET: alderaan%tubopal@DB0TUI11.BITNET (saves $$$)

1060. Re: Multitasking on the ST

Newsgroup: comp.sys.atari.st
Date: 1989-08-12 10:41:53 UTC
From: rex@otto.lvsun.com
Message-ID: <968@otto.lvsun.com>
Source record: 248833

In article <62828@linus.UUCP> rachamp@mbunix (Champeaux) writes:

>Now there's a point to debate. Do you really need memory protection on a
>single user multi-tasking computer. On a multi-user computer, memory
>protection is a necessity, since if one user's program crashes, you don't
>want to bring down the 50 other users. On a personal computer, where cost
>is an important factor, is it really necessary? (kind of sounds like the
>question "Is multi-tasking really necessary?" doesn't it?)
>It would, however, be really nice.

>Rich Champeaux (rachamp@mbunix.mitre.org)

I don't see why it should cost more than about $20 to implement a
reasonable memory management scheme on a personal computer like the
Atari ST or the Amiga. It would be real nice to have, especially for
software developers. This kind of personal computer really doesn't
need it though. I seem to crash each computer equally as often when
writing code for them. It takes longer to reboot the Amiga though.
Another advantage to a reasonably implemented memory
protection/management scheme is that the code to relocate executables
before they ran could be eliminated.

Rex.

--
Rex Jolliff (rex@otto.lvsun.com, {convex, texsun, mirror}!otto!rex)
The Sun Newspaper - |Disclaimer: The opinions and comments in
Nevada's Largest Daily Morning | this article are my own and in no way
Newspaper | reflect the opinions of my employers.
- -

1061. Re: Multitasking on the ST

Newsgroup: comp.sys.atari.st
Date: 1989-08-12 14:26:05 UTC
From: leo@philmds.UUCP
Message-ID: <1069@philmds.UUCP>
Source record: 248834

In article <1989Aug11.175942.6534@sj.ate.slb.com> greg@sj.ate.slb.com (Greg Wageman) writes:
|In article <1067@philmds.UUCP> leo@philmds.UUCP (Leo de Wit) writes:
[some stuff left out]
|> If a process does a call that may involve some time, like
|>reading a character from the keyboard (Cconin(), Cnecin()), this
|>process only continues its call when there is a character available, so
|>it will not unnecessarily block other processes.
|
|Will you be trapping these interrupts so that you can potentially
|unblock tasks waiting on them?

Not quite, but to the same effect. What in fact happens, is that before the process enters the real GEMDOS function (the handling of Cconin or whatever) but after its context has been saved on its basepage and stack, the system will look at what process to continue with (of course this could just as well be the same process). Processes that are waiting for some state change like a character from the keyboard becoming available, or the printer being ready to receive further data, are marked that way and will only be selected if the state they're waiting for changes (the test for the changed state is just a simple index comparision in most cases). Calls that can be safely assumed to complete within a reasonable amount of time are not marked waiting (although one could perhaps win something by switching out a process that wants to write to disk when the disk is not yet available). When no waiting processes can be served (no state changes) the other processes are searched for the least served one (processes have a priority and a 'serviced' number).

A few problem calls remain: Cconrs(), which reads an entire line from the keyboard. One can at best test for the first character being available, but the user could still take indefinitely to complete his line. Shells that do command line editing, history completion etc. generally won't have a problem, since they typically process their input character by character. A solution would be to rewrite Cconrs() to be re-entrant (no problem since I recently patched Cconrs() to handle a history mechanism, command line editing and file name completion).

[]
|I must admit the idea sounds like it has merit. However it's easy to
|try something like this when blissfully unaware of the pitfalls. The
|biggest one I see is that GEMDOS itself is not written to be
|re-entrant.

Sure, but a) GEMDOS is not being re-entered and b) in a special way, GEMDOS IS re-entrant. After these stunning remarks, I'll have to make myself clear 8-):
Consider a series of programs that call each other by a Pexec(), for instance a shell starts make, which starts a compiler, which ...
Note that each of them only returns from their Pexec after the Pexec'ed program has finished. That program probably did a lot of GEMDOS calls ---> there you have your re-entrancy (in a special way). The whole trick is that, while one process cannot re-enter GEMDOS (it would at least trash registers left on the basepage for the restore of the previous call), multiple processes can very well all be in a GEMDOS call (they're not yet performing their function, only saved their state).

|You will have to be careful when you implement time-slicing that you
|do not suspend a process while it is in the midst of a GEMDOS call.
[story about semaphores, critical sections left out]

But the time-slicing (implemented yesterday evening!) only takes effect when the program was in user mode. This guarantees you're not interrupting any progressing GEMDOS/(X)BIOS/GEM call. Small and beautiful. In fact, my semaphore is the supervisor bit in the program status word!

|There are probably thousands of such potential problems. I don't even
|want to think about the potential for trashing the disk due to
|simultaneous updating...

If there is a problem with this scheme, the problem can be reproduced in the current (unmodified) TOS, so it was already there. As for simultaneous updating, each GEMDOS call is completed before the next is done. No trashing.

|Still, it sounds like fun to play with.

It sure is!! B.T.W. does that sound like an alpha/beta tester :-) ?

Cheers,
Leo.

P.S. The current version screamed for job control, signalling etc. so that's being implemented right now (together with some system calls like signal() and kill()).

1062. Re: Multitasking on the ST

Newsgroup: comp.sys.atari.st
Date: 1989-08-12 15:47:58 UTC
From: leo@philmds.UUCP
Message-ID: <1070@philmds.UUCP>
Source record: 248835

In article <675@opal.tubopal.UUCP> alderaan@tubopal.UUCP (Thomas Cervera) writes:
|In article <1066@philmds.UUCP> leo@philmds.UUCP (Leo de Wit) writes:
|> In the current situation it is just as well feasible for
|>instance by an application program to thrash the space of the shell it
|>was invoked by. So if you insist on security, you should insist on it
|>right now already.
|
| Absolutely correct. But using a multi-tasking system this problem will
|multiply.

A so-called multi-problem system 8-) ? B.T.W. I don't see why.

|
|>An MMU alone probably won't hack it; you will probably want a 680x0
|>(x >= 1) to be able to page in new memory (a 68000 doesn't maintain
|>enough internal information to be able to restore correctly from a
|>BUSERR).
|
| But isn't there any software solution to that ? (I'm looking on primitive
|MMU versions on PDPs where the operating system does a part of context-
|saving work on failed EMT or TRAP recovery). The LSI11 processors are very
|much like the M68k family. Or is this really impossible on 680x0 ? (Remember,
|I'm only a dumb physicist :-))

The problem is that for instance a page fault can emerge whilst in the
middle of an instruction. Whereas the 68010, 68020 etc. store much
information on the stack at a BUSERR (29 words if I'm correct), the
68000 only stores 7 words, which is not sufficient to resume each type
of instruction. For instance:

movem.l (a3),a2-a5

Since this instruction modifies the contents of a3, it cannot be resumed
when a bus error occurs after a3 has been modified (and the instruction
has not yet completed).

Leo.

1063. Re: Multitasking on the ST

Newsgroup: comp.sys.atari.st
Date: 1989-08-12 15:55:23 UTC
From: swklassen@dahlia.waterloo.edu
Message-ID: <15877@watdragon.waterloo.edu>
Source record: 248836

In article <62828@linus.UUCP> rachamp@mbunix (Champeaux) writes:
>
>Now there's a point to debate. Do you really need memory protection on a
>single user multi-tasking computer. On a multi-user computer, memory
>protection is a necessity, since if one user's program crashes, you don't
>want to bring down the 50 other users. On a personal computer, where cost
>is an important factor, is it really necessary? (kind of sounds like the
>question "Is multi-tasking really necessary?" doesn't it?)
>It would, however, be really nice.

Here is a key issue in the multitasking debate: cost vs. performance.
While it is true that you are never going to match the performance
of a system designed (with hardware) for multitasking only through
software, one can come up with some pretty good compromises. Minix
is a good example of this, sure its not as secure as Unix but then
again, security isn't as much of an issue on a single-user system
as it is on a mult-user system. It seems reasonable to sacrifice
some security in order to keep cost down and performance up. (Still
it would be nice if we had the hardware to make it efficient, but
since we don't we must do the best that we can with what we have.)

As for the usefulness of multitasking, it extends not just to the
end user (running lots of programs), but also to the programmer.
Quite often in large applications it is useful to have portions of
the system running in the background.
Clearly it is more efficient and more secure to have this supported
by the OS rather than requiring the program itself to include all
the scheduling and security stuff.
ie. I would benefit (as a programmer) greatly even if only a limited
multitasking were allowed (system calls to provide low priority
background processes). Users would benefit from faster running
programs since the cpu would not have to be left sitting idle most
of the time.

Steven W. Klassen
Computer Science Major
University of Waterloo

1064. Re: Multitasking on the ST

Newsgroup: comp.sys.atari.st
Date: 1989-08-12 16:39:09 UTC
From: leo@philmds.UUCP
Message-ID: <1071@philmds.UUCP>
Source record: 248837

In article <482@tw-rnd.SanDiego.NCR.COM> johnl@tw-rnd.SanDiego.NCR.COM () writes:
|In article <1066@philmds.UUCP> leo@philmds.UUCP (Leo de Wit) writes:
[]
|>I think two issues are being confused here, the need for per process
|>memory protection, and the possible to run processes 'simultaneously'.
|>Why should memory protection be a hotter item when parallel processes
|>are involved?
|
|Because of the potential for a single user program to cause the termination
|of all the processes in the system.

This is equally well possible in the current 'one-process-running-at-a-time'
scheme. Note that there are already accessory-based editors, batch
modem transfer programs, TSR print spoolers for the ST right now.

|Consider: You are a user of the Spiffy multi-tasking-but-no-
|per-process-memory-protection Machine. You fire up a ray-trace.
[etc. good example left out]
|
|On a machine with memory protection (OK and resource tracking) the MMU will
|prevent corruption of other processes address space, and the nasty process can
|be removed from the system cleanly.

I think you'll need a bit more than just an MMU for a secure system.
S'pose your nasty process alters some system vector (applying patch 271
to SAFEDOS). A pity that the last bug was not yet removed... My point
is, that a MMU is a probably undispensable ingredient IN AN OTHERWISE
EXCELLENT SYSTEM. That safe system (which undoubtedly will have a
notion of privileges, users) is what you should start with in the first
place.

B.T.W. what do you do when a thunderstorm is coming up, but your
raytracer has yet to finish its last hour of calculations? Use a TMU :-) ?

[]
|I'm all for system robustness for ANY system. My point is that when you
|introduce multitasking, memory protection is more important due to the
|potential to disrupt other processes.

I heard this one before and I still won't believe it, unless a proper
argument is given.

|>[about VM]
|
|Sounds Good! But now you're wandering into the area of virtual memory and
|that's not what our original discussion was about. Thanks for the reply.

You bought an MMU but you don't want VM? Gee, that would be the first reason I would buy an MMU for (and not for protection). As long as the filesystems used are single-user, not write protectable, I don't care much for safe core.

Leo.

1065. Re: Hebrew wordprocessing

Newsgroup: comp.sys.atari.st
Date: 1989-08-12 16:56:00 UTC
From: david.megginson@canremote.uucp
Message-ID: <89081310545007@masnet.uucp>
Source record: 248838

There's a font editor from England which allows you to edit the system font and to type from right to left. I don't remember the name, but the ST club in London should be able to help you. The PD version will do what you want, and the commercial version will edit GDOS fonts as well.
---
* Via ProDoor 3.0R

1066. Re: Multitasking on the ST

Newsgroup: comp.sys.atari.st
Date: 1989-08-12 16:59:00 UTC
From: david.megginson@canremote.uucp
Message-ID: <89081310545051@masnet.uucp>
Source record: 248839

From what I've heard, Minix is very restrictive with memory. Each program is allowed a maximum of 64k, and there is not VM paging. A cute toy, but useless for anything but learning.
---
* Via ProDoor 3.0R

1067. Re: Logo

Newsgroup: comp.sys.atari.st
Date: 1989-08-12 17:01:00 UTC
From: david.megginson@canremote.uucp
Message-ID: <89081310545067@masnet.uucp>
Source record: 248840

LOGO is a play language for children. Use MProlog for an adult
equivalent. MProlog has Eagle graphics, which are 3-d rather than 2-d
like turtle graphics.
---
* Via ProDoor 3.0R

1068. Re: USER BASE

Newsgroup: comp.sys.atari.st
Date: 1989-08-12 17:03:00 UTC
From: david.megginson@canremote.uucp
Message-ID: <89081310545089@masnet.uucp>
Source record: 248841

I have read that the ST is the best selling personal computer in free Europe (an archaic term at best), and in England specifically, it is second in sales to Amstrad.

In North America the largest user base is probably around Toronto. A Timeworks sales rep told me that they sell more software in Eastern Canada for the ST than in all of the US. Remember that we have a tenth of the US population...

Forget about the US market. They are still debating whether the mouse is a good thing or whether real men should use line interfaces. I'm surprised that they use a crutch like the keyboard, instead of punch cards or dipswitches!

Software companies have told me that it is better to deal with Atari Canada than Atari US for help in North America, so tell your friend to give Atari Canada a call (I think it's in Markham, Ontario).
---
* Via ProDoor 3.0R

1069. Re: ST X and Ether

Newsgroup: comp.sys.atari.st
Date: 1989-08-12 17:15:00 UTC
From: david.megginson@canremote.uucp
Message-ID: <89081310545111@masnet.uucp>
Source record: 248842

Byte-Size systems in Oshawa, Ontario claimed last year that they were
developing an Ethernet Card for the ST. I don't know what came of it.
---
* Via ProDoor 3.0R

1070. Re: Multitasking on the ST

Newsgroup: comp.sys.atari.st
Date: 1989-08-12 17:28:00 UTC
From: david.megginson@canremote.uucp
Message-ID: <89081310545139@masnet.uucp>
Source record: 248843

MX2 already does a fairly good job of simple multi-tasking. What we need to be able to do is multi-task in GEM. Right now, the machine will crash because the GEM code cannot be reentred when it is being used (it uses global rather than local variables). To multi-task with real ST applications, you would have to at least save all of the internal GEM variables with every context switch.
---
* Via ProDoor 3.0R

1071. Re: DOS 3

Newsgroup: comp.sys.atari.st
Date: 1989-08-12 22:36:33 UTC
From: CharlieBrown@cup.portal.com
Message-ID: <21236@cup.portal.com>
Source record: 248844
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

DOS 3 Manual was printed by ATARI INC 1983.the manuel has 100 pages with and errata printed 5/01/84 with about 20 corrections.I would think some Atari Dealers would still have copies of it.The title is"DISK OPERATING SYSTEM III REFFERAENCE MANUAL".(OPPS manual is spelled wrong!)Regards

1072. Re: VIP AND KUMA, HOW DO THEY COMPARE?

Newsgroup: comp.sys.atari.st
Date: 1989-08-13 00:48:19 UTC
From: clf3678@ultb.UUCP
Message-ID: <1142@ultb.UUCP>
Source record: 248845

In article <ID2201.D890811.T141027.CHIASSA@UDEM> CHIASSA@UDEM.BITNET (Alyre CHIASSON) writes:
>
> In a number of recent issues of ST WORLD "KUMA" has offered
> to VIP users a special price on K-SPREAD 3 plus K-GRAPH 3 if
> they send in their master VIP disks. Does anyone have any
> experience with either of these "KUMA" products in regards
> to what VIP has to offer? Is it worth the switch?

Well, I use LOTUS 1-2-3 at work (albeit a summer job). When I come home and boot up VIP, I am given the EXACT SAME environment I have at work. Ergo, VIP is for me! I have never used any other spreadsheet, but if you use LOTUS on any regular basis, VIP is the way to go. Also, you can mooch the LOTUS manuals from work and use them at home. :^)

Chris Freemesser, Rochester Institute of Technology | What I like :
BITNET: %clf3678@RITVAX GEnie: C.FREEMESSER | 1) My Atari ST
USENET: Just reply and hope it gets through | 2) My '77 Mercury
<This space available.......555-9092> | 3) Coke Classic

1073. Re: 1040ST Memory Upgrades

Newsgroup: comp.sys.atari.st
Date: 1989-08-13 01:04:02 UTC
From: clf3678@ultb.UUCP
Message-ID: <1143@ultb.UUCP>
Source record: 248846

>>I really don't suggest you get a memory upgrade for the 1040st.
>[very general reason why not]
>Could you be more specific ??

Sure I can. The power supply in the 1040ST was only meant to supply power for 1 meg of chips. Of course, there is a little extra output in the supply (a safety margin of sorts). But since nothing is perfect, and we live in a non-perfect world, not every power supply in every 1040 has the same output. Some have more, some have less, some have the intended output. Ergo, a memory upgrade MAY OR MAY NOT strain your power supply. If Atari had given us a LARGE safety margin, then probably every 1040 could be upgraded. From what I know of the 1040, a 2.5 meg upgrade should be ok. However, your power supply may not be able to handle a 4 meg upgrade. This is why I discourage upgrading the 1040 to more RAM. You just don't know if it will work or not.

This leads into the next question......

>>Of course, you could rig a PC power supply to the ST.......
>HOW !!!!! I've thought about it but what kind and where would it go ??

The Atari 520ST requires the following voltages:

+5V, +5V, +12V, -12V, and two grounds.

A standard PC power supply offers:

+12V, -12V, -5V, +5V, +5V, +5V, and four grounds.

Since the PC supply offers the needed inputs, you can hook one up to the ST. I do NOT know the requirements for the 1040, 520STFM, and Mega, but I would assume they are the same. However, the built-in power supply is probably hard-wired, not having the connector I have on my 520 (external power supply).

The HUGE advantage of the PC supply is the increased power it supplies. My 520 power supply offers something like 15W, where a PC supply can be as high as 250W or so. This allows you to hook up your disk drives, hard disks, and even your monitor (you plug it into the monitor port on the PC supply using an adapter). Theoretically, you could have EVERYTHING on one power supply.

>WHile I'm here ---> Has anybody tried to shove a 1040STf into a tower
>style case ?? They usually come with a pretty hefty power supply....
>Before I spend any money I'd like to know.
> ANdy :-)

I don't believe it possible. The design of a tower case doesn't give you enough room to put in a motherboard. The disk drives would be in the way.

Chris Freemesser, Rochester Institute of Technology | What I like :
BITNET: %clf3678@RITVAX GEnie: C.FREEMESSER | 1) My Atari ST
USENET: Just reply and hope it gets through | 2) My '77 Mercury
| 3) Coke Classic

1074. Re: Multitasking on the ST

Newsgroup: comp.sys.atari.st
Date: 1989-08-13 03:16:34 UTC
From: hoang@rex.cs.tulane.edu
Message-ID: <1035@rex.cs.tulane.edu>
Source record: 248847

For those who would like to experience multitasking on the ST, I would recommend looking at minix ST available from Prentice-Hall for $79. It's a "mini-unix" operating system. Subscribe to comp.os.minix for more info.

Dzung Hoang
--
---
hoang@comus.cs.tulane.edu hoang@rex.cs.tulane.edu
hoang@comus.UUCP hoang@rex.UUCP
tulane!comus!hoang tulane!rex!hoang

1075. Re: Multitasking on the ST

Newsgroup: comp.sys.atari.st
Date: 1989-08-13 05:20:29 UTC
From: fgbrooks@crash.cts.com
Message-ID: <194@crash.cts.com>
Source record: 248848

In article <1069@philmds.UUCP> leo@philmds.UUCP (Leo de Wit) writes:
>In article <1989Aug11.175942.6534@sj.ate.slb.com> greg@sj.ate.slb.com (Greg Wageman) writes:
>Processes that are
>waiting for some state change like a character from the keyboard
>becoming available, or the printer being ready to receive further data,
>are marked that way and will only be selected if the state they're
>waiting for changes (the test for the changed state is just a simple
>index comparision in most cases). Calls that can be safely assumed to
>complete within a reasonable amount of time are not marked waiting

I intercept the BIOS trap vector and add my own routine to do the BConin call. If nothing is waiting in the buffer then I swapout the current process , if a char is is the buffer it is passed on to the calling process and a countdown variable is set to say 100 so that when then next time the buffer is empty it won't swapout until it has checked the buffer a few times.

>|I must admit the idea sounds like it has merit. However it's easy to
>|try something like this when blissfully unaware of the pitfalls. The
>|biggest one I see is that GEMDOS itself is not written to be
>|re-entrant.
>
>Sure, but a) GEMDOS is not being re-entered and b) in a special way,
>GEMDOS IS re-entrant. After these stunning remarks, I'll have to make
>myself clear 8-):

GEMDOS surely can be made re-entrant. Take a quick look at my MX2 source for an example. I admit my method is not perfect but it works 'sometimes'.

>Cheers,
> Leo.
>
>P.S. The current version screamed for job control, signalling etc. so
>that's being implemented right now (together with some system calls
>like signal() and kill()).

I would like a copy if you are giving it away with source.

1076. Re: Hard Drive Speeds

Newsgroup: comp.sys.atari.st
Date: 1989-08-13 10:12:37 UTC
From: logic@wet.UUCP
Message-ID: <411@wet.UUCP>
Source record: 248849

In article <676@opal.tubopal.UUCP> alderaan@tubopal.UUCP (Thomas Cervera) writes:
>In article <399@wet.UUCP> logic@wet.UUCP (Henry Kwan) writes:
>
>>[...] Compare a ST506/412's
>>5Mbit/sec to something like an Imprimis 94181-702M's 15-24Mbit/sec (ain't
>>sure on this one but it's somewhere in that neighborhood). The Imprimis
>>will just blow your socks off.
>
> But doesn't the DMA bus limit such a speed if you solder it to an ST ?
>

True. Then again, I'm of the school of thinking that overkill is better
than underkill. The Imprimis drive will get something like 1,050K/sec on
ICD's RATEHD while the ST506/412 drive will get something like 300K/sec.
Real-life benchmarks are probably less glaring in difference but should
still be quite noticable.

I'm curious about the BMS-200 host adapter though. They claim that it
supports a 1.6MB/sec transfer rate but I always thought that the ST's DMA
bus limit was 1.33MB/sec. Or are they measuring it at the SCSI level?

--
Henry Kwan - FWB, Inc. | "Experience varies directly
claris!wet!logic@ames.arc.nasa.gov | with equipment ruined."
cca.ucsf.edu!wet!logic@cgl.ucsf.edu |
{claris,ucsfcca,hoptoad,lamc}!wet!logic | -- Tech Support

1077. Re: Re^2: Multitasking on the ST

Newsgroup: comp.sys.atari.st
Date: 1989-08-13 11:22:51 UTC
From: alderaan@tubopal.UUCP
Message-ID: <677@opal.tubopal.UUCP>
Source record: 248850

In article <415@nixpbe.UUCP> mboen@nixpbe.UUCP (Martin Boening) writes:
>What's all this about NEEDING memory segmentation for Multitasking. You can
>have Multitasking without memory segmentation. (Of course memory segmentation
>helps a lot). Just look at several multitasking OSs for the ST, all running
>without a REAL MMU: OS-9/68000, IDRIS, RTOS-UH/Pearl, MINIX-ST, Xinu,
>(what else ?).
> [...]
>I hope this convinces everybody that multitasking is possible (even if not
>feasible due to lack of speed) on the ST.

{:-(

Encore une fois:
Multi tasking is possible but USELESS for every-day operation on a machine
where every little bullsh*t program can trash important memory. You definetely
CANNOT shrink a system's kernel PLUS working variables completely into 2048
bytes. BUT THAT'S ALL PROTECTED MEMORY YOU HAVE ON AN ST. Oh, sure, you could
execute what's in the hardware registers.
I don't want to think about wasted time during software debugging on a
machine where ANY program can produce unpredictable and perhaps unreproductable
reactions of ANY program running on it (INCLUDING THE OPERATING SYSTEM ITSELF)
if it's not coded correctly. (Maybe your printer daemon crashes the system
every time you print more than 42 asterisks).
It is not neccessary at all that YOU are the source of this behaviour, some-
one else who has written a program currently running in your system's background
could be the cause ! Perhaps YOU WILL NEVER KNOW !
If you have an MMU and if your 'crash exception handler' is working correctly,
only the nasty program will die WITHOUT affecting others. Because of that you
can exactly determine what's going wrong there.

Of course, this is not only relevant for multi tasking systems on the ST but
for all multi-program environments on this machine (including TOS). BUT it's
a matter of fact, that multi tasking means multiplying the probabilty of crazy
system behaviour !

--
Thomas Cervera | UUCP: alderaan@tubopal.UUCP
SysMan RKOpdp (RSTS/E) | ...!unido!tub!opal!alderaan (Europe)
D-1000 Berlin 30 | ...!pyramid!tub!opal!alderaan (World)
Motzstrasze 14 | BITNET: alderaan%tubopal@DB0TUI11.BITNET (saves $$$)

1078. v07INF1: Introduction to comp.binaries.atari.st

Newsgroup: comp.sys.atari.st
Date: 1989-09-12 15:40:08 UTC
From: koreth%panarthea.ebay@sun.com
Message-ID: <34260@grapevine.uucp>
Source record: 246109
Cross-posted to: comp.binaries.atari.st,comp.sys.atari.st

```
Submitted-by: koreth%panarthea.ebay@sun.com (Steven Grimm)
Posting-number: Volume 7, Info 1
Archive-name: intro

This is the first of three introductory articles about comp.binaries.atari.st.
This one describes how to submit binaries to the newsgroup. A companion
article lists all previously-published binaries, and a third article explains
how to retrieve and unpack binaries.

I am always looking for suggestions on how to improve the usefulness
of the newsgroup, and can be contacted as listed below.

-- Steven Grimm
sgrimm@sun.com

--------------------

Subject: Submitting binaries for publication

Items intended for posting or queries and problem notes should be sent to
atari-binaries@ssyx.ucsc.edu. If you are on a UUCP-only site, you can send
them to uunet!ucbvax!ucscc!ssyx!atari-binaries.

If you want verification of arrival, so say in a cover note, or at the
beginning of your submission, if it is small. I try to verify that a
program works, and if I can't get it to work, I may hold up posting it
for a couple of days. Please note that, except in rare cases, software
without documentation will not be published. The backlog from receipt
to posting varies from one to four weeks depending mostly on the set
of submissions currently in my queue.

If you are submitting both sources and binaries, please send the two
separately. If I have to separate your sources from your binaries by
hand, your submission will most likely sit on the back burner for a
while.

--------------------

Subject: The structure of comp.binaries.atari.st articles

Each posting in comp.binaries.atari.st is called an "issue"; there are
roughly 100 issues to a volume. The division is arbitrary and may vary.
There are two types of articles in comp.binaries.atari.st: binaries and
"information postings." They can be distinguished by the subject line:

Subject: v07INF2: Index and other info
```

This first word in the title identifies this as the third info posting of volume six. Similarly, the subject line shown below:

Subject: v07i081: fix40 -- Fix for forty-folder bug

identifies this as the 81st binary article in Volume 7. Large programs are broken up into smaller pieces, and have subject lines that look like this:

Subject: v07i041: mtgem -- Multitasking GEM replacement part04/18

Certain information about the system configuration required to use the program is given on the keywords line.

Keywords: uuencode, 1meg, medium, high

This means that the program requires at least one meg of RAM and runs in medium or high resolution. Following is a list of keywords; new ones may be added as needed. They are mostly self-explanatory.

uuencode - program is uuencoded (UNIX uudecode required to unpack)
uue - program is uuencoded (ST uud required to unpack)
arc - program is archived (arc required to unpack)
zoo - program is a zoo archive (zoo required to unpack)
high - high resolution
medium - medium resolution
low - low resolution
1meg - needs 1 meg of RAM

The first few lines of an article are auxiliary headers that look like this:

Submitted-by: good@atari.UUCP (Roy Good)
Posting-number: Volume 7, Issue 80
Archive-name: new-desktop

The "Submitted by" is the author of the program. If you have comments about the binaries published in comp.binaries.atari.st this is the person to contact. When possible, this address is in domain form, otherwise it is a UUCP bang path relative to some major (backbone) site.

The second line repeats the volume/issue information for the aide of notes sites and automatic archiving programs.

The Archive-name is the "official" name of this program in the archive. Large postings will have names that look like this:

Archive-name: desktop/part01

Since most archive sites run UNIX, articles are given UNIX-style filenames rather than ST-style filenames. I do make an effort to keep filenames to 8 characters or smaller, however.

Subject: Reporting and tracking bugs and patches to postings

Updates to programs are usually announced in comp.sys.atari.st. When large changes are made to a program, the entire thing will be reposted to comp.binaries.atari.st.

To report bugs, contact the person listed in the Submitted-to header. Often there is a contact address in a README file, too. I do not maintain the programs I moderate, so don't send your bug reports to me.

If the program documentation mentions some file that isn't included in the posting (for instance, a font editor's documentation might refer to some sample fonts), contact the submitter, not me. I post articles in their entirety, so if it isn't posted, I probably don't have it.

1079. Re: Portable Mac vs STACY

Newsgroup: comp.sys.atari.st
Date: 1989-09-25 20:22:52 UTC
From: lsr@Apple.COM
Message-ID: <4359@internal.Apple.COM>
Source record: 248701

In article <22440@cup.portal.com> Xorg@cup.portal.com (Peter Ted Szymonik) writes:
> I'll tell you the real nifty part - the Mac 'portable' weighs in at a
> hefty 16 pounds! Its also phically a lot larger than the STacy.

The Macintosh Portable is 15.7 pounds with a built in 40Mb hard disk. (It's 13.7 without the hard disk.) Also, the small size of a Stacy might be considered a disadvantage, depending on how the keyboard feels and how big the screen is.

Larry Rosenstein, Apple Computer, Inc.
Object Specialist

Internet: lsr@Apple.com UUCP: {nsc, sun}!apple!lsr
AppleLink: Rosenstein1

1080. Re: SURVEY; US-UK-EUROPE-ASIA ST Users----Please Answer!

Newsgroup: comp.sys.atari.st
Date: 1989-09-25 20:24:28 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.88.622758268.larserio@kyrre.uio.no>
Source record: 248702

Here are norwegian prices from 26 sept 1989:

1040: 6495,- NKr
+color: 9995,- NKr
+mono: 7995,- NKr

MEGA 2: 12474,- NKr
+color: (no price offer)
+mono: 14340,- NKr

MEGA 4: 17940,- NKr
+mono: 19140,- NKR

Stacy 1104 (1 MB RAM, 720 K disk) 16740,- NKr
Stacy 1125 (1 MB RAM, 20 MB HD) 20340,- NKr
Stacy 2146 (2 MB RAM, 40 MB HD) 23940,- Nkr
Stacy 4147 (4 MB RAM, 40 MB HD) 29940,- Nkr

Lars-Erik / ABK-BBS +47 2132659 / ____ ______
Osterud / larserio@ifi.uio.no / /___ /
___________/ _____________________/ ____/ /

1081. re: Michtron's Optimizer optimizes...

Newsgroup: comp.sys.atari.st
Date: 1989-09-25 20:33:02 UTC
From: TW6PSANU@MIAMIU.BITNET
Message-ID: <8909251946.AA25463@ucbvax.Berkeley.EDU>
Source record: 248703

Michtrons Hard Drive Turbo Kit makes all of the files on the hard drive contigous. It then uses one of two algorithms (selected by the user) to make the free blocks contigous. As far as interleave, I was under the impression that the Atari ST with its DMA port operated at an interleave of 1:1 anyway, so this doesn't need to be worried about.

If I'm wrong, tell me.
Todd Whitehead
Miami University
Oxford, Ohio

Opinions are my own as I don't work for anybody...yet!

1082. Re: spectre 128 + ICD

Newsgroup: comp.sys.atari.st
Date: 1989-09-25 21:17:43 UTC
From: ritchie@hpldola.HP.COM
Message-ID: <11830054@hpldola.HP.COM>
Source record: 248704

>
>While on the subject is spectre GCR shipping yet?
>

According to the message on the GBS phone line, they are not taking
calls due to shipping GCR (this was on Monday, September 25th). It appears
the birth is occuring *now*.

Dave Ritchie

1083. drop out

Newsgroup: comp.sys.atari.st
Date: 1989-09-25 22:02:00 UTC
From: CANTIN@MMDEHN.LSU.EDU
Message-ID: <8909252224.AA05443@ucbvax.Berkeley.EDU>
Source record: 248705

UNSUBSCRIBE

1084. Re: Cartridge..ramdisk

Newsgroup: comp.sys.atari.st
Date: 1989-09-25 22:03:19 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <10029@stag.math.lsa.umich.edu>
Source record: 248706

In article <2539@jhunix.HCF.JHU.EDU> ins_bac@jhunix.UUCP (Ajay Choudhri) writes:
>Does anyone have any plans or information for constructing, a ram cartridge
>dor use as a ram drive. I have heard of kits that allow for custom
>aplications for the cartridge port. I have only heard this thru rumors.
>Can anyone give e any pointers in the right direction or even sources
>for such boards.

I don't know about build-it-yourself kits, but Alpha Systems makes a line of RAMboxes that plug into the cartridge port. Can be sized from 512K to 4Meg, with or without battery backup and clock. I have a 2Meg Ultradisk with battery backup. This thing is pretty cool, expandable to 4Meg. You can configure it for however many disk partitions you want, and can make a partition bootable as well. I really like this feature, because I tend to leave my hard drive off (too noisy) and I can stick auto-boot progs onto that cartridge instead. You can also allocate up to 60K of the memory as a printer buffer, which I've found to be pretty handy. No point in eating up main memory for that...

Anyway.... I really like mine. Too bad I probably can't use it with any other cartridge gizmos...

Obligatory disclaimer - I'm not related to Alpha Systems in any way other than as a satisfied customer...
--
-=- PrayerMail: Send 100Mbits to holyghost@father.son[127.0.0.1]
and You Too can have a Personal Electronic Relationship with God!

1085. Re: Where's ST LaTeX?

Newsgroup: comp.sys.atari.st
Date: 1989-09-25 22:06:17 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <10030@stag.math.lsa.umich.edu>
Source record: 248707

In article <750021@hpsad.HP.COM> bobw@hpsad.HP.COM (Bob Waltenspiel) writes:
>Could someone please post an archive site for an ST version of LaTeX?

By anonymous ftp, terminator.cc.umich.edu (35.1.33.8)
~ftp/atari/tex/StTex*.zoo
--
-=- PrayerMail: Send 100Mbits to holyghost@father.son[127.0.0.1]
and You Too can have a Personal Electronic Relationship with God!

1086. Re: About Mega keyboard cables (was Re: (none))

Newsgroup: comp.sys.atari.st
Date: 1989-09-25 22:58:35 UTC
From: apratt@atari.UUCP
Message-ID: <1709@atari.UUCP>
Source record: 248708

orc@pell.uucp (david parsons) writes:

>On 21 Sep 89 12:39:37 GMT, george_seto@brains.UUCP (George Seto) wrote:
>Find a 6-wire telephone cord with modular jacks at each end.
>*poof* - instant cable.

If that works, I'm really surprised. The Megas I know of need a slightly different cable. You have to turn one connector of a standard phone cable upside-down. I know because I had to make my own once and I couldn't use a phone cable out of the box. Maybe new Megas or old ones are the way you describe...

Normal phone cable:

```
------ ------
1 |---------------|6
2 |---------------|5
3 |---------------|4
4 |---------------|3
5 |---------------|2
6 |---------------|1
------ ------
```

Mega Keyboard cable:

```
------ ------
1 |---------------|1
2 |---------------|2
3 |---------------|3
4 |---------------|4
5 |---------------|5
6 |---------------|6
------ ------
```

If you buy the cable without the ends, you can make the Mega keyboard kind easily. If you don't, it's hard: the ends aren't made to be taken off & rearranged, they're made to crimp on once & stay forever. (TPC sure knows how to build to last: they didn't want to have to go back and do it again, back when they handled all repairs and we were just renting.)

```
==========================================
```
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

1087. Re: Detachable StT Keyboard (TOS 1.4 Rumor)

Newsgroup: comp.sys.atari.st
Date: 1989-09-25 23:04:35 UTC
From: apratt@atari.UUCP
Message-ID: <1710@atari.UUCP>
Source record: 248709

pi@csd4.csd.uwm.edu (Peter J Ikusz) writes:
>About the TOS 1.4 rumor.
>I have heard that TOS 1.4 has a bug in one of its RS-232 routines.
>And that there is a patch program that has to be used to make the
>RS-232 port work. Is this true?

This is true, but only some people will come up against it. RTS/CTS is a hardware flow-control protocol which high-speed modems use, among other devices. If you don't use it, you won't know there's a problem.

The problem is not in the RTS/CTS code per se, but the code which enables that flow-control mode. Mea culpa. TOS14FIX.PRG or whatever it's called fixes that, and it's available on GEnie and other places, with notes to the effect that it should be widely distributed. I'll let Kbad post it here if he wants: he wrote it. The fix program also fixes one other bug (in the AES Shel_ library) and has a mouse accelerator and screen saver.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

1088. Re: Programming Hard Drive access?

Newsgroup: comp.sys.atari.st
Date: 1989-09-25 23:14:07 UTC
From: antony@lbl-csam.arpa
Message-ID: <3867@helios.ee.lbl.gov>
Source record: 248710

In article <799@lzaz.ATT.COM> hcj@lzaz.ATT.COM (HC Johnson) writes:
>In article <3859@helios.ee.lbl.gov>, antony@lbl-csam.arpa (Antony A. Courtney) writes:
>>
>> After looking through both the Laser C manual and the 2 Abacus books, I still
>> haven't a clue how to go about doing sector level hard drive access from a
>> C or assembly language program. Can anyone either tell me how to do this or
>> point me to a reference?
>
>Use Rwabs(rorw,buffer,n,rec,drive)
>

I appologize. I hadn't worded my aritcle correctly at all. What I really want to know is how I can write sector level access routines which call things like Rwabs() to access files. How can I find out the mapping of files->sectors. I assume this is an intrinisic part of the directory structure, unfortunatley I can not seem to find anything describing how this works. A piece of sample code which uses rwabs() to access a file would be nice. A description of this would also be nice. And if nothing else, a pointer to a reference which describes this would also be appreciated.

Thanks!

Antony A. Courtney

--
****
Antony A. Courtney antony@lbl.gov
Advanced Development Group ucbvax!lbl-csam.arpa!antony
Lawrence Berkeley Laboratory AACourtney@lbl.gov

1089. Re: Folio and extra hardware

Newsgroup: comp.sys.atari.st
Date: 1989-09-26 00:09:44 UTC
From: Dave_Ninjajr_Flory@cup.portal.com
Message-ID: <22530@cup.portal.com>
Source record: 248711

The Portfolio is available in the US. My local dealer, San Jose Computers, picked up 12 the other day when I was at the Atari warehouse picking up some loaner machines for a local show. I got one to demo and it is neat. The extra stuff available now is the memory cards which are available in 32, 64, and 128K sizes. Just FCC approved last week is the computer interface{ serial and RS-232 port. They are supposed to be for sale in October. The system looks just like the IBM at work, in use. Typical Messydos commands. Fortunately for the average user there is a built in menu that runs the ROMed applications which are Setup, Diary (with date alarms, etc.), Editor, Spreadsheet (Lotus 123 compatible), and address book.
OSs

1090. Re: REFILLING HP DeskJet INK CARTRIDGES -- a warning...

Newsgroup: comp.sys.atari.st
Date: 1989-09-26 01:44:19 UTC
From: swan@jolnet.ORPK.IL.US
Message-ID: <1600@jolnet.ORPK.IL.US>
Source record: 248712

In article <1356@blackbird.afit.af.mil> jlong@blackbird.afit.af.mil (Jeffrey K. Long) writes:
:In article <1585@jolnet.ORPK.IL.US> swan@jolnet.UUCP (Joel Swan) writes:
:>
:>True, so far as nothing goes wrong with your printer. However, the possibility
:>of the bogus ink clogging the pump inside your DJ is very high. Once
[text deleted]
:
:I am going to be very surprised if anyone has really seen this happen!!
:A few moments examining the print head set-up in my Deskjet would indicate
:that the actual "jets" of the head are SEALED shut by a rubber seal (I
:guess this is the "primer tube" opening? If this is not the case, and
:assuming that ink is supposed to collect in this "primer tube" in a liquid
:state and remain that way, how does the original HP ink perform this
:magcic?? I have been under the impression that the priming action actually
:was the result of an increased elctrical drive signal to the cartridge to
:force more ink into the jets. Is this wrong?
:
:Would someone from HP please, at least unofffically, respond to this issue?
:
:| Jeff Long jlong@afit-af.mil (ARPA net) |

Yes and No. My information comes from an HP publication that is circulated internally to HP. One of the issues was devoted to the developement of the DeskJet, it's ink cartridge, paper movement systems, electrical systems, user interface systems, etc. I am not speaking "officially" for HP.

You are right when talking about an "electrical drive signal" that ink into the jets, sort of. The jets get heated and force the ink to eject in rapid succession.

However, the pump I'm talking about is not in the cartridge, but in the body of the DiskJet. If you open the DJ up, you will find on the righ-hand side, the cam and tube I'm refering to. Each and every time the DJ begins to print, the cartridge head wipes across a rubber wiper. Next to this wiper is the opening is where the cartridge rests. This is where the tube sucks the ink to "prime" each printing.

Like I said, the new ink may work fine, but I hear HP is developing a DJ approved water proof ink, so I'll wait and see.

If you can get you hands on this HP circular (about 40 pages?) it makes very interesting reading. They really pulled off a mechanical coup with the DJ.

Joel

1091. details of 1-pass Modula 2 package

Newsgroup: comp.sys.atari.st
Date: 1989-09-26 04:43:25 UTC
From: saj@chinet.chi.il.us
Message-ID: <9670@chinet.chi.il.us>
Source record: 248713

A couple questions about the 1-pass Modula 2 package (the free one from Germany).

One of the replacement keystrokes for a menu selection is <control>U-umlaut (or was that A-umlaut: memory failure again) anyway--can I enter such a character on a US keyboard?

The read.me file in the distribution seems to imply that I have more ability to customize the editor than choosing either m2editor or Tempus. Would someone care to comment on that?

Thanks, people.
Steve J.

1092. Re: I want multitasking: so there.

Newsgroup: comp.sys.atari.st
Date: 1989-09-26 06:52:54 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <10031@stag.math.lsa.umich.edu>
Source record: 248714

In article <45da0716.14a1f@force.UUCP> covertr@force.UUCP (Richard E. Covert) writes:
>But, sun Workstations and Apollow Workstations support multi-windowing.
>They are a little out of my price range though.

Well, old 3/50s and 3/60s are pretty cheap now that Sun's 030 machines
are out. And Apollo has some nice new 68030 based workstations that are
relatively cheap, like in the $2500 range for a base system. (16MHz 030,
8MB RAM, 1280x960 mono 19" display... Cool stuff.)
>
>If the TT could come out with the multi-tasking multi-windowing OS it would
>be a start. But, there start aren't any professional CASE tools out for the
>ST (or by extension the TT) yet.
Hm... gdb runs on the ST now. Pretty intense debugging system...
>
>So, thats what I would like to see in a TT !!
>P.S. Oh yes, I need another window to play Flight Simulator in when I get
>bored coding!!!!
Yeehah! I prefer arcade shoot-em-ups, though Falcon is pretty cool...
>
>Richard Covert

--
-=- PrayerMail: Send 100Mbits to holyghost@father.son[127.0.0.1]
and You Too can have a Personal Electronic Relationship with God!

1093. Re: Portable Mac vs STACY

Newsgroup: comp.sys.atari.st
Date: 1989-09-26 07:07:02 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <10032@stag.math.lsa.umich.edu>
Source record: 248715

In article <45da3096.14a1f@force.UUCP> covertr@force.UUCP (Richard E. Covert) writes:
>I would like to know how Atari can produce and sell a Laptop ST for under $2,000
>while Apple charges almost $5500 for basically the same machine??
>
>The only real hardware difference between the two machines has to be the LCD display??
>Does anyone have techincal specifications for the two LCD displays being used??
>Is the Atari LCD display slower to redraw than the Mac display?? I know that the
>ST has a higher resolution (640x400 VS. 535x352). since, the ST has higher res
>then the Mac SE anyway.
Dunno 'bout the rest of the stuff you mention, but the specs I saw said
that the Mac portable will have a 640x400 LCD screen. I'm inclined to
believe that they're using identical display technology. They just don't
call it the same because Apple likes to lead the public to believe that
everything they do is new, innovative, and original... As long as the world
doesn't see anything else comparable, then Apple doesn't have any trouble
charging whatever the hell they feel like. If the STacy doesn't flood the
US market soon, it'll never get a chance, because most people are too willing
to swallow the Apple PR junk.

I suppose one other significant difference would be that the portable Mac
has Localtalk support. Of course, if you think one little Zilog Z8530 is
worth the $3500 price difference... }-)

Hm... Oh yes, the Mac portable is much larger, it's not billed as a "Laptop,"
as the STacy is named. The Mac uses a faster CPU, 16MHz. It really does look
like Apple has some good ideas in this box. The STacy will basically be a
Mega redesigned to fit in a smaller case... I suppose, given that, Atari still
may not grab a very sizable chunk of the laptop market. The Mac is a relatively
open system, compared to the STacy. You can expand the memory just by dropping
in more SIMMs. I think the STacy would require tedious brain surgery... Of
course, a strike against the Mac - the portable's expansion slot uses yet
another different design. So now Apple has Macs with funny NuBus slots, weird
SE slots, and weird Portable slots. This sorta puts it on even ground with the
STacy, since its Mega slot is also not an industry standard. The sad thing is,
tho, I bet there'll be lots of products for the MAcPortable's slot developed
very quickly... So it goes.

Gawd, what a depressing article. Sorry. If you can prove any or all of what
I've just said to be grossly untrue, please do, I'd feel much better for it.
--
-=- PrayerMail: Send 100Mbits to holyghost@father.son[127.0.0.1]
and You Too can have a Personal Electronic Relationship with God!

1094. Re: PRINTING MAC FILES ON ST+LASERJET IIP: HOW

Newsgroup: comp.sys.atari.st
Date: 1989-09-26 07:44:55 UTC
From: neil@cs.hw.ac.uk
Message-ID: <3154@brahma.cs.hw.ac.uk>
Source record: 248716

In article <5335@merlin.usc.edu> jjung@sal-sun15.usc.edu (John Jung) writes:
> that he (Dave Small) said you could redirect the
>Postscript output to a file, and then transfer the file to a computer that can
>do Postscript printing.

I wanna know how to do this too!
I know that on real Macs can hold down a key combination (OPT-K?) to produce
Postscript files but unless you can install a postscript driver in the first
place then your sunk. I have never manged either on Spectre 128.

+---+
! DISCLAIMER: Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "spam spaM spAM sPAM SPAM, lovely SPAM" !
+---+

1095. RE: RTS/CTS patch

Newsgroup: comp.sys.atari.st
Date: 1989-09-26 08:17:40 UTC
From: george_seto@brains.UUCP
Message-ID: <4845@brains.UUCP>
Source record: 248717

RE: RTS/CTS patch:

David Brooks @paperboy.OSF.ORG writes :

> Someone mentioned a patch for the RTS/CTS buggy handler. Where is it?
> Is it PD? Trying to use emacs at home, with a new setup, is proving
> difficult if I can't type control-S, but I do need ST-to-modem flow
> control.
--

I believe the file you want is known as TURBOCTS and has been available for
several months on GEnie and a variety of BBS's around the US and Canada.
Don't know where you are located so I can't recommend a BBS for you to try.

--
-==========-==- From George Seto at Cerebral Cortex BBS System
-==-==-------==-==- (902)462-7245 3/12/2400 8N1 24h/7d
-==--------==------ george_seto%brains@iisat.UUCP
-==-==-------==-==- {uunet, utai, watmath}!dalcs!iisat!brains!george_seto
-==========-==-

1096. TEST, please ignore.

Newsgroup: comp.sys.atari.st
Date: 1989-09-26 09:11:17 UTC
From: csko@cybaswan.UUCP
Message-ID: <742@cybaswan.UUCP>
Source record: 248718

```
This is a TEST.
```

1097. Supra 45M bootup

Newsgroup: comp.sys.atari.st
Date: 1989-09-26 09:16:37 UTC
From: rmanzie@miclon.uucp
Message-ID: <1989Sep26.091637.11817@miclon.uucp>
Source record: 248719

I have a Supra 45 Meg hard drive which never seems happy waking up when
my 1040ST (unmodified, non-1.4-TOS) boots.

The supra is always up & running well before I turn on the ST.
If I have a floppy in the floppy drive on bootup, it always boots from
the floppy. If no floppy is in the floppy drive, it will boot from ROM
(eventually).

However.

If I switch the supra OFF while the system is booting with no floppy in
the drive, the desktop comes up IMMEDIATELY. If I then switch the Supra
back ON, wait for it to spin-up then hit the reset button on the ST, the
it tries the floppy about three times then autoboots correctly from the Supra.

After this elaborate sequence, everything works according to the Supra manual.
Rebooting with or without floppy in the drive gets an autoboot from the Supra.
It is only on Cold Start that these problems occur. The Supra is set up as
per the manual for auto-booting.

Has anyone seen this before? Is this problem going to go away when (if)
TOS 1.4 becomes available in the UK (another story...).

Thanks in advance for any help,

Roddy.

roddy@miclon.co.uk roddy@miclon.uucp roddy@uk.co.mic.lon

1098. Portfolio info requested

Newsgroup: comp.sys.atari.st
Date: 1989-09-26 10:16:45 UTC
From: portuesi@tweezers.esd.sgi.com
Message-ID: <PORTUESI.89Sep26111645@tweezers.esd.sgi.com>
Source record: 248720

After reading the press blurbs about the Portfolio, I've decided that it might be what I'm looking for. Nevertheless, I would be grateful for answers to the following questions, from somebody who knows more about the Portfolio than I do:

1. Does the Portfolio have a serial port? What is the highest baud rate supported over the serial port?

2. What kind of memory technology does the 640K expansion use? How much will it cost to upgrade a Portfolio to 640K?

3. Is there an optional external floppy drive?

4. What is the storage capacity of the external memory cards? How much does a memory card cost? What is the I/O speed of these cards?

5. Does the Portfolio offer any sort of graphics capability? Can the display handle inverse video and the IBM graphics character set?

6. Is the bundled software included in a built-in ROM, or does it come on memory cards?

7. What version of MS-DOS does the Portfolio use? Is MS-DOS built into ROM? Are external MS-DOS commands also built into ROM?

8. The Portfolio supports a 40x8 virtual view onto an 80x24 screen. Is it possible to make applications which simply use the 40x8 physical screen only? I would prefer to see only a little bit of a document rather than a scrolling view of one-sixth of a standard display.

9. Do MS-DOS programs that assume a monochrome display adapter and simply blast bytes into display memory work on the Portfolio?

10. How long does the Portfolio run on three AA alkaline batteries?

Email responses would be preferred, as I don't normally read this group. I would be more than happy to send summaries to interested parties, and if I receive enough requests I will post a summary to the net.

--M
--

--
\/ Michael Portuesi Silicon Graphics Computer Systems, Inc.
portuesi@SGI.COM

"The best length for television programs is either 30 seconds or 8 hours." David Byrne

1099. AES/VDI - Help!!! I'm confused!!!

Newsgroup: comp.sys.atari.st
Date: 1989-09-26 11:19:43 UTC
From: loki@moncam.co.uk
Message-ID: <LOKI.89Sep26121943@marvin.moncam.co.uk>
Source record: 248721

I've read as many different definitions of AES/VDI as I have documents on these chaps, and my head is in danger of falling off. I've looked at the Sozobon library sources, and it would appear that AES calls are made with a trap #2, with the AES opcode in d0 and some kind of parameter in d1. However, my VDI manual says you need to set up a parameter block consisting of pointers to a control array, an input parameter array, an input point coordinate array, an output parameter array and an output point coordinate array, with the opcode in the first byte of the control array, and bung that into d0 - nothing about d1 mentioned here - and then do a trap #2.

I have a complete, if obscure, description of VDI, but NOTHING on AES apart from the code in crystal.s in the Sozobon library, which gives a list of function numbers, but not what they do. I therefore have no idea how to call AES.

Sooo...

(1) do I have AES or VDI? I'm running a very early TOS.

(2) do AES and VDI differ in the ways I have described above, or have I misread something?

(3) Can anyone give me a help file, or even a source listing for AES, so that I can actually use it?

(4) Books? Will Abacus' ``GEM Programmer's Ref'' help me out with AES?

Thanks in advance to anyone that can help.
--
Harry Fearnhamm, EMAIL: harry@moncam.co.uk
Monotype ADG, ...!ukc!acorn!moncam!harry
Science Park, VOICE: +44 (0)223 420018
Cambridge, FAX: +44 (0)223 420911
CB4 4FQ,
ENGLAND.

1100. Re: PD lex & yacc for MS-DOS (and ST)

Newsgroup: comp.sys.atari.st
Date: 1989-09-26 13:04:54 UTC
From: agrusow@exunido.uucp
Message-ID: <1636@laura.UUCP>
Source record: 248722

In article <1989Sep10.115547.26577@cs.dal.ca> bill@biomel.UUCP writes:
>In article <4515e338.14a1f@force.UUCP> covertr@force.UUCP (Richard E. Covert) writes:
>... (quotes from Moshe Braner)
>>
>> I have the same need for lex and yacc but for a different reason. There
>>are many UNIX/C programs from the archives which require lex and/or yacc.
>>and so, there are hard to port without having lex and/or yacc on the ST.
[deleted]

I haven't listened to the discussion so far, but if you need a PD lex or yacc
for the ST, there should be no problem. I have heard of a PD yacc called
"bison" (obviously a GNU port) floating around somewhere, and my port of
flex (=lex) appeared in comp.binaries.atari.st only some weeks ago.

There was a newer version of flex in comp.sources.unix recently, and I think
you will have no trouble compiling it on the ST (e.g.,with Sozobon).

If you cannot get at these goodies, feel free to contact me and I will send
you a disk.

Michael


```
_____________________________________________________________________
/ Michael Vishchers | History repeats itself.\
| agrusow@exunido.uucp | Has to. |
| | No one listens. |
| (I think) | (steve turner) |
\_____________________________________________________________________/
/ Home address:: Frohnhauser Str. 233 D-4300 Essen 1 West-Germany\
_____________________________________________________________________
```

1101. Re: Detachable StT Keyboard (TOS 1.4 Rumor)

Newsgroup: comp.sys.atari.st
Date: 1989-09-26 13:40:37 UTC
From: klute%trillian.irb@unido.uucp
Message-ID: <1638@laura.UUCP>
Source record: 248723

In article <1710@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>TOS14FIX.PRG or whatever
>it's called fixes that, and it's available on GEnie and other places,
>with notes to the effect that it should be widely distributed. I'll
>let Kbad post it here if he wants: he wrote it. The fix program also
>fixes one other bug (in the AES Shel_ library) and has a mouse
>accelerator and screen saver.

Yes, please post it! Not everybody has access to GEnie etc.
(including me).

Rainer Klute ---- klute@trillian.irb.informatik.uni-dortmund.de
Univ. Dortmund, IRB |)|/ klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |\|\ ...uunet!mcvax!unido!klute
D-4600 Dortmund 50 ---- Tel.: +49 231 7554663

1102. Re: Portfolio

Newsgroup: comp.sys.atari.st
Date: 1989-09-26 15:09:04 UTC
From: wolf@cbnewsh.ATT.COM
Message-ID: <4222@cbnewsh.ATT.COM>
Source record: 248724

In article <45d9f2c5.14a1f@force.UUCP>, covertr@force.UUCP (Richard E. Covert) writes:
> Well, I *MAY* have been wrong about the Portfolio. I have been told by several
> Atari dealers that they are getting 12 Portfolios per dealer this month.
> So, maybe the drought of new Atari products is about to end!!

Same here. The dealer in this area told me that he'd be getting 12 Portfolios.
He didn't say *when*, though. When, exactly, can we expect them to arrive?
I don't want to keep trekking over to the dealer only to find they haven't
arrived yet!

On a different note: If you really squeeze your fingers together, can you
do "10 finger typing" on the Portfolio? If yes, I will probably get one. If
not, I probably won't...
If you can't do the above, I think it would be a shame. I wouldn't think that
much more space/resources would be needed to have a "usable" QWERTY keyboard.
In fact, I'd rather have a $499 Portfolio with usable keyboard than a $399
Portfolio that can only be used with two fingers. Does anybody have similar
feelings?

Tom

--
+---------------+----------------------------+ I don't remember,
| Tom Wolf | Phone: (201) 949-2079 | I don't recall,
| Bell Labs, NJ | E-mail: twolf@homxb.att.com | I have no memory,
+---------------+----------------------------+ Of anything at all. P. Gabriel

1103. Re: Programming Hard Drive access?

Newsgroup: comp.sys.atari.st
Date: 1989-09-26 15:10:08 UTC
From: dlm@druwy.ATT.COM
Message-ID: <4354@druwy.ATT.COM>
Source record: 248725

in article <3867@helios.ee.lbl.gov>, antony@lbl-csam.arpa (Antony A. Courtney) says:
> I appologize. I hadn't worded my aritcle correctly at all. What I really want
> to know is how I can write sector level access routines which call things like
> Rwabs() to access files. How can I find out the mapping of files->sectors. I
> assume this is an intrinisic part of the directory structure, unfortunatley I
> can not seem to find anything describing how this works. A piece of sample
> code which uses rwabs() to access a file would be nice. A description of this
> would also be nice. And if nothing else, a pointer to a reference which
> describes this would also be appreciated.

Books on MSDOS which cover the filesystem (GEMDOS is modeled
after MSDOS):

Programmer's Guide to the IBM PC -- Peter Norton, Microsoft Press

Advanced MSDOS -- Ray Duncan, Microsfot Press

Microsoft MSDOS Reference Manual (also available from IBM)

Most good bookstores should have the first two books, good
computer stores should carry the last (check IBM dealers). All cover
the logical layout of the MSDOS filesystem, GEMDOS is almost 100%
compatible (GEMDOS ignores some fields that MSDOS cares about).

You also might want to check out the back issues of STLog
magazine, Dave Small and I had an article on CHK in it about 18 months
ago. CHK is a GEMDOS/MSDOS filesystem tester, it includes code to do
logical (ie. file level) to physical (ie. sector level) translations.
The C source and binary were on the disk included with the magazine.

Dan Moore
AT&T Bell Labs
Denver
dlm@druwy.ATT.COM

1104. I have an Atari Portfolio

Newsgroup: comp.sys.atari.st
Date: 1989-09-26 15:32:00 UTC
From: 01659@AECLCR.BITNET
Message-ID: <8909261549.AA25844@ucbvax.Berkeley.EDU>
Source record: 248726

At last, I have a Portfolio in my hands; this is not vapourware! I posted the following notice on my company CYBER and VAX system to describe what I know about the little marvel so far.

The Portfolio arrived

Yesterday I received an Atari Portfolio, the first DOS/IBM-PC << hand-held>> computer. It is about the size of a VHS video cassette. It has an 8 line by 40 character LCD display (screen contrast control is through the keyboard).

The keyboard has 10 function keys, ctl and alt keys, home, pg up, pg dn and end keys, keys that double as a numeric pad, arrow keys, caps lock (with on screen status), tab and esc keys.

The "Atari" key is used to call up the resident, menu driven applications manager. Resident applications can also be invoked directly (e.g. "Atari" key + W invokes the spreadsheet program).

The following is a quick overview of some of Portfolio's features:

1. DOS extensions

- APP (parameters = /A /C /D /E /S /W)
a=address book
c=calculator
d=diary (full calendar with alarms)
e=text editor
s=setup (e.g. the RS232 port)
w=worksheet

- HELP (what every DOS should have had)
this lists DOS commands

- OFF (turns the Portfolio off)

- I/O redirection
e.g dir > dir.txt routes a directory listing to file

2. menu driven resident applications

- layered menus
- dialog boxes
- common f-key defs across apps
f1=command menu
f2=help
f3=clipboard
f4=undo

f5=toggle screen frame (shows time/date/status)
f6=reserved
f7 -> f10 app specific
common ctl/alt key functions

3. address book has a telephone dialer

- hold Portfolio up to a pulse dial phone and the tones
from Portfolio's speaker will dial the phone

4. diary has a full calendar for noting appointments each day
and for ringing alarms

5. spreadsheet that reads/writes 123 files (see fn list below)
- since the sheet has a subset of 123 fn, not all 123
sheets can be read in as-is. The 123 fn supported are:

ABS, ACOS, ASIN, ATAN, ATAN2, AVG, CHOOSE, COS, COUNT, DATE
DAY, ERR, EXP, FALSE, HLOOKUP, IF, INT, IRR, ISERR, ISNA
LOG, MAX, MIN, MOD, MONTH, NA, NPV, PI, PMT, PV, RAND
ROUND, SIN, SQRT, STD, SUM, TAN, TODAY, TRUE, VAR
VLOOKUP, YEAR

Anyone who crabs that NOT ALL 123 FN are supported should try
and use 20/20 on the VAX mainframe - it also lacks full 123
compatibility.

6. THE BATTERIES ARE INCLUDED !!!!!!!!!!

There will be an informal Atari Users' Group meeting in Building
600 at 12:30 to 13:00 Fri Sept 29th to view the Portfolio. See you there!

1105. Software for sale(complete)

Newsgroup: comp.sys.atari.st
Date: 1989-09-26 16:28:29 UTC
From: ins_bac@jhunix.HCF.JHU.EDU
Message-ID: <2666@jhunix.HCF.JHU.EDU>
Source record: 248727
Cross-posted to: misc.forsale,comp.sys.atari.st

All packages are complete..superb condition /w manuals, but some are
missing boxes.

Sundog 20.00 great game by FTL
AMFV 10.00 Infocom Classic
Alternate Reality 10.00 Intriguing Adventure
Flash v1.6 15.00 Serious Communications
Laser C 55.00 just compiler packge, no LAser DB
GBA Baskeball 2 on 2 15.00 "TWO on TWO"
Gunship+ Book(extra) 25.00 GREAT combat helicopter simulation
Defender of the Crown 15.00 Cinemaware at its best
S.D.I (cinemaware) 10.00 Save the world
Chessmaster 2000 20.00 Great chess game, hard!!
St-DOCTOR 10.00 Memory and disk editor
Q-Ball 10.00 3-D POOL!
Psygnosis Barbarian I 20.00 Great grafix from psygnosis
BBS Express ST 30.00 BBS at a great price
Lottofile manager 10.00 For those about Lotto.

Anyway, I need money for the upcoming atarifest in Virginia and have grown
tired of these titles. off to gain some more.

I will accept package offers, but when you reply please give me
a phone number if possile, e-mail reliability leaves much to be desired.

try these addresses..
ins_bac@jhunix.UUCP
ins_bac@jhunix.HCF.JHU.EDU
.. !uunet!mimsy!aplcen!jhunix!ins_bac

thanks.
-Ajay Choudhri

1106. ATTENTION SPECTRE 128 OWNERS with fast SCSI drives

Newsgroup: comp.sys.atari.st
Date: 1989-09-26 17:09:21 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <890926.11092003.048625@SFA.CP6>
Source record: 248728

As David Small said, some fast SCSI drives will require the slow
SCSI option to be selected. Otherwise, one is liable to get read/write
errors, etc. With the slow SCSI option, the problems are cleared and
the performance is not that much slower but it is slower than an ATari SH 204!.
However, if a Spectre 128er is in a university environment where
other systems abound and the 128er is constantly under examination by
real MACers, then SLOW becomes the S word. He will want to push his
emulator 'to the envelope' without crashes and errors.
I'm using the SeaGate 296n. Yeah, I've been reading all the talk
about interweave problems and ROM bugs, but even at 2:1 interweave,
the mechanism is still fast. It is so fast, that slow SCSI option has
to be selected. For my system, that slows things down so much, across
the board, that my hard drive I/O results in access slower than my
creaking SH 204 hard drive!!!
Ok, there is a solution. Very easy, in fact.
Note that I don't have the GCR....
By getting rid of SoundMaster and Magic Beep, one can have a toggle
that will slow down the emulator. Yep, it is the sound toggle, the
ESCape key. Select 11 for the sample rate, as David says. You get
rid of SoundMaster and Magic Beep because they hang and give uncontrollable
results when the sound option is selected.
What happens now is that we get David's 'OOGAH' beep. Fortunately,
there is NOTHING in the system now that will cause the system to remain
slow once a beep occurs, as it would if we left SoundMaster on.
Also, and fortunately, via the aforementioned ESCape key toggling,
we can now slow the emulator down. This means that large files, which are
a minority anyway, will transfer and boot up.
For a test, I attempted to transfer FullWrite (awesome program [!!])
to another partition while in fast SCSI. Nope, it choked. No problem,
press the ESCape key. Yep, it transferred just fine. In fact, one
can tap the ESCape key a second after the transfer occurs and return to
fast SCSI mode for a faster transfer.
Excel caused crashes in fast SCSI. Tap the ESCape key. Yep, it
boots up just fine. After it loads, just tap the ESCape key again to
return to fast SCSI. No problem.
Just experiment with your large files and you too can keep your
fast SCSI option across the board. No more of this creaking-running-
slower-than-an-SH 204 while using a 296n.

Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

1107. Re: What is TOS ERROR 35

Newsgroup: comp.sys.atari.st
Date: 1989-09-26 17:29:08 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440056@hplsla.HP.COM>
Source record: 248729

YOW! The following quote is as old as the hills and twice as dusty! Where the heck did this get dredged up from?

```
|
|in article <5440014@hplsla.HP.COM>, andyc@hplsla.HP.COM (Andy Cassino) says:
|>
|> .........
|> (I have encountered TOS error 35 with other PD programs on my Mega. A copy of
|> twister that runs on a 1040 won't run on my Mega).
|>
|> Has anyone got mx2 running on their Mega (or 1040)? Can anyone explain the
|> meaning, if any, of TOS error 35?
|>
```

Well - I long ago tracked down the above problems to corrupted executables.

%%%

1108. Re: Problem with Disks

Newsgroup: comp.sys.atari.st
Date: 1989-09-26 17:31:19 UTC
From: iadt3tb@prism.gatech.EDU
Message-ID: <2075@hydra.gatech.EDU>
Source record: 248730

In article <1985@hydra.gatech.EDU> iadt3tb@prism.gatech.EDU (T. Terrell Banks) writes:
}
} I can't figure it out, someone please help!
}
} I have a MegaST2 with no hard disk. I use an IBM system at work.
}
(stuff deleted)

} To state it simply - Atari can read IBM written disk and files, IBM
} can not find files written onto a disk by my Atari even though it (IBM)
} can use the disk just fine. What is happening, why, and how can I fix it?
}

I found the answer to the problem I was having with the Atari
not correctly writing on a disk for IBM to read. I thought the net might
be interested in the answer.
I was virus infected! The virus was one of those boot-sector
executable things. It just installs itself in the operating system so that
any time the media-change call is made the virus makes sure that the disk
is infected. Nothing else will happen until some unknown trigger comes
along in a new infection and then the old virus will trigger the new one
(or vice versa). This virus just happened to do something to the disk
that caused the IBM to be unable to find any valid files but the Atari
still thought that everything was OK. All of the common virus dectector/
killer programs that I found found this thing and then could remove it.
Damn near every disk I had had been infected by the time I found out what
was going on.
Every thing works just like it should, now.

Cheers,
Terry

--
T. Terrell Banks uucp: { 'insert a backbone name here' }!gatech!prism!iadt3tb
Georgia Insitute of Technology - I.S.A. Internet: iadt3tb@prism.gatech.edu
190 Third Street NW Bitnet : iadt3tb@gitvm1
Atlanta, Georgia 30332-0185

1109. Colors on the ST: Display more than 16???

Newsgroup: comp.sys.atari.st
Date: 1989-09-26 17:53:19 UTC
From: whack@nmsu.edu
Message-ID: <335@opus.NMSU.EDU>
Source record: 248731

This is my first posting, so ...

I am presently engaged in research (as a grad student) which will involve image processing. With the capabilities of the ST which I own, I am looking into porting a program from the realm of the PC's and clones. My problem arises when I want (need !!!) more than sixteen colors to display the images in.

I have heard that displaying 512 colors is a fairly straight-forward piece of programming involving interrupting the raster scans of each line to change the pallete. Unfortunately, I have only limited programming experience. Surely someone out there can provide me with the source code (or interrupt calls in C) to accomplish this task. Also, I am not clear what resolution this would be working at and would need this as well. Spectrum 512 software* would be fine (or Quantum Paintbox with 4096 colors) would be great if only I could use the palletes for my program.

Please, anyone, e-mail me a way to do this or where I can get software that is PD/SW/comm to do this, my research and dissertation would be eternally grateful.

* I am not affiliated in any way with these fine products, except as someone who has seen these programs in action for a short time.

P.S. From what I hear, the Elmtech board would be perfect except for the $$ Any more info, though???

Warren J. Hack

Internet: whack@nmsu.edu
BITNET: g4949042 at nmsuvm1

Disclaimer: I can not be held responsible for anything I say.

1110. Re: Cart. port ramdisks

Newsgroup: comp.sys.atari.st
Date: 1989-09-26 18:38:08 UTC
From: BGB100@PSUVM.BITNET
Message-ID: <89269.143808BGB100@PSUVM.BITNET>
Source record: 248732

> Save your self the development time and cost. Just buy a MegaDisk or
>UltraDisk (ramdisk cartridges) from Alpha Systems. They already exist.
>Are reasonably priced. And they work great right out of the box. You
>can also buy a clock and/or battery backup option. ...

Believe me, if I had $300 to "Just buy" a MegaDisk, I still would
save my money for a few months more and spend $570 for a 20M HD.
I know this may sound like nitpicking, but as I college student, if
I can put in the extra time myself and save a few bucks...it's worth
all the development time. I am just interested in finding out how
others may have gone about designing and writing software for this
project.

I thank you for your offer, but unfortunately, it won't work for me.

Any other ideas, anyone?

Bruce Blanar

=-=-=-

1111. 1040 MMUs & memory expansion

Newsgroup: comp.sys.atari.st
Date: 1989-09-26 20:03:14 UTC
From: paul@cacilj.UUCP
Message-ID: <1239@cacilj.UUCP>
Source record: 248733

In article <45bcc838.14a1f@force.UUCP> covertr@force.UUCP (Richard E. Covert) writes:
> Or, you can do like my local Atari dealer did, and add the extra 2 megabytes
>of RAM IC chips to the Mega ST2's motherboard.

> Also, rumors has it
>that newer Mega ST2s aren't wired for 4 megabytes of memory (no solder traces
>running to solder filled holes like in my 18 month Mega ST2). this makes sense,
>since Atari has No Offical Upgrade for the Mega ST2.

I recently upgraded my 1040 to 2.5 megs, and heard from the person who installed it that Atari is now shipping 1040s with MMUs that only address one meg! So if you have one of these machines, you can add an extra $30 or so for a new (rather, old) MMU!

This really surprised me! Imagine, going to all that trouble to manufacture special MMUs just to stop people from upgrading their machine!

BTW, I got one of the new Zubair boards (Installed by Mr. Zubair himself!), and they are great! The whole board fits in the metal box (without the lid) where the video shifter chip sits. I was very impressed with his technical expertise, and would recommend this board to anyone looking to upgrade an ST. He also guarantees any installation he does for one year (he charges ~$35 if you have a suitable MMU). The same board is used to upgrade to two or four megabytes, and all are tested to four megs.

Now that 1 megabit chips are in the $10-$12 range, a memory upgrade can be quite affordable. My total cost for a 2 meg upgrade was under $350!

I have no affiliation with Zubair Industries, Inc., other than being a happy customer. Aren't these disclaimers silly?

P.S. I would recommend against installing a memory board yourself. I am very technically competent, and I was amazed at how much can go wrong. One little short and NOTHING works! Also, the ST is a VERY noisy machine, so keep those cables short! I don't mean to scare anyone, but ask yourself what you will do when it DOESN'T work!
--
Paul Close paul@cacilj.CTS.COM ...!{uunet, ucsd, crash}!cacilj!paul

The Obi-wan Kenobi method: "Use the Source, Luke" -Jim Fulton

1112. Re: About Mega keyboard cables (was Re: (none))

Newsgroup: comp.sys.atari.st
Date: 1989-09-26 20:21:33 UTC
From: walkerb@tramp.Colorado.EDU
Message-ID: <12102@boulder.Colorado.EDU>
Source record: 248734

In article <1709@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>If that works, I'm really surprised. The Megas I know of need a
>slightly different cable. You have to turn one connector of a standard
>phone cable upside-down. I know because I had to make my own once and
>I couldn't use a phone cable out of the box. Maybe new Megas or old
>ones are the way you describe...

[...Useful diagrams...]

>If you buy the cable without the ends, you can make the Mega keyboard
>kind easily. If you don't, it's hard: the ends aren't made to be taken
>off & rearranged, they're made to crimp on once & stay forever. (TPC
>sure knows how to build to last: they didn't want to have to go back
>and do it again, back when they handled all repairs and we were just
>renting.)

The problem isn't too much of a task. I have seen kits for the crimp on
modular plugs for telephone cables at my local Radio Shack. Using a
standard telephone extension cable, Just cut off the end, peel, strip the
wires and crimp on a new piece. That should take care of it. In just a
few minutes, you would have a an extension for your keyboard. And
if you should ever get bored with it, you still have a perfectly usable
telephone extension cord.
--
Brian Walker, University of Colorado at Boulder
walkerb@tramp.colorado.edu ...!{ncar,nbires}!boulder!tramp!walkerb
lim ENGINEERING = BUSINESS lim BUSINESS = ARTS AND SCIENCE
GPA->0 GPA->0

1113. Re: REFILLING HP DeskJet INK CARTRIDGES -- a warning...

Newsgroup: comp.sys.atari.st
Date: 1989-09-26 21:11:05 UTC
From: coffey@ucselx.sdsu.edu
Message-ID: <4056@ucselx.sdsu.edu>
Source record: 248735

In article <890922.08325265.044109@SFA.CP6> Z4648252@SFAUSTIN.BITNET (Z4648252) writes:
> Here is the official warning from Hewlett Packard. Refilling the
>ink cartridges will probably void your warranty. SUPPOSEDLY, any ink
>used other than HP's ink will result in the priming tube clogging
>meaning that the prime functions will begin to die. You would then
> To enforce their view further, they state that non-HP ink will
>'crust'.
> Ok, as far as crusting is concerned which can clog the tubes
>and make a general mess of things..... I've yet to see crusting
>that is differant than that of the HP crusting.

I've been refilling my hp carteidges for about 6 months now, and,
last weekend, my dj stopped printing. I put in a brand new cartreidge
that had an expiration date of 12/90 and it printed about 10 pages
and then died. Ususally when the cart. is running out of ink, it
starts skipping and printing lightly. This time, it just stopped
printing all together. I cleaned it as well as I could, but, alas,
nothing. I am trying to get it repaired now.

I hope I didn't break it by refilling; but I may have. :-(

--
_ _ Ms. Pat Coffey
|_) (_ San Diego State University
| coffey@ucselx.sdsu.edu

1114. STuff for sale all complete

Newsgroup: comp.sys.atari.st
Date: 1989-09-26 22:34:37 UTC
From: ins_bac@jhunix.HCF.JHU.EDU
Message-ID: <2673@jhunix.HCF.JHU.EDU>
Source record: 248736

All packages are complete..superb condition /w manuals, but some are
missing boxes.

Sundog 20.00 great game by FTL
AMFV 10.00 Infocom Classic
Alternate Reality 10.00 Intriguing Adventure
Flash v1.6 15.00 Serious Communications
Laser C 55.00 just compiler packge, no LAser DB
GBA Baskeball 2 on 2 15.00 "TWO on TWO"
Gunship+ Book(extra) 25.00 GREAT combat helicopter simulation
Defender of the Crown 15.00 Cinemaware at its best
S.D.I (cinemaware) 10.00 Save the world
Chessmaster 2000 20.00 Great chess game, hard!!
St-DOCTOR 10.00 Memory and disk editor
Q-Ball 10.00 3-D POOL!
Psygnosis Barbarian I 20.00 Great grafix from psygnosis
BBS Express ST 30.00 BBS at a great price
Lottofile manager 10.00 For those about Lotto.

Anyway, I need money for the upcoming atarifest in Virginia and have grown
tired of these titles. off to gain some more.

I will accept package offers, but when you reply please give me
a phone number if possile, e-mail reliability leaves much to be desired.

try these addresses..
ins_bac@jhunix.UUCP
ins_bac@jhunix.HCF.JHU.EDU
.. !uunet!mimsy!aplcen!jhunix!ins_bac

thanks.
-Ajay Choudhri

1115. Atari PC Portfolio is In

Newsgroup: comp.sys.atari.st
Date: 1989-09-26 22:53:37 UTC
From: covertr@force.UUCP
Message-ID: <45e06c0f.14a1f@force.UUCP>
Source record: 248737
Cross-posted to: comp.sys.atari.st,agcs.pc.ibm,agcs.pc.mac,agcs.pc.atari.st

Well, Computers Work at 41st Ave and Bethany Homes Road (in Glendale AZ)got the new Atari PC Portfolio in today. The 'folio is an MSDOS computer the size of a VCR tape. It uses a 80c88 cpu and has MSDOS 2.11 (or close to that) in ROM. It uses a 8x40 screen to scroll through a 24x80 window. So, if you are interested in a new neat gadget call Computer Works at (602) 246-6364 and ask for Jeff or Henry.

The following prices were from a previous USENET article and may not reflect reality:

Portfolio w/128K RAM and 256K ROM $399.95
Software includes word processing, Lotus-compatible spreadsheet, appointment calendar, phone database, autodialer.
Ram cards: 32K $79.95
64K $129.95
128K $199.95
Smart parallel Centronics interface $49.95
Serial interface (RS-232) $79.95
Memory expander plus
(256K RAM memory + second card drive) $229.95
PC Memory Card drive
(Read/write memory cards with a PC Avail 10/1). $99.95
AC Adapter-117V $9.95
AC Adapter-220V $9.95

P.S. I am a techno junkie and may buy on myself. Gonna take a look at it tomorrow!!

Rich Covert

1116. Re: Looking for compilers

Newsgroup: comp.sys.atari.st
Date: 1989-09-27 00:08:16 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.88.622858096.larserio@kyrre.uio.no>
Source record: 248738

Personal Pascal 2 is the only good Pascal Compiler for Atari ST !!!
Low cost - Almost Turbo Pascal compatible - easy to use
Superb editor (faster than any other editor I have used)

Lars-Erik / ABK-BBS +47 2132659 / ____ ______
Osterud / larserio@ifi.uio.no / /___ /
___________/ _____________________/ ____/ /

1117. Re: AES/VDI - Help!!! I'm confused!!!

Newsgroup: comp.sys.atari.st
Date: 1989-09-27 01:28:43 UTC
From: steve@thelake.UUCP
Message-ID: <0826892017061729@thelake.UUCP>
Source record: 248739

Warning: This is long and includes a bunch of C code. Skip it now or forever hold your peace...

[In <LOKI.89Sep26121943@marvin.moncam.co.uk> loki@moncam.co.uk writes...]

> I've read as many different definitions of AES/VDI as I have documents
> on these chaps, and my head is in danger of falling off. I've looked
> at the Sozobon library sources, and it would appear that AES calls are
> made with a trap #2, with the AES opcode in d0 and some kind of
> parameter in d1. However, my VDI manual says you need to set up a
> parameter block consisting of pointers to a control array, an input
> parameter array, an input point coordinate array, an output parameter
> array and an output point coordinate array, with the opcode in the
> first byte of the control array, and bung that into d0 - nothing about
> d1 mentioned here - and then do a trap #2.

The AES procedure is to place a parameter block pointer in d1 and a "magic number" of 200 in d0. All the function-specific information is contained in the arrays. You probably could do the whole set of bindings with the C preprocessor if you drank enough coffee.

> I have a complete, if obscure, description of VDI, but NOTHING on AES
> apart from the code in crystal.s in the Sozobon library, which gives a
> list of function numbers, but not what they do. I therefore have no
> idea how to call AES.
>
> Sooo...
>
> (1) do I have AES or VDI? I'm running a very early TOS.

Yes. Absolutely. Even "thelake Mark 1," my homely 1985-model ST that died last year, had it.

> (2) do AES and VDI differ in the ways I have described above, or have
> I misread something?

AES is a library of high-level services. It is implemented in ways that are similar to that of the VDI, but they are quite distinct. For details, see below.

> (3) Can anyone give me a help file, or even a source listing for AES,
> so that I can actually use it?

Ask the archive-server%panarthea@sun.com to send you Ian Lepore's GEMFAST AES/VDI libraries, which work with Sozobon C, Laser C, Alcyon C and/or MadMac assembler. Source code is available as well as the bindings libraries. All you have to do is call the proper functions and link the

GEM libraries at compile time. It's free.

I wrote an almost complete GEM AES binding library in C when I was testing a prerelease copy of the Sozobon compiler. It was not hard, just tedious. Before I got around to grappling with the VDI, I discovered a set of Alcyon-compatible bindings written in assembler by Don Farmer, so I gave up the project. No use in reinventing the wheel.

I now use Ian's bindings 90% of the time, and fall back on Don's when I get hit by a bug. Ian's bindings are more complete and generally are smaller and faster.

For curiosity's sake, here is some source code from my original bindings.

Before you read it, consider: (1) I am not a registered Atari developer, just a basement hacker. (2) I am not a professional programmer. (3) I only took one computer science class in my life, and that was back in the days of the Commodore PET. (3) I do not always know what I'm talking about, but the code seems to work. (4) I had intended to get around to commenting and documenting the following, but didn't. There's an object lesson in there someplace.

```
O/
--cut here O\---------------------------------------

/************************************************
The AES Application Manager library
************************************************/
#define WORD int

WORD control[4], global[15], int_in[16], int_out[7];
char *addr_in[2],
*addr_out[1];

WORD appl_init()
{
return _aesop(10);
}

WORD appl_read(id, length, pbuff)
WORD id, length; char *pbuff;
{
int_in[0] = id;
int_in[1] = length;
addr_in[0] = pbuff;
return _aesop(11);
}

WORD appl_write(id, length, pbuff)
WORD id, length; char *pbuff;
{
int_in[0] = id;
int_in[1] = length;
```

```
addr_in[0] = pbuff;
return _aesop(12);
}

WORD appl_find(ap_filename) char *ap_filename;
/*
* find the GEM application ID of another application in the system.
* the filename of the application MUST contain exactly eight characters;
* if necessary, pad it with spaces to fill it out.
*/
{
addr_in[0] = ap_filename;
return _aesop(13);
}

WORD appl_tplay(aptmen, aptnum, aptscale) char *aptmen; WORD aptnum, aptscale;
{
addr_in[0] = aptmen;
int_in[0] = aptnum;
int_in[1] = aptscale;
return _aesop(14);
}

WORD appl_trecord(aptmen, aptcount) char *aptmen; WORD aptcount;
{

addr_in[0] = aptmen;
int_in[0] = aptcount;
return _aesop(15);
}

WORD appl_exit()
{
return _aesop(19);
}

O/
--cut here O\----------------------------------------

/* aeslib.h -- included in all modules except for appl_* module */

#ifndef WORD
#define WORD int /* 16-bit value */
#endif

#ifndef OBJECT
#define OBJECT char
#endif

extern WORD control[4], global[15], int_in[16], int_out[7];
extern char *addr_in[2], *addr_out[1];

O/
--cut here O\----------------------------------------
```

```
/*************************************************************************
The AES file selector library
*************************************************************************/

#include "aeslib.h"

WORD fsel_input(ipath, isel, iexbutton)
char *ipath, *isel; WORD *iexbutton;
{
addr_in[0] = ipath;
addr_in[1] = isel;
_aesop(90);
*iexbutton = int_out[1];
return int_out[0];
}

O/
--cut here O\---------------------------------------
```

Anyway, you get the idea. Basically, each function stuffs its arguments into the proper array "mailboxes", then calls _aesop, which looks up the AES control codes from the _cntrl_cnts: array in crystal.s, then puts the AES parameter block address on the stack and calls crystal. (crystal itself is commented out in crystal.s; you should restore it if you want to roll your own library.) The AES parameter block is an array of pointers to the various mailboxes. I think control[1 .. 3] contain the number of ints, points, addresses to be supplied. (If I had written a few comments here I'd remember, wouldn't I?)

Here's aesop.c:

```
O/
--cut here O\---------------------------------------

#include "aeslib.h"

extern char ctrl_cnts[115][3];

WORD *aespb[6] = {
control, global, int_in, int_out,
(WORD *)addr_in, (WORD *)addr_out};

/*
* function _aesop(opcode)
* sets the control arrays, kicks AES into action,
* and returns int_out[0] for good measure.
*/

WORD _aesop(opcode) WORD opcode;
{
register int x;
x = opcode - 10;
control[0] = opcode;
control[1] = (int) ctrl_cnts[x][0];
control[2] = (int) ctrl_cnts[x][1];
```

```
control[3] = (int) ctrl_cnts[x][2];
crystal(aespb);
return int_out[0];
}

O/
--cut here O\----------------------------------------
```

All the above is the result of my tinkering, plus the encouragement and moral support of dal and jls, and is in the public domain. If there is sufficient interest, I can post the whole AES library (minus a couple of unimplemented functions) to comp.src.atari.st.

Steve Yelvington, up at the lake in Minnesota
... pwcs.StPaul.GOV!stag!thelake!steve (Usenet)
... {playgrnd,moundst,class68}!thelake!steve (Citadel)

1118. (none)

Newsgroup: comp.sys.atari.st
Date: 1989-09-27 01:47:04 UTC
From: EESD11O@CALSTATE.BITNET
Message-ID: <8909270149.AA28084@ucbvax.Berkeley.EDU>
Source record: 248740

```
help
```

1119. Re: GEM data file image format wanted.

Newsgroup: comp.sys.atari.st
Date: 1989-09-27 02:57:36 UTC
From: saj@chinet.chi.il.us
Message-ID: <9679@chinet.chi.il.us>
Source record: 248741

STWorld has a description of the GEM .img format in the July 1989 issue. It contains some slight ambiguities, so I'd start out reading files for a while before writing them (lest my .img files were unreadable). But basically the organization is that each bitplane is written out explicitly in turn (with some fairly simple compression).
Steve J.

1120. Upgrading to TOS 1.4 (long)

Newsgroup: comp.sys.atari.st
Date: 1989-09-27 03:31:39 UTC
From: src@cs.odu.edu
Message-ID: <10035@xanth.cs.odu.edu>
Source record: 248742

Hi! I just got done upgrading a 2-chip ROM Mega 2 ST to TOS 1.4 using a six-chip PROM set from Atari. The source of this upgrade was Lyco in Woodbridge, Virginia. If you are interested in upgrading from a two-chip ROM set to a six chip set, here's how I did it.

I'd better add a disclaimer at this point. The following is merely a description of something I did to my computer. How you use this information is up to you.

With that said...

First, I removed the motherboard from my Mega. I also removed the floppy drive and the power supply -- it makes the board much easier to handle. I was careful to observe static electricity minimization, since some of these chips contain MOSFET devices.

I noticed that my Mega had no sockets for the four ROM chips that had not been installed; not only that, but the holes were all soldered closed! The first thing I had to do was use a solder-sucker and some desoldering braid to carefully open the closed holes for U3, U4, U6, and U7. It took great care not to scratch the ultra-fine traces that run around and between the solder pads.

Next, I installed the sockets. I inspected each solder joint with a magnifying glass to look for solder bridges and cold solder joints at each pad.

It was then time to move the two jumpers marked 'w2' and 'w3' on the motherboard. At the front of the Mega's motherboard, right next to the MMU chip, there are two small jumpers that look exactly like resistors (or at least they did in my Mega). They are marked with a single black band -- perhaps to signify zero ohms? Whatever the case, they are labeled with small white boxes on the board's silk print, with holes 1 and 3 marked on each. The jumpers were installed in holes 2 and 3 in both cases. These two jumpers had to be desoldered and moved to holes 1 and 2. If I'd been careful, I could have just desoldered the wire in hole 3 and moved it to hole 1... Now that I think about it.

Another jumper, which was not already present, had to be installed in a nearby box labeled 'w4'. This box is clearly marked on the motherboard inbetween U12 and U24. I used a lead clipped from a spare resistor, about 1" long for this; any fine bit of wire would have done. It was stiff and so did not need to be insulated from surrounding metal.

I saved the most difficult part for last. The final step was to remove an integrated circuit entirely from the Mega's motherboard. This chip is labeled U12, and its only purpose is to take the ROM signals that would normally activate six separate chips, and funnel them (through the use of a three-input AND gate) into the two-chip ROM set. Since I needed to use all six ROM chips,

this IC had to be removed. It was difficult for me because the desoldering braid did not remove all of the solder, and my solder-sucker couldn't vacuum enough of it out. It took some severe wheedling to finally get this guy loose.

Of course, I had to remove the existing pair of ROMs and put the new chips into the proper sockets. This took a bit of doing in itself, since the ROMs are labeled with the proper numbers for the 520 and 1040 STs, but _not_ for the Mega ST. I had to match up the chip designations instead. This is the table I came up with:

520 ST Designation Mega ST

U2 Hi-2 U3
U5 Lo-2 U4

U3 Hi-1 U6
U6 Lo-1 U7

U4 Hi-0 U9
U7 Lo-0 U10

After plugging the ROMs -- which are actually EPROMs with labels stuck over their glass lenses -- into my Mega, I plugged 'er in and booted. The system works perfectly, or as close as TOS 1.4 gets (pretty close)! I am using it and TEMPUS II to write this file, and will be using it to upload it as well. The improvement in FAT searching is worth the price, by itself! Other features have also proven handy, including the keyboard cold-start.

Wether you have TOS 1.4 professionally istalled or choose to do it yourself, I can heartily recommend the upgrade.

--


```
_____________________________________________________________________________
|.-------------------------------..-------------------------------------.|
|| Usenet: src@xanth.UUCP || ||
|| Arpa: src@xanth.cs.odu.edu || Q: Why did the chicken cross the ||
|| Earth: Scott R. Chilcote || Moebus Strip? ||
|| || ||
|| ||| "Sure, Jack, we || A: To get to... er... umm... ||
|| ||| trust you. But will || ||
|| / | \ will you respect us || -----=====#####=====----- ||
|| / | \ in the morning?" || ||
|:_______________________________:'-------------------------------------'|
'-----------------------------------------------------------------------'
```

1121. Free RAM in Specific Mega 2 STs !!!!

Newsgroup: comp.sys.atari.st
Date: 1989-09-27 03:38:02 UTC
From: src@cs.odu.edu
Message-ID: <10036@xanth.cs.odu.edu>
Source record: 248743

I don't know how much use to the Mega 2 owning public this will be, but it was simply miraculous for me. Apparently, a certain number of Mega 2 STs exist that have ALL 32 1 Meg DRAMs installed. I KID YOU NOT! I have, put simply, upgraded my Mega 2 ST to Four MegaBytes of RAM...

SIMPLY BY SOLDERING ONE PIN OF AN IC TO THE MOTHERBOARD.

I don't think _most_ Mega 2 STs have the extra RAM chips, since I have looked inside a couple of Mega 2s and seen the blank spaces for the RAM chips on the motherboard. This was what I thought I would find under the hood of my own, until I opened it to install TOS 1.4. I was shocked, to put it figuratively!

My Mega 2 is slightly unusual. It was sent to the retailer in a Mega 2 box, with a Mega 2 sticker on the bottom. It had two megs of addressable RAM... but a Mega ST4 label on the front of the computer. I thought this was strange, but didn't argue about it since I intended to expand it, eventually, in any case.

But as I said, when I opened it and started counting RAM chips, I found all four banks of eight chips installed, with no room left over!

How, then, did Atari get it to act like a Mega 2? All of my RAM measuring utilities had agreed that this was a two meg machine! I began intensively searching for the reason. It wasn't _too_ hard to find, either!

The Mega 4 uses an IC, labeled U59, to process the MMU signals for the upper two banks of RAM (U60 through U75). Pin eleven (11) on this IC is RAS2*, the Row Address Strobe line coming from the MMU. This pin, of all those on the entire Mega motherboard, was unsoldered! Without this signal the upper two banks of RAM are invisible to the MMU. I soldered this pin to the motherboard, and WHAM! Instant upgrade to Four MegaBytes!!

I Have Seen Santa Claus, And His Name Is Tramiel!

THANKS!!!

--

_____
|.-----..-----.|
	Usenet: src@xanth.UUCP			
	Arpa: src@xanth.cs.odu.edu		Q: Why did the chicken cross the	
	Earth: Scott R. Chilcote		Moebus Strip?	
	||| "Sure, Jack, we || A: To get to... er... umm...	
	||| trust you. But will ||	
	/	\ will you respect us || -----=====#####=====-----	

```
|| / | \ in the morning?" || ||
|:_____________________________:'-------------------------------------'|
'-------------------------------------------------------------------------'
```

1122. TOS 1.4 on disk (revisited)

Newsgroup: comp.sys.atari.st
Date: 1989-09-27 04:15:53 UTC
From: cmm1@CUNIXA.CC.COLUMBIA.EDU
Message-ID: <CMM.0.88.622872953.cmm1@cunixa.cc.columbia.edu>
Source record: 248744

Actually, wouldn't it make more sense to have the OS on disk anyway?
That way we wouldn't be held hostage to the painfully slow upgrade
process of getting upgraded ROMs. Although I think the guys working on
the ROMs are doing a fantastic job and I love the new version of TOS,
it is irritating to have to wait years for a fix for many of the well
documented and annoying bugs in TOS. What in the world is wrong with
following the path of Microsoft and upgrading the OS software and
releasing new versions on a somewhat more timely basis on disk? I would
rather wait an extra 10 seconds for my computer to boot than have to wait 2+
years for bug fixes AND have to disassemble my machine to have the
fixes installed "by an authorized dealer." It seems as if the ST's
worst enemy is the company that produces it. Sorry if this seems a bit
harsh, but I waited...and waited...and waited...and bought an Apple
when I couldn't get any satisfaction. I love my little ST, but it seems
as if Atari would rather have me playing Asteroids on my machine rather
than writing or using meaningful software that could benefit us all.
What a shame.

Chris

------------------------------+--------------------------
Chris Mauritz |Everything tastes better
cmm1@cunixa.cc.columbia.edu |when it sits on a
(c)All rights reserved. |mauRITZ. 8->
Send flames to /dev/null |
------------------------------+--------------------------

1123. mousie virus

Newsgroup: comp.sys.atari.st
Date: 1989-09-27 04:19:57 UTC
From: cmm1@CUNIXA.CC.COLUMBIA.EDU
Message-ID: <CMM.0.88.622873197.cmm1@cunixa.cc.columbia.edu>
Source record: 248745

George Woodside,

Thanks! :-) Thanks! :-) and THANKS! :-)

With the aid of your viruskiller, I detected and destroyed that pesky
little mouse inversion virus on my diskettes. Hehe, and all the time I
thought I'd broken my ROMS when I'd fiddled with the code. Whew!
I cannot thank you enough and I heartily recommend your program to the
world. It WORKS! Try it! Who knows what little nasties are hiding on
your boot sector?

Chris

------------------------------+--------------------------
Chris Mauritz |Everything tastes better
cmm1@cunixa.cc.columbia.edu |when it sits on a
(c)All rights reserved. |mauRITZ. 8->
Send flames to /dev/null |
------------------------------+--------------------------

1124. re: upgrading to tos 1.4 (long)

Newsgroup: comp.sys.atari.st
Date: 1989-09-27 09:49:13 UTC
From: woody@heisenberg.lehigh.edu
Message-ID: <woody.89sep27104913@heisenberg.lehigh.edu>
Source record: 248746

```
test. this is a test.
```

1125. (none)

Newsgroup: comp.sys.atari.st
Date: 1989-09-27 12:53:23 UTC
From: QCOMPUTL@PTEARN.BITNET
Message-ID: <8909271253.AA28703@ucbvax.Berkeley.EDU>
Source record: 248747

Hello there
I don't subscribe this list because i have't an account mine .(This
is from a friend).My real problem are (i have a 1040 and a monocrhome)
i want to run color program and the other problem is that in BITNET the
re is only UH-INFO@UHUPVM1(atarinet) and LISTSERV@CANADA01(prog-a16)
but this aren't update since last year so if who keep it run could bring
some software from other server i will apreciate.
The server i know are :
archive-server%panarthea.ebay@sun.com (never answer
server@marvin.brad.ac.uk (very quickly)
archive-server@ssyx.ucsc.edu (but don't answer
The last one i reach her last year but now the mailer said that
the user is unknown.Could someone answer and tellme what is wrong and if
know other server let me know.
THANKS IN ADVANCE

Rui Bento de Jesus
Campo Grande n-4,4-DTO
1700 LISBOA
PORTUGAL

ARPA : QCOMPUTL%PTEARN.BITNET@CUNYVM.CUNY.EDU
BITNET : QCOMPUTL@PTEARN
UUCP : PSUVAX1!PTEARN.BITNET!QCOMPUTL

1126. Re: Atari PC Portfolio is In

Newsgroup: comp.sys.atari.st
Date: 1989-09-27 13:02:25 UTC
From: wolf@cbnewsh.ATT.COM
Message-ID: <4239@cbnewsh.ATT.COM>
Source record: 248748

Two questions that I am a little unclear about:
1. Can you use rechargable batteries with the Portfolio?
(Someone in a previous article suggested that you couldn't.)

2. Do the "memory-cards" (32K, 64K, 128K) refer to actual memory
upgrades or do they refer to secondary storage? Previous
postings suggest the latter, but if that's the case, how does
one upgrade to 640K (which, I believe, was also mentioned as
a possibility in a previous posting.)

If these questions seem naive, it is for a good reason :-)

Thanks for any info,

Tom

--
+---------------+----------------------------+ I don't remember,
| Tom Wolf | Phone: (201) 949-2079 | I don't recall,
| Bell Labs, NJ | E-mail: twolf@homxb.att.com | I have no memory,
+---------------+----------------------------+ Of anything at all. P. Gabriel

1127. Re: SURVEY; US-UK-EUROPE-ASIA ST Users----Please Answer!

Newsgroup: comp.sys.atari.st
Date: 1989-09-27 14:10:06 UTC
From: silvert@cs.dal.ca
Message-ID: <1989Sep27.141006.264@cs.dal.ca>
Source record: 248749

In article <1028@cuphub.cup.edu> kar7481@cuphub.cup.edu (Dan Karbowsky;AtariEliteOfPghPa
bbs412-384-5609) writes:
>!!!
>
> TO ALL US,UK,EUROPEAN,and ASIAN ST USERS.....
> Please take the time to read the following and
> also to reply.....It may seem silly,
> but I am VERY serious.....
>
>!!!

Curious -- this includes all ST users except those in the Americas
outside the US, and Africans. Why are Canadians and Latin Americans excluded?
What about Africa? Is that what "AtariElite" signifies?

--
Bill Silvert, Habitat Ecology Division.
Bedford Institute of Oceanography, Dartmouth, NS, Canada B2Y 4A2
UUCP: ...!{uunet,watmath}!dalcs!biomel!bill
Internet: biomel@cs.dal.CA BITNET: bs%dalcs@dalac.BITNET

1128. Re: Cart. port ramdisks

Newsgroup: comp.sys.atari.st
Date: 1989-09-27 14:26:37 UTC
From: randyh@hpsad.HP.COM
Message-ID: <750022@hpsad.HP.COM>
Source record: 248750

The E. Arthur Brown Company sells a cartridge port adapter.

It interfaces the cartridge port to a standard 44 pin .156 spaced
edge conector. I'm not sure if any docs for i/o to the port are
provided. It's only $14.95.

E. Arthur Brown Company
4304 Pawnee Dr.
Alexandria, MN 56308
ph. (612) 762-8847

disclaimer: I'm not associated with EAB. I've never even bought
anything from them.

Randy Hosler

The opinions expressed above are mine and not neccessarily those of the
company I work for. I'm not sure what their opinions are.

1129. Re: Cart. port ramdisks

Newsgroup: comp.sys.atari.st
Date: 1989-09-27 14:26:51 UTC
From: blv@hpctdlk.HP.COM
Message-ID: <2220025@hpctdlk.HP.COM>
Source record: 248651

Another alternative is STonehenge. It is a ramdisk kit that connects to the DMA (hard disk) port. It allows 2 meg of 256 x 1 dynamic ram chips in banks of 8. I built one several months ago and have had very little trouble. It is available from:

Contact: Ron Schreiner (312) 520-8003
RONSAT Technologies Inc.
368 Lexington Drive.
Buffalo Grove, IL. 60089

The STonehenge kit priced at $169.95 includes;

a. STonehenge ASIC,
b. Double sided PCB,
c. 20MHZ crystal,
d. DB-19 connector,
e. Documentation,
f. Software,
g. PGA socket for the ASIC.

The Documentation and Software can be ordered separately for $10.00 (refundable with future purchase).

The builder of the kit must provide the DRAMs, a 5V 2A power supply, and a few miscellaneous components that are readily available from electronic suppliers.

Additional support kits that provide all the components are also available.

For more information or to order contact RONSAT Technologies Inc. Voice: (312) 520-8003 Modem: (312) 520-7812 Orders placed by modem receive a 5% discount. Dial-in (312) 520-7812, hit carriage return <return or enter> until "Login: " is the prompt, then enter "info"<return>.

I have a software patch if you do get it. There was a small bug in the software.

Bob Vixie
blv@hpctdlb.hp.com

1130. Panarthea archive address note

Newsgroup: comp.sys.atari.st
Date: 1989-09-27 14:48:13 UTC
From: koreth@panarthea.ebay.sun.com
Message-ID: <34377@grapevine.uucp>
Source record: 248652

Mail exchanger records for panarthea have been installed, so you can now
mail to archive-server@panarthea.ebay.sun.com to get to the archive server.
The old address will still work as well.

(Remember to give the server a "path" command if you're on a uucp-only
site. You can usually use uunet.uu.net!yoursite!yourname if you're
not sure how to get back to your machine from here.)

While I'm posting here, I should mention that the binaries queue is quite
full and moving along nicely, though I reduced the flow to five articles
a day after a couple of complaints. Here's a preview of what's coming up
after stedt is done.

bibtex - Bibliography package for ST TeX
bootedit - AUTO-folder reordering and lots more
macfonts - Macintoshy fonts for GDOS
miniinfo - Documentation for MiniTerm
sttetris - Two more versions of the game you all know and hate
tetris2

This message is a figment of your imagination. Any opinions are yours.
Steven Grimm Moderator, comp.{sources,binaries}.atari.st
sgrimm@sun.com ...!sun!sgrimm

1131. Re: I have an Atari Portfolio

Newsgroup: comp.sys.atari.st
Date: 1989-09-27 14:56:02 UTC
From: davodd@bsu-cs.bsu.edu
Message-ID: <10167@bsu-cs.bsu.edu>
Source record: 248653

In article <8909261549.AA25844@ucbvax.Berkeley.EDU>, 01659@AECLCR.BITNET (Greg Csullog) writes:
> At last, I have a Portfolio in my hands; this is not vapourware! I posted the
> following notice on my company CYBER and VAX system to describe what I know
> about the little marvel so far.
>

So, what is a practical use for it???

>
> 6. THE BATTERIES ARE INCLUDED !!!!!!!!!!

Ha, i liked that one. 8-)

Davodd
--
---\ Davodd IS>>> David Alan Speakman ******\ ******** "Faster than
----\ 802 W Charles, Muncie IN 47305 ********\ ******** a speeding
----/\ **/ ******** lambda..."
---/ \ *****************davodd@bsu-cs***********/ /\ ********

1132. Re: PRINTING MAC FILES ON ST+LASERJET IIP: HOW

Newsgroup: comp.sys.atari.st
Date: 1989-09-27 15:01:20 UTC
From: daved@cscnj.csc.COM
Message-ID: <343@cscnj.csc.COM>
Source record: 248654

In-reply-to: your article <3154@brahma.cs.hw.ac.uk>

> I wanna know how to do this too!
> I know that on real Macs can hold down a key combination (OPT-K?) to produce
> Postscript files but unless you can install a postscript driver in the first
> place then your sunk. I have never manged either on Spectre 128.

> ! Neil Forsyth JANET: neil@uk.ac.hw.cs
> ! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk
> ! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil
> ! Edinburgh, Scotland, UK "spam spaM spAM sPAM SPAM, lovely SPAM"

This works for Spectre v1.9 and MS Word v3.01; I've never tried any other
combination.

Make a startup disk with System 3.2/Finder 5.3, LaserWriter and Laser Prep
from the MS Word Program disk. DON'T put anything else on this disk.
Use it to boot into Mac mode. Activate the Chooser DA and turn Appletalk on.

Your machine is now hung.

Or is it?

Wait about 5 minutes or so. The machine WILL eventually come back, in
good enough condition to close the Chooser and force an eject by repeatedly
hitting <f1> and popping the disk in and out until the Finder is satisfied.

Reboot with this same system disk. Appletalk is now on and you can
successfully Choose and use the LaserWriter to do your Postscript dump.

Dave Douglass Computer Sciences Corporation Piscataway, NJ 08854
...!rutgers.rutgers.edu!cscnj!daved

1133. PD font editor?

Newsgroup: comp.sys.atari.st
Date: 1989-09-27 15:13:35 UTC
From: viljanen@cs.Helsinki.FI
Message-ID: <2480@hydra.Helsinki.FI>
Source record: 248655

Anybody know where on can find a PD-editor to mess with .FNT-files?
Any info appreciated.

--
"""

Lea 'LadyBug' Viljanen ____ University of Helsinki, Finland
viljanen@finuha.bitnet \ / . ' Dept. of Computer Science
viljanen@cs.helsinki.fi \/ |_ 'I hate Sun & dbx'

1134. Spectrum512 address and phone

Newsgroup: comp.sys.atari.st
Date: 1989-09-27 16:37:43 UTC
From: whack@nmsu.edu
Message-ID: <336@opus.NMSU.EDU>
Source record: 248656

I have seen the wonderful things that Spectrum512 can do and I have research which needs to do display images from an outside source in 512 colors. I would like to simply talk to the people from Spectrum512 about this but don't know how to get a hold of them. What is there address and phone number? Can e-mail get to anyone at Spectrum512?

E-mail responses preferred.

Warren Hack (whack@nmsu.edu)

P.S. Is there anyone at Atari who could help me with my problem(i.e. colors on the ST)?

1135. ragging on the st

Newsgroup: comp.sys.atari.st
Date: 1989-09-27 16:41:17 UTC
From: depeche@CALVIN.CS.MCGILL.CA
Message-ID: <8909271641.AA13951@quiche.cs.mcgill.ca>
Source record: 248657

>From depeche Wed Sep 27 12:39:39 EDT 1989

In article <7810@microsoft.UUCP> w-darekm@microsoft.UUCP (Darek Mihocka) writes:
>In article <11892@boulder.Colorado.EDU> solomon@boulder.Colorado.EDU (SOLOMON AMY BETH) writes:
>>In article <CMM.0.88.622236156.cmm1@cunixa.cc.columbia.edu> cmm1@CUNIXA.CC.COLUMBIA.EDU (Christopher M Mauritz) writes:

>
>Gimme a break! The days of being able to claim Power Without the Price are over.
>If you're gonna buy a 68030 machine, then what difference does it make if you
>spend $3000 or $5000. It's safe to say you're not buying it for video games.
>Most likely it will be used for development or in some business application.

[stuff deleted]

Yeah that is what they said about the Apple Lisa when it first came out...
it had a whopping 256k of RAM and ran on an 8mhz 68000 ("that's not a micro-
it's a mini! No home user could ever take advantage of all that power").

ah yes, the times, they are a-changing.....

And by the way, Mac has just released the portable....

--
S. Alan Ezust aka "Depeche Modem" depeche@calvin.cs.mcgill.ca
McGill University Computer Science Disclaimer: I claim everything!
Montreal, Quebec, Canada (je pense que....) je me souviens
"This kind of pornography is a matter of artistic creativity"

1136. two things

Newsgroup: comp.sys.atari.st
Date: 1989-09-27 16:47:48 UTC
From: depeche@CALVIN.CS.MCGILL.CA
Message-ID: <8909271647.AA14104@quiche.cs.mcgill.ca>
Source record: 248658

Two Messages below:

subject: PC DITTO 2 incompatibilities.

In article <890921.12375165.090594@CU.CP6> NEWSTV1@CARLETON.CA writes:
>
> I have just read the blurb on PCDitto II, the internal
>board for STs that gives you a PC. It says that the board
>only works on "unmodified" STs. If I read that correctly, it
>means that if I have just upgraded my 1040 to four megs with
>a Datafree or Aerco board, I can now pay $300 for the
>privilege of ripping outmy four meg ST so I can own a 640K
>PC. Is this correct? I'd like Avant Garde's comment on this.

Strange - as it is the original pcditto emulates a PC with 703k
memory free - which is (my guess) different depending on how much memory
is on-board on an st. I can't imagine new restrictions being imposed on
the new version which weren't imposed on the original...

Now what I would like to know is, I am just about to get tos 1.4 installed
on my 1040st. Will that make it incompatible?

2] Help with SUPRA drives.

In article <464@h.cs.wvu.wvnet.edu> jlf@a.cs.wvu.wvnet.edu (Jack L Forester) writes:
>In article <32314@ames.arc.nasa.gov>, tran@orion.arc.nasa.gov (Andy-Cuong Tran) writes:
>> To fellow netters and Supra Corp.:
>>
>> I recently bought a Supra 45 meg hard drive for my ST
[...]

> 3). I cannot boot off my floppy disk when the hard drive is
>> off and connected to the ST, even when the hard drive has not
>> been set to autoboot. This is important during extended periods
>> of game playing. Is this a characteristic of the Supra host
>> controller or of all devices connected to the DMA port?

I have my supra 30mb hard disk set up to autoboot and in the manual it
says that if you want to boot directly from floppy you must turn off the
computer, hold the ctrl-shift-alt keys, and turn it on. Wait for theprogram
to start loading, and then you can let the keys go.

You MUST turn off the computer though - pressing reset will not work.

--
S. Alan Ezust aka "Depeche Modem" depeche@calvin.cs.mcgill.ca
McGill University Computer Science Disclaimer: I claim everything!

Montreal, Quebec, Canada (je pense que....) je me souviens
"This kind of pornography is a matter of artistic creativity"

1137. Re: About Mega keyboard cables (was Re: (none))

Newsgroup: comp.sys.atari.st
Date: 1989-09-27 17:38:09 UTC
From: apratt@atari.UUCP
Message-ID: <1714@atari.UUCP>
Source record: 248659

walkerb@tramp.Colorado.EDU (Brian Walker) writes:
>The problem isn't too much of a task. I have seen kits for the crimp on
>modular plugs for telephone cables at my local Radio Shack. Using a
>standard telephone extension cable, Just cut off the end, peel, strip the
>wires and crimp on a new piece. That should take care of it. In just a
>few minutes, you would have a an extension for your keyboard. And
>if you should ever get bored with it, you still have a perfectly usable
>telephone extension cord.

I didn't say it was hard, I said it was nontrivial.

But the whole point is you DON'T have a telephone extension cord! You
can't use a Mega keyboard cable as a phone cord, because the wires are
all swapped around.

(As it turns out, it DOES work, a little: I just tried using a phone
with a Mega keyboard cable, and I got a dial tone. However, I couldn't
dial using a Touch-Tone (tm) phone. I expect a rotary phone would
work. I didn't test to see if the phone would ring.)

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

1138. Re: About Mega keyboard cables (was Re: (none))

Newsgroup: comp.sys.atari.st
Date: 1989-09-27 18:12:53 UTC
From: dav@eleazar.dartmouth.edu
Message-ID: <15846@dartvax.Dartmouth.EDU>
Source record: 248660

The latest issue of STart has an add for a keyboard cable extender.

1139. 1040 memory expansion

Newsgroup: comp.sys.atari.st
Date: 1989-09-27 19:12:03 UTC
From: brazil@pawl.rpi.edu
Message-ID: <1989Sep27.191203.21212@rpi.edu>
Source record: 248661

Speaking of memory expansion, I have the instructions to upgrade a 1040 ST to 2.5 megs without an expansion board if anyone wants them. It's nice not having to worry about cables or fitting things.

-Tim

1140. Problems w/ Mega Clock

Newsgroup: comp.sys.atari.st
Date: 1989-09-27 19:30:57 UTC
From: mjv@iris.brown.edu
Message-ID: <16450@brunix.UUCP>
Source record: 248662

Hello. I'm new to the Net and am very glad to now have access to some decent information about the events in Atariland.

I have a strange problem with my clock on my Mega2. After setting the clock and then rebooting, the ST comes back with a date of 0/00/00 and 12:00 time. I've switched the batteries twice (I now they are good since I checked them on my walkman.) I've opened up the computer to check the cabling and that seems fine. I am using a control panel that came on an earlier Mega ST language disk but I don't think that that's the problem. BTW, the clock works fine until rebooting. If anybody has any suggestions, I sure could use them.

A TOS 1.4 note: I called the two dealers nearest me and neither of them have the wonderful new rainbow baby and both said it wasn't out yet. However, since reading the Net I know that isn't true. This is probably one of the benefits of living in New England, the land that Atari hates. (My favorite dealer closed down and he was over an hours drive away.)

Thanks.

-- mjv@iris.brown.edu

1141. Blitter Upgrade in 1040's

Newsgroup: comp.sys.atari.st
Date: 1989-09-27 19:33:48 UTC
From: chuck@umbc5.umbc.edu
Message-ID: <2334@umbc3.UMBC.EDU>
Source record: 248663

Does anyone know the procedure for installing a Blitter chip in a 1040 that already has the solder holes for it? The revision of my motherboard is Rev. C. Any help would greatly appreciated!

Chuck Rickard
UMBC Academic Computing
chuck@umbc5.umbc.edu

1142. Re: Defragging A Hard Disk

Newsgroup: comp.sys.atari.st
Date: 1989-09-27 20:09:18 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440057@hplsla.HP.COM>
Source record: 248664

With regard to my posting about defragging, here's a caution! IF you are defragging the boot partition, BE SURE to re-write the boot sector of that partition after defragging the partition. (With ICD host adaptors, use the BOOT & CONFIGURE options of HDUTILS.PRG). The process I outlined zeroes the boot sector, so you'll lose your autoboot from hard drive. (Fortunately, recovery is easy, just boot from floppy as you would after formatting the hard drive, and then reconfigure the hard drive for autoboot).

Disclaimer: The opinions expressed herein are those solely
of the author, who has no pecuniary interest in the companies mentioned.

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%%%

1143. Binary Searching

Newsgroup: comp.sys.atari.st
Date: 1989-09-27 20:19:38 UTC
From: clong@topaz.rutgers.edu
Message-ID: <Sep.27.16.19.22.1989.2257@topaz.rutgers.edu>
Source record: 248665

I find myself needing a really hot 68000 binary search routine. This routine will be called millions of times, so it should be as efficient as possible. I need it to go through about 10,000 items, each with a size of ~ 10 bytes. Does anyone have something like this already coded?

The most helpful response gets a postcard with an incredibly ugly picture of Hill Center, the mathematical and computer sciences building here.
--
Chris Long, 272 Hamilton St. Apt. 1, New Brunswick NJ 08901 (201) 846-5569

"The proofs are so obvious that they can be left to the reader."
Lars V. Ahlfors, _Complex Analysis_

1144. Atari's TT

Newsgroup: comp.sys.atari.st
Date: 1989-09-27 20:39:35 UTC
From: keithr@vice.ICO.TEK.COM
Message-ID: <4164@vice.ICO.TEK.COM>
Source record: 248666

I was just reading an article in the Sept 25th issue of EE Times on the TT. This is part of what it says:

"The accompanying microfloppy drive lets the machines read and write data in IBM PC, Macintoch and Atari disk formats...

All three (machine models) pack 512 kbytes of system ROM-sufficent to bundle most of the Atari operating system software in silicon with enough space left over for Macintosh emulation when Mac Toolbox ROMs are dropped into the motherboard."

Is this true? It also said that they would be avaible in Europe this fall but not expected in the US before winter.

Keith Rast
keithr@icogem3.ICO.TEK.COM

1145. Re: I want multitasking: so there. (Atari TT)

Newsgroup: comp.sys.atari.st
Date: 1989-09-27 20:46:50 UTC
From: john@cooper.cooper.EDU
Message-ID: <1795@cooper.cooper.EDU>
Source record: 248667

> I would like to see the TT support multitasking, multi-windowing with the
> following applications:
>
Hi,
My request is even simpler. I would like to see the TT in the
metropolitan N.Y. area any time soon. When I bought my ST almost three
years ago I was told that the TT would be out in less than six months.

I would like to get one but how long must I wait ??

It would be really great if someone at Atari could give us some
information about this (even an approximate release date would be
appreciated).

Any info will be appreciated.
Thanks,
John
John M. Barkaus at the Cooper Union, NY, NY.
INTERNET: john%cooper.cooper.edu@cmcl2.nyu.edu
UUCP: cmcl2!cooper!john

1146. (none)

Newsgroup: comp.sys.atari.st
Date: 1989-09-27 21:42:53 UTC
From: TW6PSANU@MIAMIU.BITNET
Message-ID: <8909272048.AA21340@ucbvax.Berkeley.EDU>
Source record: 248668

```
excuse me?
Index?
I'm confused...
```

1147. 1040ST For Sale

Newsgroup: comp.sys.atari.st
Date: 1989-09-27 22:33:27 UTC
From: dale@ctsx.UUCP
Message-ID: <157@ctsx.UUCP>
Source record: 248669
Cross-posted to: misc.forsale,comp.sys.atari.st

I am posting this for a friend, please do not CALL ME.
Email to me is OK.

For Sale:

Atari 1040ST computer with double sided disk drive
Atari SM124 monochrome monitor
ICD FaST 20MB hard drive
Mannesmann Tally MT85 printer with courier font cartridge
QMI DeskCart accessory cartridge
WICO Black Max joystick
cables for above

Software:

Word Perfect (professional word processing)
Page Stream (desktop publishing and page layout)
Flash (telecommunications)
Base Two (data base)
Publishing Partner (desktop publishing and page layout)
N-Vision (graphics/paint)
1st Word (word processing)
Silent Service (submarine strategy game)
Star Glider (space shoot 'em up game)
World Games (olympic competition - color)

Price: $1,450

CALL --- Tim Steelquist (206)284-9067

--
Dale L Thomas (I been dazed and confused for so long ...)
(206-443-6400)
{uw-beaver}!sumax!ctsx!dale

1148. Re: REFILLING HP DeskJet INK CARTRIDGES -- a warning...

Newsgroup: comp.sys.atari.st
Date: 1989-09-27 23:05:32 UTC
From: logajan@ns.network.com
Message-ID: <1989Sep27.230532.25344@ns.network.com>
Source record: 248670

coffey@ucselx.UUCP (pat coffey) writes:
>> Ok, as far as crusting is concerned which can clog the tubes
>>and make a general mess of things..... I've yet to see crusting
>>that is differant than that of the HP crusting.

>I've been refilling my hp carteidges for about 6 months now, and,
>last weekend, my dj stopped printing. I put in a brand new cartreidge
>that had an expiration date of 12/90 and it printed about 10 pages
>and then died.

I don't see how this could have anything to do with refilling the
cartridge. I mean, the whole print head IS the cartridge. If you
replace the cartridge, you'd have to invoke homeopathic magic to
blame it on the previous cartridge!

To the guy that claimed that your HP repair guy would be able to tell
the difference between HP clogged ink and so-called "bogus" clogged
ink -- NONSENSE! Do your really believe that the HP repair guy is
going to send out samples of your clogged ink to a chemical analysis
to determine if he should void the waranty or not? Nobody has that
amount of luxury time available.

When I had my HP DeskJet Plus taken apart to pieces (a very easy
task, by the way) I saw the little plastic tube that runs the primed
ink down to a blotter pad in the base of the unit. It certainly
wouldn't take a rocket scientist to figure out how to clean the
tube out if it did become clogged! (The fact that HP ink is
air drying and so is "bogus" ink, leads me to seriously doubt that
one is more likely to clog than the other.)

The type of person who refills ink cartridges is almost suredly the
same type of person who will take the skins off the DJ+ to clean
his own plastic tube. Let HP make is ripoff money off the types
who don't know which end of a soldering iron to hold. I'll gladly
continue to (start to) refill my cartridge without fear of HP
detection or loss of waranty.

--
- John M. Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428 -
- logajan@ns.network.com, john@logajan.mn.org, Phn 612-424-4888, Fax 424-2853 -

1149. Re: Portfolio

Newsgroup: comp.sys.atari.st
Date: 1989-09-27 23:33:00 UTC
From: Xorg@cup.portal.com
Message-ID: <22582@cup.portal.com>
Source record: 248671

Unless Atari is inane, lay all comments about the availablility of Porfolio to rest. Today in the New York Times (and many other major papers I'm told) were FULL page ads in the Business sections showing the Portfolio and announcing Federal Express shipping and a 'if you don't like it in a month, send it back for a full refund' policy.

Looks like Portfolio is here guys (and women.)

Peter Szymonik
Xorg@cup.portal.com

1150. Re: Where's the Spectre GCR???

Newsgroup: comp.sys.atari.st
Date: 1989-09-27 23:38:21 UTC
From: Xorg@cup.portal.com
Message-ID: <22585@cup.portal.com>
Source record: 248672

Rich Covert> Spectre GCR was NEVER vaporware my friend. Just because Spectre has been delayed it does not mean that it was vaporware - some things do take time - like SLM804 support. (and espedcially when only one person is working on the whole shibang.)

Spectre GCR is shipping as of September 21 with pre-orders going out first. New orders are backlogged until November.

Peter Szymonik
Xorg@cup.portal.com

1151. Re: What is TOS ERROR 35

Newsgroup: comp.sys.atari.st
Date: 1989-09-27 23:40:17 UTC
From: Xorg@cup.portal.com
Message-ID: <22586@cup.portal.com>
Source record: 248673

Many thanks for the bomb/error listing! I'd been wondering about
those for quite some time!

Peter Szymonik
Xorg@cup.portal.com

1152. where is INFO-A16? Does anyone know? Reply to me... I can't read news

Newsgroup: comp.sys.atari.st
Date: 1989-09-27 23:52:33 UTC
From: ttensfeldt@eagle.wesleyan.edu
Message-ID: <1668@eagle.wesleyan.edu>
Source record: 248674

Hi all. Er... what happened to the listserver that produces INFO-A16?
I haven't gotten any issues in quite a while? And I only have a BRAIN-
DAMAGED news reader that refuses at times to retrieve messages of interest
so I have missed quite a bit I suppose. I posted a message here last week
and I have no idea if a response was posted. If there was could a kind-hearted
soul forward it to me. Thanks...

==========
Tom Tensfeldt Bitnet: TENSFELDT%Eagle.WESLYN@Wesleyan.Bitnet
Internet: TTENSFELDT@Eagle.Wesleyan.Edu or

4 Laurel Avenue, Ledyard, CT 06339 (203)-464-9009
Pfizer, Inc., Box 100, Groton, CT 06340 (203)-441-4835
Chemistry Dept, Wesleyan Univ, Middletown, CT (203)-347-9411 X2635
==========

1153. Re: Upgrading to TOS 1.4 (long)

Newsgroup: comp.sys.atari.st
Date: 1989-09-28 01:11:15 UTC
From: jeff@quark.WV.TEK.COM
Message-ID: <4734@orca.WV.TEK.COM>
Source record: 248675

In article <10035@xanth.cs.odu.edu> src@cs.odu.edu (Scott R. Chilcote) writes:
>
> I saved the most difficult part for last. The final step was to remove an
>integrated circuit entirely from the Mega's motherboard. This chip is labeled
>U12, and its only purpose is to take the ROM signals that would normally
>activate six separate chips, and funnel them (through the use of a three-input
>AND gate) into the two-chip ROM set. Since I needed to use all six ROM chips,
>this IC had to be removed. It was difficult for me because the desoldering
>braid did not remove all of the solder, and my solder-sucker couldn't vacuum
>enough of it out. It took some severe wheedling to finally get this guy loose.

Well, I have a MUCH easier way to remove soldered-in chips. (As long as you
don't plan to re-use them.)

Go out and buy a pair of diagional cutters, with a fine (small) tip.
(micro-sized) When the chip is sitting in the board, cut each of the leads
where they go into the silicon. Then, just pick out the "body" of the chip.
Then, get a pair of small needle nose pliers (or I usually use tweezers) and
pull each lead out one at a time as you touch the pad with a hot soldering
iron. Then, use solder wick to clean out the holes. I have yet to destroy a
printed circut run using this procedure. You might want to practice once or
twice on a junk circut board.

Of course, if you decide to accept this way of removing IC's, you're on your
own. I won't charge you a dime, nor will I accept any responsibility if you
melt-down your ST.

If you've got questions about this, drop me a note.

-Jeff
--
Jeff Beadles Utek Engineering, Tektronix Inc.
jeff@quark.WV.TEK.COM uunet!tektronix!quark.wv.tek.com!jeff

1154. Re: REFILLING HP DeskJet INK CARTRIDGES -- a warning...

Newsgroup: comp.sys.atari.st
Date: 1989-09-28 05:54:25 UTC
From: swan@jolnet.ORPK.IL.US
Message-ID: <1618@jolnet.ORPK.IL.US>
Source record: 248676

In article <1989Sep27.230532.25344@ns.network.com> logajan@ns.network.com (John Logajan) writes:
:
:I don't see how this could have anything to do with refilling the
:cartridge. I mean, the whole print head IS the cartridge. If you
:replace the cartridge, you'd have to invoke homeopathic magic to
:blame it on the previous cartridge!

The blame would be on the clogged passage ways BELOW the print cartridge.

:To the guy that claimed that your HP repair guy would be able to tell
:the difference between HP clogged ink and so-called "bogus" clogged
:ink -- NONSENSE! Do your really believe that the HP repair guy is
:going to send out samples of your clogged ink to a chemical analysis
:to determine if he should void the waranty or not? Nobody has that
:amount of luxury time available.

The HP ink is water soluble. Your ink isn't.
Can you think of a quick easy way to check if you've used HP's ink?
(A water faucet can't be too far away...)

>- John M. Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428 -
>- logajan@ns.network.com, john@logajan.mn.org, Phn 612-424-4888, Fax 424-2853 -

I prefer to watch the situation for another 6 months or so. If no real problems develop, I'll probably switch to a home brew too. In the mean time, keep us up to date on any repairs needed (how would you clean solid water proof ink form a thin plastic tube?)

Hope things work out. I'd like to save some $ too.

Joel

1155. Re: Atari ST VIRUS ALERT!!

Newsgroup: comp.sys.atari.st
Date: 1989-09-28 11:55:43 UTC
From: ralph@nastassia.laas.fr
Message-ID: <436@laas.laas.fr>
Source record: 248677

In article <0008.8909271119.AA09775@ge.sei.cmu.edu> in newsgroup comp.virus IHLS400%INDYCMS.BITNET@VMA.CC.CMU.EDU (Holly Lee Stowe) writes:

> At least 2 instances of the "Key" virus have been found on ORIGINAL
> WordUp 2.0 disks from Neocept for the Atari ST and Mega computers.
>
> If you have WordUp 2.0, please use Virus Killer 2.2 or some other
> virus checking program to check your disks!
>
> Holly Lee Stowe,
> Faculty/Staff Consulting
> .....
> He has all the subtlety and wit of a speed bump.
> - paraphrased from Oleg Kisilev in alt.flame
> +-----+
> | @@@ @@@ @@@ @@@@@@@@@@ @@@ @@@ @@@ Holly Lee Stowe |
> | @@@ @@@ @@@ @@@ @@@ @@@ @@@ @@@ Bitnet: IHLS400@INDYCMS |
> | @@@ @@@ @@@ @@@@@@@@@@ @@@ @@@ @@@ IUPUI Computing Services |
> | @@@ @@@@@@@@ @@@ @@@@@@@@ @@@ 799 West Michigan Street |
> | Indiana U. - Purdue U. at Indianapolis Indianapolis, IN 46202 |
> +-----+

Just passing this info on to Atari lovers. My question is in the summary. Are we up to version 2.2 of VKILLER? I thought that we were at 2.01. If true, where is it available?

Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!mcvax!laas!ralph If all else fails, try:
SOBEK@FRMOP11.BITNET sobek@eclair.Berkeley.EDU

Upon the instruments of death the sunlight brightly gleams. -- King Crimson

1156. Nethack 3.0

Newsgroup: comp.sys.atari.st
Date: 1989-09-28 13:51:19 UTC
From: rgg@uluru11.ecr.mu.oz
Message-ID: <2246@munnari.oz.au>
Source record: 248678

I have gotten the recently posted Nethack 3.0 for the ST, but after playing for a short time (a few hundred moves) it bombs (2 of 'em) out for no apparent reason (ie I wasn't doing anything special) Has anyone else had the same problem or is it just my version (or maybe my system ?? I'm playing it on a 1040ST with a 20 meg hard disk and no ram disk)

Thanks, Rupert

1157. Re: REFILLING HP DeskJet INK CARTRIDGES -- a warning...

Newsgroup: comp.sys.atari.st
Date: 1989-09-28 13:56:06 UTC
From: news@blackbird.afit.af.mil
Message-ID: <1358@blackbird.afit.af.mil>
Source record: 248679

In article <1618@jolnet.ORPK.IL.US> swan@jolnet.UUCP (Joel Swan) writes:
>In article <1989Sep27.230532.25344@ns.network.com> logajan@ns.network.com (John Logajan) writes:
>:
> [stuff deleted]
>The HP ink is water soluble. Your ink isn't.
>Can you think of a quick easy way to check if you've used HP's ink?
>(A water faucet can't be too far away...)
>
^^

Joel, you must have not been keeping up with the procedure we are all using
to refill our cartridges.
** use ONLY Script Jet-Black Water soluble INK!!!!!!!!!

The ink costs $2.00 for a bottle and is in a yellow and blue box made by
Shaeffer INk Co. This ink is water soluble!!

==
| Jeff Long jlong@blackbird.afit.af.mil (ARPA net) |
| |
| humble (and getting humbler by the day) graduate student; |
| The Air Force Institute of Technology (what a great way of life??) |
==

1158. Re: spectre 128 + ICD

Newsgroup: comp.sys.atari.st
Date: 1989-09-28 15:17:34 UTC
From: covertr@force.UUCP
Message-ID: <45e8e335.14a1f@force.UUCP>
Source record: 248680

In article <11830054@hpldola.HP.COM>, ritchie@hpldola.HP.COM (Dave Ritchie) writes:
> >
> >While on the subject is spectre GCR shipping yet?
> >
>
> According to the message on the GBS phone line, they are not taking
> calls due to shipping GCR (this was on Monday, September 25th). It appears
> the birth is occuring *now*.
>
> Dave Ritchie

Dave Small was supposed to be on a GEnie confernce this week, but was sick and couldn't make it. It seems that Dave And Sandy have a couple of children who are starting school. Dave has a funny way of saying it. He said something like the kids got sick and 'it was like a diease swap-meet'!! I can't quote Dave exactly, but he mentioned it on his GEnie Roundtable.

So, maybe when Dave and his family get better they can answer the phones again!!

P.S. Gadgets reports on GEnie that they are shipping the GCRs to preorders. It looks good for the GCR.

Rich Covert

1159. Re: ARK Modem

Newsgroup: comp.sys.atari.st
Date: 1989-09-28 16:24:38 UTC
From: matthew@sunpix.UUCP
Message-ID: <894@friar-taac.UUCP>
Source record: 248681

In article <89091907155409@masnet.uucp> calvin.bruner@canremote.uucp (CALVIN BRUNER) writes:
|I just "inherited" a 1985 vintage modem. Actually, in its day it was
|obviously one of the best...supports Hayes 2400 and MNP 1. What I need
|to know is if (sigh....never happy!) I can upgrade this beast. It is
|made by a company called ARK Electronic Products. I have lifted the cover
|and see that it has a Z80 CPU and a chip labelled "65AB V.062485 U4 24K
|003096 RDV 2.21". Also, there is a Z80 SIO/O chip. I think the chip
|with the long label may be the MNP chip? Anyway, if I replaced the Z80
|CPU with a Z80 A, and the Z80 SIO/O with an upgrade (is there one?) can
|I get more speed out of this modem? If the chip I mentioned above has
|the MNP algorythms, can it be replaced with a more up to date chip? Any
|help would be appreciated!! Ohhh yea...has anyone ever heard of ARK?
|---
| * Via ProDoor 3.1aR

I think your confusing chip quality with throughput. Swapping the CPU or SIO will provide no inprovement in throughput (It will probably make the unit 1% more relieable though.

The "65AB V.062485 U4 24K 003096 RDV 2.21" is probably the central core of the modem electronics. Your best bet, is to find out who the manufacture of that chip is, and get the databook for that part from them. They may have a compatible part with higher transfer speed.

Actually your best bet for higher speed, is to get a new modem. BTW 2400bps is nothing to sneeze at. I myself have only a 1200bps modem.

--
Matthew Lee Stier |
Sun Microsystems --- RTP, NC 27709-3447 | "Wisconsin Escapee"
uucp: sun!mstier or mcnc!rti!sunpix!matthew |
phone: (919) 469-8300 fax: (919) 460-8355 |

1160. Re: Binary Searching

Newsgroup: comp.sys.atari.st
Date: 1989-09-28 16:45:22 UTC
From: dal@syntel.mn.org
Message-ID: <1989Sep28.164522.12305@stag.UUCP>
Source record: 248682

```
[clong@topaz.rutgers.edu (Chris Long) writes...]
>
> I find myself needing a really hot 68000 binary search routine. This
> routine will be called millions of times, so it should be as efficient
> as possible. I need it to go through about 10,000 items, each with a
> size of ~ 10 bytes. Does anyone have something like this already coded?

Direct from the dLibs library source archive... here is bsearch()...

----------------------------------8<----------------------------------
#include <stdio.h>

int _bsearch; /* index of element found, or where to insert */

char *bsearch(key, base, num, size, cmp)
register char *key; /* item to search for */
register char *base; /* base address */
int num; /* number of elements */
register int size; /* element size in bytes */
register int (*cmp)(); /* comparison function */
{
register int a, b, c, dir;

a = 0;
b = num - 1;
while(a <= b)
{
c = (a + b) >> 1; /* == ((a + b) / 2) */
if (dir = (*cmp)((base + (c * size)), key))
{
if (dir > 0)
b = c - 1;
else /* (dir < 0) */
a = c + 1;
}
else
{
_bsearch = c;
return(base + (c * size));
}
}
_bsearch = b;
return(NULL);
}
----------------------------------8<----------------------------------
```

You will probably want to hard code the comparison function, since I
assume this is a special purpose "as fast as possible" application of
the more general function. Also, obviously, conversion to hand-optimized
68000 assembly is left as an exercise to the reader.

> The most helpful response gets a postcard with an incredibly ugly
> picture of Hill Center, the mathematical and computer sciences
> building here.

Actually, I'd prefer if you just sent me back your optimized assembly
code conversion. That way I can re-generalize it (to take a compare
function pointer) and include it in the next dLibs release.

> Chris Long, 272 Hamilton St. Apt. 1, New Brunswick NJ 08901 (201) 846-5569
>
> "The proofs are so obvious that they can be left to the reader."
> Lars V. Ahlfors, _Complex Analysis_

I hope this is want you needed.

\\ / Dale Schumacher 399 Beacon Ave.
\\ / (alias: Dalnefre') St. Paul, MN 55104-3527
>< ...umn-cs!midgard.mn.org!syntel!dal United States of America
/ \\ "What is wanted is not the will to believe, but the will to find out,
/ \\ which is the exact opposite." -Bertrand Russell

1161. Bugged ST with alternative graphics

Newsgroup: comp.sys.atari.st
Date: 1989-09-28 17:02:23 UTC
From: i8k9d302@vax87.auc.dk
Message-ID: <169@vax87.auc.dk>
Source record: 248683

Hello there,

I have a problem with my ST and I hope somebody out there can help. My setup is a 1MB 520 STFM with a 20MB SH204 harddisk (the bulky noisy one) and a mono monitor. The problem is that every once in a while when I write to the harddisk (and only when I write), the screen tilts, ie it looses the horisontal sync and becomes utterly unreadably. I tried to hook my harddisk to a friends ST; it worked like a charm. I tried to hook a different monitor (colour monitor) to my ST; same problem. So I figure the problem must be with the ST.

The funny thing about this problem is that it is periodic in a funny fashion, ie. one week it may be write to sector n that provokes the tilt, but the next sector n is fine, and sector m is acting up. Weird indeed.

I spoke to Atari Denmark about the problem and they said "Oh yeah, we know that one, call this company, they do all our repairs". I phoned the company and got the chief engineer told me he had never heard of it and neither had anyone else I spoke to.

I am not too happy about sending the machine for repair with a problem like this, because I can imagine only too well getting it back after having paid 100 dollars for repairs, adjustment, cleaning, polishing etc. just to find the problem isn't fixed at all because it seemed to work OK the 5 minutes the had it hooked up. Not to mention the inconvinience of having to ship ST and harddisk (no local ST repair shop) and getting a load of spares back a fortnight later.

Has anyone ever heard of a problem like this ? Any help is appreciated.

Klaus Henning Sorensen
University of Aalborg
Denmark

1162. Re: Portfolio info requested

Newsgroup: comp.sys.atari.st
Date: 1989-09-28 17:10:00 UTC
From: ignac@electro.UUCP
Message-ID: <1089@electro.UUCP>
Source record: 248684

In article <PORTUESI.89Sep26111645@tweezers.esd.sgi.com> portuesi@sgi.com (Michael Portuesi) writes:
>4. What is the storage capacity of the external memory cards? How
>much does a memory card cost? What is the I/O speed of these cards?

on this note, just wondering:

what brand of memory cards does the portfolio use?? it wouldn't happen to be the mitsubishi 128K melcard now would it????? if so, they have mel cards up to 512K, i believe. that means the portfolio should be able to handle that much memory easily?? any answers out there???

while on this topic, i wonder if a little pocket ST would sell?? like, it would be neat: micro-minuature track ball for mouse, 100x100 physical screen which maps into the normal 640x400 screen, and 32 memory expansion ports for these little 128K memory cards so the machine could emulate the mega 4 st. well, maybe not. :-)

long live the jays. magic number is 3. if they keep saying "i think i can, i think i can" ...

--
=====Ignac A. Kolenko (The Ig) watmath!watcgl!electro!ignac=====
co-author of QuickST, and the entire line of Quick Shareware!!!!
"I don't care if I don't win, 'cause I don't care if I fail"
from 'Youth Of Today' by SUBURBAN DISTORTION

1163. Bitching about S/W distribution / MIDI HELP??!?

Newsgroup: comp.sys.atari.st
Date: 1989-09-28 17:21:10 UTC
From: mshapiro@polyslo.CalPoly.EDU
Message-ID: <1989Sep28.172110.7096@polyslo.CalPoly.EDU>
Source record: 248685

Tales of an excursion down the path of darkness.....

For the last few weeks, I've been trying to find a MIDI package for a 520ST. Shouldn't be too hard, right? Well, after a couple of hours in fron of the phone book, I broke down and called atari and asked them who sold atari software near where I live. THey told me of only two stores. One was about 45 minutes away and the other about 20 minutes away. Not too bad if I live in your average town. HOWEVER, I LIVE ABOUT 15 MINUTES FROM ATARI'S HQ!!! Why are there only two stores in Santa Clara county that carry atari software? But wait, it gets much worse than this.

I went to this store B&C Computer in santa clara, to check out MIDI stuff. THey had several packages to choose from. So I asked the lady there if I could take a look at them.

"No, we can't open the packages. We'd have to sell the software as used."

Now, I'm thinking to myself, oh great, we've got a genius here. "How do you expect to sell this stuff if I can't look at it? Do you know anything about these?"

"No."

<Deliberate pause...By this point, I'm just dying to see how she extends this line of reason.>
"We're not salesmen We have the stuff if someone wants it."

<gasp> "Oh. You probably don't sell a lot of software."

<dead air>

-=-=-

As I'm walking out the door, a man behind the counter starts to tell me how the software business works. He says, "In this market, you have to buy a package and try it out. If it works for you, that's great. If it doesn't, buy another."

Now, I'm really getting perterbed. "Look, I don't plan on buying every package in existence, or even more than one. I just want a look at the stuff before I buy it."

This is a good one here...."Well, maybe you aren't ready to spend the money to buy something then."

"Well, maybe you aren't ready to own your own store."

-=-=-=-=-

Atari, if you're listening, maybe you should have a little talk with your software/hardware distributors. All two of them. They could use some pointers in the customer relations/sales development areas.

Between the difficulties of finding a store in the first place and then the escapade I went through once I did, I have to wonder why people would want to buy an ST when they can buy a MAC and get software on every street corner.

HEY ATARI!!!! Get your distribution outlets in line. At least make them pass some sort of test. Ask them to tie their shoes and say their names at the same time.
-=-=-=-=

If any of you could recommend a decent MIDI package, I would really appreciate it. Obviously, the store wasn't a lot of help. I saw a few packages there, ranging from $54 to $200. I don't mind spending the money, if it's good stuff. Full editing capabilities, as well as scoring. Please, oh please, help me out.

<deep breath>

-=-=-=-=

1164. ST systems fonts & nethack

Newsgroup: comp.sys.atari.st
Date: 1989-09-28 17:23:02 UTC
From: paul@cacilj.UUCP
Message-ID: <1242@cacilj.UUCP>
Source record: 248686

I recently got nethack 3.0 for the ST. It looks like a good implementation, only I am dissapointed by the ST system font's line drawing capability (actaully, the lack thereof :-). I have a desk accessory that changes the system font to other fonts, but there is no source, nor is there any hint of *how* to actually do this!

I would like to have a program, or better yet, source for a routine, to change individual characters in the character set. You see, I like nethack with nice "boxy" rooms, and one could certainly come up with some nice characters for webs, chests, stairs, etc. if only you could change the character set!

Of course, if it is only possible to completely swap out the built-in font, and swap in a new one, you could always copy the alphanumeric characters from the system font, and then design new ones for nethack.

I have MWC (and gcc) and a font editor, all I need is some info! Any pointers would be appreciated!

Thanks,
--
Paul Close paul@cacilj.CTS.COM ...!{uunet, ucsd, crash}!cacilj!paul

The Obi-wan Kenobi method: "Use the Source, Luke" -Jim Fulton

1165. Re: Portfolio

Newsgroup: comp.sys.atari.st
Date: 1989-09-28 17:59:16 UTC
From: mccarty@hpuxa.ircc.ohio-state.edu
Message-ID: <273@nisca.ircc.ohio-state.edu>
Source record: 248687

Could someone please post information about the ad that Atari
ran in major newspapers??? Phone numbers and prices please.
Thanks,
Jim McCarty
>>>>>>>Attention: This signature intenionally left blank. <<<<<<<<<

1166. Computer Equipment For Sale

Newsgroup: comp.sys.atari.st
Date: 1989-09-28 18:00:29 UTC
From: ambi@bu-cs.BU.EDU
Message-ID: <39108@bu-cs.BU.EDU>
Source record: 248688
Cross-posted to: comp.sys.atari.st,bu.forsale,misc.forsale,ne.forsale

My mailer had problems earlier so this is a repost:

FOR SALE!!!

Atari 520ST Computer System
1 MEG memory (expanded by EZ-RAM II, expandable to 2.5 megs)
3 1/2" single sided disk drive
Z-time clock chip
mouse, 2 joysticks

Atari SF314 3 1/2" double sided disk drive
Supra 20 meg Hard Drive
Atari SM124 Monochrome Monitor
Atari Sm1224 RGB/Color Monitor
Monitor Master
Avatex 1200 baud modem

BASIC
Mark Williams C Compiler V 2.1.7
Dr. T's MIDI Recording Studio & MIDI cables
Test Drive (game)
Ultima IV (game)
Falcon F-15 (game)
Dungeon Master (game)
The Pawn (game)
Winter Games (game)
Championship Wrestling (game)
MicroLeague Baseball V II (game)
1987 MLB Team Disk
Gridiron Football (game)
Leaderboard Golf (game)
Ballyhoo (game)
Gauntlet (game)

Programmers Guide to GEM (book)
Atari ST application programming (book)

The above equipment cost me over $2500 new and I'de like to sell it as a unit for $1500. If I can't sell it as a unit then I'de like to sell as much as possible. I can be reach by email at ambi@bu-it.bu.edu or by phone (617) 353-2780 (day) (617) 787-2629 (night).

Mike Amirault "If these opinions represented my employer, then I ambi@bu-it.bu.edu wouldn't be saying them."

1167. Re: Portable Mac vs STACY

Newsgroup: comp.sys.atari.st
Date: 1989-09-28 18:23:00 UTC
From: rehrauer@apollo.HP.COM
Message-ID: <45e9895f.71d0@apollo.HP.COM>
Source record: 248689

In article <45da3096.14a1f@force.UUCP> covertr@force.UUCP (Richard E. Covert) writes:
>I would like to know how Atari can produce and sell a Laptop ST for under
>$2,000 while Apple charges almost $5500 for basically the same machine??

Possibly because Apple produced a real machine for which there will be an upgrade path, support, expandability, etc? Dunno; I haven't seen either. Apple's laptop IS pricey, but perhaps not outlandishly so. The market will decide.

>The only real hardware difference between the two machines has to be the LCD
>display??

Since when has hardware been the only important factor? TOS is junk. GEM is near-junk in its present buggy ST incarnation. No, that's not fair I guess; TOS & GEM are "priced almost appropriately" -- howzzat? You should pick your hardware based largely on what it will run that you wish to run. Why else would bazillions of people still choose to buy XT/AT-clones (price aside :) ?

>Geez, if there is that big of a market for a Laptop Mac , then a LapTop
>ST, with the Gadgets By Small (which is now shipping according to the
>latest news on GEnie!!!) GCR mac Emulator should sell by the thousands!!

I don't follow that logic. As someone else here has already remarked, "emulation" does not a clone make. I bought a Magic Sac for my 520ST because it was a neat hack & fun toy. But depend on it? Pfah! You'll have to tack a few 9's after "99.%" compatible before businesses will buy it. And I doubt the consumer market (i.e.: us) will ever eat more than the first one or 2 of your "thousands" of GCRs, let alone Staceys.

>I have seen pictures of the Laptop ST and seen actual Laptop Macs on
>TV, and the Laptop ST is much smaller and lighter then the Laptop Mac.
>So, let's just hope that Atari can get the Laptop ST out before Apple
>eats the market.

IBM/NEC/Zenith and Apple >>> OWN <<< the portable market in this country. It's already been eaten. Atari may get a few crumbs in the USA, if they pursue them. [I find it helps to think of Atari as a European company that builds for Europe, sells in Europe, and just coincidentally happens to live in the U.S.]

>Ken B, or John Townsend, if you read this message PLEASE PLEASE ask Jack
>Tramiel to advertise the Laptop ST in the WALL STREET JOURNAL like Atari
>has done for the Atari PORTFOLIO!! And mention the GBS GCR cartidge, and
>Atari could clean up with the Laptop ST!!!
>
>Well, its startinf to look good, if only Atari can get the Laptop ST and the

>TT out this year!!! I have told my local dealer that I want one!!!

My my, SO many exclamation-marks! :) Forget "cold fusion"; if we could
only bottle "Atari-owner loyalty" there wouldn't BE an energy crisis. :)
(So speaks an ex-Atari-enthusiast.)
--
>>> "Aaiiyeeeee! Death from above!" <<< | Steve Rehrauer
Fone: (508)256-6600 x6168 | Apollo Computer, a
ARPA: rehrauer@apollo.hp.com | division of Hewlett-Packard
"Look, Max: 'Pressurized cheese in a can'. Even _WE_ wouldn't eat that!"

1168. GDOS outline fonts

Newsgroup: comp.sys.atari.st
Date: 1989-09-28 18:23:08 UTC
From: pa1329@sdcc13.ucsd.EDU
Message-ID: <1183@sdcc13.ucsd.EDU>
Source record: 248690

Does Atari still work on outline font version of GDOS? Is that plan
dead?

1169. Re: Portable Mac vs STACY

Newsgroup: comp.sys.atari.st
Date: 1989-09-28 18:51:00 UTC
From: rehrauer@apollo.HP.COM
Message-ID: <45e9a2bc.71d0@apollo.HP.COM>
Source record: 248691

In article <45da4392.14a1f@force.UUCP> covertr@force.UUCP (Richard E. Covert) writes:
>So, the Spectgre is NOT 'an interesting curiosity'!!
>
>I just wish that the Spectre could print out at 300 dpi on my SLM804. It can
>do 144 dpi though, which is something. And not many Mac users have Atari
>laser printers anyway.

But you've just lent weight to the opposing side, Richard. David Small is a warlock-class hacker. But the GCR is not a Mac. It is neat. It is cheap. It lets an ST owner glimpse much of the Mac world. But it won't be a serious Mac alternative.

Look, someone who wanted to run Macintosh software, who didn't already own a Mac or ST, who didn't have Big Dollars to spend but could afford a GCR+Stacey, will (I'll bet my last floppy disk) 9 times out of 10 buy a Mac Plus instead. I know I would, if that criteria matched my situation. Someone who wants & can afford a >>portable<< Mac will BUY a portable Mac. Only those want a portable Mac AND to whom every penny truly matters AND who perhaps are not completely informed or like living on the edge MAY go for Atari's "solution".

The backlash of frustrated would-be Mac-users with their not-quite-Macs aka Staceys w/ GCRs would probably crisp what little U.S. presence Atari still has, anyway.

>I think that the STacy/GCR combination will be a big seller!!! At 1/3 the
>price of a real Laptop Mac, it will cleanup!!!

Cleanup WHAT for Pete's sake? Atari's act? Gee, I know I'm coming across like a personal attack on you, your love for Atari, etc. Sorry, I don't mean to. I just word-associate "doubt" when I hear "Atari" these days.

(I know: you're a Cubs fan too, right? Oops, just kidding! :)

--
>>> "Aaiiyeeeee! Death from above!" <<< | Steve Rehrauer
Fone: (508)256-6600 x6168 | Apollo Computer, a
ARPA: rehrauer@apollo.hp.com | division of Hewlett-Packard
"Look, Max: 'Pressurized cheese in a can'. Even _WE_ wouldn't eat that!"

1170. Re: Modula2

Newsgroup: comp.sys.atari.st
Date: 1989-09-28 19:00:14 UTC
From: thamer@sioux.cis.ohio-state.edu
Message-ID: <63368@tut.cis.ohio-state.edu>
Source record: 248692

I've unzooed the German Modula2, and all the correct directories that it requires, but whenever I execute m2load.prg, it kicks back out in a second. Anyone know what the problem is. I've got a 1040 and hard-drive. Does it require a ram-disk with some files in it? What are the files copy.lst, mk_copy.prg, and m2paths.txt?
Any help would be appreciated ... Thanks, Mustafa Thamer

1171. Sound Sampling

Newsgroup: comp.sys.atari.st
Date: 1989-09-28 19:00:48 UTC
From: chuck@richsun.UUCP
Message-ID: <452@richsun.UUCP>
Source record: 248693

Hello,

I am looking for actual C code to use sounds created with an audio digitizer. I own ST Replay4 and Mark Williams C. Replay4 comes with assembly routines but I have not yet been able to use these alone or with 'C'. I also own G.I.S.T. and was able to use it with my C code and Mark Williams C for sound effects. However, I would like to use sampled sound in my C programs. Also, I've read about a new audio digitizer product, which apparently is in beta right now, called Pro Sound Gold by a British company which will support the C language.

Any help would be greatly appreciated.

1172. Re: Portfolio

Newsgroup: comp.sys.atari.st
Date: 1989-09-28 19:50:48 UTC
From: steve@thelake.UUCP
Message-ID: <0828891435241736@thelake.UUCP>
Source record: 248694

Today's USA Today has the full-page Portfolio ad on 11A:

Actual Size
(picture of Portfolio)
Actual Price
$399.95

It goes on to describe the system, the RAM cards ($79.95 for 32K) and other accessories, including the $49.95 parallel and $79.95 serial interfaces that aren't available until October. There's a 30-day free trial. The toll-free (USA, I presume) number is (800) 443-8020. They'll charge your credit card for the merchandise plus $8.50 for shipping (Federal Express).

Judging from the "Actual Size" photograph, this definitely is a machine for two-fingered typing. The keyboard makes the Trash-80 look generous.

Steve Yelvington, up at the lake in Minnesota
... pwcs.StPaul.GOV!stag!thelake!steve (Usenet)
... {playgrnd,moundst,class68}!thelake!steve (Citadel)

1173. 1040 ST Ram Upgrade, $9.50 per chip

Newsgroup: comp.sys.atari.st
Date: 1989-09-28 21:40:36 UTC
From: brazil@pawl.rpi.edu
Message-ID: <1989Sep28.214036.4702@rpi.edu>
Source record: 248695

What follows are the instructions to upgrade a 1040ST by replacing chips, therefore eliminating the need for an expansion board.

I also have a suggestion: If a bunch of us get together an buy DRAM in volume they could be very cheap. Chip Merchants has 100ns 1 Mbit DRAMs for $9.35 each, and they have volume discounts for 100 and 500 parts. If six of us get together, considering it takes 16 chips for the 2.5 meg upgrade, we could get the 100 volume discount. Anyone interested?

-Tim Onders
brazil@pawl.rpi.edu
(518)276-7186

1174. Re: Where's the Spectre GCR???

Newsgroup: comp.sys.atari.st
Date: 1989-09-28 21:46:28 UTC
From: covertr@force.UUCP
Message-ID: <45ea3ee9.14a1f@force.UUCP>
Source record: 248696

In article <22585@cup.portal.com>, Xorg@cup.portal.com (Peter Ted Szymonik) writes:
> Rich Covert> Spectre GCR was NEVER vaporware my friend. Just because
> Spectre has been delayed it does not mean that it was
> vaporware - some things do take time - like SLM804 support.
> (and espedcially when only one person is working on the whole
> shibang.)
>
> Spectre GCR is shipping as of September 21 with pre-orders
> going out first. New orders are backlogged until November.
>
> Peter Szymonik
> Xorg@cup.portal.com

I try to write a simple little note saying that I read on GEnie that the GCR is
being shipped and I get flamed!! I did NOT say that the GCR was Vaporware.

But, lets be fair about this. GCR was delayed, as you admit yourself. If it was
a product of Atari, and not Gadgets By Small, wouldn't you classify it as
VaporWare?? That's because Atari has promised many products (Vaporware) which
have NEVER been marketed. But, GBS has produced every product that they have
announced, hence it wouldn't be expected for the GCR to be Vaporware, even though
it was months late. In fact, I was *TRYING*, in my own clumsy way, to help
publicize the availablity of the GCR. Not all USENET readers have GEnie accounts.
And GBS has an active GEnie RoundTable were the latest news can be read.

So, calm down a little. I didn't mean to criticize GBS and/or the GCR.
Boy, some people just have to jump all over me because of even an implied
criticism of Dave Small.

!!!!!!!!!!!!! DON'T READ THE REST WARNING BAD THINGS SAID ABOUT GBS & OTHERS !!!!

And I don't even want to get into the Spectre support of the SLM804. Please
don't even mention SLM804 and Spectre 128 in the same article. That is one subject that
is guaranteed to start a war!! Dave Small has provide a limited (144 dpi) printer
driver for the SLM804, and has indicated that Spectre will not go 300 dpi. If you
want better printouts with a SLM804 then you need to buy the $500 UltraScript
package, and have a LARGE hard disk drive with 3 types of partitions. One native
ST partition, one Mac HFS partition and one Mac MFS partition. And have plenty of
time to transfer the PostScript files from Mac MFS and/or HFS partitions to native
ST partitions, and thence to UltraScript. That is a very clumsy way to get 300 dpu
print outs!! It would be much nicer to get 300 dpi directly from inside Spectre. Then,
I wouldn't have to spend $500 for UltraScript just to get a decent printout of a
Mac drawing!! But, if you want 300 dpi printouts on the SLM804 that is your only
alternative. Correct me if I am wrong, but that is my understanding of Spectre
support of the SLM804 laser printer.

By the way, GBS isn't the only emulator to have troubles printing on the SLM804. Never pc speed and pc ditto II will print out on the SLM804. And both have promised SLM804 in the Next Release. sounds like GBS last year!! But this time I am not buying the emulator until I see the SLM804 printing under it!! I refuse to go through another year like the last one waiting for the promised support, and then being disappointed with each release. I bought my Spectre 128 in Sep 1988 and to this day I still can't print out at 300 dpi w/o being force to use UltraScript. So, pc speed and pc ditto II will not be sold to me until I see a working SLM804 printer driver!!

On a side note, GBS being small doesn't excise them from not making schedules. I remember last year when Publishing Partner was released. Softlogic was also a very small company when they announced the PP upgrade called Page Stream. When PgS was a year late, being small didn't stop people from flaming Softlogik. Customers expect vendors to release a product when announced, and don't care about excuses like 'We are too small'. So, Softlogik was deservedly flamed. Softlogik would have been better off if they hadn't announced PgS until it was ready to ship. Even though that would have meant some lose of sales, it would have built a better reputation for the company. Avant-Garde is an example of a responsible company. A-G wanted like mad to release pc ditto II as soon as possible, but they didn't send out the upgrade coupons UNTIL pc ditto II was ready to ship. So, even though pc ditto II was months late, A-G didn't have a bunch of customers with $$ yelling at them. A-G didn't start accepting the upgrade coupons, with the $$, until A-G had pc ditto II. Softlogik, on the other hand, accepted upgrade $$ for PgS as much as a year before they shipped PgS.

!!!!!!!!!!!!!!!! END OF FLAMES !!!!!!!!!!!!!!!!!!!!!!!!!!!
P. S. Pete, I have given you all kinds of words in this message to twist into whatever kind of warped meaning that you want to make. I mean, if you could take one word (Vaporware) and twist it, then you should have a field day with this message!!

Richard (Enjoy yourself Pete) Covert

1175. 1040 ST Upgrade(long)

Newsgroup: comp.sys.atari.st
Date: 1989-09-28 21:56:33 UTC
From: brazil@pawl.rpi.edu
Message-ID: <1989Sep28.215633.5523@rpi.edu>
Source record: 248697

A 2.5 Meg Socketed Ram Upgrade for the 1040ST

Copyright 1989
Barry Orlando

A Shareware File by Barry Orlando Dated: May 20, 1989

Introduction

This shareware text file provides a procedure which details a 2.5 megabyte on board RAM upgrade project. The method described replaces 16 256K dynamic RAM chips with 16 one megabit dynamic RAM chips installed in chip sockets. Reinstallation of the ST's metal shield cover is also not impaired.

The beauty of this modification is that pin compatibility is simplified by the use of sockets instead of directly soldering the 1 meg RAM chips (DRAMs) to the motherboard and by the fact that the removed bank of sixteen perfectly reusable 256K DRAMs can be resold by you to persons upgrading 520STfm computers to 1 megabyte.

If you use this upgrade method, I recommend that you also use the same high quality low contact resistance sockets that I used and have listed below, than to use any other standard sockets. These are the type and quality which are used on expansion boards made for the IBM clones.

I originally wrote this procedure to aid me in upgrading my own 1040ST's memory to 2.5 megabytes because I didn't trust myself not making mistakes and possibly damaging any of the electronic components, especially the new DRAMs which I didn't consider cheap. I might note that my 1040ST's pc-board was marked Rev 4, but I don't believe that any other recent board revisions (if they exist) for boards with 32 256K DRAMs installed should affect this procedure.

Disclaimer of Liability

I make no claim that this modification will work for you. I can only say that it worked for me. This modification should not be attempted by anyone except by someone with experience repairing or building digital electronic circuits. Performing this modification will be done at your own risk and may void the warranty on your computer.

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Background

The 256K dynamic ram chip differs from the 1 meg dynamic ram chip by having one additional connection, namely the address input A9. The

following chip diagram illustrates this and shows pin layouts:

```
256K 1meg
------\__/------ ------\__/-----
A8|1. 16|VSS Din|1. **18|VSS
Din|2 *15|CAS WE|2 17|Dout
WE|3 14|Dout RAS|3 *16|CAS
RAS|4 *13|A6 NC|4 15|A9
A0|5* *12|A3 A0|5 *14|A8
A2|6* *11|A4 A1|6* *13|A7
A1|7* *10|A5 A2|7* *12|A6
VCC|8* * 9|A7 A3|8* *11|A5
---------------- VCC|9* *10|A4
---------------
```

Truth Table for above chips:

```
---------------------------
A0-A9 Address Inputs
CAS Column Address
Din Data In
Dout Data Out
RAS Row-Address Strobe
VCC Power (+5V)
VSS Ground
WE Read/Write Input
NC Not Connected
* pc-board pin compatible
** pc-board pin compatible on most chips
```

The 2.5 megabyte modification essentially reconnects all pins as previously connected on the lower of two banks of RAM chips plus adds a new line from the previously unused A9 pin on the ST's MMU (pin 64 of U15) to all new 1 meg chip pins A9 via a new 33 ohm resistor. Some of the Address leads are interchanged, but this has no effect on the operation of the computer.

Major Tools

1. Desoldering iron (I recommend the spring loaded type that

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incorporates the heat source.)
2. 15W grounded soldering iron (Radio Shack 64-2051 or similar)
3. Wire wrap clip and stripping tool
4. Exacto knife
5. 3-5 power magnifying glass or jewelers eyepiece

Parts Required

1. One 33 ohm resistor, 1/4 watt, 5%.
2. 5 feet length of 30 gauge wire, Kynar wire wrap solid conductor (Radio Shack 278-502).

3. 16 double contact low profile dual-in-line I.C. sockets (D.C. Electronics catalog no. T02-18, cost: $0.12 each)
4. Pack of 10 "Socket Wrap ID" (D.C. Electronics catalog no. 16-ID, cost: $2.05) You can get in touch with D.C. Electronics at the following location:

D.C. Electronics
P.O. Box 3203
Scottsdale, AZ 85257
(800) 423-0070

5. 16 one megabit dynamic RAM chips, 120ns (I used Hitachi Part no. HM511000-12, and paid $24.00 each plus state tax and $4.00 shipping from Ed at Computronix on Dec 16, 1988). You can get in touch with Ed at the following location:

Computronix
2151 A O'Toole Ave.
San Jose, CA 95131
(408) 943-0771

Work Area

Prepare your work area by placing a towel on your flat working surface and cover it with a layer of aluminum wrapping foil. This provides padding for the components and a conductor for static electricity.

Precautions

Since the slightest static discharge could easily damage components on your computers pc-board, always keep one hand on the metal foil bonded along the outer rim of the pc-board before and during touching any part of the pc-board or its components. Avoid working on

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this project when the humidity is low.
Procedure

1. After removing the pc-board from the insides of your computer, desolder and remove the front 16 256K chips (U33 through U45 and U16 through U30).

2. Using the Exacto knife, cut the following traces on the top side of the pc-board:

a. Between U30's pin 1 and U61's pin 1.
b. Between pin 14's of U33 through U45 and U16 through U30 and other pin 14's of U46 through U61.
c. Between the thru-hole (nearest to pin 1 in center of U32) of U32 and U46's pin 1. (Note: This thru-hole traces to U32's pin 1 on the underside of the board.)

3. Using the Exacto knife, cut the following traces on the bottom side of the pc-board:

a. Between U30's pin 1 and the 33 ohm resistor R76.
b. Between U32's pins 2 and 14. Do the same for U33 through U45 and U16 through U30.
c. Between U30's pin 4 and U15's pin 8. (Note: Cut the trace after it goes through the board to the bottom side near resistor R91, but before it reappears on the top of the board via another thru-hole.
d. Between U32's pin 14 and the thru-hole located between U32 and U33.

4. Preparing New Sockets and Soldering Them Inplace

a. On all 16 new sockets, remove the internals of pin 4.
b. On all 16 new sockets, bend all pins 1 and 17 flat against their bottom then up against their outer side.
c. On 14 of the new sockets, bend pin 18's flat against their bottom and pointing straight out to the side.
d. On the remaining two, bend both pin 18's flat against their bottom but back and down so it will just reach and fit into the pc-board hole of it's adjacent pin (pin 17). These two sockets will be installed and soldered with the socket's pin 18 going into the old 256K chip's pin 16 hole below the new socket's pin 17. Trial fit these two sockets at this time.
e. Using a pair of scissors, cut pieces of "Socket Wrap-ID" plastic markers for sandwiching them between the new sockets and the pc-board during installation. These little plastic markers should be cut so as to electrically isolate the socket's pins 1 and 17 from leads and traces on the pc-board, and from pin 18 of the socket for the two separately prepared sockets above, but also so as not to interfere with seating the socket's four pads flush with the top of the pc-board upon installation.

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f. Solder the two sockets with the bent back pin 18 and markers into U30 and U33.
g. Solder the remaining sockets with markers into U34 through U45 and U16 through U29. Pin 18 of these socket's must be soldered to the top of the board at the nearest thru-hole that the pin 18 just barely reaches. Use plenty of heat as these thru-holes are big heat sinks.

5. Mounting The New 33 Ohm Resistor

a. Install a new 33 ohm resistor on the pc-board by drilling two small holes from the top at points near capacitor C55 and resistor R70. Make sure you don't drill through a trace on the other side by holding the pc-board up to a bright light and marking the spots with a pencil.

6. Wiring

Wire the following connections on the top side of the board:

a. Between U32's new socket's pins 1 and 17 and a thru-hole on the pc-board between U32 and U33. This thru hole is the only one that has a trace that runs to another thru-hole between U46 and U47 on the top side of the board.
b. Between U16's new socket's pins 1 and 17, and pin 2 of U54. Solder the wire directly to the side of the chips pin 2.
c. Between each of the remaining new socket's pin 1 and 17 and a thru-hole in back of each 256K RAM chip (i.e., U47 through U53 and U55 through U61). These thru-holes are the ones that you will find traces back to either pin 2 or pin 14 of U47 through U61 and then trace over toward U22, U23, U26, and U27. Actually, pins 2 and 14 are tied together on the bottom of the board for every 256K RAM chip still installed. So that's 14 more wires altogether (i.e., each new RAM chip's pins 1 and 17 will be connected to the pins 2 and 14 of the 256K chip directly in back of it.

Wire the following connections on the bottom side of the board (Note: all pin numbers here refer to the pin numbers on the pc-board, not the pin numbers of the new sockets or new ram chips):

d. Between U15's pin 64 and one side of the new 33 ohm resistor.
e. Between all pin 14's of U32 through U45 and U16 through U30, and the other side of the new 33 ohm resistor.
f. Between all pin 2's of U32 through U45 and U16 through U30, and the thru-hole near R91 which had its trace cut to U30's pin 4. This thru-hole traces back on top of the pc-board under the bank of resistors and over to U15.
g. Between U61's pin 1, U30's pin 4, and the cut trace side of resistor R76.
h. Between U30's pin 1 and U61's pin 3.

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8. Inspect all solder joints with the magnifier for solder shorts and faulty connections. Verify that all connections were made correct.

9. Install the new 1 meg RAM chips into their new sockets.

10.That's it! Clean isn't it? Now sit back and admire your work.

12.Reassemble the computer and reconnect the monitor and power cord and let it whirl!

Shareware Policy

I am distributing this documentation as a $15.00 Shareware File. Please feel free to re-post on your favorite Information Service or local BBS. I ask only that you do so in its original unaltered form.

If you have followed these instructions and everything worked for you, I'm sure you will appreciate the effort I put into documenting this project and the money it has saved you from buying one of those

expansion boards on the market or by the time you could have spent trying to figure such a project out by yourself. Please send your shareware user registration fee to:

Barry Orlando
1120 Deerfield Dr.
Napa, Ca 94558

All registered users will be sent free of charge, a utility disk and color photographic prints of the completed project. The utility disk includes a program to test the new RAM and instructions on how to further modify the computer to a full 4 megabytes. The Utility Disk contains the following support files for the socketed 2.5 meg 1040ST modification:

1. SYSTAT7.PRG - A handy public domain utility which shows some neat things going on inside of your computer. Of special interest is the size of the ram.
2. BANKSTAT.TOS - A program that displays a table of possible memory configurations which are consistent with those published in the hardware specification from Atari Corp. (Developer's Docs). The program also reads into memory and displays your computer's current memory configuration for reference.
3. BANKSTAT.C - The C source code for BANKSTAT.TOS.
4. MEMTESTR.TOS - A program that performs a dynamic test of Bank 0 (the new memory bank of 1 megabit chips installed by 25MGUPGD.DOC) for data integraty and reports any defective DRAMs including the specific IC number.
5. MEMTESTR.C - The C source code for MEMTESTR.TOS.
6. 4MGUPGD.TXT - A text file that provides instructions for

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upgrading the 2.5 meg 1040ST to 4 megs.

The two 8x10 photographic color prints show the completed 2.5 meg modification on my 1040ST (One print for each side of the motherboard). These prints may be helpful since they show how the completed wiring should look.

Good Luck!

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1176. Re: TOS 1.4 in the UK

Newsgroup: comp.sys.atari.st
Date: 1989-09-28 22:00:31 UTC
From: danscott@atari.UUCP
Message-ID: <1717@atari.UUCP>
Source record: 248698

```
in article <1705@atari.UUCP>, kbad@atari.UUCP (Ken Badertscher) says:
>
> Your dealer should contact Dealer Services at Atari Corp. (I don't know
> the number off hand... they don't let me out of my cubicle much these
> days ;-). If the dealer calls 408/745-2000 and asks for dealer services,
> they should get the right person.
>
> --
> ||| Ken Badertscher (ames!atari!kbad)
> ||| Atari R&D System Software Engine
> / | \ #include <disclaimer>

The number is 408-745-2466. No, there is no limit that I am aware of.

Dan
```

1177. Re: REFILLING HP DeskJet INK CARTRIDGES -- a warning...

Newsgroup: comp.sys.atari.st
Date: 1989-09-28 23:10:20 UTC
From: neff@hpvcfs1.HP.COM
Message-ID: <2150017@hpvcfs1.HP.COM>
Source record: 248699

O.K. I'll open my mouth a bit. A little truth can go a long way ...

>I've been refilling my hp carteidges for about 6 months now, and,
>last weekend, my dj stopped printing. I put in a brand new cartreidge
>that had an expiration date of 12/90 and it printed about 10 pages
>and then died.

and a responder says:

>>I don't see how this could have anything to do with refilling the
>>cartridge. I mean, the whole print head IS the cartridge. If you
>>replace the cartridge, you'd have to invoke homeopathic magic to
>>blame it on the previous cartridge!

...

>>When I had my HP DeskJet Plus taken apart to pieces (a very easy
>>task, by the way) I saw the little plastic tube that runs the primed
>>ink down to a blotter pad in the base of the unit. It certainly
>>wouldn't take a rocket scientist to figure out how to clean the
>>tube out if it did become clogged! (The fact that HP ink is
>>air drying and so is "bogus" ink, leads me to seriously doubt that
>>one is more likely to clog than the other.)

The person that had a pen deprime that would not recover probably is seeing one of two situations: 1) His pen deprimed due to a pen failure which has nothing to do with ink refilling. This does happen sometimes and if a new pen suddenly deprimes and priming has no effect our dealers are authorized to replace the pen. 2) His pen deprimed and normal priming would have reprimed the pen but the prime tube is clogged due to using refilled cartridges. One way to distinguish between these cases it to try to prime the suspect pen on another DeskJet and see if the pen works. If it does, the tube is probably clogged and your printer is no longer priming.

The person who mentioned it is fairly easy to clean the tube is also correct. It is also true that a clogged tube is the main reason ink refills will void the warrantee. However, YOU may be brave and smart enough to take apart your printer, risking breaking who knows what, and unclog the prime tube, but the average DeskJet user would be more likely to take his printer in for warrantee repair. It is also fairly messy to take apart and clean the service station -- I know, I've done it before, but then again, I always figured I could have been a rocket scientist if I had wanted to :-). It is also fairly easy to break some of the plastic parts if you don't know what you are doing.
Since we are pushing the DeskJet as a no mess, no fuss inkjet solution

obviously messing with ink to refill cartridges and taking apart the service station to clean it and unclog tubes runs contrary to this message. Refilling cartridges and cleaning the service station is kind of like changing your own oil in your car. Its not very hard to do, but most people would rather spend some extra money to avoid dirtying their hands.

Obviously, once your DeskJet printer is out of warrantee, do with it as you please. You paid for it. If you break it, you will have to pay HP to fix it :-). But if its on warrantee I hope you guys can all see why HP does not want to have to pay for warantee repairs due to operating printer in a way that it wasn't designed. The ink formula is a critical part of the entire service station behavior. Thats one of the reasons waterfast ink is so difficult.

Now you may wonder how HP is going to catch someone who refills cartridges. Generally its hard to prove that someone has refilled cartridges -- except in the case of those people who openly confess to it on notes :-). However our service people might ask if the customer has ever refilled ink cartridges. Some people use colored ink in their refills and of course I'm sure our service people could notice that. But don't worry, I won't turn you in :-).

Dave Neff
neff@hpvcfs1.HP.COM

1178. Re: Upgrading to TOS 1.4 (long)

Newsgroup: comp.sys.atari.st
Date: 1989-09-29 00:41:36 UTC
From: adw3345@ultb.UUCP
Message-ID: <1333@ultb.UUCP>
Source record: 248700

Someone mentioned that Lyco was located in Woodbridge, Virginia.

I Beleive what they were referring to was L & Y Electronics, one of the biggest Atari dealers I know of. The owners, John and Suzy (It's a mom & pop operation) have almost everything and were installing 16 mz upgrades the last time I was there.
Here's a plug for L & Y Electronics. Note that I am in no way affilated with L & Y except as being a happy and frequent customer.

L & Y Electronics
13664 Jefferson Davis Highway
Woodbridge, Va. 22191

(703) 494-3444

Give 'em a call today!

Derrick Williams
Roch. Inst of
Technology.

q

1179. Color monitor for sale or trade

Newsgroup: comp.sys.atari.st
Date: 1989-09-29 01:56:58 UTC
From: HEIMBIG@WSUVM1.BITNET
Message-ID: <8909290156.AA20027@ucbvax.Berkeley.EDU>
Source record: 248751

Some of you may have seen this sorry, but it bounced the first time.

I have a SC1224 color monitor with original box, used for about a year,
in excellent condition. I am buying Calamus and rarely have a need for
color (I don't play computer games). I called MicrOtyme today to
check on new prices.
mail order list price Color: 339 Mono: 159 ($180 difference)

I would like to:

1) Trade for an Atari mono monitor (plus $130)

OR

2) Sell my color monitor for $240

Price US $
I prefer to trade but if i cannot find someone to trade then I'll sell it

(what I'ld really like is a NEC 2A multisync monitor but the $$:-(
maybe someone has a used NEC for sale ?? I'ld be very interested)

Prefer to sell/trade in US/Canada
(509)335-2441 (office) or home (509)334-9170

Thank you
Bruce Heimbigner
Email: Snail mail:
HEIMBIG@WSUVM1.bitnet N.W. 324 True Street
Pullman WA 99163-3347 (USA)

1180. (none)

Newsgroup: comp.sys.atari.st
Date: 1989-09-29 02:21:28 UTC
From: ian_perry@brains.UUCP
Message-ID: <4855@brains.UUCP>
Source record: 248752

I need help. I've been trying to download a file (any file) from the Music area of the DFD. Now I can't get back in! I get as far as requesting a file but I can't find a command to download it.

--
-===----------===- From Ian Perry at Cerebral Cortex BBS System
-==-==------==-==- (902)462-7245 3/12/2400 8N1 24h/7d
-==--------==------ ian_perry%brains@iisat.UUCP
-==-==------==-==- {uunet, utai, watmath}!dalcs!iisat!brains!ian_perry
-===----------===-

1181. Re: Portable Mac vs STACY

Newsgroup: comp.sys.atari.st
Date: 1989-09-29 03:26:43 UTC
From: gints@NCoast.ORG
Message-ID: <1989Sep29.032643.24455@NCoast.ORG>
Source record: 248753

In article <45e9895f.71d0@apollo.HP.COM> rehrauer@apollo.COM (Steve Rehrauer) writes:
>
>Since when has hardware been the only important factor? TOS is junk.
>GEM is near-junk in its present buggy ST incarnation. No, that's not
>fair I guess; TOS & GEM are "priced almost appropriately" -- howzzat?
>You should pick your hardware based largely on what it will run that
>you wish to run. Why else would bazillions of people still choose to
>buy XT/AT-clones (price aside :) ?

> [atari-bashing stuff deleted]
>
>My my, SO many exclamation-marks! :) Forget "cold fusion"; if we could
>only bottle "Atari-owner loyalty" there wouldn't BE an energy crisis. :)
>(So speaks an ex-Atari-enthusiast.)
>--
>>>> "Aaiiyeeeee! Death from above!" <<< | Steve Rehrauer
> Fone: (508)256-6600 x6168 | Apollo Computer, a
> ARPA: rehrauer@apollo.hp.com | division of Hewlett-Packard
>"Look, Max: 'Pressurized cheese in a can'. Even _WE_ wouldn't eat that!"

Since you are so into bashing Atari and the ST line of computers, Mr. Rehrauer, perhaps you could enlighten us "Atari-owner loyalists" to why you consider the ST's to be "junk". I personally own an Atari ST, but have also done extensive (and I mean extensive) work on both Macintoshes and IBM-PC's during my four years at Cornell (A Mac and IBM dominated university). In my opinion (and I stress that), The Mac operating system is the most buggy thing I've ever encountered. If you want me to go into details about that, I will. As far as the IBM and compatibles, I believe they and the ST's are two very different types of computers that have their strong and weak points. I prefer a mouse and menu environment over a command line one. That is one reason I chose the ST. BTW, I think WINDOWS for the IBM stinks (talk about emulation!). Finally, If you think there is no good software for the ST line, you better wake up and smell the coffee! Pick up an issue of START magazine or any other good ST magazine, and you'll think differently.

-Steve

--

Steve Juhasz
gints@ncoast.org

1182. Re: RTS/CTS patch

Newsgroup: comp.sys.atari.st
Date: 1989-09-29 11:27:40 UTC
From: ralph@nastassia.laas.fr
Message-ID: <437@laas.laas.fr>
Source record: 248754

In article <4845@brains.UUCP> george_seto%brains@iisat.UUCP writes:
|
| I believe the file you want is known as TURBOCTS and has been available for
| several months on GEnie and a variety of BBS's around the US and Canada.
| Don't know where you are located so I can't recommend a BBS for you to try.

Can TURBOCTS be posted on USENET? I'm sure lots of people would be
interested, me included.

Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!mcvax!laas!ralph If all else fails, try:
SOBEK@FRMOP11.BITNET sobek@eclair.Berkeley.EDU
==
Upon the instruments of death the sunlight brightly gleams. -- King Crimson

1183. Can I separate the keyboard from the computer?

Newsgroup: comp.sys.atari.st
Date: 1989-09-29 11:53:54 UTC
From: loki@moncam.co.uk
Message-ID: <LOKI.89Sep29125354@marvin.moncam.co.uk>
Source record: 248755

Thanks to all those who helped me out with AES/VDI.

Next question: I've seen inside my 520 ST, and I've seen the 17 wire connection from the keyboard to the rest of the computer. Now I would like to make the keyboard separate, but I don't know if adding a whole length of cable (say two metres) will affect the operation. Has anyone else tried this, or can anyone say if the connection needs to be as short as it already is?

Thanks if anyone can help.

--
Harry Fearnhamm, EMAIL: harry@moncam.co.uk
Monotype ADG, ...!ukc!acorn!moncam!harry
Science Park, VOICE: +44 (0)223 420018
Cambridge, FAX: +44 (0)223 420911
CB4 4FQ,
ENGLAND.

1184. Portfolio information

Newsgroup: comp.sys.atari.st
Date: 1989-09-29 12:50:17 UTC
From: portuesi@tweezers.esd.sgi.com
Message-ID: <PORTUESI.89Sep29135017@tweezers.esd.sgi.com>
Source record: 248756

I didn't get any responses to my request for information about the Atari Portfolio, but I did get the following info by calling Atari and reading a review of the Portfolio in _MicroTimes_, a computer newsmonthly in California. I hope it helps other people who are considering the Portfolio.

I quote the questions from my original post, followed by the information I was able to get:

> 1. Does the Portfolio have a serial port? What is the highest baud
> rate supported over the serial port?

Yes, serial ($79.95 option) and parallel ($49.95 option). Highest baud rate on serial port unknown.

> 2. What kind of memory technology does the 640K expansion use? How
> much will it cost to upgrade a Portfolio to 640K?

An upgrade memory expander is available (extra 256K+ and second card drive), $229.95. Two of these would be needed to expand to 640K.

> 3. Is there an optional external floppy drive?

no, but a PC memory card drive can be attached to standard PC.

> 4. What is the storage capacity of the external memory cards? How
> much does a memory card cost? What is the I/O speed of these cards?

Memory cards are battery-powered RAM devices. They come in 3 sizes -- 32, 64, and 128K

32K 79.99 storage cards plug into Portfolio card drive
64K 129.99 treat just like floppy.
128K 199.99

> 5. Does the Portfolio offer any sort of graphics capability? Can the
> display handle inverse video and the IBM graphics character set?

"very limited graphics capability", according to the Atari spokesperson.

> 6. Is the bundled software included in a built-in ROM, or does it
> come on memory cards?

applications prorgrams are built in.

> 7. What version of MS-DOS does the Portfolio use? Is MS-DOS built
> into ROM? Are external MS-DOS commands also built into ROM?

MS-DOS 2.11 is built into ROM.

> 8. The Portfolio supports a 40x8 virtual view onto an 80x24 screen.
> Is it possible to make applications which simply use the 40x8 physical
> screen only? I would prefer to see only a little bit of a document
> rather than a scrolling view of one-sixth of a standard display.

The bundled applications will work either in 80x25 virtual scroll mode
or in 40x8 physical mode. [I assume that it is possible to write or
modify existing MS-DOS applications such as MicroEmacs to function
within the 40x8 physical display].

> 9. Do MS-DOS programs that assume a monochrome display adapter and
> simply blast bytes into display memory work on the Portfolio?

"yes, on the whole", according to Atari. They do not guarantee that
all monochrome-adaptor based applications will work, however.

> 10. How long does the Portfolio run on three AA alkaline batteries?

6-8 weeks of normal usage (every day 1-2 hours). Portfolio provides a
battery low message when battery goes low.

> 11. does the portfolio keep contents of its memory when it is shut
> off?

Yes. same with RAM storage cards.

RAM cards are just like a floppy disk -- they may be removed from
portfolio and keep their contents indefinitely.

Atari wants a direct sale dealer network for the Portfolio --
currently the list of dealers carrying the Portfolito is rather small.
According to the representative I spoke to, Atari has few dealers for
the Portfolio now, and expects to expand their dealer list 1 or 2
percent at most in the future.

Now that the whole story is in, I can honestly evaluate whether or not
a Portfolio would suit my needs. I have a rather long commute back
and forth to work each day, which I could put to productive use with a
portable computer. Besides the built-in calendar/diary and address
book, I would need to be able to run MicroEmacs to edit programs and
correspondence (my fingers have Emacs ingrained in them too much to
learn the commands for the built-in editor), and be able to transfer
files to my workstation at work or my computer at home via a serial
port.

For my use, I would need the following:

Portfolio $399.95
Serial Port $79.95 to up/download stuff
128K RAM card $199.95 to hold Emacs + file transfer program
----
total for min.

usable system $680

I can buy a Toshiba T1000 for $600 (street price), which gives me more standard memory (512K), a larger display (80x25), a larger keyboard, and a standard 720K floppy drive. The only advantage the Portfolio has is its smaller size and weight, although the Toshiba is much smaller than many laptops, weighing only six pounds. Given Atari's method of distribution for the Portfolio, it seems unlikely that I could buy one at similar discount prices to make its "bang for the buck" ratio competitive with the Toshiba.

I'm not sure "Power without the Price" is the appropriate description for the Portfolio.

--M
--

__
\/ Michael Portuesi Silicon Graphics Computer Systems, Inc.
portuesi@SGI.COM

"The best length for television programs is either 30 seconds or 8 hours." David Byrne

1185. More BibTeX information

Newsgroup: comp.sys.atari.st
Date: 1989-09-29 13:13:11 UTC
From: jlong@blackbird.afit.af.mil
Message-ID: <1363@blackbird.afit.af.mil>
Source record: 248757

Someone asked me a question concerning the distribution of BibTeX that just came across on comp.binaries.atari.st. In particular, he wanted to know about the 'support' files that were mentioned in the documentation. He suggested that I post a reply in case anyone else has any questions.

The only "support" files that one needs to run Bibtex (other than LaTeX and all of its required .sty files, .fmt file, etc...) would be the version of your desired bibliography .bst files. These are available on most systems, and will have a ??????.bst type name. This is the file you specify when you say something like: \bibliographystyle{ieee}

All of the other files mentioned by the documentation are produced by LaTeX when you first LaTeX your source file. If you LaTeX the file foo.tex, you will generate a file called foo.dvi and foo.aux. It is this foo.aux file that BibTeX must be able to find to work its magic. Of course, you must also have created your foo.bib file (the actual bibliograph database) before you run BibTeX! If this is unclear (it seems unclear to me and I just wrote it :-)), then read Lamport's LaTeX book and ask someone who has used BibTeX before.

If there is a strong enough desired expressed, I could probably gather some of the .bst files around here and post them to the net.

```
==============================================================================
| Jeff Long jlong@afit-af.mil (ARPA net) |
| |
| humble (and getting humbler by the day) graduate student; |
| The Air Force Institute of Technology (what a great way of life??) |
==============================================================================
```

1186. Virus bugging

Newsgroup: comp.sys.atari.st
Date: 1989-09-29 14:36:27 UTC
From: erwinh@solist.htsa.aha.nl
Message-ID: <1070@maestro.htsa.aha.nl>
Source record: 248781

reply to erwinh@solist.htsa.aha.nl

Does anyone know something about the Ghost Virus (Virus # 12)
This virus keeps bugging me, it turns up every time (even after using a viruskiller)
Please reply with a answer

Erwin

1187. Re: ATTENTION SPECTRE 128 OWNERS with fast SCSI drives

Newsgroup: comp.sys.atari.st
Date: 1989-09-29 15:00:54 UTC
From: dlm@druwy.ATT.COM
Message-ID: <4364@druwy.ATT.COM>
Source record: 248758

in article <890926.11092003.048625@SFA.CP6>,
Z4648252@SFAUSTIN.BITNET (Z4648252) says:
> As David Small said, some fast SCSI drives will require the slow
> SCSI option to be selected. Otherwise, one is liable to get read/write
> errors, etc. With the slow SCSI option, the problems are cleared and
> [...]
> I'm using the SeaGate 296n. Yeah, I've been reading all the talk
> about interweave problems and ROM bugs, but even at 2:1 interweave,
^^^^^^^^^^ should be interleave
> the mechanism is still fast. It is so fast, that slow SCSI option has
> to be selected. For my system, that slows things down so much, across
> the board, that my hard drive I/O results in access slower than my
> creaking SH 204 hard drive!!!

You have the problem backwards. Some SCSI drives (mostly
Seagate SCSI drives) are too slow, not too fast. These drives do not
correctly respond to a new SCSI command if it is received "too soon"
after the completion of a previous command. (eg. issue a read command
for 10 sectors and as soon as that read completes issue another for 8
sectors, the second read command will fail on drives that have this
bug.)

There are two different "speed" issues involved. One is the
data transfer rate which is set by the drive interleave. The second is
the speed at which the drive can accept SCSI commands. A "fast" drive
that transfers data quickly may or may not have problems with accepting
SCSI commands quickly.

Dan Moore
AT&T Bell Labs
Denver
dlm@druwy.ATT.COM

1188. Atari, TOS and GEM

Newsgroup: comp.sys.atari.st
Date: 1989-09-29 15:09:00 UTC
From: rehrauer@apollo.HP.COM
Message-ID: <45ede34f.71d0@apollo.HP.COM>
Source record: 248759

Recently in this group I called Atari's TOS and GEM software "junk".
I have been "gently reminded" by some readers that this is a less than
constructive criticism. True. I spoke hastily, while under the
influence of other frustrations not related to Atari. Sorry, Atari;
no doubt you get sick of hearing such blather. I should think and
then re-think before I post.

And while I believe we all know this, it probably should be said anyway:
"Anything I say or have said regards Atari or Atari products is to be
construed only as the personal opinions of an owner of Atari products,
not that of the corporate entity of the Apollo Division of Hewlett-Packard,
nor of H.P. itself. I speak for myself."

There, can I come out of the corner now, Mom? Good.

So, Atari, are we ever going to see any substantive improvements to GEM?
Do you own the rights to the Atari incarnation to GEM, such that you can
even do so? Can we at least have resolution-independency, such that we
needn't reboot our machines to switch from medium- to low-resolution screens
in an application? Why does David Beckmeyer say that you have never shown
any interest in incorporating his multi-tasking kernel into the ST? You
incorporated Dave Small's "Twister" disk format concept into the Megas, I
understand -- why not multi-tasking for the TT if not older models? You
are aware of it, are you not? Are there technical difficulties? Legal
difficulties? Ego difficulties? If the TT is as fast as the '030 is
potentially capable of making it, will Atari release something like PC-Ditto
on it, to provide (free of charge) MS-DOS emulation at (I'm guessing)
XT-clone speeds? Boy, would *THAT* be a marketing hook! How about
incorporating other, less drastic improvements -- such as the executable-
compression scheme used in products like PACKER and DC SQUISH? Or the
palette-switching scheme used by Spectrum512 to get the full hardware
palette of 512 colors on a single screen -- could ANTIC Software (or
whomever owns the technique) be persuaded to liscense it to developers?
Do they already? It's a mighty impressive-looking gadget, even if it
does eat the majority of the cpu's processing power. How about collecting
some of the best public domain widgets, cleaning them up (to give them
coherent user-interfaces, if they have such) and distributing them on
an extra disk or two to new owners? At least a RAM disk would be nice
-- is that a feature of the TOS 1.4 release, by the way? Wouldn't it
be fairly easy to add a new device for a RAM disk to TOS, so that, for
example, formatting the "Z:" drive or some such would create a RAM disk?
Can we ever expect to see the 6-desk-accessory limit lengthened, since so
many accessories are usually employed to get around weaknesses in TOS and
GEM? Are TOS and GEM in "maintenance, we-won't-touch-it-until-it-bites
mode"? Is Atari planning to do anything with its CD-ROM player, now that

it (apparently) is a real product? That is to ask, will Atari release anything on CD-ROM, or is it a box waiting for applications? Shouldn't Atari do something in the way of promoting recommended standard methods to do things like printer-drivers, visual appearance of GEM dialogues, etc? Wasn't there a similar recommendation for command-line parsing & environment variables & the like from Atari a couple of years ago? Is Atari serious about getting its laser printer supported by 3rd party software? Is Atari serious about selling its own laser printers, when the street-price of lasers that support de-facto standard protocols (e.g.: the new H.P. LaserJet IIP, or any of a number of cheapo LaserJet clones) is down around $1,000? Will Atari ever offer any sort of upgrade allowance to entice ST owners to "buy up" to an STE or TT, similar to what Commodore did for A1000 owners when the A2000 was announced? Are the STE and TT European machines, or will we ever see them here in the U.S.? When can we expect to actually be able to walk into an Atari-authorized dealer (assuming any still exist in the immediate area) and see one, let alone consider buying one? Will Atari advertise either machine in this country, in magazines, say? Back in 1986, START magazine published an interview with the prez of Atari, in which Mr. Tramiel said that the "new, 68020-based Ataris" would be released "within months of this interview" or some words to that effect. Rumors of the "TT" floated for months and months, and apparently prototypes were shopped around. Why should we believe that this (words from Atari employees to the effect that they have TTs on their desks notwithstanding) is anything different; i.e.: yet another VaporBox?

From what I have seen on comp.sys.(apollo|sun|amiga|mac), such questions would get a reasoned response from someone within the organization. The Commodore folks seem especially good about this, unless the questions are incredibly offensive. (Are mine?) I don't own an Amiga, so that isn't an under-handed plug for that box, just an observation. Have I just missed such answers that were given earlier? Enquiring minds wanna know.

--
>>> "Aaiiyeeeee! Death from above!" <<< | Steve Rehrauer
Fone: (508)256-6600 x6168 | Apollo Computer, a
ARPA: rehrauer@apollo.hp.com | division of Hewlett-Packard
"Look, Max: 'Pressurized cheese in a can'. Even _WE_ wouldn't eat that!"

1189. Re: Cart. port ramdisks

Newsgroup: comp.sys.atari.st
Date: 1989-09-29 15:21:27 UTC
From: covertr@force.UUCP
Message-ID: <45edee25.14a1f@force.UUCP>
Source record: 248760

In article <2220025@hpctdlk.HP.COM>, blv@hpctdlk.HP.COM (Bob Vixie) writes:
> Another alternative is STonehenge. It is a ramdisk kit that connects to
> the DMA (hard disk) port. It allows 2 meg of 256 x 1 dynamic ram chips in
> banks of 8. I built one several months ago and have had very little
> trouble. It is available from:
>
>
> Contact: Ron Schreiner (312) 520-8003
> RONSAT Technologies Inc.
> 368 Lexington Drive.
> Buffalo Grove, IL. 60089
>
> The STonehenge kit priced at $169.95 includes;
>
> For more information or to order contact RONSAT
> Technologies Inc. Voice: (312) 520-8003 Modem: (312)
> 520-7812 Orders placed by modem receive a 5% discount.
> Dial-in (312) 520-7812, hit carriage return <return or
> enter> until "Login: " is the prompt, then enter
> "info"<return>.
>
> I have a software patch if you do get it. There was a small bug in the
> software.
>
> Bob Vixie
> blv@hpctdlb.hp.com

Does anyone know if RONSAT is planning to make a version of STonehenge
that uses the 1 meg ram chips?? It would be nice to have a 4 or even 8 meg
version!! That would make one nice RAMDISK!! Especially if it is battery backed
up, so that you don't lose memory between bootups!! Heck, with an 8 meg Ramdisk,
I could put my entire Mark Williams C compiler and really fly!!!

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Rich Covert

1190. Re: Sound Sampling

Newsgroup: comp.sys.atari.st
Date: 1989-09-29 15:29:40 UTC
From: covertr@force.UUCP
Message-ID: <45edf584.14a1f@force.UUCP>
Source record: 248761

In article <452@richsun.UUCP>, chuck@richsun.UUCP (Chuck Menard) writes:
>
>
> Hello,
>
> I am looking for actual C code to use sounds created with an audio digitizer.
> I own ST Replay4 and Mark Williams C. Replay4 comes with assembly routines
> but I have not yet been able to use these alone or with 'C'. I also own
> G.I.S.T. and was able to use it with my C code and Mark Williams C for
> sound effects. However, I would like to use sampled sound in my C programs.
> Also, I've read about a new audio digitizer product, which apparently is in
> beta right now, called Pro Sound Gold by a British company which will support
> the C language.
>
> Any help would be greatly appreciated.

I ask ed the same thing here a few months ago and got no response.
I read an article in a Brit ST magazine comparing sound digitizers and
only one of them had hooks for C programs.

Unfortunately, I don't have the article here at work, and I don't
remember which digitizer it was. I am not even sure that the specific
sounds digitizer was one sold in the US.

I am interested in that, so if you get any feedback please post it here.

Thanks.

Richard Covert

1191. software

Newsgroup: comp.sys.atari.st
Date: 1989-09-29 16:06:40 UTC
From: tjerkk@solist.htsa.aha.nl
Message-ID: <1076@maestro.htsa.aha.nl>
Source record: 248762

From: tjerkk@solist.htsa.aha.nl (Tjerk Kok)
Path: solist.htsa.aha.nl!tjerkk
Newsgroups: comp.sys.atari.st
Subject: Software
Expires:
References:
Sender:
Reply-To: tjerkk@solist.htsa.aha.nl (Tjerk Kok)
Followup-To:
Distribution: world
Organization: AHA-TMF (Technical Institute), Amsterdam, The Netherlands
Keywords:

If any of you freaks would like to swap software with me and happen
to have a modem you now know where to contact me.
So please do.
we could also corespond software by mail.
I would love to hear from the lot of you all over the world.
Preferebly outside holland.
But if you happend to live in holland that is no problem.

1192. Re: REFILLING HP DeskJet INK CARTRIDGES -- a warning...

Newsgroup: comp.sys.atari.st
Date: 1989-09-29 16:25:03 UTC
From: logajan@ns.network.com
Message-ID: <1989Sep29.162503.13348@ns.network.com>
Source record: 248763

In article <1618@jolnet.ORPK.IL.US> swan@jolnet.UUCP (Joel Swan) writes:
>:replace the cartridge, you'd have to invoke homeopathic magic to
>:blame it on the previous cartridge!

>The blame would be on the clogged passage ways BELOW the print cartridge.

>The HP ink is water soluble. Your ink isn't.

I don't mean to be harsh, but you obviously do not know of where you speak.

--
- John M. Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428 -
- logajan@ns.network.com, john@logajan.mn.org, Phn 612-424-4888, Fax 424-2853 -

1193. RE: I want multitasking: so there.

Newsgroup: comp.sys.atari.st
Date: 1989-09-29 16:35:20 UTC
From: TW6PSANU@MIAMIU.BITNET
Message-ID: <8909291540.AA01653@ucbvax.Berkeley.EDU>
Source record: 248764

You don't need multitasking, you need revolver.
revolver will let you have all of those programs in memory at the same time
and allow you to switch between them. files can be transfered among
the different programs through a common ramdisk.
also, you can "roll-out" a partition to disk. you could have
1st word in a partition with a document started and roll it out to disk,
turn off the st, go away and come back later and roll it back in.
everything will be like it was when you left. (cursor position and all!)

Todd Whitehead
Miami University
Oxford, Ohio

Opinions are my own, as I don't work for anybody...YET!

1194. Re: Bitching about S/W distribution / MIDI HELP??!?

Newsgroup: comp.sys.atari.st
Date: 1989-09-29 16:45:33 UTC
From: stephen@oahu.cs.ucla.edu
Message-ID: <27569@shemp.CS.UCLA.EDU>
Source record: 248765

To be fair, the other Atari store in the south bay is called San Jose Computer.
They let you tryu out software before you buy it. I guess I got used to that
and expected it everywhere, but it wasn't to be had in Sacramento. SJC
is worth the drive. I used to drive there from Stanford to get Atari software
and good service!

DISCLAIMER: I have no relationship with SJC except as a satisfied customer.

--Steve

1195. Re: Bitching about S/W distribution

Newsgroup: comp.sys.atari.st
Date: 1989-09-29 17:30:55 UTC
From: daved@cscnj.csc.COM
Message-ID: <357@cscnj.csc.COM>
Source record: 248766

In article <1989Sep28.172110.7096@polyslo.CalPoly.EDU>, mshapiro@polyslo.CalPoly.EDU (Blind Man With A Vision) writes:
...an excerpt from the dialog...
> "No, we can't open the packages. We'd have to sell the software as
> used."
...
> "How do you expect to sell this stuff if I can't look at it? Do you
> know anything about these?"

A software dealer I know of (PC/Mac stuff only) was always more than happy to open up a package and demo it for you. He had a shrink wrap machine in the back of the store. If you didn't buy the software, it was rewrapped and back on the shelves "like new" moments after you were out the door.....
It also gave him the opportunity to play with and learn a bit about the software without having to sacrifice a piece of merchandise.

OK, so maybe it's kind of like having the waiter spit in your food.
But nobody knew the difference, and it seemed to make everybody happy.

Not that I ever bought anything there..........
--

Dave Douglass Computer Sciences Corporation Piscataway, NJ 08854
....!rutgers.rutgers.edu!cscnj!daved

1196. (none)

Newsgroup: comp.sys.atari.st
Date: 1989-09-29 18:10:43 UTC
From: EESD11O@CALSTATE.BITNET
Message-ID: <8909291809.AA10056@ucbvax.Berkeley.EDU>
Source record: 248767

```
help
```

1197. Re: REFILLING HP DeskJet INK CARTRIDGES -- a warning...

Newsgroup: comp.sys.atari.st
Date: 1989-09-29 18:42:40 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440058@hplsla.HP.COM>
Source record: 248768

Speaking *completely* from a personal point of view here...

With regard to refilling the DeskJet cartridges, I'm sure Clik'n'Clak
(of _Car_Talk_ fame) would say:

"'Tis the stingy man (sic) that pays the most."

Disclaimer: The opinions expressed herein are those solely
of the author.

%%%

1198. TT - Ads?

Newsgroup: comp.sys.atari.st
Date: 1989-09-29 18:50:04 UTC
From: joeg@polygen.uucp
Message-ID: <555@hepburn.UUCP>
Source record: 248769

Has anyone seen any ads for the TT or any of the news Atari products? Where is the storm of ad copy that we are supposed to see? I *have* been looking...

Joe
-=-

1199. SLM804 from emulators... Where the problem might lie.

Newsgroup: comp.sys.atari.st
Date: 1989-09-29 20:05:02 UTC
From: dag@per2.UUCP
Message-ID: <880@per2.UUCP>
Source record: 248770

Some people have gotten really angry over the lack of SLM804 support in the various emulators running on the ST. Although I can simpathize with these people, I must take exception to the accusations that they are making about the developers of these emulators.

The SLM804 is not a simple laser printer with its own imaging engine and some sort of byte serial interface to the computer. Support of the printer requires the use of an in memory bitmap large enough to contain every pixel imaged on the page (actually, with double buffering and async programming, the in memory bitmap can be smaller, but it is very difficult to program the ST in that manner.) This bitmap is then shipped to the printer via the DMA port.

300dpi on an 8.5" x 11" page with an active area of 8" x 10.5" requires 2400 x 3150 pixels, or 300 bytes x 3150 scans, or 945,000 bytes. In addition, this in-memory bitmap must be written to with text and graphics properly scaled to the output device. Postscript output requires a postscript interpreter, HP LaserJet output requires an HP PDL interpreter/emulator, etc. These interpreters and emulators take a lot of time and effort to write, are hard to debug, and require considerable memory for internal font and format storage beyond the page bitmap.

The emulators do not run under or along with TOS. These programs must either run as part of the emulator itself or under the emulator.
Add to that that the Atari DMA channel is very tricky to get right, and the problem gets a little worse. Add to that that this support must be transparent to the application running under the emulator, so it must behave as a common device in whatever environment is being emulated.

David Small and the people at AG would probably be willing to integrate improved SLM804 support if someone were to offer them the required code at a reasonable price in a useable form. The support would probably be limited to those machines with at least 2, and probably 4, megabytes.

Make whatever criterion you wish for your software selection. Tell the world about those choices that you make. State a desire for features in products that you find unusable because of the lack of those features.

Please don't keep whining about those "missing" features which were never promised by the developers in the first place. Would it be better if the product were delayed by the additional months/years that it might take for a single programmer or a small team to add those features which could only be used by a small minority of what already is a small market?

Maybe someone could develop a program that runs under MAC-OS specific to the ST which would do a 300dpi imagewriter (or DeskWriter) emulation

on an SLM804 and sell this as a separate item.

If we, as a user community, could have a little more understanding of
the technology that we demand and those who attempt to provide us with
it, morale (which is VERY important in this business) would be much
better.
--

Daniel A. Glasser One of those things that goes
uwvax!per2!dag "BUMP!!!(ouch)" in the night.
---Persoft, Inc.---------465 Science Drive-------Madison, WI 53711----------

1200. Ethernet, Atari?, and X Windows

Newsgroup: comp.sys.atari.st
Date: 1989-09-29 20:19:24 UTC
From: tyler@stpl.UUCP
Message-ID: <199@stpl.UUCP>
Source record: 248771

We have developed an Ethernet device for the Mega ST and
ST (1040) line. The Mega plugs into the unit and the 1040 version
runs off the DMA port. In addition, it has 8 serial ports
and two parallel ports. However...

We have only had the time to implement the KA9Q TCP/IP package
with this system and only in the mega version. It runs quite nicely with
TCP/IP server functions such as telnet, ftp etc.

What we would really like is to implement an X windows server for the
ST line. In this regard, we understand that it has been done. We also
understand that someone has implemented NFS for this system. Does anyone
know who/where we can obtain the information from.

1201. MAKEFAST

Newsgroup: comp.sys.atari.st
Date: 1989-09-29 20:40:03 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.88.623104803.larserio@kyrre.uio.no>
Source record: 248772

Read a notice about a bit in the proogram-header that causes faster
loading of programs with TOS 1.4 (Rainbow TOS)...

Could somebody post MAKEFAST.ARC wich sets this bit to comp.binaries ?

Lars-Erik / ABK-BBS +47 2132659 / ____ ______
Osterud / larserio@ifi.uio.no / /___ /
____________/ _____________________/ ____/ /

1202. TO JOHN STANLEY of Dynasoft

Newsgroup: comp.sys.atari.st
Date: 1989-09-29 21:10:35 UTC
From: jtang@orion.oac.uci.edu
Message-ID: <3109@orion.cf.uci.edu>
Source record: 248773

To: John Stanley <stag!dynasoft!john@wugate.wustl.edu>
Subject: Re: HELP!!! --> NEED DE-FRAGMENT PROGRAM for my ATARI Hard Drive
In-reply-to: Your message of Fri, 29 Sep 00 19:89:36 -0500.
<08298906053610000@dynasoft.UUCP>

> > Could someone post or send me a PD/Shareware de-fragment program for Atari
> > hard drive??
> >
> > Also if you know of any good de-fraggment program, please let me know!
>
> Have you gotten a copy of the FSCK/FSREPACK 2 program set yet? That's
> the one I use and it's served me pretty well for quite a while...
>
> ---
> John Stanley <dynasoft!john@stag.UUCP>
> Software Consultant / Dynasoft Systems

No, I havn't. If you have a copy, would you be so kind and send me a copy?

Thanks!!!!

James

Internet: jtang@orion.oac.uci.edu
Bitnet: JWTang@UCIVMSA.BITNET

1203. Memory Upgrade From 520ST / Disk Drive, Too

Newsgroup: comp.sys.atari.st
Date: 1989-09-29 21:13:26 UTC
From: mshapiro@polyslo.CalPoly.EDU
Message-ID: <1989Sep29.211326.15903@polyslo.CalPoly.EDU>
Source record: 248774

Hi, kids.....

Hey, I'm looking for some info regarding upgrading a 520ST to a megabyte. How much does it cost....Is it a kit, or do I have to pay some clown $150 to plug in a couple chips, etc...

Any clues?

Alos, I'm looking at getting either a cheap hard disk, or a double sided floppy drive.

I'm trying to get this system MIDI-able. (Refer to previous postings for that adventure. Type "/Bitching" for a good chuckle.)

Any and all info would be greatly appreciated.

-=-
| All I wanna know is.... |
| Will the sun go out when God shuts his refridgerator door? |
| |
| Mitch Shapiro ....{csustan,csun,sdsu}!polyslo!mshapiro |
-=-

1204. Re: Bitching about S/W distribution / MIDI HELP??!?

Newsgroup: comp.sys.atari.st
Date: 1989-09-29 22:09:54 UTC
From: stank@anvil.WV.TEK.COM
Message-ID: <4773@orca.WV.TEK.COM>
Source record: 248775

Many software stores make a great deal of money selling game software. I suspect that Mitch Shapiro wondered into such a store. That kind of store is ill equipped to handle the sales of MIDI software. Selling MIDI software requires the salesperson to have working knowledge of both computers and music, the type of people Mitch encountered have neither. Fortunately, there are some alternatives. Try shopping for MIDI software in a musical instrument store. The better stores usually have serveral different types of computer available. Most musicians want to try out instruments before they lay down their hard earned bucks and this tradition has also carried over to MIDI software. Here are a few pointers to keep in mind when dealing with music stores:

o Sales people in music stores are typically paid a comission. If you want good help, find the salesperson that is most helpful and deal only with them. Don't jerk them around. If you don't intend to buy, don't waste their time, it only hurts your reputation as a good customer. If you buy consistantly from one salesperson he or she will see you as a source of revenue and thus work harder to earn a sale.

o Expect to haggle on the price. They will charge you list price unless you haggle. Typically discounts of 20 to 30 percent can be had. I've found that when I work with only one salesperson the negotiations become shorter and sometimes they will even volenteer a reasonable discount without my saying a word.

o If you are looking at a purchase and it requires a lot of in-store trial, try to identify a time when the store isn't very busy and then set up an appointment to try the software then. You'll never get good service if the saleperson is trying to help 15 people at once. Also, ask about product demo's, sometimes they are put on by the product manufacturer and they can answer many questions.

Those are my thoughts on buying MIDI software. Unfortunately, I don't know the area where Mitch lives and thus cannot recommend any music stores there. Mitch - I think a brief posting to rec.music.synth might yeild a few store recommendations in your area.

stank
US Mail: Stan Kalinowski, Tektronix, Inc., Interactive Technologies Division
PO Box 1000, MS 61-028, Wilsonville OR 97070 Phone:(503)-685-2458
e-mail: {ucbvax,decvax,allegra,uw-beaver}!tektronix!orca!stank
or stank@orca.WV.TEK.COM

1205. Re: REFILLING HP DeskJet INK CARTRIDGES -- a warning...

Newsgroup: comp.sys.atari.st
Date: 1989-09-29 22:40:49 UTC
From: logajan@ns.network.com
Message-ID: <1989Sep29.224049.15825@ns.network.com>
Source record: 248776

neff@hpvcfs1.HP.COM (Dave Neff) of Hewlett Packard writes:
> 1) His pen deprimed due to a pen failure which has nothing to do with ink
> refilling. This does happen sometimes and if a new pen suddenly deprimes
> and priming has no effect our dealers are authorized to replace the pen.

> 2) His pen deprimed and normal priming would have reprimed the pen but
> the prime tube is clogged due to using refilled cartridges.

Thanks for the discussion of these two failure modes.

> It is also true that a clogged tube is the main reason ink refills will void
> the warrantee.

I would think that it would have to be the only "maintenence" reason, the
other being purely profit oriented (scare people into paying high bucks for
two cents worth of ink.) (By the way, I am not opposed to the profit motive,
in fact, I am trying to maximize it -- on my end!)

> It is also fairly easy to break some of the plastic parts if you don't know
> what you are doing.

Heck, you can say the same about some people's own body parts!

> your own oil in your car. Its not very hard to do, but most people
> would rather spend some extra money to avoid dirtying their hands.

I actually had someone change my oil once. It cost four times what I
could do it for. I don't know what everyone else gets paid per hour, but
I just can't justify such luxuries.

> why HP does not want to have to pay for warantee repairs due to operating
> printer in a way that it wasn't designed.

And they do WANT to have to pay for in warantee work? :-)

--
- John M. Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428 -
- logajan@ns.network.com, john@logajan.mn.org, Phn 612-424-4888, Fax 424-2853 -

1206. First 5 parts of Modula-2 compiler

Newsgroup: comp.sys.atari.st
Date: 1989-09-29 23:32:03 UTC
From: sale5312@fredonia.UUCP
Message-ID: <1608@fredonia.UUCP>
Source record: 248777

Yes, to any Netter with a kind soul:

I am in need of the first 5 parts of the PD Modula-2 compiler that
has just been posted to comp.binaries.atari.st. They were somehow run
through a "shredder" at my system. If possible, I'm also curious as to
what it is (if it is an editor, no problem?)

Very much thanks in advance,

-Marty Saletta

--
/ / |\ | / / | / ~Marty Saletta @ Fredonia,New York~~Leafs: soon~~~~~
/ __ /__ | \| /__ / | / ~Atari ST,New York Yankees,Who,Pink Floyd,ELP,Fripp~
\ / \ | | \ \ | \ ~Toronto Maple Leafs,Yes,CZ-1,Mad Max,and hi Lorie!~
\/ \ | | \ / | / ~UUCP:...{decvax,rutgers}!sunybcs!fredonia!sale5312~

1207. Looking for ftp sites and *.SND files

Newsgroup: comp.sys.atari.st
Date: 1989-09-29 23:40:43 UTC
From: sc14@CUNIXA.CC.COLUMBIA.EDU
Message-ID: <8909292340.AA28496@cunixa.cc.columbia.edu>
Source record: 248778

I am looking for anonymous ftp sites that currently contains st files. I know the terminator (35.1.33.8) , but I would like to find out the address (in numbers please).

I am, in particular, looking for digitized sound files (with extension SND). If you have any, please e-mail them to me. Thank you in advance.

Stephen.

```
_____________________________________________________________________________
|o| |o|
|o| sc14@cunixa.cc.columbia.edu or sc14@128.59.40.132 |o|
|o| ___|o|
|o| _Hi, everyone. My name is Ste/\en Chung. I am from__Toront/\Canad/
\/ \ /\_/ \/\_ /\/ \/ \ _____ / \/\___/ \/\__/ \___/
\/ \_/\/ \/ \/ \/
```

1208. Re: Bitching about S/W distribution / MIDI HELP??!?

Newsgroup: comp.sys.atari.st
Date: 1989-09-30 00:47:24 UTC
From: greg@sj.ate.slb.com
Message-ID: <1989Sep30.004724.7443@sj.ate.slb.com>
Source record: 248779

Opinions expressed are the responsibility of the author.

In article <1989Sep28.172110.7096@polyslo.CalPoly.EDU> mshapiro@polyslo.CalPoly.EDU (Blind Man With A Vision) writes:
>
>For the last few weeks, I've been trying to find a MIDI package for
>a 520ST. atari [...] told me of
>only two stores. One was about 45 minutes away and the other about
>20 minutes away. Not too bad if I live in your average town.
>HOWEVER, I LIVE ABOUT 15 MINUTES FROM ATARI'S HQ!!! Why are there only
>two stores in Santa Clara county that carry atari software? But wait,
>it gets much worse than this.

Why should there be a particularly dense packing of Atari vendors near the company's headquarters? If IBM clonesellers followed that logic, you'd have to go to Taiwan and Korea to find most of them. Stores don't spring up overnight, like mushrooms, and magically create a market. The *market* creates the need for retail outlets, and retailers move to fill the need. In the US, right now, there is very little demand for Atari computers, hence the lack of dealers.

Expensive computers are a specialty item. You will not find professional quality computer equipment at Target or K-Mart. Game machines, yes; computers, no. You are looking for MIDI software; that's an even more specialized market. Here's a clue: the MI in MIDI stands for "Musical Instrument". Does that suggest where you should be looking? If Atari has market share anywhere in the US, it's in the music industry.

>I went to this store B&C Computer in santa clara, to check out MIDI
>stuff. THey had several packages to choose from. So I asked the lady
>there if I could take a look at them.
>
>"No, we can't open the packages. We'd have to sell the software as
>used."
>
>Now, I'm thinking to myself, oh great, we've got a genius here.
>"How do you expect to sell this stuff if I can't look at it? Do you
>know anything about these?"
>
>"No."
>
><Deliberate pause...By this point, I'm just dying to see how she
>extends this line of reason.>
>"We're not salesmen We have the stuff if someone wants it."

I've been a continued customer of B&C since I moved to California almost 2 years ago. Let me tell you how *overjoyed* I was to find a store, within 20 minutes of where I work, that *specializes* in Atari computers (they sell no other brands), and has a wall full of ST software! Every other computer retailer I had ever seen that even *heard* of an ST, sold them on the side, and had all of about 10 ST titles on their shelves.

Would you, as a small businessman, really want to open one copy of *every* non-game title, regardless of cost, just because a prospective customer (who might be "just browsing") wanted a demo? Do you have any concept of how much inventory that would require, and how much it would cost?

Let's say you went through five or six packages before you found one you liked. At an (estimated, probably low) average retail price of $120 for a MIDI music package, you're talking $600 worth of inventory, and you're just one customer! Sure, they can now keep those five open packages for "demo" purposes; but they must now stock five more, unopened copies to sell, and as soon as the next update comes out, they're demoing obsolete software. No doubt you would expect them to open the latest versions for you, too. Of course, they should simply swallow the loss they take on the old, open, unsalable copies.

You should be thankful that these people are *honest* enough to admit that an opened package should be sold as used software. Many less scrupulous vendors would simply re-wrap the package and put it back on their shelves, at full retail price, and not bat an eyelash.

>As I'm walking out the door, a man behind the counter starts to tell me
>how the software business works. He says, "In this market, you have to
>buy a package and try it out. If it works for you, that's great. If
>it doesn't, buy another."
>
>Now, I'm really getting perterbed. "Look, I don't plan on buying every
>package in existence, or even more than one. I just want a look at
>the stuff before I buy it."
>
>This is a good one here...."Well, maybe you aren't ready to spend the
>money to buy something then."
>
>"Well, maybe you aren't ready to own your own store."

Well, maybe *you* aren't ready to own your own computer.

Before I go shopping for a software package, I do research. While you were at B&C, you should have stopped at their magazine rack and picked up a copy of STart, and checked out the ads for MIDI software. A visit to a Walden Books or B.Dalton's could have netted you a copy of "Electronic Musician", "Keyboard", "Music Technology", and other magazines that specialize in MIDI equipment and software. Read the reviews, the articles, the ads. If you do this, you will have some idea of what these different packages can do, what you need, and which

ones fit.

It's the job of the software *publisher* to promote his wares, not the retailer. You cannot reasonably expect the software retailer to be an expert in every aspect of the software he sells for a general-purpose computer! You're asking them to be MIDI experts, CAD experts, spreadsheet experts, word processing experts, accounting experts, compiler experts and game experts. An impossible task!

>Atari, if you're listening, maybe you should have a little talk with
>your software/hardware distributors. All two of them. They could
>use some pointers in the customer relations/sales development
>areas.

Sounds like you're the one who could use a few lessons in the economics of running a small retail business. Perhaps you could do better? I'm sure you've got the $100,000 cash in your pocket for your hardware and software inventory, displays, racks, cases, employee payroll, utilities, store rental, and advertising. All set? Good.

Now, try to earn a living selling software at an average $30-$90 *retail* price (hint: you only get to keep about $10-$30 of that). Of course on that kind of margin you can easily afford an army of trained sales staff, who are knowledgable about every package they sell and will gladly open each one for every uninformed imbicile who asks. No doubt you would *never* complain about the people who came in for the demo, but then decide to order the package by mail, because it's $10 cheaper, but then come to *you* for support anyway!

>Between the difficulties of finding a store in the first place and
>then the escapade I went through once I did, I have to wonder why people
>would want to buy an ST when they can buy a MAC and get software on
>every street corner.

Would you seriously walk into a Mac or PClone computer dealer, and expect an expert to demo, for example, every CAD package they sell, because you don't know which one you want? Be sure to tell them you're buying one copy for personal use. They'll laugh you out of the store. I dare you to try it.

>If any of you could recommend a decent MIDI package, I would really
>appreciate it. Obviously, the store wasn't a lot of help. I saw
>a few packages there, ranging from $54 to $200. I don't mind spending
>the money, if it's good stuff. Full editing capabilities, as well as
>scoring. Please, oh please, help me out.

For full editing AND scoring, you can expect to pay $200 and UP. $60 will get you a basic multi-track sequencer with little or no editing capability. I really suggest you pick up some magazines and read the reviews. There are also MIDI product guides that come out periodically. You *might* be able to get some help at a Music store that carries Atari computers (e.g. Haight-Ashbury Music in San Francisco), but you'd better look like you're ready to spend some

money. They make a lot more on the customers who come in ready to drop $1500+ on the latest whiz-bang keyboard/synth/workstation than they do on someone shopping for a $200 software package, so you can bet where they're going to invest their time.

The other place you might go for help is your local Atari user group. The Bay Area has several. You can find their numbers in the back of free papers like Micro Times, which you also could have picked up at B&C. No doubt there are members into MIDI who can give you the first-hand look at the packages that you desire.

But don't, *don't* libel the nice people at B&C for trying to make an honest living and a decent profit, in a market that is not at all kind. No disclaimer should be necessary, but here it is: I'm not affiliated with B&C Computervisions in any way except as a long-time, satisfied customer.

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1209. Re: Portable Mac vs STACY

Newsgroup: comp.sys.atari.st
Date: 1989-09-30 02:11:13 UTC
From: dnewton@carroll1.UUCP
Message-ID: <680@carroll1.UUCP>
Source record: 248780

In article <1270@ultb.UUCP> clf3678@ultb.UUCP (C.L. Freemesser) writes:
>Atari is in an excellent position. You have a portable ST with all the
>features of this Mac portable. You have the Spectre GCR by Dave Small,
>an EXCELLENT Mac emulator. Put them together, and you have a portable
>Mac for 1/3 the price Apple wants.

No, you _don't_ have all the features of the Mac portable--it's still lacking the AppleTalk/LocalTalk port. Until Atari or someone comes up with a reasonably fast bridge, I seriously doubt people will _really_ look seriously at one of these, at least in a college environment.

I have tried to talk people into buying ST's with GCR as a cheap Mac alternative, but without the AppleTalk, they don't fit in to our scheme of things. So until then, my school at least won't be ordering scads of them to use as portable Macs.

--
David L. Newton | dnewton@carroll1.UUCP | Quote courtesy of
(414) 524-7343 (work) | dnewton@carroll1.cc.edu | Marie Niechwiadowicz,
(414) 524-6809 (home) | 100 NE Ave, Waukesha, WI 53186 | Boston College.
[Q]: How many surrealists does it take to screw in a light bulb? [A]: The fish.

1210. Fortran Compiler....

Newsgroup: comp.sys.atari.st
Date: 1989-09-30 02:54:39 UTC
From: rohde@navajo.cis.ohio-state.edu
Message-ID: <63703@tut.cis.ohio-state.edu>
Source record: 248782

Quick question.....
Is there a good fortran 77 compiler for the st? PD or commercial....
where can it be bought or found?

thanks, Joe
-=-
---
rohde@cis.ohio-state.edu
joe@eng.ohio-state.edu

1211. flames (was Re: Portable Mac vs STACY)

Newsgroup: comp.sys.atari.st
Date: 1989-09-30 13:48:16 UTC
From: pietrzak@solarium.CWRU.EDU
Message-ID: <708@cwjcc.CWRU.Edu>
Source record: 248783

I enjoy spending friday nights reading these comments:

In article <45e9895f.71d0@apollo.HP.COM> rehrauer@apollo.COM (Steve Rehrauer) writes:
(stuff deleted)
>
>Since when has hardware been the only important factor? TOS is junk.
>GEM is near-junk in its present buggy ST incarnation. No, that's not
>fair I guess; TOS & GEM are "priced almost appropriately" -- howzzat?
>You should pick your hardware based largely on what it will run that
>you wish to run. Why else would bazillions of people still choose to
>buy XT/AT-clones (price aside :) ?
>
Yup, you're right on the ball, Steve. You should also mention that MS-Dos
is ancient and tired. OS/2 has no software support and changes from day to
day. Mac's finder is slow and anti-programmers. Unix is the epitome of
unfriendly. Why do people even try to put an operating system on computers?

>IBM/NEC/Zenith and Apple >>> OWN <<< the portable market in this country.

I'd say that Apple would have had to already marketed a few portable
machines for them to own any portion of the portable market, although they are
in a good position to sell quite a few in the near future.

>[I find it helps to think of Atari as a European company
>that builds for Europe, sells in Europe, and just coincidentally happens
>to live in the U.S.]
...
>
>Forget "cold fusion"; if we could
>only bottle "Atari-owner loyalty" there wouldn't BE an energy crisis. :)
>(So speaks an ex-Atari-enthusiast.)

Looks like atari's support for their own machines has axed another user.
Beginning to sound like a broken record.

>--
>>>> "Aaiiyeeeee! Death from above!" <<< | Steve Rehrauer
> Fone: (508)256-6600 x6168 | Apollo Computer, a
> ARPA: rehrauer@apollo.hp.com | division of Hewlett-Packard
>"Look, Max: 'Pressurized cheese in a can'. Even _WE_ wouldn't eat that!"

Just hate to see a flame without throwing some fuel on it.
J. P.

1212. Re: Has anyone finished the g

Newsgroup: comp.sys.atari.st
Date: 1989-09-30 16:25:00 UTC
From: ken.newman@canremote.uucp
Message-ID: <89100103302940@masnet.uucp>
Source record: 248784

The boulder/pendulum is not a red herring, but it IS the hardest thing in Barbarian. You have to get your timing in a very small window. You have to RUN (not walk) from all the way to the left to the right past the pendulum. This is the only way to get enough speed to pass it quickly. Note the pendulum moves in steps, as I recall about 8 positions. I believe you start running when it's around 3 or 4 o'clock, you just miss it as it goes up on the left and you just get by it before it comes down on the right.
Rest assured it's much easier passing it on the way back (yes you have to pass all the screens again).
---
* Via ProDoor 3.1aR

1213. Common Lisp implementations

Newsgroup: comp.sys.atari.st
Date: 1989-09-30 17:24:11 UTC
From: daren@umbc5.umbc.edu
Message-ID: <2341@umbc3.UMBC.EDU>
Source record: 248785

I was wondering if there are Common Lisp implementations available for the ST. What version is Xlisp upto? Has that migrated towards Common compatablility? I read one (brief!) review of Metacomco's Cambridge Lisp, but that was a VERY long time ago, so that may not be available anymore! I will post the responses if anybody is interested...

Thanks in advance,
Daren daren@umbc5.umbc.edu

-- D. K. Arnold (systems)

daren@umbc3.umd.edu

1214. Atari modems

Newsgroup: comp.sys.atari.st
Date: 1989-09-30 20:20:41 UTC
From: adw3345@ultb.UUCP
Message-ID: <1344@ultb.UUCP>
Source record: 248786

I'm writing a small program that will send files to another computer unattended. What I would like it to do is dial up another computer at a predetermined time, and after handshaking, send the files.

However, I would like to know how to detect a cut off connection, such as if the host computer hangs up or line noise cuts off the carrier. I could have some sort of protocol that would determine if the modem was still on carrier, but I would idealy like to know the state of the modem at any point of time.

Thanks,

Derrick

1215. Any ST users out there...

Newsgroup: comp.sys.atari.st
Date: 1989-09-30 20:53:00 UTC
From: V069L7TP@UBVMSC.CC.BUFFALO.EDU
Message-ID: <8909302054.AA03792@ucbvax.Berkeley.EDU>
Source record: 248787

Fellow Atarians,

Gads! No Atari messages out here! Are there even any Atari ST users out there who will admit to having one of these fine machines? Speak up...

(sorry for the "one liner"...)

Rock Lobster!

1216. C-SOURCES

Newsgroup: comp.sys.atari.st
Date: 1989-10-01 00:17:26 UTC
From: E359205@AWITUW01.BITNET
Message-ID: <$662911932S0404D19890930T161726.0001.Mail-VE>
Source record: 248788

Has anyone out there an idea, where I can get sources of
LINT (C Language Syntax checker), GREP(stream -filter) or
similar tools.
R. Messaros, Technical University of Vienna/Europe
E359205@AWITUW01.UNA.AT
MESSAROS@EUEV88.UNA.AT

1217. FSCK and FSREPACK program for ATARI NEEDED!!!!

Newsgroup: comp.sys.atari.st
Date: 1989-10-01 04:38:41 UTC
From: jtang@orion.oac.uci.edu
Message-ID: <3114@orion.cf.uci.edu>
Source record: 248789

Could someone please send me a copy of FSCK or FSREPACK (uudecoded)???

Thanks in advance!!!

James

Internet: jtang@orion.oac.uci.edu
Bitnet: JWTang@UCIVMSA.BITNET

1218. Computer Music Equipment for sale (computer, software, keyboards)

Newsgroup: comp.sys.atari.st
Date: 1989-10-01 06:00:39 UTC
From: bmaraldo@watdcsu.waterloo.edu
Message-ID: <6420@watdcsu.waterloo.edu>
Source record: 248790
Cross-posted to: rec.music.synth,rec.music.makers,comp.sys.atari.st,misc.forsale,kw.forsale

Atari 520STfm. Upgraded to 1 meg. Only 3 weeks old. I thought my old
520 had dies so I bought the 520fm brand new. I got the old 520 working
so I no longer need the 520fm. It has a built in double sided disk drive.
Comes with mouse, RF modulator, cables, manuals,and some disks.
I'd like $550 Canadian for this computer.

Steinberg Pro 24 III v3.0 with dongle and manual. Second only to Creator/
Notator. $260 Canadian

Alesis HR-16 Drum Machine. 18 bit, 44kHz sampled drum sounds. Lots of
memory and back-lit display (unlike the R5). For you people in the USA
my price may seem high, but you don't have to import stuff made by Alesis.
The price is negotiable: $400 Canadian.

Korg DW8000 analogue synth. 61 keys, velocity, after touch, pitch bend, mod.
64 programs, full MIDI, wide range of sounds with sampled waveforms (analogue
after the waveforms). Service manual included.
Asking $900 Canadian

DynaCADD V1.38 - not music software but a very good computer aided design
program. 3 disks, manual, binder, dongle. $250 Canadian (raved about in the
latest START magazine).

Prices are negotiable. US$ = Can$ / 1.20

Brett L Maraldo
(519)742-0370
--
-------- Unit 36 Research ---------
"Alien Technology Today"
bmaraldo@watdcsu.waterloo.ca
{uunet!clyde!utai}!watdcsu!bmaraldo

1219. PC-DITTO

Newsgroup: comp.sys.atari.st
Date: 1989-10-01 08:46:52 UTC
From: sslee@polyslo.CalPoly.EDU
Message-ID: <1989Oct1.084652.28561@polyslo.CalPoly.EDU>
Source record: 248791

I have a friend who installed TOS 1.4 in his system and tried to run PC-Ditto (software version). It responded with "can't run on non-US machine." Does anyone know if Avant Garde released a fix for this?

Steven Lee

1220. Virus on Wordup v2.0 Disks

Newsgroup: comp.sys.atari.st
Date: 1989-10-01 16:38:26 UTC
From: woodside@ttidca.TTI.COM
Message-ID: <6583@ttidca.TTI.COM>
Source record: 248792

NEOCEPT has released an announcement regarding a virus on some copies
of their version 2.0 release disks, a portion of which is reproduced here:

"Neocept has discovered a HARMLESS virus on all of the WordUp v2.0
upgrades and new packages with serial numbers from WUP004000 to
WUP004249. This virus is completely harmless and does nothing more
than copy itself to the boot sector of all disks that are
accessed. In fact, this virus could arguably be called a
"virus killer", since it wipes out any harmful virus that may
already occupy the boot sector. It is remotely possible that this
virus could be the "key" to activate some other virus, or that this
virus interacts to duplicate some other virus. However, Neocept
has already disassembled and looked closely at the virus, and can
find no indication of how it might act as a "key". To be safe,
users should clear out all but the first 32 bytes of the boot sectors
of their WordUp disks, using a disk editor or a virus killing program. ..."

I must raise some objection to portions of this announcement.

I will withhold comments about the responsibility of software publishers
regarding checking releases for viruses. I must, however, voice strong
protests at their attempts to downplay the significance of this event.

While I have not yet received an exact copy of the virus, it has been
identified as the "KEY", "TYPE 1", or "SIGNUM BPL" virus, depending upon the
anti-virus software you favor.

There is no stretch of the imagination by which this virus could be
referred to as a "virus killer". It is a very real, fast spreading virus,
with dangerous side effects.

It WILL spread itself to the boot sector of any disk inserted into the ST
which the virus does not recognize as already containing a copy of the
virus. It will, therefore, overwrite the boot sector of a disk which must be
auto-booting, rendering the disk useless. It will spread throughout a user's
disk library quickly. It is already the most widespread virus in the USA.

More dangerous than the spread of this virus, however, is the danger it
represents if it locates the "KEY" for which it is waiting.

While the virus must be on the boot sector of the disk in drive A during a
power up or reset to become activated, no such condition applies to the
"KEY". If the virus is active, and a disk bearing the "KEY" characteristics
is inserted into the ST, the virus will execute the code present on the
"KEY" disk as soon as that "KEY" disk is accessed. It does not require the
ST to be reset. As soon as the "KEY" disk is accessed, whatever code is
present on the "KEY" disk will be executed immediately. Of course, I will

not make public what that "KEY" is. All version of VKILLER will correctly identify a "KEY" disk, should one emerge.

Let me make it perfectly clear that the virus on the WordUp v2.0 disks is reported to NOT contain that "KEY". It will not harm systems, other than to destroy boot sectors, as noted above. It will, however, cause a system to fall victim to whatever code is present on a "KEY" disk, should one be inserted into a system with this virus active. As of this writing, neither I nor any of the other virus fighters I know have located a "KEY" disk. No one, therefore, can warn you of what to expect if a "KEY" disk turns up.

While I applaud NEOCEPT for going public with this warning, and apparently stopping distribution of the virus quickly, I strongly disagree with their attempts to lessen the gravity of the situation. This virus is NOT "harmless", and is absolutely NOT a "virus killer". Viruses hurt everyone in this industry, and must be fought at every opportunity.

--
*George R. Woodside - Citicorp/TTI - Santa Monica, CA
*Path: ..!{philabs|csun|psivax}!ttidca!woodside

1221. What's ST mean?

Newsgroup: comp.sys.atari.st
Date: 1989-10-01 17:34:10 UTC
From: 4203_5021@uwovax.uwo.ca
Message-ID: <3857.25261253@uwovax.uwo.ca>
Source record: 248793

I have a question that sounds so simple, I hope someone can give me a hand.
What does 'ST' stand for, as in ATARI ST?
Help is greatly appreciated.
Thanks

Patrick Bradd
University of Western Ontario Computer Science.

1222. Re: MAKEFAST

Newsgroup: comp.sys.atari.st
Date: 1989-10-01 20:26:08 UTC
From: ignac@electro.UUCP
Message-ID: <1092@electro.UUCP>
Source record: 248794

In article <CMM.0.88.623104803.larserio@kyrre.uio.no> larserio@IFI.UIO.NO (LarsErikOsterud) writes:
>Read a notice about a bit in the proogram-header that causes faster
>loading of programs with TOS 1.4 (Rainbow TOS)...
>

the next upgrade for registered owners of QUIKFIND.PRG (to version 1.6) will have this capability built in. and to be able to turn it off with absolute ease as well. stay tuned for more Quick Utilities plugs ... :-) :-)

(sorry to those who feel this is blatant advertising, but this is one of the few mediums that shareware users can get update information, as well as info about new improvements in their registered versions. thanx for your co-operation!)

go jays go!

--
=====Ignac A. Kolenko (The Ig) watmath!watcgl!electro!ignac=====
co-author of QuickST, and the entire line of Quick Shareware!!!!
"I don't care if I don't win, 'cause I don't care if I fail"
from 'Youth Of Today' by SUBURBAN DISTORTION

1223. Re: Where's the Spectre GCR???

Newsgroup: comp.sys.atari.st
Date: 1989-10-01 20:58:10 UTC
From: Xorg@cup.portal.com
Message-ID: <22699@cup.portal.com>
Source record: 248795

To paraphrase your own words (and the exact words can be found in your post) 'GCR has left the field of vaproware.' Explain to me why you labelled GCR vaproware when you yourself could keep tabs on its development and delays on nie? Could it possibly be that because you didn't get your SLM804 support from a one-man company and spend WEEKS harrassing Mr. Small on every Net you could find, you decide to give GCR a 'vaporware' label even though you knew when it was coming out? Give it a rest, I respect your knowledge, I don't respect your 'labeling'. Truth is that few computer products appear on time - if you really want to complain go to the Mac base and critize Apple for the laptop (brick) delay, no a one-man operation that has done a damn good job.

1224. Re: FSCK and FSREPACK program for ATARI NEEDED!!!!

Newsgroup: comp.sys.atari.st
Date: 1989-10-01 23:16:04 UTC
From: rex@otto.UUCP
Message-ID: <993@otto.UUCP>
Source record: 248796

I'd like to get that program too...

Also, I hard drive just died. Actually the OMTI 3520 SCSI controller just
died. Doed anybody know where I can get one of these real cheap. I bought
the one I have from ICD ~9 months ago and I remember it costing me > $100.

Rex.

--
Rex Jolliff (rex@otto.lvsun.com, {convex, texsun, mirror}!otto!rex)
The Sun Newspaper - |Disclaimer: The opinions and comments in
Nevada's Largest Daily Morning | this article are my own and in no way
Newspaper | reflect the opinions of my employers.
- -
Why are we letting the government drug propaganda get the best of us?

1225. Erratic mega keyboard

Newsgroup: comp.sys.atari.st
Date: 1989-10-02 02:10:37 UTC
From: jlemon@cory.Berkeley.EDU
Message-ID: <17899@pasteur.Berkeley.EDU>
Source record: 248797

Lately I've been having problems with my Mega's keyboard. More specifically, the 'e', '1' and 'q' keys do not want to respond to a keypress and have to be coaxed (by repeated pressing) into giving me a character. Is there any good solution to this problem short of replacing the offending keyswitch? (assuming that's the problem and not some odd chip in the keyboard). This is driving me nuts, especially the 'e' key! I took apart the keyboard, but can't get to the internals of the switch, short of unsoldering and removing it from the PC board. Has anybody had this particular problem?
--
Jonathan ...ucbvax!cory!jlemon or jlemon@cory.Berkeley.EDU

1226. Portfolio

Newsgroup: comp.sys.atari.st
Date: 1989-10-02 02:23:13 UTC
From: dscheidt@van-bc.UUCP
Message-ID: <12@van-bc.UUCP>
Source record: 248798

I was able to buy one here in Vancouver last Friday ($550 Canadian -
so much for Free Trade). I got one of two left after the salespeople
grabbed them all up. So far it's great. It conforms to the article
in the October STart, except it's not MS-DOS it's DIP-DOS which appears
to be much the same thing. I thought I would be the last person to buy
an MS-DOS compatible machine, but fortunately ram-disk based .BAT files
work almost like an alias file - I have ls, rm, cp, pwd, etc. now so I
feel more at home.
Yes, the keyboard is small (as is the whole machine - fits in the breast
pocket of a suit jacket) but it is just fine for my 4 fingers+thumb style
of typing. The space bar seems low due to a ridge around the edge of the
keyboard, but I can live with that.
The good part is the ROM-based applications - they provide a completely
integrated environment with text editor, calculator, spreadsheet, database
and appointment calendar. The user interface includes windows, menues,
and single-stroke command keys - all on an 40x8 screen. It's really quite
remarkable for such a tiny machine.
And, if you can believe it, ATARI actually provides a complete and
comprehensive manual (249 pages).
So... why did I buy it? Now I can finally get my address book "on-line"
where I can back it up - no more fear of loosing that precious little black
book. And now I have a calender and appointment book that doesn't end
at the end of December (at least not until December 2049). These may seem
like trivial reasons (I still working on convincing my wife that they are
not), but I expect I will use this little box every day for the next few
years at least.
And it really does come with batteries included...

- -
Daniel Scheidt Computed Music Systems
djs@scheidt.wimsey.bc.ca Vancouver, BC, Canada
...uunet!van-bc!scheidt!djs
- -

1227. 1040

Newsgroup: comp.sys.atari.st
Date: 1989-10-02 05:10:40 UTC
From: jcohen@lehi3b15.csee.Lehigh.EDU
Message-ID: <633@lehi3b15.csee.Lehigh.EDU>
Source record: 248799

Hello, I am looking for people with a similar problem that I have.
A 1040 that doesnt boot software it should. It works fine except for a
few titles, specifically, falcon will not boot, just turns screen blue
and locks.. this program boots fin on my 1 meg 520... help~

thanks
josh

jcohen@lehi3b15.csee.lehigh.edu

1228. Re: Cart. port ramdisks

Newsgroup: comp.sys.atari.st
Date: 1989-10-02 05:18:28 UTC
From: ritchie@hpldola.HP.COM
Message-ID: <11830055@hpldola.HP.COM>
Source record: 248800

>The E. Arthur Brown Company sells a cartridge port adapter.
>
>It interfaces the cartridge port to a standard 44 pin .156 spaced
>edge conector. I'm not sure if any docs for i/o to the port are
>provided. It's only $14.95.
>
> E. Arthur Brown Company
> 4304 Pawnee Dr.
> Alexandria, MN 56308
> ph. (612) 762-8847
>

And if you want any of these - order them now. After the current stock
is gone, here will be no more (The guy that did the board lives in Colorado
Springs and was telling me the other night that the board costs were going
out of sight, so this would be it).

Dave Ritchie

1229. Program to GEMDOS #0 at a specific time?

Newsgroup: comp.sys.atari.st
Date: 1989-10-02 09:02:28 UTC
From: ADAM_TILGHMAN@bdt.UUCP
Message-ID: <152@bdt.UUCP>
Source record: 248551

Hi there! I am looking for a program that will execute a GEMDOS #0 command (terminate program) at a specific time... Is there such a beast? I am not very fluent in M68K assembly, which is what I would assume this type of program would have to be. The specific use for this program is to drop out of BBS Express! at a certain time to implement a homebrew networking package... Any feedback would be appreciated, but please post replies directly to the net, since my email address is flaky at best.

Adam Tilghman

1230. Re: TO JOHN STANLEY of Dynasoft

Newsgroup: comp.sys.atari.st
Date: 1989-10-02 09:03:28 UTC
From: ralph@nastassia.laas.fr
Message-ID: <439@laas.laas.fr>
Source record: 248552

In article <3109@orion.cf.uci.edu> jtang@orion.oac.uci.edu (James) writes:
| To: John Stanley <stag!dynasoft!john@wugate.wustl.edu>
| Subject: Re: HELP!!! --> NEED DE-FRAGMENT PROGRAM for my ATARI Hard Drive
| In-reply-to: Your message of Fri, 29 Sep 00 19:89:36 -0500.
| <08298906053610000@dynasoft.UUCP>
|
| > Have you gotten a copy of the FSCK/FSREPACK 2 program set yet? That's
| > the one I use and it's served me pretty well for quite a while...
| > ---
| > John Stanley <dynasoft!john@stag.UUCP>
| > Software Consultant / Dynasoft Systems
|
| No, I havn't. If you have a copy, would you be so kind and send me a copy?

If it's good, can it be posted? Is source available?

Thanks,

Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!mcvax!laas!ralph If all else fails, try:
SOBEK@FRMOP11.BITNET sobek@eclair.Berkeley.EDU
==
Upon the instruments of death the sunlight brightly gleams. -- King Crimson

1231. PCW/Lynx/STE

Newsgroup: comp.sys.atari.st
Date: 1989-10-02 09:11:20 UTC
From: stefan@spcc386.UUCP
Message-ID: <275@spcc386.UUCP>
Source record: 248553

I've been to the PCW show in London, and it was BUSY!

On Friday, I barged into the Atari stand and saw Jeff Minter playing with the Lynx handheld. Since I know him, he handed me the wonderful device when he saw me "Hey Stefan, check it out, it is really awesome". The Atari officials became immediately nervous when some stranger held one of the two working handhelds, and after a few moments it was gently taken from me.

The thing that struck me about it is the incredible crisp display. You can almost distinguish each pixel on it. It was playing the California Games, and they were very colorful. The sprite scaling is indeed awesome, but I couldn't hear any sounds. (Just felt some vibrations at the left of the machine, I guess that's where the speaker is at). It is roughly as wide as an A4 piece of paper and it really doesn't weigh much. The controls on it is one of those 8-way movable crosses you often find on handheld consoles, and need getting used to.
I asked Atari when it was going to be for sale and the guy told me that it would be in the shops before Christmas. Also, in November you are supposed to be able to buy it in the tax-free areas of some airports (including Schiphol, I don't know the others), but that's just one of the many rumors.

The STE was nowhere to be seen, but a friend of mine has seen a developers document for it and this is was he told me:

DMA sampled sounds at frequencies from 9 to 50 Khz. The fact that it uses DMA means (in theory) that it doesn't take any processor time to play samples. The screen base vector now has a low byte (finally) and the width of a scanline can be specified in bytes, while the offset to the next scanline can also be given in bytes, so scrolling is a piece of cake. Together with the blitter and the increased color palette (too bad about the four planes still) this machine could do some breathtaking games.

The leisure part of the show was a total turmoil of noise and vision. Every stand had huge displays of the latest games, all speakers were turned up loud and long arrays of coinops and computers allowed people to play videogames, much to the delight of the hordes of teenagers who flooded the show on Saturday and Sunday. Of course, the Batman rage was very present, everywhere they sold posters, caps and stuff.

A bit of a chaotic report, but it is Monday morning and my brains aren't in gear yet.

"Oh my God, it is the attack of the Half-Crazed Mutant Teenage Alien Computer Junkies!!" +----------
"Relax! It are just some SPCC employees" | uunet!mcvax!spcc386!stefan

1232. Re: First 5 parts of Modula-2 compiler

Newsgroup: comp.sys.atari.st
Date: 1989-10-02 09:13:27 UTC
From: ralph@nastassia.laas.fr
Message-ID: <440@laas.laas.fr>
Source record: 248554

In article <1608@fredonia.UUCP> sale5312@fredonia.UUCP (Marty Saletta) writes:
| I am in need of the first 5 parts of the PD Modula-2 compiler that
| has just been posted to comp.binaries.atari.st. They were somehow run
| through a "shredder" at my system. If possible, I'm also curious as to
| what it is (if it is an editor, no problem?)
|

If it's the ANA_M2_n,ua? uud archives, I have the parts where n = {2,
3, 4, 5}. The first 5 must be for n = 1. I also am interested in
receiving these. Did anyone get the first group of files? If someone
could send me them I'd also appreciate it. First, people in France or
Europe should respond; that way it costs less.

Thanks,

Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!mcvax!laas!ralph If all else fails, try:
SOBEK@FRMOP11.BITNET sobek@eclair.Berkeley.EDU
==
Upon the instruments of death the sunlight brightly gleams. -- King Crimson

1233. looking for Folded

Newsgroup: comp.sys.atari.st
Date: 1989-10-02 09:43:19 UTC
From: laba-1aj@web-4e.berkeley.edu
Message-ID: <1989Oct2.094319.15186@agate.berkeley.edu>
Source record: 248555
Cross-posted to: comp.sys.atari.st,comp.sys.apollo

I need some pointers to the editor Folded by Todd Burkey. I tried
to get mail through to him but could not.

Does anyone know where an Apollo 4.3 BSD version can be gotten?

thanx
& John Kawakami
& laba-1aj@web.berkeley.edu
& Live each day as if it were your first

1234. Re: Bitching about S/W distribution / MIDI HELP??!?

Newsgroup: comp.sys.atari.st
Date: 1989-10-02 12:04:01 UTC
From: src@cs.odu.edu
Message-ID: <10064@xanth.cs.odu.edu>
Source record: 248556

In article <1989Sep28.172110.7096@polyslo.CalPoly.EDU> mshapiro@polyslo.CalPoly.EDU (Blind Man With A Vision) writes:
>
>"No, we can't open the packages. We'd have to sell the software as
>used."
>
><Deliberate pause...By this point, I'm just dying to see how she
>extends this line of reason.>
>"We're not salesmen We have the stuff if someone wants it."
>
><gasp> "Oh. You probably don't sell a lot of software."
>
>Now, I'm really getting perterbed. "Look, I don't plan on buying every
>package in existence, or even more than one. I just want a look at
>the stuff before I buy it."
>
>This is a good one here...."Well, maybe you aren't ready to spend the
>money to buy something then."
>
>"Well, maybe you aren't ready to own your own store."
>
>-=-
>| All I wanna know is.... |
>| Will the sun go out when God shuts his refridgerator door? |
>| |
>| Mitch Shapiro ....{csustan,csun,sdsu}!polyslo!mshapiro |
>-=-

Mitch:

You seem to be having your first dose of software buying experience.
It doesn't take long to come to the realization that buying software is not the same as buying ties, records, or fast food. The legal tangles involved in dealing in software are enough to make the squeamish flee in terror. It isn't pretty, and there isn't much justice in it for _anyone_. Most computer owners have come to recognize this in the past five years or so.

As you learn the ropes, I have just one request to make.

PLEASE DON'T FLAME SOFTWARE DEALERS ON THE NET -- UNLESS THEY ARE DOING SOMETHING REALLY AWFUL! The people you spoke to weren't, by your description. THERE ARE FEW ENOUGH ATARI DEALERS AS IT IS WITHOUT YOU MAKING THEIR LIVES EVEN MORE DIFFICULT!

Please read the following basic facts about selling software.

1. Piracy is rampant. A game program has a useful retail life of about three months. An application program can be sold for approximately one year.

2. NOBODY will buy an open package. Most software has a shrink-wrap agreement built in -- if you open it, you accept the terms, which means you own it.

3. The distributor will not refund the dealer on an open program. This means that the DEALER owns it -- permanently -- once it's been opened. This is not true (usually) of still-sealed programs, which can be traded back.

4. NOBODY in the ST software business is getting rich. Hundreds of ST dealers have switched to selling other computers. Hundreds of ST programmers have stopped writing for our machine. Grousing at them is not likely to make them happier to be losing money for our sakes.

So, you wonder, how are you expected to find out about programs if you can't rip into the package, have a personalized demo, bring in your keyboard and test it for a few hours?

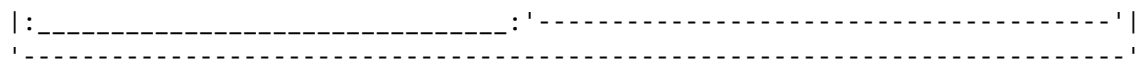
There are several options, although few of them are as convenient as what I've described. BUY MAGAZINES. ST-Log. Start! has an annual MIDI issue with lots of reviews. Current Notes and ST-World also publish good reviews of MIDI software.

If you are lucky enough to have an Atari ST user's group in your area, JOIN IT! The local user's group has a very scant membership, in spite of hundreds of ST owners in this area. Don't let _yours_ suffer from apathy. You can find other ST owners with MIDI software and test it, get demos, and learn firsthand. DON'T pirate, though -- unless you want the revisions to stop, and the new software development to die out. The neat thing about paying for support is that you can call the developer or write a letter, and maybe have your own suggestions built into the next release. Programmers are driven people who want to please their customers when given a chance!

I've had my say. Please take these words seriously. I have seen a couple of good ST stores close simply because the owners couldn't deal with the hassles anymore. Flame the software business all you want, but take it easy on the dealers. They're simply caught in the squeeze!

--


```
_____________________________________________________________________________
|.--------------------------------..--------------------------------------.|
|| Usenet: src@xanth.UUCP || ||
|| Arpa: src@xanth.cs.odu.edu || Q: Why did the chicken cross the ||
|| Earth: Scott R. Chilcote || Moebus Strip? ||
|| || ||
|| ||| "Sure, Jack, we || A: To get to... er... umm... ||
|| ||| trust you. But will || ||
|| / | \ will you respect us || -----=====#####=====----- ||
|| / | \ in the morning?" || ||
```



1235. IEEE floating point routines

Newsgroup: comp.sys.atari.st
Date: 1989-10-02 14:53:46 UTC
From: klute%trillian.irb@unido.uucp
Message-ID: <1646@laura.UUCP>
Source record: 248557

Does anyone know about public domain floating point routines
for the IEEE format? I do not want to reinvent the wheel and
would be glad if someone could mail me the sources or give me a
pointer to the routines. Thanks in advance!

Rainer Klute ---- klute@trillian.irb.informatik.uni-dortmund.de
Univ. Dortmund, IRB |)|/ klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |\|\ ...uunet!mcvax!unido!klute
D-4600 Dortmund 50 ---- Tel.: +49 231 7554663

1236. Computer for sale...

Newsgroup: comp.sys.atari.st
Date: 1989-10-02 15:08:00 UTC
From: CSCI227264@cl.uh.EDU
Message-ID: <8910030454.AA19701@ucbvax.Berkeley.EDU>
Source record: 248558

I'm selling a 520ST with 1 megabyte of memory, TOS 1.4 in EPROMs, two single-sided drives, software (CAD-3D, Cyber Control, Advanced Art Studio, and 40 disks of PD stuff), a switchbox and adaptor cable for the Mitsubishi Diamondscan monitor, and, optionally, a Star SG-10 printer.

I'm asking $500 for the computer setup and $100 for the printer.

I'm willing to negotiate the price, but the price does include shipping.

If anyone is interested, please contact me, preferably through E-mail, but you can also reach me at:

4817 Saxon
Bellaire, TX 77401
(713)665-1911

Thanks for your attention.

Kevin Brown
CSCI227264@cl.uh.edu

1237. $9.50 DRAMS

Newsgroup: comp.sys.atari.st
Date: 1989-10-02 15:18:19 UTC
From: brazil@pawl.rpi.edu
Message-ID: <1989Oct2.151819.15728@rpi.edu>
Source record: 248559

For all of those who replied, I've decided to hold off for a week or two.
I got a tip from a fairly good source that the price of DRAMS will drop
significantly in the next few weeks.
-Tim Onders
brazil@pawl.rpi.edu

1238. Re: Cart. port ramdisks

Newsgroup: comp.sys.atari.st
Date: 1989-10-02 15:57:01 UTC
From: blv@hpctdlk.HP.COM
Message-ID: <2220026@hpctdlk.HP.COM>
Source record: 248560

> Does anyone know if RONSAT is planning to make a version of STonehenge
> that uses the 1 meg ram chips??
>
> Rich Covert
> ----------

The ASIC chip in the kit is documented to have a 1 meg chip mode. It could go to 8 meg/board. It would be a matter of redoing the PC board, or wire wrapping.

Bob Vixie
blv@hpctdlb.hp.com

1239. Re: Cartridge..ramdisk

Newsgroup: comp.sys.atari.st
Date: 1989-10-02 16:16:50 UTC
From: jg@hpldola.HP.COM
Message-ID: <11830057@hpldola.HP.COM>
Source record: 248561

The Ultradisk sounds pretty cool, Howard, but your note immediately provoked a rash of questions in my mind:

1) How much did it cost?
2) where can I get one?
3) How fast is it? Comparable to a main memory Ramdisk or a harddisk? Transfer rate?
4) how big is it (physically)?
5) how long does the battery last?
6) you can auto boot from it? (you already answered this one)
7) is it compatible with harddisks? (and this one, but I'm runnning out of questions)
8) etc, etc, etc?

Expiring minds need to know!

Thanks!
Joe Gilray

1240. Re: Virus on Wordup v2.0 Disks

Newsgroup: comp.sys.atari.st
Date: 1989-10-02 16:19:44 UTC
From: rcd@cbnewsj.ATT.COM
Message-ID: <1097@cbnewsj.ATT.COM>
Source record: 248562

In article <6583@ttidca.TTI.COM>, woodside@ttidca.TTI.COM (George Woodside) writes:
> NEOCEPT has released an announcement regarding a virus on some copies
> of their version 2.0 release disks, a portion of which is reproduced here:
> [Neocept's announcment deleted]
> I must raise some objection to portions of this announcement.
>
> I will withhold comments about the responsibility of software publishers
> regarding checking releases for viruses. I must, however, voice strong
> protests at their attempts to downplay the significance of this event.
>
> While I have not yet received an exact copy of the virus, it has been
> identified as the "KEY", "TYPE 1", or "SIGNUM BPL" virus, depending upon the
> anti-virus software you favor.

I have confirmed the presence of the KEY virus on all three of
my Wordup 2.0 disks shipped to me by Neocept. I used George Woodside's
excellent "Virus Killer" program to detect and then eradicate this
virus from my disks. Others who have received Wordup 2.0 should do the same.
Virus Killer was posted on comp.binaries.atari.st recently.

I'd like to applaud George Woodside for his exceptional public service
in a) warning us about this virus (I'd never have suspected that a
COMMERCIAL software distribution would contain one); b) disseminating accurate
information on it; and c) providing a utility which destroys
this and other viruses.

Question: will this virus write to the boot sector on my hard disk as
well? If so, how can I detect it? (I noticed that Virus Killer only
checks and fixes floppy disks.) Thanks very much.

Rana Dutt
rcd@mtqua.att.com

1241. Sound Sampling Again

Newsgroup: comp.sys.atari.st
Date: 1989-10-02 17:23:20 UTC
From: chuck@richsun.UUCP
Message-ID: <453@richsun.UUCP>
Source record: 248563

Many thanks to Johnie W. Wardlaw @usrmath.ucr.edu and all of the rest of the replies to my request. Now - for John Stanley @dynasoft and Joe Rohde at ohio-state and anyone else who is interested: I have modified Johnie Wardlaw's ST Replay 'C' code for the Mark Williams C Compiler and Replay4 sound files.

I now have another question: I am not able to play sound files larger than 32K bytes. I'm wondering if it's a matter of allocating memory or if 'bascode.exe' can't handle larger than 32K files????

Here's the code:

```
---------------------------- Cut Here ----------------------------------------
X[2-Oct-89]
X
X Here is the source for my ST Replay "player" code by Johnie Wardlaw and
X modified by me for the Mark Williams C Compiler.
X
X/*
X** sound.c Routines to load and play ST-Replay sound files.
X** (Requires BASCODE.EXE Replay file to play it)
X** Also - the sound sample Replay file replay.spl is needed.
X**
X** Written by Johnie W. Wardlaw (wardlaw@ucrmath.ucr.edu)
X** Use this code however you wish.
X**
X** Modified by (me) Chuck Menard (chuck@richsun) for the Mark Williams C
X** Compiler and the 'as' assembler used with MWC.
X**
X*/
X
X#include <stdio.h>
X#include <osbind.h>
X
Xchar player[3000]; /* Buffer for player object code */
X
Xsound_init ()
X{
X register FILE fd; /* File descriptor for BASCODE.EXE file */
X
X/*
X** Open file for read only access and binary mode.
X*/
X
X if ((fd = fopen ("bascode.exe", "rb")) == NULL)
```

```
X return( 1 );
X
X/*
X** Read object code into player buffer. My bascode.exe file is 2794 bytes long.
X*/
X
X if (fread (player, 2794, 1, fd) != 2794) {
X close (fd);
X return (1);
X }
X
X/*
X** Close file and return successfully.
X*/
X
X close (fd);
X return (0);
X}
X
X/*
X** Call player code to play sound.
X*/
X
Xint sound_play (addr, len, freq)
X
Xlong addr; /* Address of Replay sample */
Xlong len; /* Length of Replay sample */
Xlong freq; /* Frequency of Replay sample */
X
X{
X register long *where; /* Address of player code */
X
X/*
X** Initialize player code with appropriate sample information.
X*/
X
X *((long *) &player[30]) = addr;
X *((long *) &player[34]) = len;
X *((long *) &player[38]) = freq;
X
X/*
X** Set address of player code.
X*/
X
X where = (long *) player;
X
X/*
X**Jump to player code and execute it. I used a seperate assembly file - doit.s.
X*/
X
```

```
X doit(where); /* Go to assembly file */
X
X
X
X
X/*
X** Return successfully.
X*/
X
X return (0);
X}
X
X/*
X** End of sound.c
X*/
X/*
X** stest.c Test program for sound.c source code.
X**
X*/
X
X#include <stdio.h>
X#include <osbind.h>
X
Xchar *sample;
X
Xmain ()
X{
X char str[128]; /* Temporary input string */
X char *malloc (); /* Allocate memory */
X long freq; /* Frequency to play at */
X long atol (); /* ASCII to LONG conversion */
X register FILE fd; /* File descriptor for sample */
X
X/*
X** Allocate memory for sample and load it in.
X*/
X
X sample = malloc( 7000 );
X if ((fd = fopen ("replay.spl", "rb")) == NULL)
X exit (1);
X fread (sample, 6960, 1, fd);
X close (fd);
X puts ("Sound file loaded");
X
X/*
X** Initialize sound player.
X*/
X
X sound_init();
X puts ("Player code loaded");
```

```
X
X/*
X** Play sample for user at difference frequencies depending on input
X** until an empty line is entered.
X*/
X
X do {
X printf ("Speed? [0-5] ");
X fflush (stdout);
X gets (str);
X if (*str) {
X freq = atol (str);
X sound_play (sample, 6960L, freq);
X }
X } while (*str);
X
X/*
X** Free memory and exit gracefully.
X*/
X
X free (sample);
X exit (0);
X}
X
X
X /* here's doit.s */
X
X .globl doit_
X
X doit_:
X link a6,$0
X movea.l 8(a6),a0
X jsr (a0)
X unlk a6
X rts
```

That's it - Have Fun!!!

1242. Wanted: UUCP software for Atari 8 bit

Newsgroup: comp.sys.atari.st
Date: 1989-10-02 19:53:22 UTC
From: maverick@floopy.UUCP
Message-ID: <0565.AA0565@floopy>
Source record: 248564
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Net,
I am looking for some uucp software in binary form or source code in Action!/Mac 65 for a friend. If you know where I can get this software please E-MAIL (only, as I don't read these newsgroups) replys to me at the address listed below or call (my friend's bbs) The Vidiot at (412) 935-9072 (3/12/2400) and of course, leave feedback to the sysop. Any help on this would be greatly appreciated!

--

Thomas "Maverick" Schwarz - Sirius Software
USNAIL: Box 349 Caromar Dr. Mars, PA 16046
MABELL:(412) 443-8916
UUCP: {allegra,cadre}!pitt!darth!floopy!maverick

1243. Re: fortyfolderlimit

Newsgroup: comp.sys.atari.st
Date: 1989-10-02 20:05:42 UTC
From: neubauer@tubsibr.uucp
Message-ID: <1989Oct2.200542.8585@tubsibr.uucp>
Source record: 248565

apratt@atari.UUCP (Allan Pratt) writes:

>Old TOS put pointers to its directory tree in the DTA after Fsfirst
>or Fsnext, but TOS 1.4 does not. You can do as many Fsfirst calls
>as you like; no OS resources are tied up after the call.

What exactly does TOS store in the DTA? If it is information pointing to
the disk, how does TOS know it is still valid when Fsnext is called?
(The directory might have been deleted and the cluster reused in the
meantime...) What error codes must be expected?

1244. Latest ICD boot utilities

Newsgroup: comp.sys.atari.st
Date: 1989-10-02 20:07:43 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440059@hplsla.HP.COM>
Source record: 248566

I'd like to hear from anyone else that is using the new ICD boot program and utilities (revisions 4.x.x). I have the downloaded the latest stuff (4.1.8) from GENIE and mentioned these problems to ICD on the BB there, but the answers have not been very useful.

Problem one that I've seen is that the Mark Williams rebootable ramdisk is incompatible with the ICD cache. Installing a MWC ramdisk normally causes a warm-boot, but ICDBOOT goes ahead and re-installs its cache, which wipes out the ramdisk. If the ramdisk is in the auto folder, you just get an endless series of boots and disk installations. If I disable the ICD caches, everything works fine, just the way it always has.

The strange thing is that the recently-posted EDISK seems to be perfectly content to run with the ICD cache! (Since it is faster than the MWC ramdisk, I guess I shouldn't complain).

(ICD's response to this problem was "do you have the latest ICDBOOT"? Yes!)

The second problem is that file copies on my C:\ partition take forever without FATSPEED. Like 10 seconds for a 2KB file!!! I defragged the C:\ partition, it got slightly worse. I checked the partition with the demo version of the ICD cleanup program, no problems reported (never have been, which is why I haven't bought the program yet).

FATSPEED is the only "cure". With FATSPEED installed, everything is very fast. Without FATSPEED, almost everything is very, very slow. The problem is, SUPRBOOT has to run after FATSPEED, and the file modification operation in SUPRBOOT takes *forever* to modify the AUTO folder progs and ACCs. (It's really spooky with the ICD cache on, there are three very brief disk accesses during the file modification, with up to 20 seconds of "dead" time between them! With the cache off, of course, there are all kinds of disk accesses going on. Not as scary, but just as irritating!)

Anyhow, until I installed the new ICD driver, FATSPEED never had *that* big an effect on my Mega, it was always a 30% enhancement, not a 3000% enhancement. How could the ICD drivers have anything to do with this?

(ICD told me I need the TOS 1.4, as if I could step out and pick it up. I'm waiting for my dealer to call!)

Well... other than these problems, I will say that the new ICD drivers are remarkably fast, especially with the cache on. Between Turbo ST 1.6 and the new ICD drivers, my Mega is really cruisin'!

Disclaimer: The opinions expressed herein are those solely of the author, who has no pecuniary interest in the companies mentioned.

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%%%

1245. uud bit me again

Newsgroup: comp.sys.atari.st
Date: 1989-10-02 20:08:25 UTC
From: jmorton@euler.Berkeley.EDU
Message-ID: <17919@pasteur.Berkeley.EDU>
Source record: 248567

I don't have a copy of Steven Grimm's "Welcome to Binaries"
message before me, but as I remember it does not mention
the following treachery of uudecode (or at least not strongly
enough!):

The first file in a uuencoded set has a name on the "begin"
line such that if the file is named with that name, the newly opened
arc file (with the same name) will immediately trash it.
What makes this treacherous is that the _other_ parts of
the uuencoded set _must_ be named with the name on the
"begin" line for uud to find them.

Why is this designed into such a great program?

Sorry if this is old news; when you're mad, bandwidth means nothing.

"Down John Morton M.E. Machine Shop
Down in the basement jmorton@euler.berkeley.edu Etcheverry Hall
We hear the sound of machines..." Univ. of Calif.

1246. On home computer (QL) <-> PC file transfer, TSQLPC10.ARC

Newsgroup: comp.sys.atari.st
Date: 1989-10-02 20:08:27 UTC
From: ts@chyde.uwasa.fi
Message-ID: <816@chyde.uwasa.fi>
Source record: 248568
Cross-posted to: comp.binaries.ibm.pc.d,comp.sys.atari.st

Mon 2-Oct-89: In looking at my older files I came upon a description
of file transfers between a home computer and a PC. Since I think
that the description of this task might be of some general interest,
I decided to make it publicly available. The particular home
computer is the ill-fated Sinclair QL, but ideas should have some
bearing on other home computers, as well. The relevant file
/pc/ts/tsqlpc10.arc is available from your site by anonymous ftp
(file transfer program). The file also contains a list of my
programs for the QL.

....
Prof. Timo Salmi (Site 128.214.12.3)
School of Business Studies, University of Vaasa, SF-65101, Finland
Internet: ts@chyde.uwasa.fi Funet: vakk::salmi Bitnet: salmi@finfun

1247. Re: Program to GEMDOS #0 at a specific time?

Newsgroup: comp.sys.atari.st
Date: 1989-10-02 20:15:34 UTC
From: steve@thelake.UUCP
Message-ID: <0902891449341740@thelake.UUCP>
Source record: 248569

In <152@bdt.UUCP> ADAM_TILGHMAN@bdt.UUCP writes...

> Hi there! I am looking for a program that will execute a GEMDOS #0 command
> (terminate program) at a specific time... Is there such a beast? I am not
> very fluent in M68K assembly, which is what I would assume this type of
> program would have to be. The specific use for this program is to
> drop out of BBS Express! at a certain time to implement a homebrew networking
> package... Any feedback would be appreciated, but please post replies
> directly to the net, since my email address is flaky at best.
>
> Adam Tilghman

GEMdos #0 (Pterm0) terminates the current process. All your program would
do is kill itself, not the BBS.

Ugly kludge solution: Write a DA or TSR that reboots the system when <time>
arrives. Install autoboot software that checks the time and (if matched)
runs the networker.

Elegant solution: Take a great big magnet to BBS Express! Get STadel,
which already supports timed events and multiple networks (including this
one).

Steve Yelvington, up at the lake in Minnesota
... pwcs.StPaul.GOV!stag!thelake!steve (Usenet)
... {playgrnd,moundst,class68}!thelake!steve (Citadel)

1248. Re: Can I separate the keyboard from the computer?

Newsgroup: comp.sys.atari.st
Date: 1989-10-02 21:03:04 UTC
From: laba-1aj@e260-1b.berkeley.edu
Message-ID: <1989Oct2.210304.13483@agate.berkeley.edu>
Source record: 248570

In article <LOKI.89Sep29125354@marvin.moncam.co.uk> loki@moncam.co.uk (Never Kid A Kidder) writes:
>Next question: I've seen inside my 520 ST, and I've seen the 17 wire
>connection from the keyboard to the rest of the computer. Now I would
>like to make the keyboard separate, but I don't know if adding a whole
>length of cable (say two metres) will affect the operation. Has
>anyone else tried this, or can anyone say if the connection needs to be
>as short as it already is?
>
>Thanks if anyone can help.
>--
> Harry Fearnhamm, EMAIL: harry@moncam.co.uk
> Monotype ADG, ...!ukc!acorn!moncam!harry
> Science Park, VOICE: +44 (0)223 420018
> Cambridge, FAX: +44 (0)223 420911
> CB4 4FQ,
> ENGLAND.

Does anyone whether is is possible to connect a mega keyboard to the old machines? I'm thinking of sticking my 520 into a box, and wiring a port for a mega keyboard would be something I'd really like to do.

& John Kawakami
& laba-1aj@web.berkeley.edu
& Live each day as if it were your first

1249. Spectre and Appletalk

Newsgroup: comp.sys.atari.st
Date: 1989-10-03 00:13:22 UTC
From: cmm1@CUNIXA.CC.COLUMBIA.EDU
Message-ID: <CMM.0.88.623376802.cmm1@cunixa.cc.columbia.edu>
Source record: 248571

I must agree with the person that brought up the subject of a lack of an Appletalk interface on the Spectre GCR. I would own a Spectre now if the Appletalk support was included. Almost every job I've had in recent memory had an Appletalk network and a nice Laserwriter NX II at the end of it. How I would have loved to have had a Mega 4 on my desk running spectre (w/appletalk) instead of a wimpy little Mac plus. I had my current boss convinced into buying 30-40 Mega 4's with GCR packages until we realized that his Laserwriters would be useless without the Appletalk interface. (And don't try to tell me that we could have bought SM804', as they aren't nearly as good as the Apple printers). So the end result was that he ended up buying 25 Mac IIcx's. Typical end to a typical Atari story...sigh...

Chris

------------------------------+--------------------------
Chris Mauritz |Everything tastes better
cmm1@cunixa.cc.columbia.edu |when it sits on a
(c)All rights reserved. |mauRITZ. 8->
Send flames to /dev/null |
------------------------------+--------------------------

1250. any mt c-shell users here?

Newsgroup: comp.sys.atari.st
Date: 1989-10-03 00:32:36 UTC
From: gng@spocom.UUCP
Message-ID: <2@spocom.UUCP>
Source record: 248572

If there are any mt c-shell users here, I'd be interested in hearing about your experiences with this multi-tasking/user package. And now, a few questions :-) Has anyone ported over true uucp/netnews software to run under mt c-shell? And has anyone written a new getty prg. to allow for users to login with different baud rates? Thanks for any help.

--
George Ng - uunet!mnetor!{becker,hybrid}!spocom!gng
"Look for the promised land in all of the dreams we share.
How will we know when we are there? How will we know?
Only a fool would say..." - The Alan Parsons Project (Gaudi)

1251. Mac emulators and games

Newsgroup: comp.sys.atari.st
Date: 1989-10-03 00:47:49 UTC
From: bourdon@sal-sun49.usc.edu
Message-ID: <5468@merlin.usc.edu>
Source record: 248573

Does anybody know if some Mac games work under any of the Mac emulators
available for the ST. I am thinking to Lode Runner, Mac Golf and other
big its of Mac Intosh that are not available for the ST (yet).
Thanks for all answers
Olivier

1252. TT

Newsgroup: comp.sys.atari.st
Date: 1989-10-03 01:08:53 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.88.623380133.larserio@kyrre.uio.no>
Source record: 248574

Does anyone out there know what software/hardware that will work on a TT ?

Programming tools:
- Personal Pascal 2
- Lattice C
- Assempro
- Seka

GDOS-programs:
- Timeworks DTP
- EasyDraw
- GEM-Paint

Drawing programs:
- Degas Elite
- Quantum Paint
- Spectrum 512

Cartridges (does the ST ones fit on a TT ?):
- Vidi digitizers (like Vidi-ST from Rombo)
- Sound samplers (like Replay 4)
- PC-SPEED
- PC-Ditto 2 (does PC-Ditto on disk work)
- Alladin
- Spectre (both 128 and GCR)

Can somebody from Atari test some of the popular software on the TT and
inform the ST users out there of the result - please ?

Lars-Erik / ABK-BBS +47 2132659 / ____ ______
Osterud / larserio@ifi.uio.no / /___ /
___________/ _____________________/ ____/ /

1253. Re: Virus on Wordup v2.0 Disks

Newsgroup: comp.sys.atari.st
Date: 1989-10-03 01:53:52 UTC
From: gl8f@astsun8.astro.Virginia.EDU
Message-ID: <2060@hudson.acc.virginia.edu>
Source record: 248575

In article <1097@cbnewsj.ATT.COM> rcd@cbnewsj.ATT.COM (rana.c.dutt) writes:

> (I'd never have suspected that a COMMERCIAL software distribution
> would contain one)

Yep! That's why I test EVERY DISK I get from outside -- anyone can
make a mistake and accidentally stick a virus on a disk. It only
takes seconds to check.

Practice safe... well you get the idea.

Greg Lindahl
gl8f@virginia.edu I'm not the NRA.

1254. Re: Binary Searching

Newsgroup: comp.sys.atari.st
Date: 1989-10-03 05:28:30 UTC
From: leo@philmds.UUCP
Message-ID: <1089@philmds.UUCP>
Source record: 248576

In article <Sep.27.16.19.22.1989.2257@topaz.rutgers.edu> clong@topaz.rutgers.edu (Chris Long) writes:
|
|I find myself needing a really hot 68000 binary search routine. This
|routine will be called millions of times, so it should be as efficient
|as possible. I need it to go through about 10,000 items, each with a
|size of ~ 10 bytes. Does anyone have something like this already coded?

If you're really in for speed, why bother with _binary_ searching ? Use hashed searching instead. The binary one will need some 13, 14 lookups & compares, the hashing one - depending on the hashing function and the filling - much less (1? 2? 3?) plus some time to calculate the hashing function.

Leo.

1255. Re: Spectre and Appletalk

Newsgroup: comp.sys.atari.st
Date: 1989-10-03 08:58:19 UTC
From: hv@chyde.uwasa.fi
Message-ID: <822@chyde.uwasa.fi>
Source record: 248577

In article <CMM.0.88.623376802.cmm1@cunixa.cc.columbia.edu> cmm1@CUNIXA.CC.COLUMBIA.EDU (Christopher M Mauritz) writes:
>I must agree with the person that brought up the subject of a lack of
>an Appletalk interface on the Spectre GCR. I would own a Spectre now
>if the Appletalk support was included. Almost every job I've had in

In front of me I have a German Atari magazine (ST magazin; Markt und Technik, 10/89). Here is an add from Fearn & Musik (Stuttgart) that sells Spectre 128 and GCR (GCR price is DM725,- (without ROMS) and DM1025,- with ROMS) In the bottom line of this list there is a line: "Demnaechst: AppleTalk(tm) hardware Emulation"

I'm not sure what "Demnaechst" means in this context but I think it gives promises that they are working it. Any comments Dave Small?

--
Harri Valkama : email: hv@chyde.uwasa.fi (internet)
Computer Centre, University of Vaasa :
P.O.BOX 700 : voice: +358 61 248426
SF-65101 VAASA FINLAND : site: 128.214.12.3

1256. Re: Virus on Wordup v2.0 Disks

Newsgroup: comp.sys.atari.st
Date: 1989-10-03 11:05:16 UTC
From: woodside@ttidca.TTI.COM
Message-ID: <6621@ttidca.TTI.COM>
Source record: 248578

In article <1097@cbnewsj.ATT.COM> rcd@cbnewsj.ATT.COM (rana.c.dutt) writes:
...[edited]...
>Question: will this virus write to the boot sector on my hard disk as
>well? If so, how can I detect it? (I noticed that Virus Killer only
>checks and fixes floppy disks.) Thanks very much.

No, the "KEY" virus will not touch a hard disk. It doesn't even know they
exist.

I'm busy re-writing Vkiller (from scratch) to enhance its capabilities,
and add some hard disk facilities. It will be a while before it gets
re-posted, but I'm working on it. So far, though, I have no information
on any ST viruses which spread through, or attack, hard disks.

If anyone has any information on viruses that Vkiller (2.20) doesn't
recognize, or on any ST-oriented hard disk or link viruses, I would certainly
appreciate hearing from them.
--
*George R. Woodside - Citicorp/TTI - Santa Monica, CA
*Path: ..!{philabs|csun|psivax}!ttidca!woodside

1257. Re: PC-speed -- any good?

Newsgroup: comp.sys.atari.st
Date: 1989-10-03 12:42:52 UTC
From: TW6PSANU@MIAMIU.BITNET
Message-ID: <8910031227.AA11024@ucbvax.Berkeley.EDU>
Source record: 248579

it gets a rating of 4.0 on Norton's SI, it costs around 300 dollars, but with the conversion to dollars, that could be wrong. (I didn't convert it.) I have more info on one of my other accounts, I'll try to dig it up.

Todd Whitehead
Miami University

1258. Sony MFP-11 3.5 drive for ST?

Newsgroup: comp.sys.atari.st
Date: 1989-10-03 13:06:28 UTC
From: MBERNAR@ERENJ.BITNET
Message-ID: <8910240705.AA05675@ucbvax.Berkeley.EDU>
Source record: 248580

I saw a very attractive price, $60, for a Sony MFP-11 3.5" floppy drives in a Jameco ad. Has anyone tried hooking one of these to an ST? The specs look good.

Marcelino Bernardo
mbernar@erenj.bitnet

1259. help me pleeeeze...

Newsgroup: comp.sys.atari.st
Date: 1989-10-03 13:17:51 UTC
From: cdixon@eagle.wesleyan.edu
Message-ID: <1795@eagle.wesleyan.edu>
Source record: 248581

Could someone help an idiot like myself figure out how to get a program like tetris2 (in comp.bin.atari.st) extracted and into an unarcable format (without headers, etc). Im experienced on the ST but very new to the world of big network computing. Thank you very so much.
xxx
chris Dixon

//
//
//

1260. Searching for grafic clips

Newsgroup: comp.sys.atari.st
Date: 1989-10-03 13:22:24 UTC
From: focke@gmdzi.UUCP
Message-ID: <1305@gmdzi.UUCP>
Source record: 248582

Hello Netusers.

I'm searching small grafic clips to include them into a Destop-Publishing program. Does anyone have a collection of clips. Please post them directly to me or to the net.

Thank you

Stefan Focke (focke@gmdzi.UUCP)

1261. Is anyone out there?

Newsgroup: comp.sys.atari.st
Date: 1989-10-03 13:23:00 UTC
From: 01659@AECLCR.BITNET
Message-ID: <8910031320.AA13535@ucbvax.Berkeley.EDU>
Source record: 248583

My last posting to INFO-ATARI16@SCORE.STANFORD.EDU bounced and I have not received any digest mailings from CANADA01 for weeks. If anyone on the net reads this, please reply to let me know I have not lost contact with the net.

I have been showing the Portfolio around; it really draws a crowd. What an elegant product. People are wowed by a hand held PC.

The STACY should do well for Atari. With PC Ditto and Spectre GCR, the STACY is the same price as a TOSHIBA 1200HB (XT portable). Not bad, a TURBO XT, a Mac compatible and an ST all in a single laptop.

I have been able to test the GCR (under a gamma test agreement I cannot release details) and I'm anxious to get my full commercial copy. Don't wait, order yours today!!!! My Ditto II was shipped to me last week and I hope to crank it up this week when it finally makes it through the mail and customs.

I had an Atari PC-4 for a weekend; it's a really nice AT compatible. True to Atari style, it comes bundled with Windows 286, Windows Write and Windows Paint and a mouse. At lease someone refuses to sell user unfriendly systems. Good show Atari!

1262. Warps

Newsgroup: comp.sys.atari.st
Date: 1989-10-03 13:23:04 UTC
From: erwinh@solist.htsa.aha.nl
Message-ID: <1086@maestro.htsa.aha.nl>
Source record: 248617

I bought The New Zealand Story some time ago (3 weeks) and after playing
all this time now, there rose a question about the warps.
Is there anyone outhere who can mail me a list of all the warps in this
fantastic game (Please, please, please etc. etc.) ????
I would be very grateful.

```
------------ -----------
- -
- -
- -
--- -
- -
- -
----------- -----------
```

1263. Swapping software

Newsgroup: comp.sys.atari.st
Date: 1989-10-03 14:37:29 UTC
From: erwinh@solist.htsa.aha.nl
Message-ID: <1088@maestro.htsa.aha.nl>
Source record: 248584

Anyone outhere want to swap software with myself (hints and tricks are also welcome)
I own a 520 STM with double sided diskdrive connected to a colour TV
All replies are welcome

Erwin d' hont
HTSA - Amsterdam The Netherlands

1264. PC-speed

Newsgroup: comp.sys.atari.st
Date: 1989-10-03 14:48:27 UTC
From: SYTANG@CSUGREEN.BITNET
Message-ID: <891003084521424.JCBK@CSUGREEN.UCC.COLOSTATE.EDU>
Source record: 248585

In Oct. issue of ST-World there is a detailed review with 3 photos showing the needed steps in install it. The review seems to like it, it has Nortorn index of 4 which is faster than the PC-Ditto II.`
=========
sytang@csugreen.ucc.colostate.edu

1265. Re: Atari modems

Newsgroup: comp.sys.atari.st
Date: 1989-10-03 14:49:37 UTC
From: sgrimm@sun.com
Message-ID: <34434@grapevine.uucp>
Source record: 248586

In article <1344@ultb.UUCP> adw3345@ultb.UUCP (A.D. Williams) writes:
> However, I would like to know how to detect a cut off connection, such
>as if the host computer hangs up or line noise cuts off the carrier.

Carrier detect is at $fffa01, bit 1 (i.e., (*(char *)0xfffa01)&2), but
you'll have to be in supervisor mode to read that. The GEMDOS Super()
or XBIOS Supexec() calls work well for this purpose.

Also, if you're tweaking DTR, keep in mind that Offgibit() requires a mask
to AND with, so if you want to turn off bit 0x10 you'll have to pass 0xef
to Offgibit(). This had me scratching my head for a while, as it's not
mentioned in any of the documentation I have.

This message is a figment of your imagination. Any opinions are yours.
Steven Grimm Moderator, comp.{sources,binaries}.atari.st
sgrimm@sun.com ...!sun!sgrimm

1266. Re: uud bit me again

Newsgroup: comp.sys.atari.st
Date: 1989-10-03 14:53:12 UTC
From: sgrimm@sun.com
Message-ID: <34435@grapevine.uucp>
Source record: 248587

In article <17919@pasteur.Berkeley.EDU> jmorton@euler.berkeley.edu (John Morton) writes:
>The first file in a uuencoded set has a name on the "begin"
>line such that if the file is named with that name, the newly opened
>arc file (with the same name) will immediately trash it.

Yes, uud probably should warn you about that. It's easily tweakable if you
have the source.

>What makes this treacherous is that the _other_ parts of
>the uuencoded set _must_ be named with the name on the
>"begin" line for uud to find them.

What I usually do is save the parts to "part01", "part02", and so on, then

```
% cat p* >foo
% uud foo
```

If uud can't find a file of the appropriate name, it continues to scan the
file it's on.

I'll add a warning about this to the binaries intro, though (which should be
coming your way later today.)

This message is a figment of your imagination. Any opinions are yours.
Steven Grimm Moderator, comp.{sources,binaries}.atari.st
sgrimm@sun.com ...!sun!sgrimm

1267. official tos 1.4 release

Newsgroup: comp.sys.atari.st
Date: 1989-10-03 15:01:23 UTC
From: steveg@com.com
Message-ID: <steveg.89oct3160123@narnia.com.com>
Source record: 248588

This is directed to the Atari folks who read this group.
First off, thanks so much for your "inside" information, giving us the facts we (sometimes desperately) want/need. I know you can't always give out the all the info you'd like, but I for one, appreciate what tidbits I can get. Now for my question:

I recently had a local dealer install TOS 1.4 into my Mega 4.
It was my understanding that the big delay in the release was waiting for ROMs to be manufactured, but upon opening my machine (warranty already expired), I noticed that I had EPROMs (or is there some new kind of ROM with a little window on the chip? :-)) labeled TOS 1.4 with socket locations. No other markings (like copyright Atari etc.). Is this a legal set? I.E. should I march down to my dealer and demand a legal set of ROMs or was there a last minute decision to use EPROM to speed distribution? How can I tell what version of TOS 1.4 I have? (Where do I look to see the release date? I understand April 6, 1989 is the official version?).
Thanks for any info you can provide. My dealer will remain nameless until I know the facts. If he's selling illegal copies I'd like to know (and I'm sure Atari would too...).

1268. Atari Mega 1 - conversion

Newsgroup: comp.sys.atari.st
Date: 1989-10-03 15:02:00 UTC
From: FD@BGERUG51.BITNET
Message-ID: <8910031504.AA19238@ucbvax.Berkeley.EDU>
Source record: 248589

Dear Netlanders,

I repeat a question I asked some weeks ago to this user group.

Recently I bought a Atari Mega 1 computer. I would like to know
how this machine can be converted into a 2 Mbyte machine (if possible).
As I am not a hardware specialist, I would like to obtain a clear and
fully documented explanation. Any valuable reference to good and easily
obtainable articles would be very much appreciated as well.

Many thanks,

Frits Dumortier
(FD@BGERUG51.BITNET)

1269. TT info

Newsgroup: comp.sys.atari.st
Date: 1989-10-03 15:40:25 UTC
From: keithr@vice.ICO.TEK.COM
Message-ID: <4195@vice.ICO.TEK.COM>
Source record: 248590

Due to requests for more information on the EE Times article here are the parts about the TT:

Atari's TTs: low-cost, 68030 PCs

Atari Corp. has previewed a trio of lost-cost computers based on the Motorola 68030 processor - the same chip that powers the Mac IIx, IIcx, and SE/30, along with a handful of workstations.

The TT series systems emerged at a recent trade show in West Germany, Atari's strongest market. All sport 16-MHz 68030s and a minimum of 2 Mbytes of system RAM. The accompanying microfloppy drive lets the machines read and write data in IBM PC, Macintosh and Atari disk formats. Standard features include SCSI, parallel and twin serial ports and MIDI musical interface.

All three pack 512 kbytes of system ROM - sufficient to bundle most of the Atari operating system software in silicon with enough space left over for Macintosh emulation when Mac Toolbox ROMs are dropped into the motherboard.

Much of the time put in on the project, originally pledged at Comdex/Fall 1987, has gone to efforts to make the machines complaint with rival IBM and Macintosh applications software and to writing a version of Unix that sells for less than $300.

Low, mid and high
The entry-level Atari TT is built along the lines of the low-cost, high-volume Atari ST; its housing contains motherboard, floppy-disk drive and signal ports. The mid-range TT system boasts a 40-Mbyte hard disk and three Eurocard slots for 32-bit VME cards. The high-end TT setup delivers an 80-Mbyte drive, a maximum 8 Mbytes of RAM and eight slots, fed by a 145-W power supply.

Product spokespeople for Atari Corp. (U.S.) were unfamiliar with the forthcoming TT machines' specifications and could not comment on any of the 68030 systems. But European sources indicated the machines were assembled in the Far East and rushed to the event in West Germany late last month. The computers are expected to be available for sale in Europe this fall; U.S. delivery is not expected before winter.
The low-end machine is said to run $1500, the mid-range unit $3,000 and the premium system $5,000. A bundled CRT display, either color or monochrome is said to be standard on the midrange and high-end machines.

Monochrome capability is 1,280 X 1,024 pixels. There are two color modes: 640 X 320 pixels or 640 X 480 pixels.

IBM PC emulation software is readily available for the Atari family. Futher, many 68000 ST owners possess third-party hardware adapters that accept Apple Macintosh ROMs. The so-called Spectre 128 package allows Atari 68000-processor systems to execute Macintosh software faster than a standard Mac SE.

A $295 version of Unix for the TT series, supporting X Window user interfaces, was promised to West German customers last month and is expected to be available before yearend.

...

The rest of the article talks about the indroduction of Stacey and the ATW.

Hopes this answers some questions (and raises quite a few).

Keith Rast
keithr@icogem3.ICO.TEK.COM

1270. Re: SLM804 from emulators... Where the problem might lie.

Newsgroup: comp.sys.atari.st
Date: 1989-10-03 15:49:49 UTC
From: covertr@force.UUCP
Message-ID: <4602254a.14a1f@force.UUCP>
Source record: 248591

In article <880@per2.UUCP>, dag@per2.UUCP (Daniel A. Glasser) writes:
> Some people have gotten really angry over the lack of SLM804 support
> in the various emulators running on the ST. Although I can simpathize
> with these people, I must take exception to the accusations that they
> are making about the developers of these emulators.

Daniel, you are still missing my point. My ONLY complaint with Dave Small,
and Gadgets By Small was when Dave Small kept promising 300 dpi QuickDraw
support of the SLM804. Dave made commitments to me as far back as September
1988. Now, I realize that writing the 300 dpi QuickDraw SLM804 driver has
proven to be a BIG task. And I do appreciate the fact that Dave Small spent
so much time and effort attempting to write a 300 dpi QD SLM804 driver.
Unfortunately, it appears to have proven to be hard for even Dave and Dan
to accomplish and the latest news that I have is that the 144 dpi ImageWriter
Emulator is the currrent level of supprt for the SLM804. So, I do thank Dave
and Dan for spending so much time and effort on the SLM804. I just wish that
it had been easier to accomplish. I need to thank Atari for producing a
Laser Printer that can not be supported by third party vendors!!

>
>
so stuff omitted
.
.
.
> David Small and the people at AG would probably be willing to integrate
> improved SLM804 support if someone were to offer them the required code
> at a reasonable price in a useable form. The support would probably be
> limited to those machines with at least 2, and probably 4, megabytes.
>

I don't know why Atari doesn't provide this support?? It would help immensely
for GBS and Avant-Garde to have a software base to wrok from. Atari is the
real guilty party in producing an unsupportable laser printer. As far as AG
ever producing a pc ditto ii based SLM804 printer driver, they should talk
to Dave and Dan at GBS. Maybe the two companies could work out a common set
of software to support the SLM804?? Who knows??

> Make whatever criterion you wish for your software selection. Tell the
> world about those choices that you make. State a desire for features in
> products that you find unusable because of the lack of those features.
>

Dan, as the only printer I have is the SLM804, and seeing as how it works fine
in the native ST mode, I see no reason to buy a dot matrix printer just to use
the Spectre or the pc ditto ii emulators. So, untill and unless AG supports

the SLM804 at 300 dpi, I will pass on the pc ditto ii.

> Please don't keep whining about those "missing" features which were never
> promised by the developers in the first place. Would it be better if the
> product were delayed by the additional months/years that it might take
> for a single programmer or a small team to add those features which could
> only be used by a small minority of what already is a small market?
>

Daniel, if it is whining to ask for a promised feature, then I am whining. I have stopped 'whining' now that Dave Small has made it clear that the 144 dpi ImageWriter Emulator is the released support of the SLM804. Now, that I know what the situation is, I won't keep whining for the 300 dpi QuickDraw emulator for the SLM804 printer. All I know is that, back in 1988, even before the Spectre was released I called Dave Small and asked about the Spectre and the SLM804. Dave was honest and said that the first release of the Spectre wouldn't support the SLM804 l.p.. But, and here is the rub, Dave promised, to develop a QD 300 dpi driver for the SLM804. A year has gone bye and it has proven to be next to impossible, and Dave has released instead a 144 dpi ImageWriter emulator. so, the feature was changed when it was proven to be impossible to develop a 300 dpi driver. That is the way life is sometimes.

> Maybe someone could develop a program that runs under MAC-OS specific
> to the ST which would do a 300dpi imagewriter (or DeskWriter) emulation
> on an SLM804 and sell this as a separate item.
>

Yep, that would be nice, and I might be willing to pay some bucks for such a program. So, any takers out there??

> If we, as a user community, could have a little more understanding of
> the technology that we demand and those who attempt to provide us with
> it, morale (which is VERY important in this business) would be much
> better.
> --
>

I have ALWAYS said that Spectre is a fine product. My ONLY complaint with Spectre is the limited SLM804 printer support. That and the fact that Dave Small and I fight like cats and dogs!!! But, I have nothing but the highest respect for Dave Small, Dan Moore and the rest of the folks at Gadgets By Small.

> Daniel A. Glasser One of those things that goes
> uwvax!per2!dag "BUMP!!!(ouch)" in the night.
> ---Persoft, Inc.---------465 Science Drive-------Madison, WI 53711----------

Richard Covert at Large

1271. Re: Ethernet, Atari?, and X Windows

Newsgroup: comp.sys.atari.st
Date: 1989-10-03 15:56:32 UTC
From: covertr@force.UUCP
Message-ID: <46022b41.14a1f@force.UUCP>
Source record: 248592

In article <199@stpl.UUCP>, tyler@stpl.UUCP (Tyler IVANCO) writes:
>
> We have developed an Ethernet device for the Mega ST and
> ST (1040) line. The Mega plugs into the unit and the 1040 version
> runs off the DMA port. In addition, it has 8 serial ports
> and two parallel ports. However...
> We have only had the time to implement the KA9Q TCP/IP package
> with this system and only in the mega version. It runs quite nicely with
> TCP/IP server functions such as telnet, ftp etc.
>
> What we would really like is to implement an X windows server for the

Like many STers out there I have two STs, both with 100 meg plus hard drives.
I would like to buy an ethernet system to link the two machines together.

Are you planning to release your Ethernet boards as commerical products??

If so, when??

The 8 serial ports would be nice also. Do the serial ports support hardware
flow control?? I.e. the RTS/CTS signals?? If not, could you add these signals
to your serial ports?? High speed modems such as the US Robotics HST can communicate
at upto 38400 baud and require hardware flow control between the ST and the modem.

As far as X Windows, I can't help you there.

Richard Covert

1272. Re: Portable Mac vs STACY

Newsgroup: comp.sys.atari.st
Date: 1989-10-03 16:11:33 UTC
From: covertr@force.UUCP
Message-ID: <460238bb.14a1f@force.UUCP>
Source record: 248593

In article <10032@stag.math.lsa.umich.edu>, hyc@math.lsa.umich.edu (Howard Chu) writes:
> In article <45da3096.14a1f@force.UUCP> covertr@force.UUCP (Richard E. Covert) writes:
> >I would like to know how Atari can produce and sell a Laptop ST for under $2,000
> >while Apple charges almost $5500 for basically the same machine??
> >
> >The only real hardware difference between the two machines has to be the LCD display??
> >Does anyone have techincal specifications for the two LCD displays being used??
> >Is the Atari LCD display slower to redraw than the Mac display?? I know that the
> >ST has a higher resolution (640x400 VS. 535x352). since, the ST has higher res
> >then the Mac SE anyway.
> Dunno 'bout the rest of the stuff you mention, but the specs I saw said
> that the Mac portable will have a 640x400 LCD screen. I'm inclined to
> I've just said to be grossly untrue, please do, I'd feel much better for it.
> --
> -=- PrayerMail: Send 100Mbits to holyghost@father.son[127.0.0.1]
> and You Too can have a Personal Electronic Relationship with God!

I have found out since my first post that the Mac portable uses an active matrix
lcd panel. Basically, this means that each pixel has an active element (i.e
transistor) driving it while I belive the SuperTwist panel that Atari uses is
an X-Y cross matrix. Anyway, the Mac lcd panel is supposed to be much faster,
even though the resolution is the same as Atari's panel. So, until we
actuallt see the Atari STacy, we can only guess about the differences.

And this points out why Atari will NEVER beat Apple; Apple produces new machines,
Atari produces vaporware!!

.
..
.
..
...

Richard Covert

1273. Re: Where's the Spectre GCR???

Newsgroup: comp.sys.atari.st
Date: 1989-10-03 16:33:54 UTC
From: covertr@force.UUCP
Message-ID: <46024ca7.14a1f@force.UUCP>
Source record: 248594

In article <22699@cup.portal.com>, Xorg@cup.portal.com (Peter Ted Szymonik) writes:
> To paraphrase your own words (and the exact words can be found in your
> post) 'GCR has left the field of vaproware.' Explain to me why you
> labelled GCR vaproware when you yourself could keep tabs on its
> development and delays on nie? Could it possibly be that because you
> didn't get your SLM804 support from a one-man company and spend WEEKS
> harrassing Mr. Small on every Net you could find, you decide to give
> GCR a 'vaporware' label even though you knew when it was coming out?
> Give it a rest, I respect your knowledge, I don't respect your 'labeling'.
> Truth is that few computer products appear on time - if you really want to
> complain go to the Mac base and critize Apple for the laptop (brick) delay, no
> a one-man operation that has done a damn good job.

Peter, I have said before that if Atari had announced a product, and it was months before it was available EVERYONE would be screaming VAPORWARE VAPORWARE. But, because it is Dave Small, and the product is GCR, which was announced early last Spring, and only now is becoming available, we can't classify it as VAPORWARE. Well, it isn't VAPORWARE now, if it ever was VAPORWARE. The GCR is shipping, from what I read on GEnie. So, what is your big complaint?? Just that I used a NEGATIVE word in regards to GBS?? Grow up!!

As far as the SLM804 is concerned, Dave Small has said that the 144 dpi ImageWriter emulator for the SLM804 is the best he can do. So, until and unless Dave Small makes a public statement promising a higher res (like 300 dpi) I won't comment on it again. I just wish that Dave Small would not make public statements about 300 dpi printing on the SLM804 unless he can back it up with a real product.

And another thing, GBS is NOT a one man company. There is Dave Small, Sandy Small (oh I know a *WOMAN* doesn't count right?? sheesh!!), Dan Moore (ok, only part time), and Doug Wheeler. so, that is 3.5 PEOPLE that I know about. Still a little company, but not a one man operation.

As far as harassing Dave Small, you should have seen some of his comments to ME. At least I have NEVER cussed at Dave Small. GBS runs a GEnie RoundTable (similiar to a newsgroup), and last may Dave left some really nasty messages (in a public topic for all to read) to me. And when I questioned the the RT Coordinator I was told that since GBS owns the RT Contract with Genie, Dave could post any message that he wants, without recourse from GEnie. So, Dave has attacked me as much as I have him. I think that we are basically even on that score. Except for the little fact that I am a GBS customer, and cussing at a customer in a public forum is not nice.

I think that Dave Small has done a wonderful job with Spectre and now with GCR. I still hope that someday Dave Small will figure out how to do 300 dpi printing on the SLM804.

Richard Covert

1274. Final result of Atari Nightmare (was 'Bitching...)

Newsgroup: comp.sys.atari.st
Date: 1989-10-03 16:59:04 UTC
From: mshapiro@polyslo.CalPoly.EDU
Message-ID: <1989Oct3.165904.18761@polyslo.CalPoly.EDU>
Source record: 248595

Well, folks....I finally decided.....

For those of you keeping up on the story, I was looking for MIDI s/w for a 520ST or to expand to a 1040st. Well, after much frustration, I decided to....

Buy an IBM PC clone. That's right. I hope you're listening Atari. Because you have idiots for distributors, I decided to buy a pc.

This is really sad, considering that I could have had FREE use of an ST. Thos eof you who are considering buying an atari may want to look at the retail/support organization before you commit.

BTW, for those who are interested, I'm using Cakewalk for my MIDI software. So far, I'm very impressed....

A really stupid tale is now at its end.

1275. Free RAM from Atari

Newsgroup: comp.sys.atari.st
Date: 1989-10-03 17:37:58 UTC
From: src@cs.odu.edu
Message-ID: <10085@xanth.cs.odu.edu>
Source record: 248596

Sorry if this message is a repeat. I was told that nobody saw it go by at a couple of local nodes...

==========

I opened my Mega 2 last week to install TOS 1.4, and discovered a TRULY AMAZING thing. The machine had a complete set of RAM chips, a total of FOUR MEGABYTES worth, installed!!

I was freaked out! The machine was shipped in a Mega 2 box, and all of my system utilities agreed that it had two megabytes of RAM operating. And yet, there, on the motherboard, I had thirty-two 1-meg RAM chips, FOUR MEGs worth! (One strange thing about the computer, though -- it was supplied with a Mega ST4 sticker on the front. The bottom of the machine, however, had a Mega 2 sticker. The salesman told me that it was a mistake that had happened on a couple of Mega 2s they'd been shipped.)

Somehow, Atari had disabled the second bank of RAM and sold this unit as a two-megger! The question was, how? I looked at the board and the schematics, and found no handy jumpers, no labels of any kind. It was even speculated that perhaps bad chips had been used.

Not so!

I took the board out completely and went over the bottom side. After intensive searching, I found that the RAS2* line -- the Row Address Strobe for the upper banks of memory, had not been soldered. I soldered.

So, for the cost of soldering one pin of one IC to the motherboard, I have a FOUR MEGABYTE computer!!

THANKS, ATARI! <several gripes forgiven!>

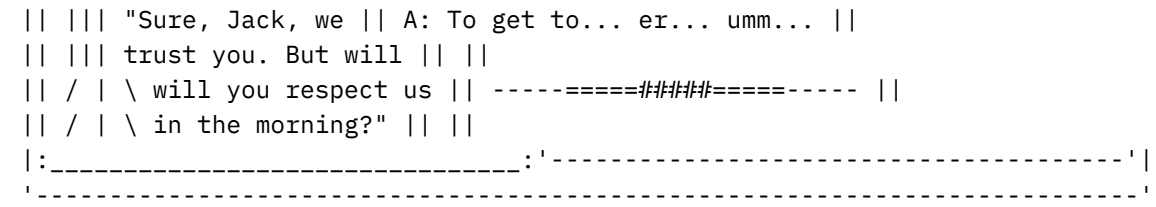
Next, I'm going to be peering around in there for a 25 MHz 68030 chip with some unsoldered leads!

Usenet: src@xanth.UUCP
DDN: src%xanth.cs.odu.edu

--

_____

|.-----------------------------..-------------------------------------.|
	Usenet: src@xanth.UUCP			
	Arpa: src@xanth.cs.odu.edu		Q: Why did the chicken cross the	
	Earth: Scott R. Chilcote		Moebus Strip?	


"Sure, Jack, we
A: To get to... er... umm...
trust you. But will
will you respect us
in the morning?"

1276. Re: Program to GEMDOS #0 at a specific time?

Newsgroup: comp.sys.atari.st
Date: 1989-10-03 17:38:43 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.88.623439523.larserio@kyrre.uio.no>
Source record: 248597

Or he might change to MiniBBS which have built in a function to take the
BBS down once a day if you want to....

Lars-Erik / ABK-BBS +47 2132659 / ____ ______
Osterud / larserio@ifi.uio.no / /___ /
___________/ _____________________/ ____/ /

1277. Re: Cartridge..ramdisk

Newsgroup: comp.sys.atari.st
Date: 1989-10-03 17:48:46 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <10044@stag.math.lsa.umich.edu>
Source record: 248598

In article <11830057@hpldola.HP.COM> jg@hpldola.HP.COM (Joe Gilray) writes:
>
>The Ultradisk sounds pretty cool, Howard, but your note immediately provoked
>a rash of questions in my mind:

Sorry for such an incomplete posting! }-) Some answers...

>
>1) How much did it cost?

I ordered mine at the Dearborn World of Atari Show, so they were discounted somewhat. Came out to around $500 for the 2 meg cartridge (expandable to 4M).

>2) where can I get one?

I ordered directly from Alpha Systems. 216-374-7469, 24 hour, call 'em and ask for a (free) catalog. I've seen other mail order places listing their products, but don't have any names offhand...

>3) How fast is it? Comparable to a main memory Ramdisk or a harddisk?
> Transfer rate?

From Qindex13.PRG...
A: C: N:
GEMDOS 97% 1147% 1451%
DMA 112% 6814% 4388%

The C drive is my Quantum 80 hard drive, the N drive is my first Ultradisk partition. Kind of surprising that it's slower than the hard disk for DMA operations... btw, 120ns RAMs are installed.

>4) how big is it (physically)?

It's kind of an L-shape, but when plugged in to the cart port, the remainder is about 3-4" wide and 6" long...

>5) how long does the battery last?

The docs say "several hours" as long as the adapter jack has something plugged into it. (Smart switch connected to the jack.) In practice, I've had the thing completely powered down for about a week (went on vacation) and it still had everything intact when I powered up the ST.

>6) you can auto boot from it? (you already answered this one)

Yep, you can autoboot, and you're supposed to be able to disable the autoboot with the Ctrl-Shift keys, but I haven't been able to get this to work. As such, I tend to use a program like bootedit to select auto programs & stuff. (For those times when I need to boot from a floppy. Btw, Falcon runs great off

the Ultradisk.)

>7) is it compatible with harddisks? (and this one, but I'm runnning out
> of questions)

Yep, I have no problems using it and the Supra autobooter...

>8) etc, etc, etc?

Hm... Well, since I have a Mega, I didn't get the clock option. It allows using up to 60K as a printer buffer, which I find very handy. I haven't opened it up yet, but expect to fill it to 4M sometime soon. (Heh - an 8 meg ST. Cool stuff.) No technical specs for what the driver does, unfortunately. No passthru for other cartridges either, also unfortunate. I'd like to use it with Minix, but for now I'm sitting idle on that. Sorry I didn't measure an in-RAM RAMdisks for comparison, but (understandably?) I don't keep any of those around any more...

>
>Expiring minds need to know!
>
>Thanks!
>Joe Gilray

No prob. I'm always happy to brag about my computer. (Usually to poor benighted PC & Mac drones, but what the hell... }-)
--
-=- PrayerMail: Send 100Mbits to holyghost@father.son[127.0.0.1]
and You Too can have a Personal Electronic Relationship with God!

1278. STfm vs. ST

Newsgroup: comp.sys.atari.st
Date: 1989-10-03 17:50:39 UTC
From: lake@ka3ovk.uucp
Message-ID: <1989Oct3.175039.15105@ka3ovk.uucp>
Source record: 248599

Does anyone know what the differences are between a STfm and an ST internally?
I have a program that runs differently on an ST (520, 1040, Mega) vs. an STfm. The program bombs at a certain point on an STfm.
Is it possible that the ROM code is different on an STfm? Is memory configured differently?

Marshall Lake
lake@ka3ovk.UUCP

1279. re: looking for compilers

Newsgroup: comp.sys.atari.st
Date: 1989-10-03 18:03:50 UTC
From: steveg@com.com
Message-ID: <steveg.89oct3190350@narnia.com.com>
Source record: 248600

Direct mail bounced, so I'm posting here...

To the person looking for C and Pascal compilers for the ST:

Try taking a look at Prospero Software's line of compilers. They have C, Pascal, and Fortran. The three are compatible (object module level I believe) so that you can call C routines from Pascal, Fortan from C, etc. I personally have their Pascal compiler and have been pleased so far. It comes with an integrated 'workbench' environment a la Turbo Pascal. The editor (at least my version) is rather slow, but quite usable. The package also comes with GEM, AES, and VDI documentation that is quite informative and INDEXED. I have no relation with Prospero except as a satisfied customer - thru tech support I recently found I had a rather old version, so I have an upgrade on the way ($10 handling fee), I will post more if people are interested. Also, there was a review of a number of compilers in Current Notes a few months back, again, I can look up the issue if asked.
--

Stephen Goldstein steveg@saic.com
My first Atari system? A 24K Atari 800, Rev. A ROMS, C(not G)TIA graphics
Disclaimer: That's not what I said.

1280. Ham radio software search

Newsgroup: comp.sys.atari.st
Date: 1989-10-03 18:14:11 UTC
From: sharpe@plx.UUCP
Message-ID: <2065@plx.UUCP>
Source record: 248601
Cross-posted to: comp.sys.atari.st,rec.ham-radio

I am trying to locate ham radio related software to run on my
Atari 520 st. Any leads in this regard are well appreciated.

KC6FCC
David W. Sharpe
sun!plx!sharpe

1281. RE: Sony MFP-11 3.5 drive for ST?

Newsgroup: comp.sys.atari.st
Date: 1989-10-03 18:20:00 UTC
From: DJLEWIS@UALR.BITNET
Message-ID: <8910031821.AA01303@ucbvax.Berkeley.EDU>
Source record: 248602

Mr Bernardo,
That is indeed a good price for a Sony Drive. Not being familar with
that particular model number (MFP-11) if it is double sided then it is a great
deal. The usual thing that has to be done to an add-on drive is removeing
terminators. Termination that works fine in the IBM/clone invironment causes
real havac in the ATARI st world. I find the RADIO SHACK externals when on sale
for $ 99.00 are pretty good. These are TEAC drives, after removing termination
and adding an external power supply form RADIO SHACK also about $10.00 They
work quite well. I use two internal TEAC's from RADIO SHACK in my modified
1040 st. as well as a built in 30meg hd.

Don Lewis
DJLEWIS@UALR.BITNET

1282. v08INF1: Introduction to comp.binaries.atari.st

Newsgroup: comp.sys.atari.st
Date: 1989-10-03 18:37:50 UTC
From: koreth@panarthea.ebay.sun.com
Message-ID: <34437@grapevine.uucp>
Source record: 245921
Cross-posted to: comp.binaries.atari.st,comp.sys.atari.st

```
Submitted-by: koreth@panarthea.ebay.sun.com (Steven Grimm)
Posting-number: Volume 8, Info 1
Archive-name: intro

[There's some new stuff here as of volume 8, so read at least the first
section. -sg]

This is the first of three introductory articles about comp.binaries.atari.st.
This one describes how to submit binaries to the newsgroup. A companion
article lists all previously-published binaries, and a third article explains
how to retrieve and unpack binaries posted by others.

I am always looking for suggestions on how to improve the usefulness
of the newsgroup, and can be contacted as listed below.

-- Steven Grimm
koreth@panarthea.ebay.sun.com

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Subject: Submitting binaries for publication

Items intended for posting or queries and problem notes should be sent to
atari-binaries@panarthea.ebay.sun.com. If you are on a UUCP-only site, you
can send them to {backbone}!sun!ebay!panarthea!atari-binaries.

If you're in Europe, you can send binaries to the European submoderator,
Jan-Hinrich Fessel, at unido!atari-binaries (or, if you're a masochist,
atari-binaries@unido.informatik.uni-dortmund.de.) He will test them and
forward them to me. Submitting to him saves net bandwidth, so it's
encouraged.

If you want verification of arrival, so say in a cover note, or at the
beginning of your submission, if it is small. I try to verify that a
program works, and if I can't get it to work, I may hold up posting it
for a couple of days. Please note that, except in rare cases, software
without documentation will not be published. The backlog from receipt
to posting varies from one to four weeks depending mostly on the set
of submissions currently in my queue.

If you are submitting both sources and binaries, please send the two
separately. If I have to separate your sources from your binaries by
hand, your submission will most likely sit on the back burner for a
while.

Also, as of volume 8, I will only accept binaries packed with an archiver
for which source code is widely available. For the time being, this pretty
```

much means arc and zoo. If you want to use a nifty new archiver, make the source code available to the public (posting to comp.sources.atari.st is fine.)

Subject: The structure of comp.binaries.atari.st articles

Each posting in comp.binaries.atari.st is called an "issue"; there are roughly 100 issues to a volume. The division is arbitrary and may vary. There are two types of articles in comp.binaries.atari.st: binaries and "information postings." They can be distinguished by the subject line:

Subject: v08INF2: Index and other info

This first word in the title identifies this as the third info posting of volume six. Similarly, the subject line shown below:

Subject: v08i081: bigdisk -- GEMDOS patch to allow 32-terabyte partitions

identifies this as the 81st binary article in Volume 8. Large programs are broken up into smaller pieces, and have subject lines that look like this:

Subject: v08i041: mtgem -- Multitasking GEM replacement part04/18

Certain information about the system configuration required to use the program is given on the keywords line.

Keywords: uuencode, 1meg, medium, high

This means that the program requires at least one meg of RAM and runs in medium or high resolution. Following is a list of keywords; new ones may be added as needed. They are mostly self-explanatory.

uuencode - program is uuencoded (UNIX uudecode required to unpack)
uue - program is uuencoded (ST uud required to unpack)
arc - program is archived (arc required to unpack)
zoo - program is a zoo archive (zoo required to unpack)
high - high resolution
medium - medium resolution
low - low resolution
1meg - needs 1 meg of RAM

The first few lines of an article are auxiliary headers that look like this:

Submitted-by: good@atari.UUCP (Roy Good)
Posting-number: Volume 8, Issue 80
Archive-name: tos1.8

The "Submitted by" is the author of the program. If you have comments about the binaries published in comp.binaries.atari.st this is the person to contact. When possible, this address is in domain form, otherwise it is a UUCP bang path relative to some major (backbone) site.

The "Reply-To:" header line in the article's main header points to the submitter, to make commenting about binaries easier.

The second line repeats the volume/issue information for the aide of notes sites and automatic archiving programs.

The Archive-name is the "official" name of this program in the archive. Large postings will have names that look like this:

Archive-name: desktop/part01

Since most archive sites run UNIX, articles are given UNIX-style filenames rather than ST-style filenames. I do make an effort to keep filenames to 8 characters or smaller, however.

Subject: Reporting and tracking bugs and patches to postings

Updates to programs are usually announced in comp.sys.atari.st. When large changes are made to a program, the entire thing will be reposted to comp.binaries.atari.st.

To report bugs, contact the person listed in the Submitted-to header. Often there is a contact address in a README file, too. I do not maintain the programs I moderate, so don't send your bug reports to me.

If the program documentation mentions some file that isn't included in the posting (for instance, a font editor's documentation might refer to some sample fonts), contact the submitter, not me. I post articles in their entirety, so if it isn't posted, I probably don't have it.

1283. v08INF2: Index of previously-published binaries

Newsgroup: comp.sys.atari.st
Date: 1989-10-03 18:43:01 UTC
From: koreth@panarthea.ebay.sun.com
Message-ID: <34438@grapevine.uucp>
Source record: 248603
Cross-posted to: comp.binaries.atari.st,comp.sys.atari.st

```
Note: When requesting files from the archive server, replace the last "/" in
a file's path with a space, i.e. volume1/turtle part01. You may request
several files from the same directory (volume1/turtle part01 part02 part03).

-- VOLUME 1 --

volume1/intro Introductory information
volume1/arc Archiving software
volume1/uucode En/decoder for net postings
volume1/arcdoc Documentation for v01i002
volume1/tinydu Tiny UNIX "du" clone
volume1/tinyhead Tiny UNIX "head" clone
volume1/turtle/part01 Hard disk backup utility
volume1/turtle/part02
volume1/turtle/part03
volume1/turtle/part04
volume1/turtle/part05
volume1/turtle/part06
volume1/uniterm/part01 Terminal emulator
volume1/uniterm/part02
volume1/uniterm/part03
volume1/uniterm/part04
volume1/uniterm/part05
volume1/uniterm/part06
volume1/uniterm/part07
volume1/uniterm/part08
volume1/uniterm/part09
volume1/uniterm/part10
volume1/uniterm/part11
volume1/uniterm/part12
volume1/uniterm/part13
volume1/uniterm/part14
volume1/uniterm/part15
volume1/uniterm/part16
volume1/uniterm/part17
volume1/uniterm/part18
volume1/darc Archiver for directory trees
volume1/disktbox Assorted disk utilities
volume1/ssdate Date/time setter
volume1/turbodos GEMDOS speed enhancer
volume1/uniterm/new01 New version of UniTerm executable
volume1/uniterm/new02
volume1/uniterm/new03
volume1/uniterm/new04
```

volume1/uniterm/new05
volume1/stcad 2-D CAD program
volume1/pkunarc Fast de-archiver
volume1/more Text file pager
volume1/sheet14/part01 Spreadsheet
volume1/sheet14/part02
volume1/sheet14/part03
volume1/sheet14/part04
volume1/sheet14/part05
volume1/sheet14/part06
volume1/sheet14/part07
volume1/stiram Ramdisk and other items
volume1/hexcalc Calculator
volume1/uw/part01 Unix Windows client program (terminal)
volume1/uw/part02
volume1/uw/part03
volume1/uw/part04
volume1/icone Desktop icon editor
volume1/cache Disk cache
volume1/idle12 Screen-saver
volume1/fixdfnts Fonts for comp.sources.atari.st posting
volume1/unixtkit/part01 Unix utilities for ST
volume1/unixtkit/part02
volume1/unixtkit/part03
volume1/unixtkit/part04
volume1/unixtkit/part05
volume1/unixtkit/part06
volume1/unixtkit/part07
volume1/unixtkit/part08
volume1/unixtkit/part09
volume1/unixtkit/part10
volume1/unixtkit/part11
volume1/unixtkit/part12
volume1/unixtkit/part13
volume1/unixtkit/part14
volume1/flip Disk utility (use backs of floppies)
volume1/gnome/part01 Mini EMACS clone
volume1/gnome/part02
volume1/gnome/part03
volume1/gnome/part04
volume1/zmdm/part01 Terminal emulator and file transfer program
volume1/zmdm/part02
volume1/zmdm/part03
volume1/zmdm/part04
volume1/lutils Reset-proof ramdisk and disk cache
volume1/hinstall/part01 Hard disk autobooter
volume1/hinstall/part02
volume1/hinstall/part03
volume1/mjc20/part01 Mark Johnson C compiler version 2.0
volume1/mjc20/part02

volume1/mjc20/part03
volume1/mjc20/part04
volume1/mjc20/part05
volume1/mjc20/part06
volume1/mjc20/part07
volume1/mjc20/part08
volume1/mjc20/part09
volume1/mjc20/part10
volume1/stdcat/part01 Disk catalogging system
volume1/stdcat/part02
volume1/stdcat/part03
volume1/stdcat/part04
volume1/vkiller/part01 Floppy virus killer
volume1/vkiller/part02
volume1/vkiller/part03

-- VOLUME 2 --

volume2/intro Introduction to comp.binaries.atari.st
volume2/Index Index of volume 1
volume2/stlist/part01 List of ST software titles
volume2/stlist/part02
volume2/stlist/part03
volume2/stlist/part04
volume2/stlist/part05
volume2/stlist/part06
volume2/stlist/part07
volume2/stlist/part08
volume2/abcd/part01 Alphabet game for preschoolers
volume2/abcd/part02
volume2/abcd/part03
volume2/arc521/part01 File archive and compress utility
volume2/arc521/part02
volume2/rsctoc/part01 Convert .RSC files to .C source
volume2/rsctoc/part02
volume2/1stw2ps/part01 Convert FirstWord to Postscript
volume2/1stw2ps/part02
volume2/1stw2ps/part03
volume2/icone2 Customize desktop icons (old ROMs)
volume2/animatic/part01 Demo of animation editor
volume2/animatic/part02
volume2/animatic/part03
volume2/animatic/part04
volume2/varlint C syntax checker
volume2/dcache Configurable disk cache
volume2/bubble/part01 Game: guide a bubble across a cave
volume2/bubble/part02
volume2/mg2a/part01 Emacs clone
volume2/mg2a/part02
volume2/mg2a/part03
volume2/mg2a/part04

volume2/mg2a/part05
volume2/startgem GEM autobooter for Mega ST ROMs
volume2/ccprint C source beautifier
volume2/flip27 Double-sided disk copier
volume2/poplib Shared libraries; popup menu example
volume2/arc521b Archiver (fixes bugs in 5.21)
volume2/hacman Game: chomp the dots, avoid the ghosts
volume2/unarc Fast unarchiver
volume2/scroll Fast screen scroller
volume2/asprite/part01 Sprite editor
volume2/asprite/part02
volume2/hdscan/part01 Hard disk utility program
volume2/hdscan/part02
volume2/hdscan/part03
volume2/diskscan/part01 Floppy disk organizer
volume2/diskscan/part02
volume2/diskscan/part03
volume2/break Exit programs with a keypress
volume2/monofont New monochrome font
volume2/arcgsh/part01 GEM shell for ARC
volume2/arcgsh/part02
volume2/astrocal/part01 Astronomical calendar generator
volume2/astrocal/part02
volume2/boggle/part01 Game: find words in a grid of letters
volume2/boggle/part02
volume2/frstprnt Print out First Word documents
volume2/afmt Disk formatter
volume2/cribbage/part01 The game of cribbage
volume2/cribbage/part02
volume2/timecode Determine 68000 code speed
volume2/staccato/part01 Music program
volume2/staccato/part02
volume2/staccato/part03
volume2/staccato/part04
volume2/staccato/part05
volume2/staccato/part06
volume2/spell/part01 Spelling checker
volume2/spell/part02
volume2/umoria/part01 Dungeon exploration game
volume2/umoria/part02
volume2/umoria/part03
volume2/umoria/part04
volume2/umoria/part05
volume2/umoria/part06
volume2/umoria/part07
volume2/umoria/part08
volume2/umoria/part09
volume2/umoria/part10
volume2/umoria/part11
volume2/umoria/part12

volume2/umoria/part13
volume2/umoria/part14
volume2/umoria/part15
volume2/fontedit/part01 Monochrome font editor
volume2/fontedit/part02
volume2/demo3d/part01 Demo of 3-D graphics routines
volume2/demo3d/part02
volume2/datefile Change timestamp on files
volume2/astro15/part01 Astronomical calendar generator
volume2/astro15/part02
volume2/astro15/part03
volume2/dcopy197 DCopy 1.97 - multipurpose disk utility
volume2/quix Game: fill up 75% of the board
volume2/booz ZOO archive extractor
volume2/dcopy302/part01 DCopy 3.02: multipurpose disk utility
volume2/dcopy302/part02
volume2/texshell GEM shell for TeX

-- VOLUME 3 --

volume3/intro Introductory information
volume3/nethack2.3/part01 Dungeon exploration game
volume3/nethack2.3/part02
volume3/nethack2.3/part03
volume3/nethack2.3/part04
volume3/nethack2.3/part05
volume3/nethack2.3/part06
volume3/nethack2.3/part07
volume3/nethack2.3/part08
volume3/nethack2.3/part09
volume3/nethack2.3/part10
volume3/nethack2.3/part11
volume3/nethack2.3/part12
volume3/nethack2.3/part13
volume3/nethack2.3/part14
volume3/starchrt/part01 Star chart plotter
volume3/starchrt/part02
volume3/starchrt/part03
volume3/starchrt/part04
volume3/starchrt/part05
volume3/starchrt/part06
volume3/starchrt/part07
volume3/starchrt/part08
volume3/starchrt/part09
volume3/sttar Unix-style TAR utility
volume3/chekbook/part01 Checkbook manager
volume3/chekbook/part02
volume3/filespy Text file viewer
volume3/astro18/part01 Version 1.8 of astronomy program
volume3/astro18/part02
volume3/astro18/part03

volume3/d110edit D110 (MIDI synth) patch editor
volume3/shadopat.11/part01 Patch for Double-Click "shadow" program
volume3/shadopat.11/part02
volume3/shadopat.11/part03
volume3/shadopat.11/part04
volume3/dcfrmt30 DC Floppy Formatter 3.0
volume3/dcfrmt30 DC Format disk formatter v3.0
volume3/fsck Filesystem consistency check/repair
volume3/risk/part01 Game: take over the world
volume3/risk/part02
volume3/risk/part03
volume3/risk/part04
volume3/dcstuf09 DC Stuffer -- load more than 6 desk accs
volume3/nlqps2 Near-letter-quality printing (w/ font editor)
volume3/gstlink Faster linker for GST object files
volume3/arcgsh14/part01 Version 1.4 of graphical shell for ARC
volume3/arcgsh14/part02
volume3/vkill2/part01 New version of virus killer
volume3/vkill2/part02
volume3/vkill2/part03
volume3/tess Game: Beyond the Tesseract (adventure game)
volume3/mx2v230/part01 Multitasking kernel with utilities
volume3/mx2v230/part02
volume3/mx2v230/part03
volume3/mx2v230/part04
volume3/mx2v230/part05
volume3/gulam/part01 Command line interpreter and editor
volume3/gulam/part02
volume3/gulam/part03
volume3/gulam/part04
volume3/newword/part01 Desk accessory text editor
volume3/newword/part02
volume3/newword/part03
volume3/leolife The game of Life
volume3/limiter Limit uppermost hard disk device letter
volume3/sel_prog Miniature shell for launching programs
volume3/stdcat40/part01 Version 4.0 of disk catalogging system
volume3/stdcat40/part02
volume3/stdcat40/part03
volume3/gulam405/part01 Version 1.03.04.05 of GULAM shell
volume3/gulam405/part02
volume3/gulam405/part03
volume3/gulam405/part04
volume3/gulam405/part05
volume3/passm Logic circuit (PAL) assembler
volume3/sc_bin/part01 Sozoban C compiler binaries
volume3/sc_bin/part02
volume3/sc_bin/part03
volume3/sc_bin/part04
volume3/sc_bin/part05

volume3/sc_bin/part06
volume3/sc_bin/part07
volume3/dlibs12/part01 Library routines for Sozobon/Alcyon C
volume3/dlibs12/part02
volume3/dlibs12/part03
volume3/dlibs12/part04
volume3/gemfast GEM bindings for Alcyon C [v 1.2 in volume 5]
volume3/turtle30/part01 Version 3.00 of TURTLE hard-disk backup utility
volume3/turtle30/part02
volume3/turtle30/part03
volume3/turtle30/part04
volume3/turtle30/part05
volume3/turtle30/part06
volume3/turtle30/part07
volume3/jeflife Another game of LIFE
volume3/sort UNIX-style "sort" utility
volume3/1stprn16 FirstPrint 1.6 -- print FirstWord documents
volume3/shar Create shell archives a la sources group
volume3/keyfix Fix Gulam binary for non-American keyboards
volume3/bsdiff BSD-style diff (file difference) utility

-- VOLUME 4 --

volume4/metafont/part01 Font generation system
volume4/metafont/part02
volume4/metafont/part03
volume4/metafont/part04
volume4/metafont/part05
volume4/metafont/part06
volume4/cm_mf/part01 Font descriptions for metafont
volume4/cm_mf/part02
volume4/cm_mf/part03
volume4/cm_mf/part04
volume4/cm_mf/part05
volume4/cm_mf/part06
volume4/cm_mf/part07
volume4/cm_mf/part08
volume4/cm_mf/part09
volume4/cm_mf/part10
volume4/cm_mf/part11
volume4/cm_mf/part12
volume4/gfpkutil/part01 Utilities for manipulating Metafont files
volume4/gfpkutil/part02
volume4/gfpkutil/part03
volume4/gfpkutil/part04
volume4/uw/part01 Unix Windows windowing terminal software
volume4/uw/part02
volume4/gemfst11 GEMFAST (GEM bindings for C) v1.1 [1.2 in vol5]
volume4/mouspeed Mouse accelerator
volume4/sed GNU sed (stream editor)
volume4/ckermit/part01 File transfer/terminal program

volume4/ckermit/part02
volume4/ckermit/part03
volume4/ckermit/part04
volume4/ckermit/part05
volume4/micromix.ii/part01 Sound and graphics demo
volume4/micromix.ii/part02
volume4/micromix.ii/part03
volume4/micromix.ii/part04
volume4/micromix.ii/part05
volume4/micromix.ii/part06
volume4/micromix.ii/part07
volume4/micromix.ii/part08
volume4/micromix.ii/part09
volume4/micromix.ii/part10
volume4/micromix.ii/part11
volume4/micromix.ii/part12
volume4/micromix.ii/part13
volume4/micromix.ii/part14
volume4/micromix.ii/part15
volume4/micromix.ii/part16
volume4/mf_files/part01 Missing fonts from cm_mf
volume4/mf_files/part02
volume4/quikview Fast text file viewer/screen dumper
volume4/sokoban/part01 Game: slide blocks into proper positions
volume4/sokoban/part02
volume4/lambda/part01 Lambda-calculus interpreter
volume4/lambda/part02
volume4/lambda/part03
volume4/lambda/part04
volume4/lambda/part05
volume4/cpboot Copy boot sectors between floppy formats
volume4/du List disk usage in directory tree
volume4/fplib10 Floating point routines for Sozobon C
volume4/larn12/part01 Game: Find the magic potion in the dungeon
volume4/larn12/part02
volume4/larn12/part03
volume4/larn12/part04
volume4/larn12/part05
volume4/mouser Prevent mouse from entering menu bar
volume4/prtset Set up printer
volume4/quikinf Change DESKTOP.INF parameters w/o rebooting
volume4/quikfind Find files on your disks
volume4/giffer Monochrome GIF picture-file viewer
volume4/elan1v5/part01 Educational language system
volume4/elan1v5/part02
volume4/elan1v5/part03
volume4/elan1v5/part04
volume4/elan1v5/part05
volume4/elan1v5/part06
volume4/elan1v5/part07

volume4/elan1v5/part08
volume4/quikdex Rate system speed
volume4/quikinf1.1 DESKTOP.INF editor, version 1.1
volume4/zoo/part01 Superior archiving/compression system
volume4/zoo/part02
volume4/zoo/part03
volume4/zoo/part04
volume4/nutshell Get back to a shell from a GEM prog
volume4/tetris Game: drop blocks into place
volume4/deskset Reread DESKTOP.INF, set up system accordingly
volume4/newfonts/part01 More Metafont font files
volume4/newfonts/part02
volume4/newfonts/part03
volume4/newfonts/part04
volume4/newfonts/part05
volume4/newfonts/part06
volume4/newfonts/part07
volume4/newfonts/part08
volume4/newfonts/part09
volume4/modula2/part01 Modula-2 compiler
volume4/modula2/part02
volume4/modula2/part03
volume4/modula2/part04
volume4/modula2/part05
volume4/modula2/part06
volume4/modula2/part07

-- VOLUME 5 --

volume5/dvist33/part01 New DVI interpreter
volume5/dvist33/part02
volume5/dvist33/part03
volume5/dvist33/part04
volume5/dvist33/part05
volume5/dvist33/part06
volume5/dvist33/part07
volume5/tetrix Game: drop the blocks
volume5/gnugo Game of Go (from GNU)
volume5/mx2doc/part01 Documentation for MX2 kernel
volume5/mx2doc/part02
volume5/printit PrintMaster graphics printer
volume5/viewit View PrintMaster graphics libraries [v2 below]
volume5/which Find programs using PATH env. variable
volume5/matricks/part01 Linear algebra (matrix) tool
volume5/matricks/part02
volume5/matricks/part03
volume5/gemfast12/part01 Version 1.2 of GEM bindings
volume5/gemfast12/part02
volume5/atime89 Set GEMDOS time from keyboard clock
volume5/viewit2 New version of PrintMaster graphics viewer
volume5/degasnap Save screen as DEGAS picture

volume5/noverify Turn off write-verify on disks
volume5/timedrv2 Clock set/drive display
volume5/quickst Speed up text output
volume5/dt Disk toolbox
volume5/quickrun Program selector
volume5/flex/part01 Lexical parser generator (= UNIX "lex")
volume5/flex/part02
volume5/flex/part03
volume5/minit928/part01 Terminal program with IBM-PC emulation
volume5/minit928/part02
volume5/minit928/part03
volume5/minit928/part04
volume5/minibbs/part01 Bulletin-board system
volume5/minibbs/part02
volume5/minibbs/part03
volume5/rsplot/part01 2-D plotting package
volume5/rsplot/part02
volume5/rsplot/part03
volume5/rsplot/part04
volume5/sysconf Boot configuration (AUTO, .ACC, etc.) utility
volume5/decky Connect a DEC keyboard to ST
volume5/quickst.12 Speed up screen output
volume5/quickdex.15 Version 1.5 of benchmarking program
volume5/gawk/part01 GNU awk clone
volume5/gawk/part02
volume5/quikfind.15 Find files on your disks, v1.5
volume5/bigscrn Create a huge virtual screen
volume5/rsflip/part01 Flip-book animation system
volume5/rsflip/part02
volume5/vkiller.220/part01 Version 2.20 of virus-killing system
volume5/vkiller.220/part02
volume5/vkiller.220/part03
volume5/vkiller.220/part04
volume5/flu Virus simulator
volume5/quickinf13 Version 1.3 of DESKTOP.INF editor
volume5/quicklabel Label-printing system
volume5/abe/part01 Another binary-to-ASCII encoder
volume5/abe/part02
volume5/abe/part03
volume5/abe/part04
volume5/filespy.12 Version 1.2 of text-file viewer
volume5/country/part01 Digitized country music
volume5/country/part02
volume5/country/part03
volume5/country/part04
volume5/country/part05
volume5/djreset Reset DeskJet Plus after powerup
volume5/modedit Hardwire an editor into German Modula-2
volume5/ff File finder
volume5/headstrt Boot GEM progs from AUTO folder

volume5/ratehd Rate hard disk speed
volume5/overscan Software driver for increased screen size
volume5/quickrun2 Run programs from a menu, version 2
volume5/folded/part01 Folding text editor
volume5/folded/part02
volume5/fmc Force media change on floppy writes
volume5/packer Make executables smaller
volume5/rename Rename disk files (text in German)
volume5/formdial Speed up dialog boxes
volume5/gnuemacs/part01 Full GNU emacs port
volume5/gnuemacs/part02
volume5/gnuemacs/part03
volume5/gnuemacs/part04
volume5/gnuemacs/part05
volume5/gnuemacs/part06
volume5/gnuemacs/part07
volume5/gnuemacs/part08
volume5/gnuemacs/part09
volume5/gnuemacs/part10
volume5/gnuemacs/part11
volume5/gnuemacs/part12
volume5/gnuemacs/part13
volume5/gnuemacs/part14
volume5/gnuemacs/part15
volume5/gnuemacs/part16
volume5/gnuemacs/part17
volume5/gnuemacs/part18
volume5/gnuemacs/part19
volume5/gnuemacs/part20
volume5/gnuemacs/part21

-- VOLUME 6 --

volume6/gnutar GNU's version of UNIX 'tar' utility
volume6/postmort Verbose post-bomb analysis program
volume6/crunch Another executable compression program
volume6/coloremu Color emulator for monochrome screens
volume6/bible/part01 Bible concordance program (keyword search)
volume6/bible/part02
volume6/bible/part03
volume6/bible/part04
volume6/bible/part05
volume6/bible/part06
volume6/environ Set environment variables from AUTO folder
volume6/viruskil Virus killer
volume6/1stprint Version 1.82 of FirstWord printing program
volume6/lharc Another version of arc
volume6/opus/part01 Spreadsheet program
volume6/opus/part02
volume6/opus/part03
volume6/opus/part04

volume6/opus/part05
volume6/opus/part06
volume6/opus/part07
volume6/opus/part08
volume6/opus/part09
volume6/zoo201g/part01 Version 2.01g of ZOO archiver
volume6/zoo201g/part02
volume6/zoo201g/part03
volume6/bstat/part01 Statistics in GFA BASIC
volume6/bstat/part02
volume6/bstat/part03
volume6/bstat/part04
volume6/bstat/part05
volume6/bstat/part06
volume6/bstat/part07
volume6/bstat/part08
volume6/bstat/part09
volume6/bstat/part10
volume6/bstat/part11
volume6/stdcat43/part01 Disk catalog program, version 4.3
volume6/stdcat43/part02
volume6/stdcat43/part03
volume6/flshcard Flashcard program for kids
volume6/gulaminf/part01 Documentation for gulam
volume6/gulaminf/part02
volume6/zoopolicy New copyright policy for Zoo
volume6/timedrv3 Display time and drive in corner of screen
volume6/boot Warm or cold boot from software
volume6/lharc2 New version of LHARC archiver
volume6/minit929/part01 Terminal program
volume6/minit929/part02
volume6/minit929/part03
volume6/greed Strategy game (more like a puzzle)
volume6/minibbs/part01 Bulletin board system
volume6/minibbs/part02
volume6/midinet3 Resident MIDI network notifier for minibbs
volume6/cat Replacement for gulam "cat" command
volume6/ps2form IBM-compatible formatter
volume6/protect Small virus killer/protection utility
volume6/atc/part01 Air traffic controller game
volume6/atc/part02
volume6/ff31 File finder, version 3.1
volume6/norad Earth satellite tracker
volume6/mandel Fast Mandelbrot generator
volume6/turbodmo Demo of Turbo-ST
volume6/opus22/part01 Version 2.2 of Opus spreadsheet
volume6/opus22/part02
volume6/opus22/part03
volume6/opus22/part04
volume6/opus22/part05

volume6/opus22/part06
volume6/opus22/part07
volume6/opus22/part08
volume6/opus22/part09
volume6/lc Multicolumn file lister
volume6/vol109 Change disk volume, other disk stuff
volume6/wo Another file-finder
volume6/gfadiff File difference generator
volume6/modula2/part01 Version 1.4 of German Modula-2 system
volume6/modula2/part02
volume6/modula2/part03
volume6/modula2/part04
volume6/modula2/part05
volume6/modula2/part06
volume6/modula2/part07
volume6/modula2/part08
volume6/modula2/part09
volume6/modula2/part10
volume6/modula2/part11
volume6/modula2/part12
volume6/modula2/part13
volume6/modula2/part14
volume6/modula2/part15
volume6/gem2ps/part01 Convert VDI metafiles to PostScript
volume6/gem2ps/part02
volume6/gem2ps/part03
volume6/gem2ps/part04

-- VOLUME 7 --

volume7/nethack3/part01 Game: Hack and slash your way to the top
volume7/nethack3/part02
volume7/nethack3/part03
volume7/nethack3/part04
volume7/nethack3/part05
volume7/nethack3/part06
volume7/nethack3/part07
volume7/nethack3/part08
volume7/nethack3/part09
volume7/nethack3/part10
volume7/nethack3/part11
volume7/nethack3/part12
volume7/nethack3/part13
volume7/nethack3/part14
volume7/nethack3/part15
volume7/nethack3/part16
volume7/nethack3/part17
volume7/nethack3/part18
volume7/arcgsh21/part01 Graphical Arc/Zoo shell v 2.1
volume7/arcgsh21/part02
volume7/arcgsh21/part03

volume7/shar Create/unpack shell archives
volume7/nolock Disable Caps-Lock key
volume7/showdvi/part01 DVI displayer
volume7/showdvi/part02
volume7/showdvi/part03
volume7/showdvi/part04
volume7/minibbs/part01 Another version of the BBS system
volume7/minibbs/part02
volume7/minibbs/part03
volume7/minit931/part01 Terminal program
volume7/minit931/part02
volume7/minit931/part03
volume7/anamod2/part01 Shareware Modula-2 compiler
volume7/anamod2/part02
volume7/anamod2/part03
volume7/anamod2/part04
volume7/anamod2/part05
volume7/anamod2/part06
volume7/anamod2/part07
volume7/anamod2/part08
volume7/anamod2/part09
volume7/anamod2/part10
volume7/anamod2/part11
volume7/anamod2/part12
volume7/anamod2/part13
volume7/anamod2/part14
volume7/anamod2/part15
volume7/anamod2/part16
volume7/anamod2/part17
volume7/anamod2/part18
volume7/anamod2/part19
volume7/anamod2/part20
volume7/anamod2/part21
volume7/anamod2/part22
volume7/anamod2/part23
volume7/anamod2/part24
volume7/anamod2/part25
volume7/anamod2/part26
volume7/anamod2/part27
volume7/anamod2/part28
volume7/stedt/part01 Text editor
volume7/stedt/part02
volume7/stedt/part03
volume7/stedt/part04
volume7/stedt/part05
volume7/stedt/part06
volume7/stedt/part07
volume7/stedt/part08
volume7/stedt/part09
volume7/stedt/part10

volume7/stedt/part11
volume7/stedt/part12
volume7/stedt/part13
volume7/stedt/part14
volume7/sttetris Graphic version of That Game
volume7/bibtex/part01 Bibliography filter for TeX
volume7/bibtex/part02
volume7/bibtex/part03
volume7/bibtex/part04
volume7/bootedit Edit boot files (AUTO folder, DESKTOP.INF, etc.)
volume7/macfonts/part01 Macintosh fonts in GDOS format
volume7/macfonts/part02
volume7/macfonts/part03
volume7/macfonts/part04
volume7/macfonts/part05
volume7/macfonts/part06
volume7/macfonts/part07
volume7/macfonts/part08
volume7/tetris2 Watch the Soviet blocks fall
volume7/builds09 Create Motorola S-records from .ttp files
volume7/colorca Cellular automata in color
volume7/truchet Produce random Truchet tilings
volume7/miniinfo Information about MiniTerm 9.31
volume7/dvi2slm/part01 DVI filter for SLM804 laser printer
volume7/dvi2slm/part02
volume7/dvi2slm/part03

1284. v08INF3: How to retrieve/unpack binaries

Newsgroup: comp.sys.atari.st
Date: 1989-10-03 18:46:32 UTC
From: koreth@panarthea.ebay.sun.com
Message-ID: <34439@grapevine.uucp>
Source record: 248604
Cross-posted to: comp.binaries.atari.st,comp.sys.atari.st

HOW TO USE COMP.BINARIES.ATARI.ST

by Steven Grimm

Last update: October 3, 1989

_1. _W_h_a_t _a_r_e _b_i_n_a_r_i_e_s?

Binaries are files that contain information other than normal text. Usually, a binary that is posted to the net will contain executable (program) files. Binaries are distinct from _s_o_u_r_c_e_s, which are the human-readable text files that are interpreted by a computer and used to produce binaries. Sources can be modified with relatively little effort, and are usually pretty easy to read. Binaries are not intended to be viewed by a human.

_1._1. _U_u_e_n_c_o_d_i_n_g

The programs which transfer network news messages (and electronic mail) are not always capable of handling a pure binary file. They are designed to handle textual messages, and the odd symbols and characters in a binary cause them to become confused, and often to mangle the binaries. To avoid this problem, a method called _u_u_e_n_c_o_d_i_n_g is used. Uuencoding translates a binary file into text characters, so that the news and mail transport programs won't mess up. The disadvantages are that uuencoded files are about 30% bigger than the raw binary files they represent, and that you have to go through one extra step to get the binaries to work on your computer.

_1._2. _A_r_c_h_i_v_e_s _o_r "_a_r_c _f_i_l_e_s"

Usually, a program will need more than one file to work properly. The extra files might be data files, help files, or maybe some instructions for the user. In order to easily package multiple files together in one binary file, a program called "arc" (short for "archiver") is used. Arc also compresses all the files as it packages them, so that the arcfile take up less disk space (and takes less time to download!) than it would if its contents were just thrown together.

To confuse matters even more, a new archive program called "zoo" can also be used to achieve the same effect.

Zoo is superior to arc in some respects, slightly inferior in others. Unfortunately, you can't unpack a zoo archive with arc, or vice versa.

Using Binaries -2-

_1._3. _U_S_E_N_E_T _a_r_t_i_c_l_e_s

The USENET has groups designed especially for transmission of binary files. They are usually called something like "comp.binaries.x," where x is the type of machine that the programs will run on. For Atari ST owners, the group to watch is comp.binaries.atari.st. Most of the binaries groups (including the Atari binaries group) are _m_o_d_e_r_a_t_e_d, which means that you can't send a program directly to everyone on the network. Instead, you send it to someone in charge of the group (the _m_o_d_e_r_a_t_o_r), who makes sure that your program works and contains the proper documentation (or that the lack of documentation is announced), and that it's in the correct format to be sent out to the rest of the USENET.

One of the restrictions of the USENET is that articles can only be a certain length. If a binary is longer than that, it must be split up into several parts, each no longer than 45000 bytes or so. This introduces yet another obstacle to people who want to transform the articles into a useful form, but it can't really be helped until the USENET starts running much more advanced news transmission software. Also, some particularly long programs may be posted over the course of several days; otherwise the net would be overloaded with lots of huge messages, and people would complain.

USENET binaries are grouped into _v_o_l_u_m_e_s, each containing about 100 articles. This is to make life easier for people who are trying to keep track of which articles have been posted. When a new volume is started, the moderator will usually post introductory articles, including a list of previously published articles.

_2. _H_o_w _d_o _I _g_e_t _b_i_n_a_r_i_e_s?

There are two ways to get binaries: first, by reading the USENET newsgroup comp.binaries.atari.st; you will see new articles within a week (usually much less) of the time they were sent out by the moderator. If, for some reason, your site doesn't receive comp.binaries.atari.st, or if you want to look through previously posted articles, site panarthea.ebay.sun.com has all the binaries stored in its archives.

The other way to get binaries is to request them from panarthea's archive server. The archive server is a program that intercepts incoming mail messages and looks for commands inside them. You can tell it to list the available binaries, give you help, or send whichever files you're interested in. The requested files will be mailed to you. One thing to be careful of is that multi-part postings aren't placed in the archives until all their parts have

been sent out to the USENET at large. This is to prevent people from requesting all 99 parts of a program the first day it appears, thus overloading the net and defeating the purpose of piece-by-piece posting.

To find out more about the archive server, send a mail message containing the word "help" to archive-server@panarthea.ebay.sun.com. Talk to an administrator at your site if that mail address doesn't work. If you don't get any response from the archive server within a few days, something may be wrong; mail archive-manager@panarthea.ebay.sun.com to report the problem.

There are other archive sites, too, such as terminator.cc.umich.edu; they contain most of the comp.binaries.atari.st software as well as some additional programs that have not appeared on the newsgroup. (Some sites, such as terminator, also offer something called "anonymous ftp" if you're on the Internet. Say "ftp terminator.cc.umich.edu", and if you connect, use "anonymous" for a username, and your username for a password. See the ftp documentation at your site for more information.) A recent, but possibly incorrect, list of alternate archive sites appears at the end of this article. Please send me mail if you know of any that aren't mentioned here, or if my list is incorrect.

Panarthea also offers an "auto-index" service, for people who don't have access to the USENET groups. If you request autoindex service, you will receive copies of the archive-server's index files for the binaries and sources groups whenever new files are added. Note that if your site gets comp.binaries.atari.st, requesting autoindex is pointless and a waste of net bandwidth. Send mail to autoindex-request@panarthea.ebay.sun.com if you'd like to sign up.

_3. _H_o_w _d_o _I _d_e_c_o_d_e _t_h_e _b_i_n_a_r_i_e_s?

As stated above, turning binaries from USENET articles into a more useful form can be a multi-step process. At the least, you will need the uudecode program; it is standard software on most UNIX|- systems and is available in a couple

of forms on the Atari. Versions for other operating systems do exist, and can certainly be written with little effort. Arc is available for UNIX and other operating systems, but is not standard software. In any case, you will want at least arc on your Atari.

A version of uudecode written in ST BASIC is available in panarthea's archives (see above). It is in volume 1 of the comp.sources.atari.st directory (note that that's

---
|- UNIX is a trademark of Bell Laboratories.

_s_o_u_r_c_e_s and not binaries). Once you have that, you should get the files "arc," "arcdoc," and "uucode" from volume 1 of the binaries directory. They contain the arc program mentioned earlier, its documentation, and a much better, faster version of the uudecode program.

Use the BASIC program to uudecode the two encoded files; then use arc to unpack the better version of uudecode. (Arc is documented in "arcdoc.") Note that if you're reading news/receiving mail on a computer (such as a UNIX system) that already has uudecode, you can skip most of this; you will probably just want to uudecode arc there, then download it (using kermit, xmodem, or your favorite transfer protocol - consult your site's administrator and your Atari communication package's documentation for more information. Remember to use binary mode when downloading arc files!)

So far, everything has been small enough to fit in one piece, but you will almost certainly want to try something larger eventually. The Atari "uud" program (whose source code, also suitable for compilation on UNIX systems, is available in the sources archive) is capable of easily decoding multi-part uuencoded files. Near the top of each part (except the first) will be a line like

begin part c foobar.uac

Rename each file (except part 1, which can be named "part01" or just about anything else) to the name at the end of this "begin" line, in this case "foobar.uac". Then run uud on the file containing part 1; it contains instructions to cause uud to look for the other parts. If you have a text editor or a UNIX style cat program, you can just stick all the parts together in order and run uud on the resulting (big) file; it will try to go on in the first file if it can't find the next part in a separate file. Note that uud won't warn you if it's overwriting an existing file, so

don't give any of the parts the same name as the file that's being extracted from them!

If you don't have uud or would prefer to decode your binaries on your larger news computer, the procedure is somewhat more complex. Plain vanilla uudecode doesn't know about multi-part uuencoded files, so you have to fool it into thinking that everything is in one part. First, stick all the parts together (using cat on UNIX). Edit the resulting file. Now remove all the extraneous lines of text in between the parts -- this includes mail headers, any text, lines of the form "include foobar.uad," "table" lines and the lists of characters following them, and "begin" lines other than the one at the beginning of part 1. Once you have converted all the parts into a big uuencoded mass

(with no blank lines!), the regular uudecode program will work.

Obviously, this is something of a hassle, and the recommended procedure is to try to install uud on your large computer. You'll usually want to minimize the amount of data you have to send to your Atari, since you'll most likely be downloading it at a relatively low speed, and the uudecoded .arc file is the smallest thing you can download.

Zoo is available from the archives. It is simple to use; refer to the documentation included in zoobin.arc (yes, you need to use arc to extract zoo!) for more information. The uudecoding process is the same for zoo and arc files.

Most archives contain documentation; refer to the instructions in a specific program for usage information and the like. If you have problems with a particular program, send mail to the submitter (listed near the top of each part.) The moderator doesn't have time to become very familiar with all the programs that are posted, so the submitter will probably be much more helpful.

_4. _L_i_s_t _o_f _a_r_c_h_i_v_e _s_i_t_e_s

Note: I have not verified these, so this list may be wrong. Mail servers usually respond to the word "help" alone in a mail message. Some of the sites listed below may not contain full archives of comp.binaries.atari.st, and some may have other files.

Address	Type	Comments
wuarchive.wustl.edu	ftp,nfs	
ux.acss.umn.edu	ftp	TeX, GNU

terminator.cc.umich.edu ftp Mail server may also exist
him1.cc.umich.edu ftp cd to pc7: directory
dsrgsun.ces.cwru.edu ftp GNU and Minix archives also
xanth.cs.odu.edu ftp
archive-server@
panarthea.ebay.sun.com mail Official archives
archive@softvax.radc.af.mil mail
unido!archive-server mail European archives
marks%mgse@rex.cs.tulane.edu uucp Ask your site administrator

1285. Re: Latest ICD boot utilities

Newsgroup: comp.sys.atari.st
Date: 1989-10-03 20:00:17 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440060@hplsla.HP.COM>
Source record: 248605

I guess I should have anticipated this... I've received several requests
for the new ICD utilities. I'd like to honor these requests but I cannot.
ICD disallows *any* distribution by people that have downloaded from
Genie/Compuserve. They just re-iterated this in the roundtable. If you have
an ICD Host Adapter and are not on Genie/Compuserve, then you have ICD's
address and they will upgrade you for a nominal fee. Aside from download,
this is the only way to get these utilities.

Disclaimer: The opinions expressed herein are those solely
of the author, who has no pecuniary interest in the companies mentioned.

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%%%

1286. keyboard parts

Newsgroup: comp.sys.atari.st
Date: 1989-10-03 20:01:01 UTC
From: mikew@wheeler.wrcr.unr.edu
Message-ID: <3010@tahoe.unr.edu>
Source record: 248606

I have a broken keyboard- kids dropped a toy on it.

The 0) key is gone- I need the grey plastic key itself,
the white (nylon ?) insert and the rubber "spring" that effects
contact closure.

Where can I get these?

1287. Re: REFILLING HP DeskJet INK CARTRIDGES -- a warning...

Newsgroup: comp.sys.atari.st
Date: 1989-10-04 00:43:20 UTC
From: mitchell@cbmvax.UUCP
Message-ID: <8077@cbmvax.UUCP>
Source record: 248607

In article <4056@ucselx.sdsu.edu> coffey@ucselx.UUCP (pat coffey) writes:
>
>I've been refilling my hp carteidges for about 6 months now, and,
>last weekend, my dj stopped printing. I put in a brand new cartreidge
>that had an expiration date of 12/90 and it printed about 10 pages
>and then died. Ususally when the cart. is running out of ink, it
>starts skipping and printing lightly. This time, it just stopped
>printing all together. I cleaned it as well as I could, but, alas,
>nothing. I am trying to get it repaired now.
>
>I hope I didn't break it by refilling; but I may have. :-(

Try cleaning the electrical contacts on the print head & DJ. I think the
DJ manual mentions something about this.

I have had my DeskJet for over a year with *no* problems. But I've never
even dreamed of using refilled cartridges. Also, I never leave my printer
on- I turn it on only when I need it, and off it goes when I'm finished.
Less to worry about- like spikes and the like!

1288. help

Newsgroup: comp.sys.atari.st
Date: 1989-10-04 03:25:43 UTC
From: dnewton@carroll1.cc.EDU
Message-ID: <8910032225.AA08352@carroll1.cc.edu>
Source record: 248608

```
help
```

1289. index

Newsgroup: comp.sys.atari.st
Date: 1989-10-04 03:26:11 UTC
From: dnewton@carroll1.cc.EDU
Message-ID: <8910032226.AA08372@carroll1.cc.edu>
Source record: 248609

```
index
```

1290. Re: Spectre and Appletalk

Newsgroup: comp.sys.atari.st
Date: 1989-10-04 03:56:28 UTC
From: jca@pnet01.cts.com
Message-ID: <472@crash.cts.com>
Source record: 248610

A good test of whether or not AppleTalk emulation works is to take TOPS for Mac and run it or to hook the ST with a Spectre to a GatorBox. If it works, then I'm convinced, if not, then it's more emulation hype. Although, I do admit that AppleTalk is independant of the Mac since there are enough AppleTalk boards for the PC out there.

```
/*---------------------------------------------------------------------------*
* Flames: /dev/null (on my Minix partition)
*---------------------------------------------------------------------------*
* ARPA : crash!pnet01!jca@nosc.mil
* INET : jca@pnet01.cts.com
* UUCP : {nosc ucsd hplabs!hd-sdd}!crash!pnet01!jca
*---------------------------------------------------------------------------*
* Note : My opinions are that...mine. My boss doesn't pay me enough to
* speak in the best interests of the company (yet).
*---------------------------------------------------------------------------*/
```

1291. Wordup 2.0 Virus

Newsgroup: comp.sys.atari.st
Date: 1989-10-04 04:20:15 UTC
From: jmorton@euler.Berkeley.EDU
Message-ID: <17973@pasteur.Berkeley.EDU>
Source record: 248611

Just want to mention that I found the key virus mentioned by George Woodside on my Wordup 2.0 disks. The serial number is nothing close to the range cited by the message from Neocept, which was something like 4000 to 4299. Mine are something like 100610.

Check your disks!

Thanks George!

"Down John Morton M.E. Machine Shop
Down in the basement jmorton@euler.berkeley.edu Etcheverry Hall
We hear the sound of machines..." Univ. of Calif.

1292. Re: What's ST mean?

Newsgroup: comp.sys.atari.st
Date: 1989-10-04 05:43:58 UTC
From: jtb@dhw68k.cts.com
Message-ID: <26866@dhw68k.cts.com>
Source record: 248612

In article <3857.25261253@uwovax.uwo.ca> 4203_5021@uwovax.uwo.ca writes:
>I have a question that sounds so simple, I hope someone can give me a hand.
>What does 'ST' stand for, as in ATARI ST?
>Help is greatly appreciated.
>Thanks
>
>Patrick Bradd
>University of Western Ontario Computer Science.
>

ST=Still Trying? Simple Technology? :-)
--
John Gibbons
Internet: jtb@dhw68k.cts.com UUCP: ...{spsd,zardoz,felix}!dhw68k!jtb
//
\X/ "Amiga makes it possible!" "Atari. we almost did it right!"

1293. ST curses?

Newsgroup: comp.sys.atari.st
Date: 1989-10-04 06:00:27 UTC
From: rogers@ncrcce.StPaul.NCR.COM
Message-ID: <1587@ncrcce.StPaul.NCR.COM>
Source record: 248613

Does anyone know where I might get a public domain version of "curses"
written for the ST? I'd like to get it in source form, if one exists.

Thanks.
--

Bob Rogers rogers@stpaul.ncr.com or rogers@pnet51.cts.com
NCR Comten, St. Paul, MN GEnie: R.C.ROGERS

1294. Re: Spectre and Appletalk

Newsgroup: comp.sys.atari.st
Date: 1989-10-04 09:16:34 UTC
From: dnewton@carroll1.UUCP
Message-ID: <708@carroll1.UUCP>
Source record: 248614

In article <472@crash.cts.com> jca@pnet01.cts.com (John C. Archambeau) writes:
>A good test of whether or not AppleTalk emulation works is to take TOPS for
>Mac and run it or to hook the ST with a Spectre to a GatorBox. If it works,

It has to _have_ AppleTalk emulation before we can see if the emulation
works... 8-(

--
David L. Newton | dnewton@carroll1.UUCP | Quote courtesy of
(414) 524-7343 (work) | dnewton@carroll1.cc.edu | Marie Niechwiadowicz,
(414) 524-6809 (home) | 100 NE Ave, Waukesha, WI 53186 | Boston College.
[Q]: How many surrealists does it take to screw in a light bulb? [A]: The fish.

1295. Re: ST curses?

Newsgroup: comp.sys.atari.st
Date: 1989-10-04 09:40:01 UTC
From: klute%trillian.irb@unido.uucp
Message-ID: <1653@laura.UUCP>
Source record: 248615

In article <1587@ncrcce.StPaul.NCR.COM> rogers@ncrcce.StPaul.NCR.COM (Bob Rogers) writes:
>Does anyone know where I might get a public domain version of "curses"
>written for the ST? I'd like to get it in source form, if one exists.

Yes, ST curses does exist. Unfortunately I do not know where
and how to get it :-(. If someone reading this has that package
please post it to comp.sources.atari.st so that a lot of people
(including me) can have a benefit out of it! Thanks in advance!

Dipl.-Inform. Rainer Klute klute@trillian.irb.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ ...uunet!mcvax!unido!klute
D-4600 Dortmund 50 |\|\ Tel.: +49 231 7554663

1296. Where do I get a new version of gulam? and TeX?

Newsgroup: comp.sys.atari.st
Date: 1989-10-04 11:43:59 UTC
From: federico@actisb.UUCP
Message-ID: <710@actisb.UUCP>
Source record: 248616

I recently received an index from panarthea, and found that the last version listed there was 1.03.04.05, the same I have on my machine. But this dates back to the end of 1987, and I can't imagine that Bammi has kept his arms crossed all this time. Is there another version out? How can I get it? Please, no ftp addresses, since I get red and green out of envy everytime I see one of those. You know, Germany belongs to the Third World (or to the Dark Side of The Force, I can't make up my mind), and I could fly to the US, pick up a copy of the program and take you out to lunch for a fraction of the mensual fee for a TCP/IP connection.

On the same topic, is there any server where I can get LaTeX and related stuff?

--
Federico Heinz
"La montania, Mendieta, es como la llanura, pero p'arriba." -- Inodoro Pereyra
From Europe: ...!mcvax!unido!tub!actisb!federico
From elsewhere: ...!uunet!pyramid!/

1297. Thanks RANA

Newsgroup: comp.sys.atari.st
Date: 1989-10-04 13:40:00 UTC
From: 01659@AECLCR.BITNET
Message-ID: <8910041337.AA05041@ucbvax.Berkeley.EDU>
Source record: 248618

I want to thank Rana Dutt for contacting me re: Is anyone out there?

Re: Spectre GCR and PC Ditto II, for those who are negative on the concept of emulation; please remember that there are users whose needs may be quite different from yours and emulation is both a need and a want for them.

Case in point. When I arrived at my desk yesterday, I found a note and a Mac disk. The note asked me to move EXCEL files into LOTUS for a co-worker in Manitoba and into LDW for another one on site here in Ontario.

I powered up my 1040ST and when my batch file displayed a Mac, IBM and Atari logo and asked "What machine do you want to use? M=Mac, I=IBM, A=Atari", I hit M for Mac and went into Mac emulation mode. Using GCR, I slipped in the Mac disk, hiked the files into my EXCEL version 1.5 and exported them to WK1 format. I ejected the disk, hit shift HELP to cause a cold boot and then came up in Atari mode. I moved the .WK1 files to a DOS-ST format disk and read them into my LDW 1.1. Voila!, job done in a couple of minutes.

Once Ditto II comes in, I'll be able to uninstall my PC apps from my XT and run them on my ST --- faster than on the XT!!!!!!

Finally, do not downplay the Portfolio until you have seen and used one. Also, keep in in perspective as to which market it is targetted at, i.e. NOT the laptop market. About a month ago I asked Atari to restore my faith and they have.

To close, yesterday, my dog, who was my very best friend in the whole wide world, was killed. His name was Max and I'll miss him forever. Bye for now because I have tears sliding down my cheek. Bye Max, wherever you are.

1298. Master Sound - Virus Warning

Newsgroup: comp.sys.atari.st
Date: 1989-10-04 15:22:46 UTC
From: WILDDJ@VAXB.ASTON.AC.UK
Message-ID: <8910041534.AA11533@ucbvax.Berkeley.EDU>
Source record: 248619

I have just bought the master sound sampler package from Software Horizons. It's a good package, but I have found that my copy had the ghost virus on the boot sector. I tried to ring Software Horizons, but got number unobtainable, so I have written to them. I thought I ought to warn any mastersound users to check their master disks!
Let me know if you find/don't find the virus

- Dave Wild
wilddj@uk.ac.aston.vaxb

1299. EPSON GRAPHICS on Pana 1124

Newsgroup: comp.sys.atari.st
Date: 1989-10-04 15:38:35 UTC
From: terrell@cadnetix.COM
Message-ID: <9718@cadnetix.COM>
Source record: 248620
Cross-posted to: comp.sys.atari.st,comp.sys.ibm.pc

I'm having a little problem with my Panasonic 1124 printer:

I have a program that generates a bitmapped image for EPSON
compatible printers. On the 1124 all the bits seem to be in
the right places, but the spacing between "lines" is too small.

What I mean is that after the printer prints each row of graphics,
it doesn't advance far enough for the next row. Consequently
the rows all overlap.

Any way to get the spacing correct???

Thanks in advance,

Eric Terrell

1300. Re: What's ST mean?

Newsgroup: comp.sys.atari.st
Date: 1989-10-04 15:56:56 UTC
From: stefan@db3.CS.Concordia.CA
Message-ID: <1327@clyde.Concordia.CA>
Source record: 248621

```
ST- single-tasker...

Stefy
```

1301. Re: Erratic mega keyboard

Newsgroup: comp.sys.atari.st
Date: 1989-10-04 16:15:38 UTC
From: hase@netmbx.UUCP
Message-ID: <3560@netmbx.UUCP>
Source record: 248622

In article <17899@pasteur.Berkeley.EDU> jlemon@cory.Berkeley.EDU.UUCP (Jonathan Lemon) writes:
>Lately I've been having problems with my Mega's keyboard. More specifically,
>the 'e', '1' and 'q' keys do not want to respond to a keypress and have to
>be coaxed (by repeated pressing) into giving me a character.

My 520-keyboard did the same after 2 years of use.

Cleaning the contacts didn't solve the problem.

Replacing the 40-pin socket for the 6301 processor did solve the
problem.

If You do not dare to un-solder the socket, try to pull out the
processor, plug a gold-plated (expensive) socket in and plug the
processor to that.

The pins of the socket have a greater diameter, so they get more
pressure and better contact; the gold plated socket does not corrode as
much as the tin plated ones do...

hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
Dennis had stepped up into the top seat whet its founder had died of a
lethal overdose of brick wall, taken while under the influence of a
Ferrari and a bottle of tequila. (Douglas Adams; the long dark teatime...)

1302. Re: STfm vs. ST

Newsgroup: comp.sys.atari.st
Date: 1989-10-04 16:21:13 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.88.623521273.larserio@kyrre.uio.no>
Source record: 248623

The ST and the STFM should be idedical, but
changes are that the ST has TOS 1.0 and the STFM TOS 1.2
and many copy protected games that were designed for TOS 1.0 won't
start on TOS 1.2 (at least that's happening over here :-)

Lars-Erik / ABK-BBS +47 2132659 / ____ ______
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

1303. Re: Can I separate the keyboard from the computer?

Newsgroup: comp.sys.atari.st
Date: 1989-10-04 16:27:16 UTC
From: hase@netmbx.UUCP
Message-ID: <3561@netmbx.UUCP>
Source record: 248624

In article <LOKI.89Sep29125354@marvin.moncam.co.uk> loki@moncam.co.uk (Never Kid A Kidder) writes:
>Next question: I've seen inside my 520 ST, and I've seen the 17 wire
>connection from the keyboard to the rest of the computer.
But only 5 connect the keyboard subsystem to the main processor
> Now I would
>like to make the keyboard separate, but I don't know if adding a whole
>length of cable (say two metres) will affect the operation. Has
>anyone else tried this, or can anyone say if the connection needs to be
>as short as it already is?

My cable is 1.5 meters long. Works fine:

Find out the 5 wires for the serial interface: Send Data, Receive Data,
+5 Volts, Ground and -RESET.

Connect two 9-pin D-Sub connectors to the 17-wire connector. Now You
connect Mouse an joystick to the keyboard.

If You need a real long cable, use line drivers for the serial lines (74
07 and pullups or the like). I use 7407 and a pullup to +12 Volts as
sender and some 40XX CMOS chip as level converter at the receiving end
of the line (makes 2 TTLs and 2 CMOSses); I use the +12 Volt for power,
too. My keyboard has a 7805, so it gets real +5 V, not just 4.something.

hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
Dennis had stepped up into the top seat whet its founder had died of a
lethal overdose of brick wall, taken while under the influence of a
Ferrari and a bottle of tequila. (Douglas Adams; the long dark teatime...)

1304. Re: Ethernet, Atari?, and X Windows

Newsgroup: comp.sys.atari.st
Date: 1989-10-04 16:53:27 UTC
From: gjh@otter.hpl.hp.com
Message-ID: <570032@otter.hpl.hp.com>
Source record: 248625

A cautionary note ...

There *was* a short discussion several weeks ago, initiated by someone's misunderstanding about the "wm" U**x window terminal software. At least one person thought that Xwindows had been ported to the ST. No-one was able to confirm that X had been ported. A colleague suggests that a port might not be as daunting a task as it might first appear, the ST appears to be one of the types of m/c which the designers of X had in mind when they designed X.

I'd like to echo 1(M) the previous respondent's questions. I think there'd be a *lot* of interest in networked, X-windowed STs, I mean, what an effective non-dumb graphics terminal t'would make.

Graham
======

Graham Higgins | Phone: (0272) 799910 x 24060
Hewlett-Packard Labs | gray@hpl.hp.co.uk
Bristol | gray%hplb.uucp@ukc.ac.uk
U.K. | gray@hplb.hpl.hp.com

Disclaimer: My opinions above are exactly that, mine and opinions.

1305. miniinfo gripe

Newsgroup: comp.sys.atari.st
Date: 1989-10-04 16:58:43 UTC
From: saj@chinet.chi.il.us
Message-ID: <9743@chinet.chi.il.us>
Source record: 248626

In common with many other US citizens, my knowledge of the Norwegian language is zero. I got rather excited when I saw miniinfo posted in the binaries group, because miniterm is a promising looking program, but configuring it is not something I'm all that anxious to do without documentation. After using uudecode and lharc, miniinfo becomes a file with a .dtp extension (I'm guessing Calamus input, but strictly from ignorance). A string search shows what appear to be declarations of several D.E.G.A.S. images and a very small amount of text. I really don't want to say anything bad about leoe, who has provided some attractive software for no money, and whose command of my native language is much better than my command of his. But this borders on torture. Could we get a more generally readable set of instructions for configuration and the use of any non-obvious commands?
Steve J.

1306. Re: Any ST users out there...

Newsgroup: comp.sys.atari.st
Date: 1989-10-04 17:49:11 UTC
From: powell@mva.cs.liv.ac.uk
Message-ID: <2293@mva.cs.liv.ac.uk>
Source record: 248627

In article <8909302054.AA03792@ucbvax.Berkeley.EDU>, V069L7TP@UBVMSC.CC.BUFFALO.EDU (Andrew Wallack) writes:

> Fellow Atarians,
>
> Gads! No Atari messages out here! Are there even any Atari ST users out there
> who will admit to having one of these fine machines? Speak up...
>
> (sorry for the "one liner"...)
>
> Rock Lobster!

No, comp.sys.atari.st, is merely a cover name for a dicussion forum on the existentialism and grotesques found in the work of Atari Corp.

^^

Mark Powell at |
| Nihilism...?
ARPA powell%mva.cs.liv.ac.uk@nsfnet-relay.ac.uk | Nein!
UUCP ...!mcvax!ukc!mva.cs.liv.ac.uk!powell |

1307. Fsfirst and error codes

Newsgroup: comp.sys.atari.st
Date: 1989-10-04 18:00:25 UTC
From: apratt@atari.UUCP
Message-ID: <1718@atari.UUCP>
Source record: 248628

neubauer@tubsibr.uucp (Frank Neubauer) writes:
>apratt@atari.UUCP (Allan Pratt) writes:
>>Old TOS put pointers to its directory tree in the DTA after Fsfirst
>>or Fsnext, but TOS 1.4 does not. You can do as many Fsfirst calls
>>as you like; no OS resources are tied up after the call.
>
>What exactly does TOS store in the DTA? If it is information pointing to
>the disk, how does TOS know it is still valid when Fsnext is called?
>(The directory might have been deleted and the cluster reused in the
>meantime...) What error codes must be expected?

You pays yer money and you takes yer chances. The semantics of the DTA mean you can't be sure of anything. If each process had a dedicated place where Fsfirst-type information was kept, the OS could invalidate it or update it or whatever. As it stands, Fsfirst/Fsnext is a big lose. Basically, you shouldn't do any file or directory creation/deletion calls and assume your DTA is still worth anything.

The last question, however, gives me a chance to address something I've been noticing lately: people expecting only CERTAIN error codes from certain calls. ANY (long) NEGATIVE VALUE returned from GEMDOS indicates an error. Don't just check against the error codes you "expect" -- check for ANY negative value. If you don't, your program won't work when we change GEMDOS for something like a network: what if you didn't "expect" to get "EFLOCKED" (file is locked)?

You can certainly report errors any way you want, and a different message for each error is not a bad idea, but you must be sure to treat any negative value as an error -- the "unknown error" alert is better than proceeding like there wasn't an error at all.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

1308. Re: Latest ICD boot utilities

Newsgroup: comp.sys.atari.st
Date: 1989-10-04 18:27:21 UTC
From: moundst!tacook@stag.UUCP
Message-ID: <1989Oct4.182721.3764@stag.UUCP>
Source record: 248629

[andyc@hplsla.HP.COM (Andy Cassino) writes...]
>
> [stuff deleted]
>
> ICD disallows *any* distribution by people that have downloaded from
> Genie/Compuserve. They just re-iterated this in the roundtable. If you have
> an ICD Host Adapter and are not on Genie/Compuserve, then you have ICD's
> address and they will upgrade you for a nominal fee. Aside from download,
> this is the only way to get these utilities.
>

The utilities are also available form ICD's BBS. There phone
number is in the sales info that you got with your drive/
adapter. It took me about 45 min to download all the utilities
for the 3.41 release at 2400 baud.

>
> Disclaimer: The opinions expressed herein are those solely
> of the author, who has no pecuniary interest in the companies mentioned.
>
> Copyright (c) 1989 by Andrew Cassino. All rights reserved.
>
> %%%%

1309. Wanted: 2400 Baud External Modem

Newsgroup: comp.sys.atari.st
Date: 1989-10-04 18:28:11 UTC
From: news@tut.cis.ohio-state.edu
Message-ID: <64717@tut.cis.ohio-state.edu>
Source record: 248630

```
If you've got something New/Used, let me know.
Thanks,
Mustafa Thamer

From: thamer@tortoise.cis.ohio-state.edu (Mustafa Thamer)
Path: tortoise.cis.ohio-state.edu!thamer
```

1310. STILL looking for FOLDED

Newsgroup: comp.sys.atari.st
Date: 1989-10-04 18:57:37 UTC
From: laba-1aj@WEB.berkeley.edu
Message-ID: <1989Oct4.185737.5099@agate.berkeley.edu>
Source record: 248631
Cross-posted to: comp.sys.apollo,comp.sys.atari.st

I'm still looking for the apollo version of FOLDED by Todd Burkey (trb@stag).
I have not been able to get mail thru to him, so I'm asking YOU.

If you know where I can get the APOLLO version of FOLDED, please tell me.

Are you out there trb?!?

& John Kawakami
& laba-1aj@web.berkeley.edu
& Live each day as if it were your first

1311. Re: Atari ST Emulator for Amiga

Newsgroup: comp.sys.atari.st
Date: 1989-10-04 19:38:31 UTC
From: pa1329@sdcc13.ucsd.EDU
Message-ID: <1234@sdcc13.ucsd.EDU>
Source record: 248632

(From comp.sys.amiga)
In article <12803@s.ms.uky.edu> phoenix@ms.uky.edu (R'ykandar Korra'ti) writes:
> It's an Australian hack, boots on a 68000 or 68020, and is specifically
>public domain. It requires a bootable TOS disk to get started - I presume
>this includes TOSbench, or whatever they call it. (TOS disks can be purchased
>from local Atari dealers, if you've got one.) It will, according to its doc
>file, boot most game floppies as well.

Atari, what is your comment on this? I wonder how can TOS be sold
on disk to non-Atari owners?

1312. Multiple - See text

Newsgroup: comp.sys.atari.st
Date: 1989-10-04 19:43:49 UTC
From: csoc@turing.newcastle.ac.uk
Message-ID: <1989Oct4.194349.4727@newcastle.ac.uk>
Source record: 248633

Re : Looking for Compilers

One of the better C compilers is the Laser C (formerly Megamax)

Re : Blitter Upgrade for 1040ST

I wanted to know if I could install a blitter in my 520STFM. So I went to
see my local Atari developer (he just happens to run a shop). He didn't
know but said he would ask the Atari rep. *He* didn't know either!!!
So back to square one. Next port of call, two mail order companies in UK
A) Third Coast Technologies and B) Frontier Software. Both these came up
with "If there's a space on the board for one, then yes you can fit one".
That means rows of soldered holes mind.

Re : What's ST mean ???

According to ST World, ST User and others, SIXTEEN THIRTY-TWO. (This might
be incorrect, as it actually seems logical given that the M68000 is sixteen
bit externally and thirty-two bit internally.)

Re : STFM vs. ST

ST stands for,well see above. While STFM stands for ST with "F"loppy and
"M"odulator. The ST was the original machine which came without a modulator
and had a disk drive plugged in the back instead of internally. The STF
replaced it, guess what this had a disc drive built in, and finally a
progression to the current version the STFM.

+---+
| The University Of Newcastle-Upon-Tyne Computer Society |
| EMAIL: csoc@uk.ac.newcastle |
+---+

1313. Re: REFILLING HP DeskJet INK CARTRIDGES -- a warning...

Newsgroup: comp.sys.atari.st
Date: 1989-10-04 19:50:45 UTC
From: coffey@ucselx.sdsu.edu
Message-ID: <4067@ucselx.sdsu.edu>
Source record: 248634

In article <8077@cbmvax.UUCP> mitchell@cbmvax.UUCP (Fred Mitchell - QA) writes:
>In article <4056@ucselx.sdsu.edu> coffey@ucselx.UUCP (pat coffey) writes:
>>
>> ... Ususally when the cart. is running out of ink, it
>>starts skipping and printing lightly. This time, it just stopped
>>printing all together. I cleaned it as well as I could, but, alas,
>>nothing. I am trying to get it repaired now.
>
>Try cleaning the electrical contacts on the print head & DJ. I think the
>DJ manual mentions something about this.
>
BTW I tried cleaning the contacts and it did nothing. When HP repaired it,
they replaced the entire carriage mechanism. Everything from the platen
on down! It looks like over half the machine. It was done under
warranty, so I didn't have to pay for it. The point is that HP doesn't
just replace the priming mechanism --they replace a huge part of the
machine. I'm glad I didn't have to pay for it and don't want to in the
future. The cost of a new cartridge is less than the cost of
dinner for 2 at a fairly nice restaraunt so I'm not taking any chances.

For you who are mechanically minded, you may want to try to un-clog the
priming tube your self. The problem is that it feeds in and out of the priming
cam cover and I have no idea of how to
1. pull it out .
2. put it back .
i.e. it goes into a black box and comes out the other end.

I have no idea of what was broken; neither does the dealer. It had something
to do with the priming mechanism.

--
_ _ Ms. Pat Coffey
|_) (_ San Diego State University
| coffey@ucselx.sdsu.edu

1314. Re: Spectre and Appletalk

Newsgroup: comp.sys.atari.st
Date: 1989-10-04 20:16:58 UTC
From: covertr@force.UUCP
Message-ID: <46081bab.14a1f@force.UUCP>
Source record: 248635

In article <CMM.0.88.623376802.cmm1@cunixa.cc.columbia.edu>, cmm1@CUNIXA.CC.COLUMBIA.EDU (Christopher M Mauritz) writes:
> I must agree with the person that brought up the subject of a lack of
> an Appletalk interface on the Spectre GCR. I would own a Spectre now
> if the Appletalk support was included. Almost every job I've had in
> recent memory had an Appletalk network and a nice Laserwriter NX II at
> the end of it. How I would have loved to have had a Mega 4 on my desk
> running spectre (w/appletalk) instead of a wimpy little Mac plus. I
> had my current boss convinced into buying 30-40 Mega 4's with GCR
> packages until we realized that his Laserwriters would be useless
> without the Appletalk interface. (And don't try to tell me that we
> could have bought SM804', as they aren't nearly as good as the Apple
> printers). So the end result was that he ended up buying 25 Mac
> IIcx's. Typical end to a typical Atari story...sigh...
>
> Chris

To Dan Moore or David Small,
What is your status on Appletalk??
I thought I read on GEnie that you had investigated it once.
Am I mistaken??

It seems like instead of spending time on sound you could get
more sales by making an Appletalk interface for the Spectre or the
GCR.

Couldn't you have included an Appletalk interface in the GCR??
Could the DC Port serial io box be used as an Appletalk interface??

There seems to be a lot of demand for the GCR with the Appletalk interface.

Well, just wondering.

Richard Covert

.
.
.
.

1315. Re: Program to GEMDOS #0 at a specific time?

Newsgroup: comp.sys.atari.st
Date: 1989-10-04 20:25:48 UTC
From: alderaan@tubopal.UUCP
Message-ID: <697@opal.tubopal.UUCP>
Source record: 248636

In article <09028914493417 40@thelake.UUCP> stag!thelake!steve@pwcs.stpaul.gov writes:
:In <152@bdt.UUCP> ADAM_TILGHMAN@bdt.UUCP writes...
:
:> Hi there! I am looking for a program that will execute a GEMDOS #0 command
:> (terminate program) at a specific time... Is there such a beast? I am not
:> very fluent in M68K assembly, which is what I would assume this type of
:> program would have to be. The specific use for this program is to
:> drop out of BBS Express! at a certain time to implement a homebrew networking
:> package... Any feedback would be appreciated, but please post replies
:> directly to the net, since my email address is flaky at best.
:>
:> Adam Tilghman
:
:GEMdos #0 (Pterm0) terminates the current process. All your program would
:do is kill itself, not the BBS.

By the way, what about a more consistent 'process' management in one of the
future releases of TOS ? I think it would be nice if resident programs would
kick themselves off the list when issuing Pterm(), not the last one launched.
I had this problem during developing terminal interfaces for a BBS. I had to
keep all the interfaces (called via trap interfaces) resident at the same
time {:-(
Is it possible for you to allow such a dynamic 'process' management (including
memory release after 'process' termination) under TOS, Atari ?

--
Thomas Cervera | UUCP: alderaan@tubopal.UUCP
SysMan RKOpdp (RSTS/E) | ...!unido!tub!opal!alderaan (Europe)
D-1000 Berlin 30 | ...!pyramid!tub!opal!alderaan (World)
Motzstrasze 14 | BITNET: alderaan%tubopal@DB0TUI11.BITNET (saves $$$)

1316. Re: Latest ICD boot utilities

Newsgroup: comp.sys.atari.st
Date: 1989-10-04 20:28:40 UTC
From: covertr@force.UUCP
Message-ID: <4608261c.14a1f@force.UUCP>
Source record: 248637

Andy, you mention using TurboST and the ICD cache and FATSPEED,
but just wait until you get TOS 1.4 in 100 ns EPROMs and Tubo16 (T16)!!

I just had my 18 month old Mega ST4 refitted with these new clothes and it SCREAMS!!

I have NEVER bought a product that I like (Heck, *LOVE*) as much as T16!!

It was easy for my dealer to install, and the high speed TOS EPROMS make it
even faster!!!

Desktop refreshes are done literally in a blink of an eye!! I have a 3 year
520ST sitting next to my TurboMegaST (tm) and it crawls compared to TMST!!

So, if you to get the max out of your machine, run don't walk to your nearest
ST dealer and get T16 from Fast Technology!!

Hey, I had a switch installed just so I could slow down my MTST to play some
games like Macadam Pinball!! I can't wait to try out Flight Simulator or
Gunship or FALCON!!

Richard (T16s forever!!) Covert

1317. Opening text windows on top of graphics?

Newsgroup: comp.sys.atari.st
Date: 1989-10-04 20:56:41 UTC
From: whack@nmsu.edu
Message-ID: <340@opus.NMSU.EDU>
Source record: 248638

I am working in an image processing program and would like to use text windows while viewing an image. I am working in C and would like any and all tips on how this might be best done, if at all possible. Thanks in advance.

E-mail responses would be appreciated at either whack@nmsu.edu or g4949042@nmsuvm1.BITNET.

Warren J. Hack
Dept. of Astronomy
New Mexico State U.

1318. game programming

Newsgroup: comp.sys.atari.st
Date: 1989-10-04 21:12:27 UTC
From: cdixon@eagle.wesleyan.edu
Message-ID: <1880@eagle.wesleyan.edu>
Source record: 248639

Thanx to all the people who responded to my question (help me pleeeze...).
On a different note...
Are there any ST game programmers out there? Ive been writing games for
a while now, mostly in 68000 code and some in M Williams C. If anyone is
interested in discussing technical topics realted to ST game prgramming drop me
a line. Ive written some really efficient routines in machine code to handle
sprites and do fast parallax scrolling that id be willing to share with anyone
since I know how much of a bitch they can be to write. Im also looking for
anyone how can draw video-game type objects on the ST to use in a game.
xxx
Chris Dixon

1319. Re: Final result of Atari Nightmare (was 'Bitching...)

Newsgroup: comp.sys.atari.st
Date: 1989-10-04 21:14:38 UTC
From: stank@anvil.WV.TEK.COM
Message-ID: <4836@orca.WV.TEK.COM>
Source record: 248640

In article <1989Oct3.165904.18761@polyslo.CalPoly.EDU> mshapiro@polyslo.CalPoly.EDU (Blind Man With A Vision) writes:

.
.
.

>Buy an IBM PC clone. That's right. I hope you're listening Atari.
>Because you have idiots for distributors, I decided to buy a pc.
>
>This is really sad, considering that I could have had FREE use
>of an ST. Thos eof you who are considering buying an atari may
>want to look at the retail/support organization before you commit.
>
>BTW, for those who are interested, I'm using Cakewalk for my MIDI
>software. So far, I'm very impressed....

It's funny, but I started with a true blue PC and Cakewalk and then decided to buy an Atari. I like Cakewalk and still use it all the time, but when I needed to get a sample editor program I couldn't find one that would work satisfactorily on my PC. The problem was that my PC has one of the original CGA adapters, so I'm limited to the number of sample editor applications I can run. (This is one of my main beefs with the PC, there is such a profusion of graphics adapters that it is difficult to find an application that does what you want on the hardware you have. Worse yet, there doesn't seem to be any emerging defacto standard hardware configuration for PC music programs, unless you only look at programs that have a character graphics interface.)

Faced with having to buy a new graphics adapter monitor in order to get a decent sample editor program and, I decided to spend the money on an Atari 1040 ST instead. Now I have two MIDI computers, it's great, I can run a sequencer on one while I'm using an algorithmic music generator on another, or a sample editor or whatever. This setup also doubles the available software I can run. In short, I'd say that both the IBM PC and the Atari St are only first generation tries at MIDI computers. Hopefully, boxes like the NeXt or perhaps Unix workstations will begin to take hold in the MIDI world, but first they have the get the prices down. At any rate, I'm still waiting to see a really good computing platform for MIDI applications, so in the mean time I have to make due with what I have.

stank

US Mail: Stan Kalinowski, Tektronix, Inc., Interactive Technologies Division
PO Box 1000, MS 61-028, Wilsonville OR 97070 Phone:(503)-685-2458
e-mail: {ucbvax,decvax,allegra,uw-beaver}!tektronix!orca!stank

or stank@orca.WV.TEK.COM

1320. Re: Spectre and Appletalk

Newsgroup: comp.sys.atari.st
Date: 1989-10-04 22:24:29 UTC
From: marclaan@neabbs.UUCP
Message-ID: <221647@neabbs.UUCP>
Source record: 248641

```
Demnaechst is the German equivalent of ''real soon now''.
---> greetx, Marc Laan, Amsterdam, Holland.
```

1321. Re: What's ST mean?

Newsgroup: comp.sys.atari.st
Date: 1989-10-04 22:27:40 UTC
From: daveh@cbmvax.UUCP
Message-ID: <8093@cbmvax.UUCP>
Source record: 248642

in article <3857.25261253@uwovax.uwo.ca>, 4203_5021@uwovax.uwo.ca says:

> I have a question that sounds so simple, I hope someone can give me a hand.
> What does 'ST' stand for, as in ATARI ST?

Either "Sixteen Thirty-two" (after the 68000, which has a 16 bit data bus
but 32 bit registers) or "Sam Tramiel" (after Jack's #1 Son) :-). Take
your pick.

> Patrick Bradd
--
Dave Haynie Commodore-Amiga (Systems Engineering) "The Crew That Never Rests"
{uunet|pyramid|rutgers}!cbmvax!daveh PLINK: hazy BIX: hazy
Too much of everything is just enough

1322. Re: miniinfo gripe

Newsgroup: comp.sys.atari.st
Date: 1989-10-05 00:09:07 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.88.623549347.larserio@kyrre.uio.no>
Source record: 248643

OK, the miniinfo file is a Timeworks DTP info sheet - no instruction !!
Here is how to change the settings in MiniTerm 9.31:

Load the file MINITERM.INF into a text-editor or word-prossesor
To edit something just type over the old data....
First there is some configuration data, files, zmodem progs etc...
Then there is the standard rs-port setting
Then the 20 f.key dial-dirs (10 normal, 10 with shift)
Then the 20 macros which work when DCD is active

Every data field starts on a TAB setting
The only thing you must remember is that !!!!

Just ask if there are more problems.... Sorry the configuration can't be
done from within MiniTerm, but i wanted the program as short as possible
A friend of mine has made a SETUP931.PRG to configure MiniTerm...
I'll get an english version and post it as soon as possible....

Lars-Erik / ABK-BBS +47 2132659 / ____ ______
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

1323. TOS 1.4 problem

Newsgroup: comp.sys.atari.st
Date: 1989-10-05 00:15:39 UTC
From: pi@csd4.csd.uwm.edu
Message-ID: <343@uwm.edu>
Source record: 248644

I seem to have a problem with my TOS 1.4 that I just purchased.
I have a 7/1985 ST, and when I put the new TOS in and turn it on,
the screen blanks. No HD access, no floppy access. I know others
with earlier machines, one also has this problem, the rest do not.
Any ideas?

Thanx in advance..
Pete

"Poachers shooting at rabbits will scare the big game away"
- From : ?? I don't remember
-- Think about it... Use it... Live it...
UWisconsin.Milwaukee : pi@csd4

1324. Lists

Newsgroup: comp.sys.atari.st
Date: 1989-10-05 00:22:00 UTC
From: EDGINGTC@Wabash.BITNET
Message-ID: <8910050024.AA13116@ucbvax.Berkeley.EDU>
Source record: 248645

Have there been any info-atari16 lists sent out lately? I am subscribed to the lists but haven't received a posting for about 2 weeks now.

Thanks,
Chris Edgington
edgingtc@wabash.bitnet

1325. Okidata Microline 390 printer

Newsgroup: comp.sys.atari.st
Date: 1989-10-05 01:49:24 UTC
From: SKOLODZIESKI@VAXB.STEVENS-TECH.EDU
Message-ID: <8994214925.2021a041.SKOLODZIESKI>
Source record: 248646

I have been having a problem getting my Okidata 390 to print graphics correctly with my 1040 ST. The problem seems to manifest itself most frequently in the 24 pin emulation mode. The problem is being that 3 bytes (24 bits) of data are being sent to the printer to print a single column of dots. At some random time, so it seems to me at least, one of the 3 bytes gets droped and the entire rest of the line is screwed up, beause of byte misalignment. Does anyone have the same problem or know of a fix.

Scott J. Kolodzieski
Stevens Institute of Tech.

"skolodzieski@vaxc.stevens-tech.edu"

1326. A cursor in windows

Newsgroup: comp.sys.atari.st
Date: 1989-10-05 02:28:52 UTC
From: dnewton@carroll1.UUCP
Message-ID: <715@carroll1.UUCP>
Source record: 248647

Does anyone know how to put a cursor in a GEM window? I finally figured out a bunch of fun text-to-GEM-window routines, just pass in the window handle, an x and y, and a string, it'll stick it to the window (or at least in the clipping region)...

But!!! I need to build a really simple text editor really really really quickly and am having trouble doing a cursor. there's no good way to save what's underneath a character (i mean, a good fast way w/o resorting to assembler, and i don't know assembler on an ST too well) so i need help in a big way.

Thanx in advance.

--
David L. Newton | dnewton@carroll1.UUCP | Quote courtesy of
(414) 524-7343 (work) | dnewton@carroll1.cc.edu | Marie Niechwiadowicz,
(414) 524-6809 (home) | 100 NE Ave, Waukesha, WI 53186 | Boston College.
[Q]: How many surrealists does it take to screw in a light bulb? [A]: The fish.

1327. Re: What's ST mean?

Newsgroup: comp.sys.atari.st
Date: 1989-10-05 03:01:53 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <2685@water.waterloo.edu>
Source record: 248648

In article <3857.25261253@uwovax.uwo.ca> 4203_5021@uwovax.uwo.ca writes:
>I have a question that sounds so simple, I hope someone can give me a hand.
>What does 'ST' stand for, as in ATARI ST?

ST --> SixTeen ?
TT --> ThirtyTwo ?

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@water.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

1328. Re: Where's the Spectre GCR???

Newsgroup: comp.sys.atari.st
Date: 1989-10-05 04:29:52 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <22797@cup.portal.com>
Source record: 248649

In the discussion about the Spectre GCR, Richard Covert says:

>As far as harassing Dave Small, you should have seen some of his comments
>to ME. At least I have NEVER cussed at Dave Small. GBS runs a GEnie
>RoundTable (similiar to a newsgroup), and last may Dave left some really
>nasty messages (in a public topic for all to read) to me. And when I
>questioned the the RT Coordinator I was told that since GBS owns the RT
>Contract with Genie, Dave could post any message that he wants, without
>recourse from GEnie.

Unfortunately GEnie was lying to you... As the "owner of an RT Contract
with GEnie", I posted an extremly innocuous message replying to a user,
telling them that I did not support contests which generated "junk" uploads.

The General Manager of GEnie personally *ordered* me to delete my message,
telling me "this was no way to answer a customer's question".

It turns out the contest was involved in an RT which was one of his "pet"
projects, and he wasn't above violating contracts to see that it succeeded.

This man has probably the lowest standard of ethics of anyone I've ever
had the misfortune to do business with, and his word is that of God on
GEnie. If he cared to tell GBS to grovel in the mud, or bend over in the
shower, GBS would do it, or be locked out of GEnie before you could blink,
regardless of what their "contract" might say.
So don't believe everything GEnie Customer Service may tell you. They want
to keep their jobs too...

BobR

1329. Re: STfm vs. ST

Newsgroup: comp.sys.atari.st
Date: 1989-10-05 04:41:59 UTC
From: dnewton@carroll1.UUCP
Message-ID: <717@carroll1.UUCP>
Source record: 248650

I thought the STfm added the high-density (720k) drive, but besides that
were identical?

--
David L. Newton | dnewton@carroll1.UUCP | Quote courtesy of
(414) 524-7343 (work) | dnewton@carroll1.cc.edu | Marie Niechwiadowicz,
(414) 524-6809 (home) | 100 NE Ave, Waukesha, WI 53186 | Boston College.
[Q]: How many surrealists does it take to screw in a light bulb? [A]: The fish.

1330. Connecting non-Atari monitors to the ST

Newsgroup: comp.sys.atari.st
Date: 1989-10-05 06:27:30 UTC
From: zimm@portia.Stanford.EDU
Message-ID: <5558@portia.Stanford.EDU>
Source record: 248351

I'm sick of having two monitors (mono and RGB) on my desk. Is it possible to connect a third party hires RGB monitor that could handle all of the ST's resolutions? If such a thing is possible, how will the hires quality compare to the SM124? What is the price range on such monitors?

zimm%portia@forsythe.stanford.edu

1331. HARD DRIVES FOR STs

Newsgroup: comp.sys.atari.st
Date: 1989-10-05 06:48:19 UTC
From: scott@CIE.UOREGON.EDU
Message-ID: <8910050648.AA01585@cie.uoregon.edu>
Source record: 248352

I have an Atari 1040ST. I want a hard disk. I don't want to
spend lots of money. I want lots of Megabytes. Lots.

What can I buy? Can I go out and buy a Seagate SCSI drive that
I find advertised in _Computer Shopper_? Do I have to buy a
drive made specifically for the Atari ST? Is there a way to
make a drive that is designed for an IBM PC work with my Atari.

I'm very uninformed about hard drives and I'm sure there are
lots of others out there just as ignorant. We'd love to be
enlightened. If you can dish out lots of "how to" and "where
to find" and "what'll work," I'd like to hear it.

Scott Settlemier Univ. of Oregon scott@cie.uoregon.edu
The opinions expressed reflect in no way those of society.

1332. Re: Ethernet, Atari?, and X Windows

Newsgroup: comp.sys.atari.st
Date: 1989-10-05 08:47:44 UTC
From: decouty@irisa.fr
Message-ID: <1530@irisa.irisa.fr>
Source record: 248353

In EUUG (European UNIX systems User Group) newsletter, vol 9, No 2, summer 89,
there is a paper called:
'X/ST/window' by Michael Gehret, mg@xsoft.uucp
which describes a port of X window server on Atari ST.
From the paper, X runs either through serial lines or through Ethernet (tcp-ip)
on ST (no mention of any ethernet card). It uses a new OS, called X/ST/multi,
"a multi-tasking operating system that is totally compatible to TOS".

The system requires 2 megabytes, but no hard disk. The software was
cross-developped on HP 9000/330 workstation.

xsoft= X/software, Gro"nenbach, West Germany.
This paper was the second article in the series on window sustems, presented
by William Roberts (Queen Mary College, London, UK), liam@qmc-cs.uucp.
Perhaps this person has the source of the paper...

That's all folks.

Bertrand decouty

Bertrand DECOUTY	EMAIL : decouty@irisa.fr, decouty@irisa.uucp
IRISA - INRIA	{uunet,mcvax,inria}!irisa!decouty
Campus de Beaulieu	PHONE : +33 99 36 20 00
F-35042 Rennes Cedex - FRANCE| FAX : +33 99 38 38 32	TELEX: 950473 UNIRISA

1333. Re: Master Sound - Virus Warning

Newsgroup: comp.sys.atari.st
Date: 1989-10-05 10:45:50 UTC
From: woodside@ttidca.TTI.COM
Message-ID: <6674@ttidca.TTI.COM>
Source record: 248354

In article <8910041534.AA11533@ucbvax.Berkeley.EDU> WILDDJ@VAXB.ASTON.AC.UK writes:
...[edited]...

>I have just bought the master sound sampler package from Software Horizons.
>It's a good package, but I have found that my copy had the ghost virus on the
>boot sector.

I would appreciate it if anyone encountering this virus would send me a copy
for inclusion in the next version of Vkiller.

By name, it doesn't sound like one I'm familiar with.

--
*George R. Woodside - Citicorp/TTI - Santa Monica, CA
*Path: ..!{philabs|csun|psivax}!ttidca!woodside

1334. Extraction problem with ARC v 5.21 for Unix(tm)

Newsgroup: comp.sys.atari.st
Date: 1989-10-05 10:50:52 UTC
From: ralph@nastassia.laas.fr
Message-ID: <446@laas.laas.fr>
Source record: 248355
Cross-posted to: comp.sources.bugs,comp.sys.atari.st

I just tried to extract from dvidsk.arc posted to comp.binaries.atari.st. Arc on Unix (Version 5.21, created on 04/22/87 at 15:05:21) refused to extract USERGUIDE.TXT, giving the message "Cannot create USERGUIDE.TXT". On the other hand, the older arc.5.12 (Archive Utility, 5.12 System V Version 1.1a, 4/30/87) had no problem with this archive.

Is there a newer arc? Thanx. Follow-ups are to comp.sources.bugs!

Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!mcvax!laas!ralph If all else fails, try:
SOBEK@FRMOP11.BITNET sobek@eclair.Berkeley.EDU
==========
Upon the instruments of death the sunlight brightly gleams. -- King Crimson

1335. Re: A cursor in windows

Newsgroup: comp.sys.atari.st
Date: 1989-10-05 11:26:49 UTC
From: n62@nikhefh.nikhef.nl
Message-ID: <282@nikhefh.nikhef.nl>
Source record: 248356

In article <715@carroll1.UUCP> dnewton@carroll1.cc.edu (Dave 'Yes, I'm weird' Newton) writes:
#>
#> Does anyone know how to put a cursor in a GEM window? I finally figured
#>out a bunch of fun text-to-GEM-window routines, just pass in the window
Post these routines, please. Every one find this difficult;
examples help a lot.
#>handle, an x and y, and a string, it'll stick it to the window (or at least
#>in the clipping region)...
#>
#> But!!! I need to build a really simple text editor really really really
#>quickly and am having trouble doing a cursor. there's no good way to save
#>what's underneath a character (i mean, a good fast way w/o resorting to
#>assembler, and i don't know assembler on an ST too well) so i need help in
#>a big way.
There are (i think) three ways:
1 When the cursor type is not important, write the cursor in XOR mode.
delete him by writing in XOR mode again.
2 do a blit-operation to get the current character.
3 do it the "right" way: just put your cursor, and give an update event
if you want to delete him.
#>
#> Thanx in advance.
Hope this helps.
#>
#>--
#>David L. Newton | dnewton@carroll1.UUCP | Quote courtesy of
#>(414) 524-7343 (work) | dnewton@carroll1.cc.edu | Marie Niechwiadowicz,
#>(414) 524-6809 (home) | 100 NE Ave, Waukesha, WI 53186 | Boston College.
#>[Q]: How many surrealists does it take to screw in a light bulb? [A]: The fish.

Klamer.
--
_____Yes, mail address changed again :-(_____
Klamer Schutte mcvax!nikhefh!{n62,Schutte} {Schutte,n62}@nikhef.nl

1336. Spectre GCR question answered

Newsgroup: comp.sys.atari.st
Date: 1989-10-05 12:51:00 UTC
From: 01659@AECLCR.BITNET
Message-ID: <8910051248.AA21294@ucbvax.Berkeley.EDU>
Source record: 248357

Several netters asked me to clarify what Spectre GCR is compared with Spectre 128. The latter, which I have used for quite some time (prior to Spectre 128 I used Magic Sac), effectively turns the Atari ST into a Mac compatible computer. However, because the Mac has a completely different way of reading/writing disks, the ST cannot read Mac disks with Spectre 128.

Spectre 128 uses Mac 128K ROMs, the same chips inside the Mac SE. Magic Sac uses the old 64K ROMs and lots of software released lately will not run with the 64K ROMs, thereby making Magic Sac somewhat of a dead-end product.

Spectre GCR (GCR stands for Group Coded Recording, the way a Mac reads/ writes disks) lets the ST use Mac disks while in the Mac emulation mode. For example, to show some users that YES, Spectre GCR is for real and DOES WORK, we popped in a disk with the latest Mac users' newsletter on it and read it into MS Word 4.0 on an ST under Spectre GCR. There, before the eyes of even die-hard Mac users, was the latest Mac newsletter on an ST, in a Mac program read from a file on a Mac disk.

I am very anxious to get a STACY, the ST laptop, and plug Spectre GCR into it. Today, on our site, we have a Mac laptop demo. Our special corporate pricing is supposed to be about $6000 CDN so I'm told. STACY + GCR, while lacking some of the great features of the Mac laptop (like its pixel mapped screen), will have a street value (not corporate price) of less than $3000 CDN and that includes a 20Mb hard disk. We might be able to get three STACY + GCR combos for the price of a single Mac laptop if corporate pricing is good.

I was also asked about the LYNX (formerly the Atari Portable Colour Entertainment System or APCES). Latest word from Atari Canada is the end of this quarter (looks like they'll miss the all important Christmas market to Nintendo's Game Boy!)

Finally, my Ditto II has still not made it through the mail or customs. Netters will have to wait a while for info on hands on experience from me.

1337. 850 interfaces and modems

Newsgroup: comp.sys.atari.st
Date: 1989-10-05 14:41:40 UTC
From: clf3678@ultb.UUCP
Message-ID: <1371@ultb.UUCP>
Source record: 248358
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,misc.forsale

I've posted this before, but now that I finally have some power supplies for the following items, I'll post it again:

850 interfaces for sale - includes power supply. Reconditioned units, fully tested. Does not include SIO cable. $45

Avatex 1200 modem - fully tested, reconditioned. Includes power supply. these are not the 1200hc modems. $40

You should include $5 per item for shipping.

Also available: 850 -> modem cable for the 850. About 3.5 feet long. $7.

If interested, leave me a message via any of the addresses listed below, or call my BBS. I prefer that you NOT leave a message via Usenet E-mail (if possible) because the school's system isn't set up right, and I have great difficulty getting a reply through. However, if you don't have the alternative, leave message here.

Chris Freemesser, Rochester Institute of Technology | What I like :
BITNET: %clf3678@RITVAX GEnie: C.FREEMESSER | 1) My Atari ST
USENET: Just reply and hope it gets through | 2) My '77 Mercury
Call the ACORN BBS (716)436-3078, 300/1200 baud | 3) Coke Classic

1338. Re: Connecting non-Atari monitors to the ST

Newsgroup: comp.sys.atari.st
Date: 1989-10-05 15:01:42 UTC
From: cwilliam@brillig.umd.edu
Message-ID: <CWILLIAM.89Oct5110142@brillig.umd.edu>
Source record: 248359

In article <5558@portia.Stanford.EDU> zimm@portia.Stanford.EDU (Dylan Yolles) writes:

> I'm sick of having two monitors (mono and RGB) on my desk. Is it possible
> to connect a third party hires RGB monitor that could handle all of
> the ST's resolutions? If such a thing is possible, how will the hires
> quality compare to the SM124? What is the price range on such monitors?

I have a Magnavox that I am VERY satisfied with. It has analog, and
digital RGB, as well as composite (TV/VCR video signal) and audio
connections. Works great on my st (which uses a standard ANALOG RGB),
IBMs usually use TTL (which is digital RGB) and TV/VCR/8bit Atari/etc
all use composite (the video/audio ins usally RCA plugs). It has (in
my opinion) a little better resolution than the ST color monitors,
blowing away the new-style color monitors, and maybe a little better
than the older ones. The price is a little CHEAPER than the ST
monitor. I paid $200 for mine locally at full retail price. I
recently got a second at a hamfest for $60. Very cool monitors (which
I use as TVs most of the time. Also nice and light and they come with
a nice 5 year warranty (something Atari doesnt provide).

Any monitor that has Analog RGB and a audio in RCA plug will work.
You do need to get a cable from that wierd Atari-specific monitor plug
to the standard RGB plug with a little lead for the audio line. I had
no trouble finding these cords locally at a large Atari dealer.
Sorry, I dont have any specific names.

(and no I am not affiliated with Magnavox, I am just a VERY pleased
customer... you know the bit...)

Chris

/\
What I have said above may or may not be fact, you be the judge...

Christopher Williamson | cwilliam@umd5.umd.edu | Arpa/InterNet (prefered)
Human-Computer Int Lab | cwilliam@UMDD | BitNet
Univ. of Maryland |...!uunet!umd5!cwilliam| UUCP
College Pk, MD 20740 | (301) 779 - 5408 | If all else fails

"Without water, we're all just three or four pounds of chemicals."

1339. Re: TOS 1.4 problem

Newsgroup: comp.sys.atari.st
Date: 1989-10-05 15:52:23 UTC
From: hcj@lzaz.ATT.COM
Message-ID: <806@lzaz.ATT.COM>
Source record: 248360

In article <343@uwm.edu>, pi@csd4.csd.uwm.edu (Peter J Ikusz) writes:
> I seem to have a problem with my TOS 1.4 that I just purchased.
> I have a 7/1985 ST, and when I put the new TOS in and turn it on,
> the screen blanks. No HD access, no floppy access. I know others
> with earlier machines, one also has this problem, the rest do not.
> Any ideas?

First and most likely problem is that a pin either
a. missed the socket and is sticking out -- you can see this.
b. a pin tucked under the rom -- you can't see this.

the only way to handle case b is to CAREFULLY remove the roms
1 at a time, and check them. Of course, there is a slight probability
that you will fold a pin under while doing this, so its a bit frustrating.

Also, are you really sure the roms are in the correct order?

Finally, you may have a malfuction, that tos1.1 didn't stress.

good luck

Howard C. Johnson
ATT Bell Labs
att!lzaz!hcj
hcj@lzaz.att.com

1340. Re: Spectre and Appletalk

Newsgroup: comp.sys.atari.st
Date: 1989-10-05 16:06:12 UTC
From: hase@netmbx.UUCP
Message-ID: <3567@netmbx.UUCP>
Source record: 248361

In article <822@chyde.uwasa.fi> hv@chyde.uwasa.fi (Harri Valkama LAKE) writes:
>In article <CMM.0.88.623376802.cmm1@cunixa.cc.columbia.edu> cmm1@CUNIXA.CC.COLUMBIA.EDU (Christopher M Mauritz) writes:
>In front of me I have a German Atari magazine (ST magazin; Markt und
>Technik, 10/89). Here is an add from Fearn & Musik (Stuttgart) that
>sells Spectre 128 and GCR (GCR price is DM725,- (without ROMS) and
>DM1025,- with ROMS) In the bottom line of this list there is a line:
>"Demnaechst: AppleTalk(tm) hardware Emulation"
>
>I'm not sure what "Demnaechst" means in this context but I think it
>gives promises that they are working it. Any comments Dave Small?

Demnaechst means "real soon now".

This ranges from weeks to years.

I know of an engeneer, who tried to add Appletalk to the ST. The
prototype board plugs to the Centronics (printer) port and has
Appletalk, Apple Desk Top Bus and Centronics outputs.
Works pretty well with an hacked version of Aladin (the german Stectre
competitor).

The bad news: It's exspensive.

It does not make sense to pay DM 2000 for a Mac-emulator if you can get
a Mac for DM 4000...

hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
Dennis had stepped up into the top seat whet its founder had died of a
lethal overdose of brick wall, taken while under the influence of a
Ferrari and a bottle of tequila. (Douglas Adams; the long dark teatime...)

1341. GIF files

Newsgroup: comp.sys.atari.st
Date: 1989-10-05 16:06:22 UTC
From: wsdwgk@eutrc3.urc.tue.nl
Message-ID: <958@eutrc3.urc.tue.nl>
Source record: 248362

Hello

I am looking for a program that can display GIF files. does anyone have it ?

please reply by mail

Guido

1342. Magazine, magazine, where for art thou?

Newsgroup: comp.sys.atari.st
Date: 1989-10-05 16:15:53 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <891005.10155253.062235@SFA.CP6>
Source record: 248363

Being a grateful INFO-ATARI16er in a rural university setting where
we have no access to national services other than BitNet, I'm having
withdrawl pains. INFO-ATARI16 magazine is no longer flowing in our
direction. Haven't received an issue in over two weeks. It is rare
that there are any daily postings as there is for the Amiga net.
Can anyone recommend another ST net magazine or network? I live in
an IBM and Macintosh region and need ST fellowship--begging for company.
Hello....anyone out there?

Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

1343. Re: official tos 1.4 release

Newsgroup: comp.sys.atari.st
Date: 1989-10-05 16:20:06 UTC
From: covertr@force.UUCP
Message-ID: <460c4f58.14a1f@force.UUCP>
Source record: 248364

In article <steveg.89oct3160123@narnia.com.com>, steveg@com.com (stephen harold goldstein) writes:
>
> I recently had a local dealer install TOS 1.4 into my Mega 4.
> Thanks for any info you can provide. My dealer will remain nameless until I
> know the facts. If he's selling illegal copies I'd like to know (and I'm
> sure Atari would too...).

Well, my feeling is that Atari has really dropped the ball on the release of TOS 1.4!! There have been 'illegal' versions of TOS 1.4 floating around for weeks now!! And the illegal copies have fixes in them for several bugs in the offical Atari TOS 1.4 release EPROMs (or ROMs). For example, TOS 1.4 has a bug in the Serial IO code which has been fixes by an industrious hacker way up North!! And the hacker had to show it to Atari in order for ATari to fix it. And Atari's fix was a patch program that you need to load in your auto folder. So, already, before you can even buy a legit copy of TOS 1.4, you need to start loading in patches!! Sounds a lot like TOS 1.0 and TOS 1.2 doesn't it??

And you can't BUY TOS 1.4 in FAST EPROMs to be used with Fast Tech's Turbo16 16 MHZ board. If you could get TOS 1.4 in 100 ns EPROMS, T16 could run even faster when accessing the TOS code. But, try to buy TOS 1.4 in fast eproms. Ha!!

So, TOS 1.4 is getting spread and ATari is losing sales simply because they don't know how to market the upgrade!!!

And you have to wonder how a company that can't even distribute an OS upgrade can market an multi-tasking multi-windowm multi-user super fast workstation like the TT!! Ha again!!!

I am going to keep my Mega ST4 and my 520ST but it will be snowing in Phoenix in July before you see me buying a TT. Lack of support from Atari is why!!

I just wish that Atari would release the source code to TOS and let the hackers support the darn thing!! It couldn't be worse then the non-support that Atari provides now!!!

Richard (Proud Owner of a Souped Up T16ized Mega ST4!!!) Covert

1344. Re: Connecting non-Atari monitors to the ST

Newsgroup: comp.sys.atari.st
Date: 1989-10-05 16:20:55 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.88.623607655.larserio@kyrre.uio.no>
Source record: 248365

Philips has a Personal Multisync with loadspeaker that works with all
3 resolution.... My friend uses one right now....

Lars-Erik / ABK-BBS +47 2132659 / ____ ______
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

1345. Sound Sampling for All

Newsgroup: comp.sys.atari.st
Date: 1989-10-05 17:11:47 UTC
From: chuck@richsun.UUCP
Message-ID: <455@richsun.UUCP>
Source record: 248366

I only posted this to North America last time...so I think I'll give
it one more chance.

Many thanks to Johnie W. Wardlaw @usrmath.ucr.edu and all of the rest of
the replies to my request. Now - for John Stanley @dynasoft and Joe Rohde
at ohio-state and anyone else who is interested: I have modified Johnie
Wardlaw's ST Replay 'C' code for the Mark Williams C Compiler and Replay4
sound files.

I now have another question: I am not able to play sound files larger
than 32K bytes. I'm wondering if it's a matter of allocating memory
or if 'bascode.exe' can't handle larger than 32K files????

Here's the code:

```
--------------------------- Cut Here ----------------------------------------
X[2-Oct-89]
X
X Here is the source for my ST Replay "player" code by Johnie Wardlaw and
X modified by me for the Mark Williams C Compiler.
X
X/*
X** sound.c Routines to load and play ST-Replay sound files.
X** (Requires BASCODE.EXE Replay file to play it)
X** Also - the sound sample Replay file replay.spl is needed.
X**
X** Written by Johnie W. Wardlaw (wardlaw@ucrmath.ucr.edu)
X** Use this code however you wish.
X**
X** Modified by (me) Chuck Menard (chuck@richsun) for the Mark Williams C
X** Compiler and the 'as' assembler used with MWC.
X**
X*/
X
X#include <stdio.h>
X#include <osbind.h>
X
Xchar player[3000]; /* Buffer for player object code */
X
Xsound_init ()
X{
X register FILE fd; /* File descriptor for BASCODE.EXE file */
X
X/*
X** Open file for read only access and binary mode.
```

```
X*/
X
X if ((fd = fopen ("bascode.exe", "rb")) == NULL)
X return( 1 );
X
X/*
X** Read object code into player buffer. My bascode.exe file is 2794 bytes long.
X*/
X
X if (fread (player, 2794, 1, fd) != 2794) {
X close (fd);
X return (1);
X }
X
X/*
X** Close file and return successfully.
X*/
X
X close (fd);
X return (0);
X}
X
X/*
X** Call player code to play sound.
X*/
X
Xint sound_play (addr, len, freq)
X
Xlong addr; /* Address of Replay sample */
Xlong len; /* Length of Replay sample */
Xlong freq; /* Frequency of Replay sample */
X
X{
X register long *where; /* Address of player code */
X
X/*
X** Initialize player code with appropriate sample information.
X*/
X
X *((long *) &player[30]) = addr;
X *((long *) &player[34]) = len;
X *((long *) &player[38]) = freq;
X
X/*
X** Set address of player code.
X*/
X
X where = (long *) player;
X
X/*
```

```
X**Jump to player code and execute it. I used a seperate assembly file - doit.s.
X*/
X
X doit(where); /* Go to assembly file */
X
X
X
X
X/*
X** Return successfully.
X*/
X
X return (0);
X}
X
X/*
X** End of sound.c
X*/
X/*
X** stest.c Test program for sound.c source code.
X**
X*/
X
X#include <stdio.h>
X#include <osbind.h>
X
Xchar *sample;
X
Xmain ()
X{
X char str[128]; /* Temporary input string */
X char *malloc (); /* Allocate memory */
X long freq; /* Frequency to play at */
X long atol (); /* ASCII to LONG conversion */
X register FILE fd; /* File descriptor for sample */
X
X/*
X** Allocate memory for sample and load it in.
X*/
X
X sample = malloc( 7000 );
X if ((fd = fopen ("replay.spl", "rb")) == NULL)
X exit (1);
X fread (sample, 6960, 1, fd);
X close (fd);
X puts ("Sound file loaded");
X
X/*
X** Initialize sound player.
X*/
```

```
X
X sound_init();
X puts ("Player code loaded");
X
X/*
X** Play sample for user at difference frequencies depending on input
X** until an empty line is entered.
X*/
X
X do {
X printf ("Speed? [0-5] ");
X fflush (stdout);
X gets (str);
X if (*str) {
X freq = atol (str);
X sound_play (sample, 6960L, freq);
X }
X } while (*str);
X
X/*
X** Free memory and exit gracefully.
X*/
X
X free (sample);
X exit (0);
X}
X
X
X /* here's doit.s */
X
X .globl doit_
X
X doit_:
X link a6,$0
X movea.l 8(a6),a0
X jsr (a0)
X unlk a6
X rts
```

That's it - Have Fun!!!

1346. Re: Ethernet, Atari?, and X Windows

Newsgroup: comp.sys.atari.st
Date: 1989-10-05 17:25:20 UTC
From: scott@cs.odu.edu
Message-ID: <SCOTT.89Oct5132520@raedwald.cs.odu.edu>
Source record: 248367

> There *was* a short discussion several weeks ago, initiated by
> someone's misunderstanding about the "wm" U**x window terminal
> software. At least one person thought that Xwindows had been ported
> to the ST. No-one was able to confirm that X had been ported. A
> colleague suggests that a port might not be as daunting a task as
> it might first appear, the ST appears to be one of the types of m/c
> which the designers of X had in mind when they designed X.

HERE!

Article 17674 of comp.sys.atari.st:
Path: xanth!ames!mailrus!tut.cis.ohio-state.edu!ucbvax!FORSYTHE.STANFORD.EDU!H235_016%ccva
x.ucd.ie
From: H235_016%ccvax.ucd.ie@FORSYTHE.STANFORD.EDU (Padraig)
Newsgroups: comp.sys.atari.st
Subject: X-Windows on the ST
Message-ID: <8906090107.AA11106@ucbvax.Berkeley.EDU>
Date: 8 Jun 89 18:07:00 GMT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The Internet
Lines: 28

In article <4500@UCDAVIS.UCDAVIS.EDU> HULSE@UCDAVIS.EDU ((Charle) Andy Hulse) w
rites

> I am interested in running an X environment on the ST. Is this possible ? I've
> read things here before, primarily from Europe, and I wonder what necessary
> hardware/software is required. Do I need Ethernet ? Or is there software to
> make the RS232 handle TCP/IP ?

A German company, X-Software have ported X/Window server (version 11
release 3) for the ST running under X/ST/Multi, a multi-tasking but TOS
compatible OS. It costs DM2000 (approx #670 sterling) for the software.
This will give you a 19200 baud serial X/Window terminal. To make the
most of things however you can get Ethernet/CheaperNet from DM1500.

Their address is :-

X/Software,
Sonnenstrasse 2,
D-8944 Gronenbach, WG
(Telephone : 08337 1411)

$$$
$ GOVERNMENT HEALTH WARNING :- $ Padraig O'hIceadha. $
$ Studying is bad for your health. $ H235_016@ccvax.UCD.ie $

```
$.....................................:.........................................$
$ Thank God my cheques don't bounce as often as my mail does, $
$ But then maybe that's because I can't afford to write any cheques ! $
$$$
```

1347. Re: Where do I get a new version of gulam? and TeX?

Newsgroup: comp.sys.atari.st
Date: 1989-10-05 19:11:44 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440061@hplsla.HP.COM>
Source record: 248368

```
|
| I recently received an index from panarthea, and found that the last
|version listed there was 1.03.04.05, the same I have on my machine.
|But this dates back to the end of 1987, and I can't imagine that Bammi
|has kept his arms crossed all this time. Is there another version
|out? How can I get it? Please, no ftp addresses, since I get red and
|----------

I think this is indeed the latest available. There's nothing newer on GENIE
either. I hope someone can prove otherwise!

Disclaimer: The opinions expressed herein are those solely
of the author, who has no pecuniary interest in the companies mentioned.
```

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%%%

1348. Re: Where's the Spectre GCR???

Newsgroup: comp.sys.atari.st
Date: 1989-10-05 19:31:44 UTC
From: covertr@force.UUCP
Message-ID: <460cfab1.14a1f@force.UUCP>
Source record: 248369

In article <22797@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
> In the discussion about the Spectre GCR, Richard Covert says:
>
> >As far as harassing Dave Small, you should have seen some of his comments
> >to ME. At least I have NEVER cussed at Dave Small. GBS runs a GEnie
> >RoundTable (similiar to a newsgroup), and last may Dave left some really
> >nasty messages (in a public topic for all to read) to me. And when I
> >questioned the the RT Coordinator I was told that since GBS owns the RT
> >Contract with Genie, Dave could post any message that he wants, without
> >recourse from GEnie.
>
> Unfortunately GEnie was lying to you... As the "owner of an RT Contract
> with GEnie", I posted an extremly innocuous message replying to a user,
> telling them that I did not support contests which generated "junk" uploads.
>
> The General Manager of GEnie personally *ordered* me to delete my message,
> telling me "this was no way to answer a customer's question".
>
> It turns out the contest was involved in an RT which was one of his "pet"
> projects, and he wasn't above violating contracts to see that it succeeded.
>
> This man has probably the lowest standard of ethics of anyone I've ever
> had the misfortune to do business with, and his word is that of God on
> GEnie. If he cared to tell GBS to grovel in the mud, or bend over in the
> shower, GBS would do it, or be locked out of GEnie before you could blink,
> regardless of what their "contract" might say.
> So don't believe everything GEnie Customer Service may tell you. They want
> to keep their jobs too...
>
> BobR
W

Well, what happened to me was that I got into a heated argument with David Small (owner of the GBS RT on GEnie) about his lack of support for the Atari SLM804 laser printer. I was particularly concerned because of an article that David Small wrote which appeared in the May 1989 issue of the USA ST paper-magazine ST WORLD. In that article David stated that he had 300 dpi printing on the SLM804. When I asked Dave about this, in a specific topic in a specific category in the GBS RT on GEnie, I was royally flamed!! Really flamblaed!! So, Dave and I got into a shouting match which ended when he started cussing at me. I then asked the GBS RT Coordiator about Dave leaving me such nasty messages in a public forum, and I was told that since Dave owns the contract to the GBS RT he can leave whatever messages he wants, without recourse from GEnie. Needless to say I stopped leaving messages in the GBS RT after that!!! Talk about Freedom Of Speech!! I guess it

onlys works one way on GEnie!!

Anyway, I want to make my peace with Dave Small. He has provided a 144 dpi ImageWriter emulator for the SLM804, so now I can get draft quality printouts on my SLM804. If I ever get the GCR I can take my Spectre floppies to work and use the Mac LaserWriters there I guess. So, while I really would like to see 300 dpi on my SLM804, I can live with what Dave has provided so far.

And finally, I have NEVER criticized the Spectre or the GCR except for the lack of support of the SLM804. Otherwise, they are both fine products. Just be warned if you own the Atari SLM804 laser printer!!

Richard (Proud SLM804 owner for 20 months!!) Covert

1349. Using SC1224 as TV

Newsgroup: comp.sys.atari.st
Date: 1989-10-05 19:37:10 UTC
From: savrtka@cpsc.ucalgary.ca
Message-ID: <1897@cs-spool.calgary.UUCP>
Source record: 248370

Has anyone tried/managed to convert a composite signal, or one from a VCR to RGB? I'd be interested in doing that, since I use the SM124 most of the time anyway.

Why pay $1100 for a TV with only 550 horizontal lines of resolution, when I've already have something with even better resolution?

1350. Recovering lost files....

Newsgroup: comp.sys.atari.st
Date: 1989-10-05 20:40:52 UTC
From: BGB100@PSUVM.BITNET
Message-ID: <89278.164052BGB100@PSUVM.BITNET>
Source record: 248371

Hi: Recently, I was using Uniterm 2.0e to download a binary file from my local mainframe using Kermit. The file transfer worked and Uniterm saved the file, but the directory entry is not on the disk. I know the data is on the disk because I used a sector editor to find it {that was easy...it was a fresh disk}. Is there anyway I can reconstruct the file? Even on a temporary basis so I can copy the data cleanly? The file was about 180K long and I would hate to have to re-download the file. I don't know too much about the format of directory entries or where the directory sectors are on the disk so any info would be appreciated!

Bruce Blanar

=-=-=-

1351. Smalltalk-80 and Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1989-10-05 21:15:33 UTC
From: cantwell@VUSE.VANDERBILT.EDU
Message-ID: <8910052115.AA27450@vuse.vanderbilt.edu>
Source record: 248372

Has anyone out there tried the Mac version of Smalltalk-80 with
Spectre GCR or Spectre? Does it work? How much memory is required?
I contacted Dave Small, and he had not tried it. Someone out there
must know!

Jeff Cantwell
Vanderbilt University
cantwell@vuse.vanderbilt.edu

1352. DeskJet Owners Note (solution to short-lived ink cartridges)

Newsgroup: comp.sys.atari.st
Date: 1989-10-05 21:30:32 UTC
From: canada@crash.cts.com
Message-ID: <488@crash.cts.com>
Source record: 248373

The October issue of the ST Informer (ST-related newspaper) has a letter from a ``disatisfied'' Hewlett Packard Deskjet owner. He was upset because his ink cartridges didn't seem to last very long (in one case he only got to print 7 or 8 pages before the cartridge gave out). He phoned HP's DJ support center and was told that this was not uncommon. He was told he needed the ``correct short ink cartridge life'' kit that HP has just developed. It is *FREE* to all DeskJet owners, and should solve their problems with ink cartridges.

I called and asked for the kit and a bit of information about the problem. The woman in customer support said that they are having a lot (I guess ``a lot'' is relative, but they are definitely having more problems than expected) with short-lived ink cartriges. The kit consists of a depriming agent and a new ink cartridge (and instructions, of course :-).

You can order this FREE kit yourself by calling (503) 757-2002 and asking for the ``correct short ink cartridge kit'' for DeskJet printers and providing your DeskJet Printer serial number.
--

```
_______________________________
Diane Barlow Close | | __/\__ | | O Canada,
{akgua, hplabs!hp-sdd, sdcsvax, | | ____\ /____ | | My former home
nosc}!crash!canada | | > ` ' < | | And Native
crash!canada@nosc.mil | | >___ ___< | | Land.
| | /____\ | |
|_____|________||________|_____|
```

Newsgroups: comp.sys.atar.st
Subject: DeskJet Owners Note (solution to short-lived ink cartridges)
Expires:
References:
Sender:
Reply-To: canada@crash.cts.com (Diane Barlow Close)
Followup-To:
Distribution: na
Organization: Crash TimeSharing, El Cajon, CA
Keywords: FREE kit from HP

The October issue of the ST Informer (ST-related newspaper) has a letter from a ``disatisfied'' Hewlett Packard Deskjet owner. He was upset because his ink cartridges didn't seem to last very long (in one case he only got to print 7 or 8 pages before the cartridge gave out). He phoned HP's DJ support center and was told that this was not uncommon. He was told he needed the ``correct short ink cartridge life'' kit that HP has just developed. It is *FREE* to all DeskJet owners, and should solve their problems with ink cartridges.

I called and asked for the kit and a bit of information about the problem. The woman in customer support said that they are having a lot (I guess ``a lot'' is relative, but they are definitely having more problems than expected) with short-lived ink cartriges. The kit consists of a depriming agent and a new ink cartridge (and instructions, of course :-).

You can order this FREE kit yourself by calling (503) 757-2002 and asking for the ``correct short ink cartridge kit'' for DeskJet printers and providing your DeskJet Printer serial number.

--

_____
Diane Barlow Close | | __/__ | | O Canada,
{akgua, hplabs!hp-sdd, sdcsvax, | | ____\ /____ | | My former home
nosc}!crash!canada | | > ` ' < | | And Native
crash!canada@nosc.mil | | >___ ___< | | Land.
| | /____\ | |
|_____|________||________|_____|

1353. (none)

Newsgroup: comp.sys.atari.st
Date: 1989-10-05 21:52:04 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <891005.15520266.062799@SFA.CP6>
Source record: 248374

```
SUB Larry Rymal
```

1354. "Non-Volatile" Ram Disks

Newsgroup: comp.sys.atari.st
Date: 1989-10-05 22:21:36 UTC
From: jmarek@td2cad.intel.com
Message-ID: <2466@td2cad.intel.com>
Source record: 248375

Are there any "non-volatile" ram disks for the ST. In general, the way these work is that periodically (or on command) changes are flushed to a backup disk file. On power-up/reboot, the contents of the disk file are written to the memory disk.

On a semi-related question, is there any problem with keeping an ST running continuously?

Thanks.

John.
--
John Marek jmarek@td2cad.intel.com

Any opinions in the above text are my own but feel welcome to use them.

1355. Mathematica and Spectre 128

Newsgroup: comp.sys.atari.st
Date: 1989-10-06 00:03:28 UTC
From: aking@BBN.COM
Message-ID: <8910060006.AA01871@ucbvax.Berkeley.EDU>
Source record: 248376

Does Mathematica work under Spectre 128? I thought I remember a list
a few months back which said no. What's the prognosis if it is still no?

(I will probably buy Spectre if and when mathematica runs under it.)

1356. apple laptop

Newsgroup: comp.sys.atari.st
Date: 1989-10-06 00:25:59 UTC
From: ignac@electro.UUCP
Message-ID: <1099@electro.UUCP>
Source record: 248377

at a A/V trade show in toronto this afternoon, i actually got to see and touch the dreaded apple laptop. nice machine. trackball for a mouse, and the most amazingly crisp laptop screen i've ever seen. incredibly fast response, and like i said, superbly crisp. seems like they've done a nice job here. the main problem, as far as i'm concerned is the lack of a standard number pad. like, does apple hate people who type numbers, or what? and apple still doesn't seem to have a normal set of cursor keys, arranged like the atari or an PC/AT. like, do people have to use that bloody mouse for everything. (i had to find something to bitch about apple, right???) :-)

anyways, like i said, its out in the marketplace. not just talk, but the real thing. who cares if it costs $8000 in canada. people and corporations are gonna snap it up since its AVAILABLE. that's right atari, you can say it too. AVAILABLE. AVAILABLE. not rumours or styrofoam mockups. AVAILABLE. its real. you can go to an apple dealer and actually touch it! i saw what seemed to be a completed stacy back at WOA in detroit, and that was way back in june i believe. its now october. where is it?? do we loyal atarians have to always dream of the machines that were promised years ago?? oh well, it looks like apple will win again at a game that just a few months ago could have been wrapped, signed sealed and delivered (or whatever the saying says) by Atari. now who's gonna get excited over Stacy when you put it next to the portable mac??? at least a couple of months ago, there was nothing you could have placed Stacy beside!!! oh well. enough griping about atari's and apples. i just can't seem to get as worked up over these damn computers as i used to back in the good old days. :-)

by the way, at this AV show, there were Amiga's by the sh*tload being displayed for character generation for the video market. seems like the amiga, with its genlock capabilities, is an excellent low cost character generator for low end video productions, such as small cable companies, etc. now, with the STE, the amiga killer :-), coming out, is it gonna have the capability to genlock the video output with an external sync source, so the Atari can be used as a low cost video workstation. i can't see that the amiga is SO far advanced that only the amiga suffices for the video market. atari should do something about getting into the video market. there's a lot of money to be made out there in that ballpark. (hint hint hint hint)

go jays go

--
=====Ignac A. Kolenko (The Ig) watmath!watcgl!electro!ignac=====
co-author of QuickST, and the entire line of Quick Shareware!!!!
"I don't care if I don't win, 'cause I don't care if I fail"
from 'Youth Of Today' by SUBURBAN DISTORTION

1357. Re: "Non-Volatile" Ram Disks

Newsgroup: comp.sys.atari.st
Date: 1989-10-06 01:26:28 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <10050@stag.math.lsa.umich.edu>
Source record: 248378

In article <2466@td2cad.intel.com> jmarek@td2cad.intel.com (John Marek) writes:
>Are there any "non-volatile" ram disks for the ST. In general, the way these
>work is that periodically (or on command) changes are flushed to a backup disk
>file. On power-up/reboot, the contents of the disk file are written to the
>memory disk.
>
The Poly/Mega/Ultradisks from Alpha Systems are nonvolatile - plug into the
cartridge port, and use an external power supply. Unless you're specifically
doing something crazy with the HDV_ vectors, (like some malicious program
tries to write zeros over every sector of a random drive?) there's no way
a runaway program on the ST can trash what's on it. I've got a 2meg Ultradisk,
and it's worked well for me so far. (However.... [Isn't there always one of
these?] There's a catch - I haven't thought too hard about this yet, so the
answer may be obvious to any of you reading this... I originally had mine
set up as a single partition, 1988K of space, (and 60K for the printer spooler.)but found
that things flaked out and I lost my FATs after a point. I've now
got it set up as two partitions of near 1meg each, and haven't had any trouble.
Hm... It seemed to claim to be a single-sided disk drive. Perhaps that was
too much storage to be addressed by a 12 bit FAT entry?)

>On a semi-related question, is there any problem with keeping an ST running
>continuously?
>
I usually keep my Mega 4 running all the time. Kept my 1040 running all the
time as well. No problems yet, after 2 years or so...

usual disclaimer... I don't even know anyone at Alpha Systems...! }-)
--
-=- PrayerMail: Send 100Mbits to holyghost@father.son[127.0.0.1]
and You Too can have a Personal Electronic Relationship with God!

1358. Were you able to extract MINIBBS.LZH ?

Newsgroup: comp.sys.atari.st
Date: 1989-10-06 01:47:54 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <2686@water.waterloo.edu>
Source record: 248379

A few weeks ago, someone posted a program called MINIBBS.

I got it, and I think I would like to try it. But I can not get at it!

It came packaged as MINIBBS.LZH. I enquired about and found
that I needed LHARC to unpack it. So I got that. It did
not work on my ST2. Some kind soul sent me another copy, and
that did not work either.

If you were able to unwrap that program, and would be willing
to send me a copy, would you please send me a note? (Please,
don't mail the big file without checking first!) I think that
I will have to stick with ZOO or ARC for a while, since that
LHARC does not seem to work on my system.

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@water.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

1359. Re: Ethernet, Atari?, and X Windows

Newsgroup: comp.sys.atari.st
Date: 1989-10-06 05:25:35 UTC
From: rwa@cs.AthabascaU.CA
Message-ID: <1142@atha.AthabascaU.CA>
Source record: 248380

I'm also interested in this rather appealing little gadget (the 8 serial plus ethernet i/o board). Commercial status ? I'd settle for the schematics plus board layout masks... (oh, and a parts callout).

Ross

1360. WARNING DANGER WILL ROBINSON!! (Was: Re: Latest ICD boot utilities)

Newsgroup: comp.sys.atari.st
Date: 1989-10-06 05:34:39 UTC
From: rwa@cs.AthabascaU.CA
Message-ID: <1143@atha.AthabascaU.CA>
Source record: 248381

andyc@hplsla.HP.COM (Andy Cassino) writes...
> Copyright (c) 1989 by Andrew Cassino. All rights reserved.

Everyone, please, delete Andrew's postings from your machines right away.
Andrew has _not_ given us permission to have or distribute copies.
Indeed, he has specifically forbidden us to do so.

Andrew, you have a legally binding but really very counterproductive
notice in your posting. How about a modified GNU copyleft instead
(you may not copy unless your recipients may, et c.). Or did you really
mean to post something which no one may have or relay ??

Ross

ps: (c) is _not_ correct copyright, but I honour your intent.

1361. U of IL Unix Windows!

Newsgroup: comp.sys.atari.st
Date: 1989-10-06 09:41:23 UTC
From: glk3593@uxf.cso.uiuc.edu
Message-ID: <46300050@uxf.cso.uiuc.edu>
Source record: 248382

To U of I Unix users.

The PD program Unix windows works great with
our setup on uxf and uxa. E-mail me if you
need a copy or information.

No more compile waits or lock ups!

-G.M.L-K

1362. Re: Were you able to extract MINIBBS.LZH ?

Newsgroup: comp.sys.atari.st
Date: 1989-10-06 13:04:03 UTC
From: chasm@attctc.Dallas.TX.US
Message-ID: <9598@attctc.Dallas.TX.US>
Source record: 248383

In article <2686@water.waterloo.edu>, ljdickey@water.waterloo.edu (L.J.Dickey) writes:
> A few weeks ago, someone posted a program called MINIBBS.
>
> I got it, and I think I would like to try it. But I can not get at it!
>
> It came packaged as MINIBBS.LZH. I enquired about and found
> that I needed LHARC to unpack it. So I got that. It did
> not work on my ST2. Some kind soul sent me another copy, and
> that did not work either.

And MINIBBS.LZH also failed to extract on a PC with the original LHARC --
I think it was either archived with a non-standard LHARC or it lost
something in the posting.

> --
> L. J. Dickey, Faculty of Mathematics, University of Waterloo.
> ljdickey@water.UWaterloo.ca ljdickey@water.BITNET
> ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
> ljdickey@water.waterloo.edu

==========
Charles Marslett
STB Systems, Inc. <== Apply all standard disclaimers
Wordmark Systems <== No disclaimers required -- that's just me
chasm@attctc.dallas.tx.us

1363. Re: Degas P?3 file as desktop background

Newsgroup: comp.sys.atari.st
Date: 1989-10-06 13:13:00 UTC
From: KRUYSBER@HNYKUN53.BITNET
Message-ID: <8910061316.AA13432@ucbvax.Berkeley.EDU>
Source record: 248384

I've had an overwhelming amount of mail of people all wanting me
to post the DESKTOP programs and accessories to them. Some of them
adviced me to post them to comp.binaries.atari.st, and that is
exactly what I did. Anyone who is willing to try these programs
can obtain them at that adress. The sources are send to
comp.sources.atari.st, so you can take a look at it and try
things for your self. The programs and sources are known as
DEGADESK over there.

Noud van Kruysbergen
NICI
Nijmegen
The Netherlands
kruysbergen@hnykun53.bitnet

1364. For Sale -- DEPLORABLE Action

Newsgroup: comp.sys.atari.st
Date: 1989-10-06 13:42:18 UTC
From: iadt3tb@prism.gatech.EDU
Message-ID: <2339@hydra.gatech.EDU>
Source record: 248385

I read the following article in this group.

```
---->>From: .......@jhunix.HCF.JHU.EDU (.............)
---->Subject: Software for sale(complete)
---->Date: 26 Sep 89 16:28:29 GMT
---->
---->All packages are complete..superb condition /w manuals, but some are
---->missing boxes.
---->
----> ...
----> ...
----> ...
----> St-DOCTOR 10.00 Memory and disk editor
----> ...
----> ...
----> ...
---->
---->Anyway, I need money for the upcoming atarifest in Virginia and have grown
---->tired of these titles. off to gain some more.
----> ...
---->thanks.
----> -.............
---->
```

Since I thought that I would like
to have a handy utility, I replied that I would buy the copy of ST-Doctor.

He (I've removed the name to protect the guilty) emailed me an address
and a request for postage. OK, fair enough. I sent it right away. Last
night when I got home the package was there. I opened it right away.
Then I got PISSED!

It appeared to be a copied disk. The disk had no label. There was a
photo copied label of the original label cut out and placed on the disk.
Not stuck on, just placed on top of the disk! The edges of the 'label'
weren't even cut straight. The manual is the standard 35 pages you would
expect, the staples had been removed and not replaced. Makes it much
easier to copy the manual, you know.

Now, if I've judged this episode incorrectly, I will be more than willing
to publicly eat crow and appologize. However I don't think I owe the
appology.

I have been wronged! The author and publishers of this software have
been wronged! Atari users are wronged by this type of activity! This
seemed to be the place to air my anger.

You, sir (the un-named seller) are a cheap-assed cad. I do not appreciate
this type of treatment. I hope you have the decency to feel remorse.

Thanks for listening,
Terry
--
T. Terrell Banks uucp: { 'insert a backbone name here' }!gatech!prism!iadt3tb
Georgia Insitute of Technology - I.S.A. Internet: iadt3tb@prism.gatech.edu
190 Third Street NW Bitnet : iadt3tb@gitvm1
Atlanta, Georgia 30332-0185

1365. Re: Any ST users out there...

Newsgroup: comp.sys.atari.st
Date: 1989-10-06 13:47:55 UTC
From: krieg@jupiter.uucp
Message-ID: <1138@mrsvr.UUCP>
Source record: 248386

In article <8909302054.AA03792@ucbvax.Berkeley.EDU>, V069L7TP@UBVMSC.CC.BUFFALO.EDU (Andrew Wallack) writes:

> Fellow Atarians,
>
> Gads! No Atari messages out here! Are there even any Atari ST users out there who will admit to having one of these fine machines? Speak up...
>
> (sorry for the "one liner"...)
>
> Rock Lobster!

Yes, I own an ST and I'm not ashamed to admit it. I've had it for over 2 years and I get a lot of use out of it. I'm expecting DRAM chips any day now to bump my 520 up to 2.5 Meg (I don't have a hard disk yet). Currently, I have upgraded to 1 Meg.

Speaking of hard disks, does anyone have any comments on the new 40 Meg interchangable hard drives. I've seen quite a few of them advertised at pretty reasonable rates. 25 ms seek-time isn't too unbearable.

==========
= =
= The Marvel Historian A. Krieg =
= =
= G.E. Medical Systems - CT - New Berlin, WI =
= USENET: krieg@jupiter.med.ge.com =
= =
==========

1366. PC-Ditto II Availability

Newsgroup: comp.sys.atari.st
Date: 1989-10-06 13:52:23 UTC
From: carlo@electro.UUCP
Message-ID: <1100@electro.UUCP>
Source record: 248387

Has anyone who has sent in their upgrade cards actually *received* PC-Ditto II?
What kind of turnaround time can be expected?

--

Carlo Sgro ... but does Bo know nuclear physics?
watmath!watcgl!electro!carlo

1367. VI

Newsgroup: comp.sys.atari.st
Date: 1989-10-06 14:23:11 UTC
From: krieg@jupiter.uucp
Message-ID: <1139@mrsvr.UUCP>
Source record: 248388

I would love to use vi at home. Is their a public domain version for the ST floating around anywhere?

==
= =
= The Marvel Historian A. Krieg =
= =
= G.E. Medical Systems - CT - New Berlin, WI =
= USENET: krieg@jupiter.med.ge.com =
= =
==

1368. Re: official tos 1.4 release

Newsgroup: comp.sys.atari.st
Date: 1989-10-06 14:45:21 UTC
From: krieg@jupiter.uucp
Message-ID: <1141@mrsvr.UUCP>
Source record: 248389

I'm new to the Net, and all these questions have probably been answered a hundred times before, but.....

1) What does this new new TOS 1.4 do for me, Joe ST? Is this an upgrade everyone should get? What kind of bugs does it fix?

2) If I decide to get the upgrade, what are the pros/cons in purchasing the Roms or getting it on disk?

3) If I get it on disk, how much memory will it eat as overhead?

4) If I get it on Rom, who installs it? Do I have to send it to Atari?

5) Where can purchase either the Roms or the disk version?

Any info is appreciated.

==
= =
= The Marvel Historian A. Krieg =
= =
= G.E. Medical Systems - CT - New Berlin, WI =
= USENET: krieg@jupiter.med.ge.com =
= =
==

1369. Digests not received for 2 weeks

Newsgroup: comp.sys.atari.st
Date: 1989-10-06 14:51:55 UTC
From: CHIASSA@UDEM.BITNET
Message-ID: <ID2170.D891006.T115155.CHIASSA@UDEM>
Source record: 248390

I receive my digests from listserv@canada01. I haven't
received any digests for the last 2 weeks. Is this widespread
or local? Whom do I contact?
Thanks

1370. Fast Tech T16 vs. JATO Board

Newsgroup: comp.sys.atari.st
Date: 1989-10-06 15:24:21 UTC
From: news@tut.cis.ohio-state.edu
Message-ID: <65232@tut.cis.ohio-state.edu>
Source record: 248391

I've got the JATO Jet Accelerator 16mhz Board for $99. It appears to slightly
speed up some things, but I haven't noticed much of a difference. Apparently
it only helps during internal processing, but that's usually not much of a
bottleneck.
Is this board different from the Fast Tech Turbo16 that I've seen mentioned out here alot?
In what way? Which is better? Will using TOS 1.4 with
JATO give me that nitrous jolt that someone claims (Rich Covert)?
My main purpose in buying JATO was to increase graphics speed in 'C',
and the increased processing speed helps somewhat, sometimes. Unfortunately,
it looks like in order to really get a performance increase for graphics, I'll
need a stronger processor (68030, TT, MAC, SUN) or maybe that new graphics
board ...
Any comment,
From: thamer@lilac.cis.ohio-state.edu (Mustafa Thamer)
Path: lilac.cis.ohio-state.edu!thamer

Mustafa Thamer

1371. Re: Recovering lost files....

Newsgroup: comp.sys.atari.st
Date: 1989-10-06 16:40:43 UTC
From: saj@chinet.chi.il.us
Message-ID: <9756@chinet.chi.il.us>
Source record: 248392

Bruce Blanar asked for help recovering a file when the data is on the disk but there's no directory entry. I recently needed to recover a file from a disk with an invalid track 0. Norton Utilities on a PS/2 worked fine. It's versatile, well documented and fairly easy to use.

For this particular problem, it may be possible to read in a whole lot of raw sectors using memfile (a freely-redistributable desk accessory binary editor provided by the NeoDesk folks), write out the contents as a file, and possibly spruce it up a bit with a debugger (the Atari debugger seems to have the features needed). Maybe. Norton will work for sure.
Steve J.

1372. Digests?

Newsgroup: comp.sys.atari.st
Date: 1989-10-06 16:49:00 UTC
From: BRIGHT@ccm.UManitoba.CA
Message-ID: <8910061652.AA25238@ucbvax.Berkeley.EDU>
Source record: 248393

Can anyone tell me what's happened to the info-atari16 digests?
I haven't rec'd one from listserv@canada01 in weeks. Please
reply directly, as I'm obviously not in a position to read
postings to the group. Thanks, BBB

Bob Bright <BRIGHT@UOFMCC.BITNET>
Dept. of Philosophy
452A University College
University of Manitoba
Winnipeg, Man R3T 2N2 (204) 474-9680

1373. Re: Were you able to extract MINIBBS.LZH ?

Newsgroup: comp.sys.atari.st
Date: 1989-10-06 17:41:33 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.88.623698893.larserio@kyrre.uio.no>
Source record: 248394

Hold on - I'll post the newest bug-fixed version today !!
It is packed with ARC 5.21 and contains documentation and utility-programs
(for MIDI-net and OUTPUT redirection, >FILE.EXT, for programs like LHARC).
It also describes the cookie/fortune file format MiniBBS uses !!!

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

1374. Re: Degas P?3 file as desktop background

Newsgroup: comp.sys.atari.st
Date: 1989-10-06 17:42:48 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.88.623698968.larserio@kyrre.uio.no>
Source record: 248395

What about a program to load both P?3, P?2 and P?1 depending on your
current resolution ?? Can anyone make such an AUTO-folder program ?

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

1375. dead net?

Newsgroup: comp.sys.atari.st
Date: 1989-10-06 18:50:00 UTC
From: BD05@DKAUNI2.BITNET
Message-ID: <"89-10-06-11:50:22.06*BD05"@DKAUNI2.BITNET>
Source record: 248396

Did ifo-a16 die? Or is just the gateway to bitnet inoperational?
I didn't get anything for weeks, except messages sent erroneously
directly to a BITNET server. If anybody knowing reads this, could
you please email me what the status is?
thanks, rw.

1376. HD disks & reading IBMPC disks

Newsgroup: comp.sys.atari.st
Date: 1989-10-06 18:56:15 UTC
From: pinkas@cadev2.intel.com
Message-ID: <PINKAS.89Oct6115615@cadev2.intel.com>
Source record: 248397

This has probably been asked before, butI haven't been reading this group
for long.

1) Is there any way to get a 1040ST (TOS 1.4) to use HD (1.4M) disks? I
tried to format one and the machine refused. (Gave the same error as
when you try to format a write-protected disk.

2) Does somebody know how to get a 1040ST to read floppies written by an
IBM PC? I have a Sun386i at work that can write IBM-compatible disks,
and I would love to bypass the download.

Send replies to me, I will summarize to this group.

Thanks,

-Israel
--

Disclaimer: The above are my personal opinions, and in no way represent
the opinions of Intel Corporation. In no way should the above be taken
to be a statement of Intel.

UUCP: {amdcad,decwrl,hplabs,oliveb,pur-ee,qantel}!intelca!mipos3!cadev4!pinkas
ARPA: pinkas%cadev4.intel.com@relay.cs.net
CSNET: pinkas@cadev4.intel.com

1377. Spectre GCR and colour monitor

Newsgroup: comp.sys.atari.st
Date: 1989-10-06 19:05:58 UTC
From: bremner@cpsc.ucalgary.ca
Message-ID: <1903@cs-spool.calgary.UUCP>
Source record: 248398

Does the Spectre GCR work with the Atari RGB monitor?

BITNET: Bremner@UNCA-MULTICS.BITNET
USENET: bremner@ksi.cpsc.ucalgary.ca

1378. Copyright (was Re: WARNING DANGER WILL ROBINSON!!)

Newsgroup: comp.sys.atari.st
Date: 1989-10-06 19:50:14 UTC
From: silvert@cs.dal.ca
Message-ID: <1989Oct6.195014.29063@cs.dal.ca>
Source record: 248399

In article <1143@atha.AthabascaU.CA> rwa@cs.AthabascaU.CA (Ross Alexander) writes:
>andyc@hplsla.HP.COM (Andy Cassino) writes...
>
>Everyone, please, delete Andrew's postings from your machines right away.
>Andrew has _not_ given us permission to have or distribute copies.
>Indeed, he has specifically forbidden us to do so.
>
>Andrew, you have a legally binding but really very counterproductive
>notice in your posting. How about a modified GNU copyleft instead
>(you may not copy unless your recipients may, et c.). Or did you really
>mean to post something which no one may have or relay ??

Nonsense -- if someone posts something with a copyright, you can have a copy, but you cannot republish it or claim that it is your own. By posting to the net, it is clear that net redistribution is OK. What would not be OK would be to remove the Copyright notice and sell it as your own.

I always give away any software I write, but I also copyright it so that it can't be ripped off -- I include a notice that free distribution is permitted, but not incorporation in a commercial product.

--
Bill Silvert, Habitat Ecology Division.
Bedford Institute of Oceanography, Dartmouth, NS, Canada B2Y 4A2
UUCP: ...!{uunet,watmath}!dalcs!biomel!bill
Internet: biomel@cs.dal.CA BITNET: bs%dalcs@dalac.BITNET

1379. ANSI C

Newsgroup: comp.sys.atari.st
Date: 1989-10-06 21:07:28 UTC
From: pa1329@sdcc13.ucsd.EDU
Message-ID: <1267@sdcc13.ucsd.EDU>
Source record: 248400

Does anyone know if any ST C compliers will be upgraded to ANSI standard? Do Megamax, Mark Williams or other companies have plan to upgrade their C compilers? Any info is appreciated.

1380. Re: official tos 1.4 release

Newsgroup: comp.sys.atari.st
Date: 1989-10-06 21:16:23 UTC
From: gl8f@astsun8.astro.Virginia.EDU
Message-ID: <2074@hudson.acc.virginia.edu>
Source record: 248451

In article <460c4f58.14a1f@force.UUCP> covertr@force.UUCP (Richard E. Covert) writes:

> Well, my feeling is that Atari has really dropped the ball on the release of
> TOS 1.4!!

Lots of feeling, no understanding. I tried to send this email, but
uunet doesn't know where "force.UUCP" is.

You suggest that Atari go ahead and produce updated TOS 1.4 ROMS. This is
probably a bad idea. Can't you just see customer service: "I have this
problem", "What version of TOS are you running?", "TOS 1.4, I just bought
it from my dealer", "Which one, new TOS 1.4 or old TOS 1.4???"

Or, a user sees TOS14PATCH.ARC on his BBS, and wonders if he's
supposed to run it or not. It's vastly easier to have all TOS ROMS
distributed for a long time be the same, and for all users to need the
same patch program. This is the only philosophy that makes sense for a
home machine. Atari isn't Sun.

On another topic, Richard flamed Atari for not providing more software
support to people trying to get the SLM804 working with Mac software.
Atari provides sufficient support that if you can make a bitmap, you
can output it to the printer. This is how the DVI program for the
SLM804 works. The problem is generating the bitmap on the Mac. You can
either generate it using Postscript (which could be licensed from
several sources), or implement Quickdraw for an arbitrary bitmap.
General Computer sells Mac laser printers that work this way.

In either case, this isn't an Atari-only problem -- it's the same
problem you'd get hooking up ANY "dumb" laser printer to a real Mac.
It's a bit silly to expect Atari to pay several programmers a bunch of
money to implement such a critter when it won't sell many STs. And
it's silly to expect David Small to do it if it would take so much
time it wouldn't be cost-effective.

Many "technical" decisions are really marketing decisions. If we want
to get Atari to do something, let's ask for something useful, not
something stupid.

Can I get down off my soapbox yet? ;-)

Greg Lindahl
gl8f@virginia.edu I'm not the NRA.

1381. Re: "Non-Volatile" Ram Disks

Newsgroup: comp.sys.atari.st
Date: 1989-10-06 21:31:55 UTC
From: dnewton@carroll1.UUCP
Message-ID: <718@carroll1.UUCP>
Source record: 248452

In article <2466@td2cad.intel.com> jmarek@td2cad.intel.com (John Marek) writes:
>Are there any "non-volatile" ram disks for the ST. In general, the way these
>work is that periodically (or on command) changes are flushed to a backup disk
>file. On power-up/reboot, the contents of the disk file are written to the
>memory disk.

That would be silly. What if you did some work on a ram-based file right
after it had been saved then had a power failure? Or just turned the machine
off? If that's what you want, fine, but it would seem like a waste.

Maxidisk (PD) is reset-proof and does have an autocopy program with it,
but I don't know of any non-cartridge non-volatile ram disks.

>On a semi-related question, is there any problem with keeping an ST running
>continuously?

God I hope not, 'cuz mine's one probably 20 hours a day. And a lot of
BBS's use ST's.

--
David L. Newton | dnewton@carroll1.UUCP | Quote courtesy of
(414) 524-7343 (work) | dnewton@carroll1.cc.edu | Marie Niechwiadowicz,
(414) 524-6809 (home) | 100 NE Ave, Waukesha, WI 53186 | Boston College.
[Q]: How many surrealists does it take to screw in a light bulb? [A]: The fish.

1382. Re: Connecting non-Atari monitors to the ST

Newsgroup: comp.sys.atari.st
Date: 1989-10-06 21:34:12 UTC
From: hase@netmbx.UUCP
Message-ID: <3568@netmbx.UUCP>
Source record: 248453

In article <5558@portia.Stanford.EDU> zimm@Portia.Stanford.EDU (Dylan Yolles) writes:
>Is it possible
>to connect a third party hires RGB monitor that could handle all of
>the ST's resolutions? If such a thing is possible, how will the hires
>quality compare to the SM124? What is the price range on such monitors?

Any "Multisync", "Flexscan" or the like can be wired up to the St to
handle all 3 resolutions.
Just follow the pinout of the monitor outlet; R, G and B are self
explanatory, sync can be separetad (Hsync/Vsync) or composite and so on.

The 2 scan modes (35 kHz for high res, 15 kHz for color) are switched by
the mono detect line: ground tells the ST to do high res.

Monitors, that are not able to handle scanning at multiple frequencies,
cannot be used for all 3 graphic modes; they can possibly be damaged!
The scanning frequency is (in older, "pre-multisync" models) used as
time base for the high voltage generator, generating the 10 to 20
kilovolts necessary to accelerate the electron beam. The higher the
frequency, the higher the voltage: a 15 kHz monitor (this is the video
standard!) could be converted to an expensive heap of junk...

hope, this helps

hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
Dennis had stepped up into the top seat whet its founder had died of a
lethal overdose of brick wall, taken while under the influence of a
Ferrari and a bottle of tequila. (Douglas Adams; the long dark teatime...)

1383. Re: HARD DRIVES FOR STs

Newsgroup: comp.sys.atari.st
Date: 1989-10-06 22:33:27 UTC
From: pi@csd4.csd.uwm.edu
Message-ID: <373@uwm.edu>
Source record: 248454

In article <8910050648.AA01585@cie.uoregon.edu> scott@CIE.UOREGON.EDU writes:
>
> I have an Atari 1040ST. I want a hard disk. I don't want to
> spend lots of money. I want lots of Megabytes. Lots.
>
> What can I buy? Can I go out and buy a Seagate SCSI drive that
> I find advertised in _Computer Shopper_? Do I have to buy a
> drive made specifically for the Atari ST? Is there a way to
> make a drive that is designed for an IBM PC work with my Atari.
>--
I have built acouple of H. Drives for the ST. My method is as follows:

Items needed : SCSI Hard drive (any size)
ICD Host adapter
Power supply (wattage determined by HD needs)

I have a Seagate st-138n, and it uses approx. 17 Watts MAXIMUM.
The host adapter uses maybe 10 Watts Max. and I have a 30 Watt
power supply.

The ICD host adapter comes with all the software you need. From
this point on it is all just mounting and plugging it together.
(Setting drive select to zero: instructions come with drive)

First, I would buy the host adapter, it supports most SCSI drives, but
use this to determine what drive you will buy.
(It supports all Seagate, Miniscribe, and lots of others)

ICD Mailing address:
ICD, Inc.
1220 Rock Street
Rockford, Il 61101-1437
or
815-968-2228

Recommendation : Use SCSI....
It is faster, easier to work with (setup), and you can chain
up to 8 hard drives to just 1 ICD controller.
The adapter also has another ACSI in port for Laser printer, or other stuff.

"Poachers shooting at rabbits will scare the big game away"
From: DIRTY ROTTEN SCOUNDRELS
pi@csd4-UWisconsin Milwaukee

1384. Re: STfm vs. ST

Newsgroup: comp.sys.atari.st
Date: 1989-10-06 22:52:11 UTC
From: pi@csd4.csd.uwm.edu
Message-ID: <374@uwm.edu>
Source record: 248455

In article <717@carroll1.UUCP> dnewton@carroll1.UUCP (Dave 'Yes, I'm weird' Newton)
writes:
>
> I thought the STfm added the high-density (720k) drive, but besides that
>were identical?
>
The difference is:
When the first 1040 came out it was called the 1040st.
Approx. 1 or 2 mos later the name was changed to 1040stf.
Later it was changed to 1040stfm.

The difference from the 1040st to the 1040stf is:
Some origional 1040's had floppy problems. I believe the manufacturer
was Sony. When Sony coerrected the problem they changed the name to
1040stf. F standing for fixed. This happened in about Jan or Feb of '86.

This I know, I worked at a computer store that sold ST's.

I believe the m in 1040stfm stands for modulator. The motherboard was
slightly changed for the modulator, even though some did not come
with one.

"Poachers shooting at rabbits will scare the big game away"
From: DIRTY ROTTEN SCOUNDRELS
pi@csd4-UWisconsin Milwaukee

1385. TOS 1.4 available at my dealer

Newsgroup: comp.sys.atari.st
Date: 1989-10-07 00:08:24 UTC
From: HEIMBIG@WSUVM1.BITNET
Message-ID: <8910070008.AA20792@ucbvax.Berkeley.EDU>
Source record: 248456

info-atari16 seems to be dead from my end but....

today I called my dealer about TOS 1.4 ROMS said they are available and
they have them in just bring the coputer in and $100 and pick up
the next day. It sounded like there was no shortage
my dealer is Zanth Corp Bellevue WA 206-643-9697

i haven't done this 'cause Bellevue is about 200 mi from here
and i need my machine

Oh, by the way installation is not just pull the old and put in the new
the new roms are a 6 chip set and if you have a 2 chip ROM, new sockets
will have to be installed. Also, some additional wiring must be done.

Bye
Bruce Heimbigner
Email: Snail mail:
HEIMBIG@WSUVM1.bitnet N.W. 324 True Street
OR Pullman WA 99163-3347 (USA)
(IBM=International Business Marketing corp, they don't make machines
they market products) ***Hey, that stuff up there is just my opinion***

1386. Re: ST curses?

Newsgroup: comp.sys.atari.st
Date: 1989-10-07 00:25:52 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <2687@water.waterloo.edu>
Source record: 248457

In one article klute@trillian.irb.informatik.uni-dortmund.de (Rainer Klute) writes:
}In some article rogers@ncrcce.StPaul.NCR.COM (Bob Rogers) writes:
}>Does anyone know where I might get a public domain version of "curses"
}>written for the ST? I'd like to get it in source form, if one exists.
}
}Yes, ST curses does exist. Unfortunately I do not know where
}and how to get it :-(. If someone reading this has that package
}please post it to comp.sources.atari.st so that a lot of people
}(including me) can have a benefit out of it! Thanks in advance!

I don't have it. I seem to remember that lakesys had it,
and I think that terminator has it now.

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@water.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

1387. Help! Anyone with BMS200, Micropolis 1357 hard drive or HDX301

Newsgroup: comp.sys.atari.st
Date: 1989-10-07 00:43:29 UTC
From: cwilliam@brillig.umd.edu
Message-ID: <CWILLIAM.89Oct6204329@brillig.umd.edu>
Source record: 248458

I need help getting my hard drive to format!

My setup is a BMS200 card, Micropolis 1357 180MB hard drive, Atari 520
using BMSINIT.PRG version 2, HDX 3.01, and would be willing to try Supra

I have tried both BMSINIT.PRG and HDX301 and could not format the
thing! I do have PARITY disabled. I believe I should be setting the
drive information to 11 heads, 1024 cyl, 34 s/t. Has anyone gotten a
Micropolis 1357 formatted? If so, please send me a message telling me
what jumpers are set? I have only W9 set on the back. I have the
default jumpers on the reverse of the SCSI card on the drive.

I would like to be able to use HDX301 since the 180MB requires the
bigger partitions HDX offers. Has anyone gotten a non-ST506 or
Megafile drive to work with HDX? Berkeley said that many drives dont
work with HDX and Atari doesnt care since it only supports (!@#%$)
their own drives.

I greatly appreciate your help.

Chris

/\/\/\

1388. Re: Atari, TOS and GEM (LONG!)

Newsgroup: comp.sys.atari.st
Date: 1989-10-07 00:55:27 UTC
From: kbad@atari.UUCP
Message-ID: <1719@atari.UUCP>
Source record: 248459

rehrauer@apollo.HP.COM (Steve Rehrauer) writes:

| Recently in this group I called Atari's TOS and GEM software "junk".

You are not the first, and no way will you be the last to do so.
And thank you for your reasonable apology - something rarely seen
after a "blathering" post.

And now... on with the Inquisition. Steve, you ask a _LOT_ of questions!
Here we go...

| So, Atari, are we ever going to see any substantive improvements to GEM?

I consider Rainbow TOS a "substantive improvement." All the same,
Atari is still working on improving and updating the operating system
for the ST series.

| Do you own the rights to the Atari incarnation to GEM, such that you can
| even do so?

See above.

| Can we at least have resolution-independency [...]?

The VDI is quite resolution independent. It's fairly simple to write
resolution independant code using the facilities of the VDI. Providing
similar facilities in the AES, however, is a harder job than you
realize (come with me, if you will, into the deep dark recesses of the
AES sources... MOOOhaHAhaHA...). Keep in mind, though, that the TT
supports six resolutions on one monitor. That fact says something
about what we are doing with the TT OS.

| Why does David Beckmeyer say that you have never shown
| any interest in incorporating his multi-tasking kernel into the ST? [...]
| why not multi-tasking for the TT if not older models?

I have exchanged mail with Mr. Beckemeyer, and it is my PERSONAL
opinion that Atari could do much worse than adopt his RTX
implementation outright for an ST based multitasking standard. RTX
works well, and includes a lot of what we need to multitask GEMDOS. It
does not support everything we need to support, however. I have not
seen statistics on compatibility of GEM applications (although I know
that BDT has made an attempt at allowing GEM multitasking with the VSH
manager).

Atari will not release anything less than a thoroughly robust, compatible
multitasking OS. You _will_ see multitasking on the TT someday. I make
that statement with considerable wailing and gnashing of teeth... I do

NOT want people coming out with "Where's the multitasking? Where's
the multitasking?" It is regrettable, but true: the more whining _I_
hear about a particular thing, the less inclined I am to work hard on
it. With encouragement, we may both get what we want.

| You are aware of it, are you not? Are there technical difficulties?
| Legal difficulties? Ego difficulties?

Yes, I use MT-C shell myself, but it's only a shell.
Legal difficutlies? Perhaps, but I'm no lawyer.
Ego problems? Absolutely not. If something works, and it's solid,
I personally have no qualms about "stealing from the best." ;-)

| If the TT is as fast as the '030 is potentially capable of making it...

The TT is fast. Quite fast. Trust me.

| will Atari release something like PC-Ditto
| on it, to provide (free of charge) MS-DOS emulation at (I'm guessing)
| XT-clone speeds?

MS-DOS emulation free of charge? Hmm... I don't think so. Please be
reasonable - if Atari provides you with something of value, don't you think
Atari should charge a FAIR price? I don't doubt that an MS-DOS engine
will appear from some quarter for TT, and it will probably perform very
well, but I don't see Atari giving one away.

| How about
| incorporating other, less drastic improvements -- such as the executable-
| compression scheme used in products like PACKER and DC SQUISH?

From what I understand of how these programs work, it really isn't
necessary to ROM anything to support compressed executables. As is
demonstrated by their very existence, it's fairly straightforward
to pull off such a thing with the existing OS.

| Or the palette-switching scheme used by Spectrum512 to get the full
| hardware palette of 512 colors on a single screen -- could ANTIC
| Software (or whomever owns the technique) be persuaded to liscense it
| to developers? Do they already?

I don't know whether Antic licenses the Spectrum graphics kernel or not.
If they don't - I agree with you, they should! As you point out, though,
this is a software type of thing that is best accomplished in a runtime
library.

It will be possible with TT to make some very interesting new graphics
modes available. But because of the flexibility of the new video
system, it would be very hard to please all of the people with ROMmed
code. Atari supported software library routines are a valid
alternative.

| How about collecting
| some of the best public domain widgets, cleaning them up (to give them

| coherent user-interfaces, if they have such) and distributing them on
| an extra disk or two to new owners?

I think this sort of thing is much better accomplished by dealers and
user groups. Atari could never hope to provide the level of localized,
caring support which dealers and user groups can. Most user groups have
extensive PD library collections. Many offer the collections for sale
via mail, at a nominal price.

There is a company associated with, I believe, Paradise Computing, which
is working on a PD CD-ROM disk that contains hundreds of titles.
We are working with them to make this disk available.

| At least a RAM disk would be nice
| -- is that a feature of the TOS 1.4 release, by the way? Wouldn't it
| be fairly easy to add a new device for a RAM disk to TOS, so that, for
| example, formatting the "Z:" drive or some such would create a RAM disk?

No and no. MetaDOS, the extension to GEMDOS which allows device drivers
for such things as the CD ROM, would be hampered by such a scheme. And
as I mentioned before - application software does not belong in the
operating system. There are a wide variety of PD, shareware, and
commercial RAMdisks available, and they all have their plusses and
minuses. We could not hope to please everyone with our own RAMdisk
system software - there are much more important system software issues
being dealt with at the moment.

| Can we ever expect to see the 6-desk-accessory limit lengthened [...]?

I'd like to see more desk accessories available myself. When the AES
multitiasks, the definition of a desk accessory is going to become
rather fuzzy. In the mean time, there is MultiDesk, from CodeHead
software, which allows you to use a virtually unlimited number of desk
accessories.

| Are TOS and GEM in "maintenance, we-won't-touch-it-until-it-bites
| mode"?

TOS is in a constant state of flux. Hopefully we are successfully
combatting entropy, and making it better as it goes. And Atari has
recently released the Rainbow TOS upgrade.

| Is Atari planning to do anything with its CD-ROM player, [...]
| will Atari release anything on CD-ROM, or is it a box waiting
| for applications?

CD-ROM development systems are available now to registered developers.
The cost is $420, which is quite a deal, considering what you get.
Contact Gail Johnson at Atari if you're interested. The CD-ROM is
a box waiting for applications, which are being worked on by several
developers.

| Shouldn't Atari do something in the way of promoting recommended
| standard methods to do things like printer-drivers, visual appearance

| of GEM dialogues, etc?

Yes. We do have a printer driver construction kit for GDOS printer drivers - it is available to registered developers. Again, contact Gail Johnson for information.

Visual appearance of dialogs? I would prefer to see a consensus from the developer community on an issue like this, rather than a decree from Atari declaring "Thou shalt...". But Atari should and will take an active role in any such standards creation.

| Are the STE and TT European machines, or will we ever see them here
| in the U.S.?

You will most assuredly see STE and TT in the US. Sam Tramiel said in his latest live GEnie conference that STE and Stacy will be shipping in the US in October, and TT before the end of the year. STE is already for sale in Europe - notably in France, since they we lost a good deal of inventory there when Atari France burned to the ground last month. But there are dozens of variables in production, distribution, marketing, sales, dealer network... It's best not to ask "When?" too much. Atari is doing its best to get the new products to the dealers in a timely manner. The best answer is that they will be available when they are available.

| When can we expect to actually be able to walk into an Atari-
| authorized dealer (assuming any still exist in the immediate area) and
| see one, let alone consider buying one?

I just said don't ask when! ;-) Really, "when" is the hardest question to answer when it comes to Atari products in the US, for the reasons I mentioned before.

| Will Atari advertise either machine in this country, in magazines, say?

Absolutely. I forsee an agressive advertising policy towards the new machines. Sam Tramiel said as much in his last live GEnie conference. But don't ask me when. <hehe>

--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

1389. Sampled sound replay routine

Newsgroup: comp.sys.atari.st
Date: 1989-10-07 01:02:08 UTC
From: lake@ka3ovk.uucp
Message-ID: <1989Oct7.010208.3881@ka3ovk.uucp>
Source record: 248460

Does anyone know of a routine that will play back sampled sound while allowing other things to occur at the same time ... an interrupt-driven playback routine that doesn't shut down all the other system interrupts.

Any help is immensely appreciated.
Thanks.

Marshall Lake

uucp: ...{wb3ffv,drilex,infopro,teemc,tcsc3b2}!ka3ovk!lake
CIS: 73717,3174
GEnie: MLAKE
tele: 703-533-2132
fax: 703-538-4598
USPS: POB 7332
Washington, DC 20044

1390. Re: HARD DRIVES FOR STs

Newsgroup: comp.sys.atari.st
Date: 1989-10-07 01:03:17 UTC
From: clf3678@ultb.UUCP
Message-ID: <1381@ultb.UUCP>
Source record: 248461

In article <8910050648.AA01585@cie.uoregon.edu> scott@CIE.UOREGON.EDU writes:
>
> I have an Atari 1040ST. I want a hard disk. I don't want to
> spend lots of money. I want lots of Megabytes. Lots.

(rest deleted)

With an ST, there are 3 basic things you need:

1) Hard disk - you can use EITHER a generic ST506/412, or sometimes referred to as as a PC hard disk, OR an SCSI drive. The main difference is that the first has no controller built in. The second already has the needed SCSI controller.

2) controller - if you use an ST506/412 drive, you need a SCSI controller. There are a few different kinds, but the Adaptek 4000 series is probably the best. Most controllers will let you hook up two hard disk mechanisms, which is an advantage over a hard disk with an embedded SCSI controller. However, you have an extra PC board to mount. If you want to expand your drive later, a separate controller is the way to go.

3) ST interface - goes from the controller to the ST. Berkeley, ICD, and Supra make such interfaces.

My personal preferences for each item:

1) Seagate hard disk mechs. They are recognized as the best.
2) Adaptek 4000A controller. Quite popular from what I gather. There is also the Adaptek 4000 controller, but this older version will NOT support removable media hard disks. However, the 4000 is cheaper.
3) ICD Host Adapter. I like them, and everybody I know uses one.

I recently put together a hard disk for my father. Got a Seagate ST-225 20 meg hard disk, Adaptek 4000 controller (NOT 4000A), and an ICD Host Adapter. Put it in a PC/XT case, used a PC power supply. Cost him $350. Considering Atari wants $200 more for their 20 megger, the savings is quite large.

You will also need 3 cables. First, you need a 20 pin card edge -> header to go from the hard disk to controller, a 34 pin card -> card to go from hard disk to controller, and a 50 pin header -> header to go from the controller to the ST interface. The interface will come with the 19 pin DMA cable. If you get a drive with an embedded SCSI controller, you only need the 50 pin cable.

Hope ALL this helps.

Chris Freemesser, Rochester Institute of Technology | What I like :
BITNET: %clf3678@RITVAX GEnie: C.FREEMESSER | 1) My Atari ST
USENET: Just reply and hope it gets through | 2) My '77 Mercury
Call the ACORN BBS (716)436-3078, 300/1200 baud | 3) Coke Classic

1391. Re: VI

Newsgroup: comp.sys.atari.st
Date: 1989-10-07 01:06:31 UTC
From: clf3678@ultb.UUCP
Message-ID: <1382@ultb.UUCP>
Source record: 248462

In article <1139@mrsvr.UUCP> krieg@jupiter.uucp (Andrew Krieg) writes:
>I would love to use vi at home. Is their a public domain version for the ST
>floating around anywhere?
>
There is an ST VI editor called STEVIE. It's latest version (I think)
is 3.44. I have TRIED to use it, but it constantly crashes on me. The
cursor control is the culprit. I run a BBS, and I have tried to use
this to edit text files. I always end up rebooting after it crashes and
using WordPerfect instead.

If anybody knows of any other VI editors that DON'T crash, please let me
know!

Chris Freemesser, Rochester Institute of Technology | What I like :
BITNET: %clf3678@RITVAX GEnie: C.FREEMESSER | 1) My Atari ST
USENET: Just reply and hope it gets through | 2) My '77 Mercury
Call the ACORN BBS (716)436-3078, 300/1200 baud | 3) Coke Classic

1392. Re: ANSI C

Newsgroup: comp.sys.atari.st
Date: 1989-10-07 05:33:44 UTC
From: krieg@gemed.uucp
Message-ID: <1156@mrsvr.UUCP>
Source record: 248463

In article <1267@sdcc13.ucsd.EDU>, pa1329@sdcc13.ucsd.EDU (pa1329) writes:
> Does anyone know if any ST C compliers will be upgraded to ANSI
> standard? Do Megamax, Mark Williams or other companies have plan
> to upgrade their C compilers? Any info is appreciated.

MWC (Mark Williams) will probably upgrade as soon as the ANSI draft proposal is adopted. They already publish an "ANSI C" manual which contains everything in a lexicon format (sorta like their regular C manual). They are ready to go as soon as it is passed.

Does anyone know if any major (or minor) changes have been included in the draft proposal? The MWC manual is copyrighted 1988 and I was wondering if it would still be worth buying.

==
= =
= The Marvel Historian A. Krieg =
= =
= G.E. Medical Systems - CT - New Berlin, WI =
= USENET: krieg@jupiter.med.ge.com =
= =
==

1393. (none)

Newsgroup: comp.sys.atari.st
Date: 1989-10-07 10:11:28 UTC
From: 013352@DOLUNI1.BITNET
Message-ID: <8910071011.AA20709@ucbvax.Berkeley.EDU>
Source record: 248464

I do not know, but I use the opportunity to ask a special question.

I am loooking for people who use TeX/LaTeX on the ST and the
HP Deskjet Plus for printing the DVI files. I have a few technical questions .
..

Kon rad Blum

1394. Re: HD disks & reading IBMPC disks

Newsgroup: comp.sys.atari.st
Date: 1989-10-07 11:05:18 UTC
From: silvert@cs.dal.ca
Message-ID: <1989Oct7.110518.16904@cs.dal.ca>
Source record: 248465

In article <PINKAS.89Oct6115615@cadev2.intel.com> pinkas@cadev2.intel.com (Israel Pinkas
~) writes:
>This has probably been asked before, butI haven't been reading this group
>for long.
...
>2) Does somebody know how to get a 1040ST to read floppies written by an
> IBM PC? I have a Sun386i at work that can write IBM-compatible disks,
> and I would love to bypass the download.

The ST reads IBM floppies (720K) without difficulty. I routinely
transfer files to my ST by writing them to a 3-1/2" PC drive and taking
the disk home. But the IBM systems will not read disks formatted on the
ST unless you use a special formatting program.

--
Bill Silvert, Habitat Ecology Division.
Bedford Institute of Oceanography, Dartmouth, NS, Canada B2Y 4A2
UUCP: ...!{uunet,watmath}!dalcs!biomel!bill
Internet: biomel@cs.dal.CA BITNET: bs%dalcs@dalac.BITNET

1395. Re: VI

Newsgroup: comp.sys.atari.st
Date: 1989-10-07 11:09:10 UTC
From: silvert@cs.dal.ca
Message-ID: <1989Oct7.110910.16969@cs.dal.ca>
Source record: 248466

In article <1382@ultb.UUCP> clf3678@ultb.UUCP (C.L. Freemesser) writes:
>In article <1139@mrsvr.UUCP> krieg@jupiter.uucp (Andrew Krieg) writes:
>>I would love to use vi at home. Is their a public domain version for the ST
>>floating around anywhere?
>
>If anybody knows of any other VI editors that DON'T crash, please let me
>know!

I have a VI for the ST that works fine. I don't recall whether I have
the documentation, and I don't know who wrote it, but I have been using
it for a while and it is fine (I usually run it from Gulam, but it works
from the desktop too).

If no one else has the complete package, I can look for the
documentation and either mail it out or repost, depending on the amount
of interest. But perhaps one of the archive sites has it?

--
Bill Silvert, Habitat Ecology Division.
Bedford Institute of Oceanography, Dartmouth, NS, Canada B2Y 4A2
UUCP: ...!{uunet,watmath}!dalcs!biomel!bill
Internet: biomel@cs.dal.CA BITNET: bs%dalcs@dalac.BITNET

1396. Re: What's ST mean?

Newsgroup: comp.sys.atari.st
Date: 1989-10-07 12:16:06 UTC
From: mboen@nixpbe.UUCP
Message-ID: <544@nixpbe.UUCP>
Source record: 248467

ljdickey@water.waterloo.edu (Lee Dickey) writes:

>In article <3857.25261253@uwovax.uwo.ca> 4203_5021@uwovax.uwo.ca writes:

>ST --> SixTeen ?
>TT --> ThirtyTwo ?

Nope - not quite. Rather:

ST --> Sixteen/Thirtytwo (16-Bit data bus/ thirtytwo bit internal architecture
of the MC68000 Processor)
TT --> Thirtytwo/Thirtytwo (32 Bit databus and internal architecture of the
MC68030 Processor)

Are y'all happy now?

Martin

--
Email: in the USA -> ...!uunet!philabs!linus!nixbur!mboening.pad
outside USA -> {...!mcvax}!unido!nixpbe!mboening.pad
Paper Mail: Martin Boening, Nixdorf Computer AG, DS-CC22,
Pontanusstr. 55, 4790 Paderborn, W.-Germany

1397. Re: HARD DRIVES FOR STs

Newsgroup: comp.sys.atari.st
Date: 1989-10-07 14:26:38 UTC
From: saj@chinet.chi.il.us
Message-ID: <9763@chinet.chi.il.us>
Source record: 248468

Chris Freemesser wrote some good stuff about hard drive assembly, and mentiones
cables in passing. I know that cables used to scare me. No reason to worry
about building your own, as long as they're fairly simple and you can get
the end connectors. Ask the nice man at the electronics store (even R S).
Crimp pins are easy; ribbon terminators are even easier.
Steve J.

1398. Re: ANSI C

Newsgroup: comp.sys.atari.st
Date: 1989-10-07 15:52:58 UTC
From: 7103_300@uwovax.uwo.ca
Message-ID: <3876.252de39a@uwovax.uwo.ca>
Source record: 248469

In article <1267@sdcc13.ucsd.EDU>, pa1329@sdcc13.ucsd.EDU (pa1329) writes:
> Does anyone know if any ST C compliers will be upgraded to ANSI
> standard? Do Megamax, Mark Williams or other companies have plan
> to upgrade their C compilers? Any info is appreciated.

The public domain GNU C Compilier already supports the ANSI standard.
It's available from dsrgsun.ces.cwru.edu (129.22.16.2) by anonymous
FTP. The major drawback of the GCC is that it needs a lot of memory;
1 megabyte is the absolute bare minimum, 2 megabytes is a more reasonable
amount.
--
Eric R. Smith ersmith@uwovax.uwo.ca
Dept. of Mathematics
University of Western Ontario

1399. ST->IBM PC, Floppies OK w/TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1989-10-07 16:07:59 UTC
From: soohoo@cory.Berkeley.EDU
Message-ID: <18093@pasteur.Berkeley.EDU>
Source record: 248470

In my experience, TOS 1.4 correctly formats 720K IBM PC format floppies.
I've transferred files using an Atari formtted disk with problems.
It's kinda neat... ;-)

Just curious, since I'm transferring Atari ASCII files to an IBM,
and they come out just fine, how much of EBCIDIC (sp?) maps to
ASCII (I assume a PC uses EDCIDIC, no?)

--Kenneth "kens" Soohoo (soohoo@cory.Berkeley.Edu)
Atari Hacker (Atari's Hacker...)
"It could be worse, you could get hit by a bus..."
My opinions are my OWN, _not_ necessarily Atari's. But "hey", who knows?

1400. Re: HD disks & reading IBMPC disks

Newsgroup: comp.sys.atari.st
Date: 1989-10-07 18:19:00 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.88.623787540.larserio@kyrre.uio.no>
Source record: 248471

A small correction. IBM's will read TOS 1.4 formatted disks as TOS 1.4 uses the right IBM boot-sector. IBM can read old disks too, but then you need Avant-Garde's PC_DDRVR.SYS installed on the IBM i CONFIG.SYS...

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _____________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

1401. Re: ST->IBM PC, Floppies OK w/TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1989-10-07 18:20:09 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.88.623787609.larserio@kyrre.uio.no>
Source record: 248472

IBM PC's use ASCII, DisplayWrite on PC uses EBCIDIC, but there is a shareware conversion program...

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

1402. Atarifest in Va.

Newsgroup: comp.sys.atari.st
Date: 1989-10-07 19:05:02 UTC
From: ins_bac@jhunix.HCF.JHU.EDU
Message-ID: <2824@jhunix.HCF.JHU.EDU>
Source record: 248473

Just got back from atarifest at fairfax high school in Va, and had the oppurtunity to see some interesting stuff. I didnt stay long.
Dave Small had GCR's n sale and was showing it off on his Stacy which I think is great for its price. The stacy he had, had a 40meg HD and a label "STACYA". anyway, DC software was there, and they had a demo of their new desktop "NEO/GOGO" deal, not completed but it looked good.
A decent amount of dealers were there, good prices on the ICD stuff.
Codehead, FaST tech(ICD), BEST electronics.
their mouse is excellent, but the Visionary mouse is even better. Checked both and bought the BEST mouse becuase it was cheaper.
Toadfile was being sold, decent deal.
CUrrent Notes/ Alpha Microsystems/ Lantech/and others were there.
It was crowded.
They had Portfolio's. its nice but I dont think it'll rasie my level of productivity.
The guy who rigged the 19inch moniterm had dveloped a card for one of those Multiscan 19inch monitors.
I stayed away from the Game room and the Ms-dos room(no interest here)
There was minor price gouging, nothing serious.
Michtron had Pc-speed but no demo.
and I waited around for Sig Hartmann to speak. he gave some drivel about him resigning because the Stacy didnt' ship by the end of September.
Lynx will ship within a month, TT will be shipping by the end of the year.
Portfolio's are sellign well, and he landed a major bank in the NYC area for DTPsystems.
Some stuff about advertising, nothing specific.
on the whole, my three hour tour was good.
-Ajay CHoudhri

1403. Re: PC-Ditto II Availability

Newsgroup: comp.sys.atari.st
Date: 1989-10-07 20:34:16 UTC
From: mgh1@cbnewsl.ATT.COM
Message-ID: <2180@cbnewsl.ATT.COM>
Source record: 248474

In article <1100@electro.UUCP>, carlo@electro.UUCP (Carlo Sgro) writes:
>
> Has anyone who has sent in their upgrade cards actually *received* PC-Ditto II?
> What kind of turnaround time can be expected?
>

I have been thinking of sending in my upgrade card but have been hesitant since I haven't heard of anyone verifying its existance. But......of even greater interest I just came across another hardware mod for the ST called PC Speed and it is being sold by Michtron. It is REAL and I have seen it for sale here in good old New Jersey. It is said to have a Norton SI rating of over 4.0. A friend has one installed and has found anything yet that does not run. He is using it with TOS 1.4 and says it is fa----st.

Installation is fairly simple, but does require soldering one socket on top of the 68000. The hardware board plugs into this socket. The real nice thing about it is that it is real and available. Its list price is about $100.00 above the list price of PC-Ditto II. That is $399.00. It appears to be being made in Germany, but I am not sure of its popularity there. Has anyone else heard of it?

Matt Hetman

1404. Re: VI

Newsgroup: comp.sys.atari.st
Date: 1989-10-07 22:11:02 UTC
From: orc@pell.uucp
Message-ID: <30@pell.uucp>
Source record: 248475

On 6 Oct 89 14:23:11 GMT, krieg@jupiter.uucp (Andrew Krieg) wrote:
>I would love to use vi at home. Is their a public domain version for the ST
>floating around anywhere?

Yes, there are at least two:

1) Levee, written by me; it's available on Bix for certain; it may be in
some of the archives.
2) Stevi (or some similar name), written by Tony Andrews (?); also available
on Bix; I *know it's available on some of the archives, because there
was discussion of it a while back.

-david parsons

1405. Re: ST->IBM PC, Floppies OK w/TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1989-10-07 22:36:33 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <10053@stag.math.lsa.umich.edu>
Source record: 248476

In article <18093@pasteur.Berkeley.EDU> soohoo@cory.Berkeley.EDU (Ken "nmi" Soohoo) writes:
>In my experience, TOS 1.4 correctly formats 720K IBM PC format floppies.
>I've transferred files using an Atari formtted disk with problems.
>It's kinda neat... ;-)
>
>Just curious, since I'm transferring Atari ASCII files to an IBM,
>and they come out just fine, how much of EBCIDIC (sp?) maps to
>ASCII (I assume a PC uses EDCIDIC, no?)

Nope, only *big* IBM dinosaurs use EBCDIC. PCs use ASCII, like the rest of the modern world.

Too bad PCs can't read disks formatted for 10 sectors per track. I thought that was what the silly BIOS parameter block was for, but DOS is too stupid to understand what's written there... But yeah, it's handy to get 720K at a shot.

I've got a NeXT cube in my home now. I'm working on getting a TOS file server running on it, so I can get files back & forth to my Mega faster.
--
-=- PrayerMail: Send 100Mbits to holyghost@father.son[127.0.0.1]
and You Too can have a Personal Electronic Relationship with God!

1406. Looking for Color-Burst 3000, CB_FINAL,...

Newsgroup: comp.sys.atari.st
Date: 1989-10-07 23:37:41 UTC
From: whack@nmsu.edu
Message-ID: <341@opus.NMSU.EDU>
Source record: 248477

I have noticed the colr3000 demo on terminator and would like to
get a hold of a copy of the real program. Unfortunately, I
do not have access to any archives other than those with ftp.
Please E-mail responses to whack@nmsu.edu.

thanks in advance

Warren J. Hack
whack@nmsu.edu
g4949042@nmsuvm1.BITNET

1407. Atari ST Archives.

Newsgroup: comp.sys.atari.st
Date: 1989-10-08 01:18:38 UTC
From: ehsnsr@JUPITER.NMT.EDU
Message-ID: <8910080118.AA00661@jupiter.nmt.edu>
Source record: 248478

```
help
```

1408. Hard Drive Summary

Newsgroup: comp.sys.atari.st
Date: 1989-10-08 01:23:37 UTC
From: scott@CIE.UOREGON.EDU
Message-ID: <8910080123.AA17848@cie.uoregon.edu>
Source record: 248479

Here's a summary of what many have written me and what I've
learned from it.

MAKING HARD DRIVES EASY

(for the Atari ST)

The Atari is a wonderful computer with a DMA port on the rear
that holds the promise for incredible data transfer speeds. While
IBM PCs must clunk along using their 4 MHz CPUs to handle the data
transfer, the Atari's DMA has direct access to memory and is not
hampered by CPU speed. This means that we Atari owners can really
take advantage of the speed hard drives offer.
There are some companies making hard drives just for the Atari,
but unfortunately the prices are high and the options few. This is
what I shall try to remedy here by telling you what I've learned
about putting together your own hard drive to meet your needs
affordably. A few days ago, I knew nothing about hard drives. Now I
feel comfortable about putting together my own. That is how easy it
is to learn. (disclaimer: I don't mean that it is easy to actually
put together; I haven't done that yet. It's easy to learn _what_
to put together.)
There are three basic components to consider when making your
hard drive: the hard disk mechanism, the hard disk controller, and
the host adapter. I'll discuss these three first and then go on to
talk about the extras, e.g. case, power supply, fan, and cables.

HARD DISK MECHANISM: This is the heart of your hard drive. It
consists of platters covered by a magnetic media sealed in a metal
case with various muck a muck electronic stuff. There are basically
two standards to consider: MFM (Modified Frequency Modulation) and
RLL (Run Length Limited). MFM is an older standard of formatting that
allows for 17 sectors per track and RLL is a newer standard that
allows for 26. (RLL is also faster because of this) RLL requires
better quality disks than MFM, so when a disk is labeled as MFM or
RLL, that just tells you the quality of the magnetic media on the
disks. (There are other standards such as ESDIC, but they are not as
important for us.) Another measure applied to disk mechanisms (besides
their capacity) is their seek speed. Usually measured in milliseconds,
ms, this is the time it takes for the heads to move to a new track and
settle-- the lower the number, the faster the drive.
Two companies were recommended to me more than any others:
Seagate and Miniscribe. Seagate is my choice though because it is
well known and common. Some complaints about the two were that the
Minscribes are very noisy and prone to break down, and that the

Seagates are very hot when they operate. (be sure to get a fan.) A note of warning here: some hard disk mechanisms come with an "embedded" disk controller, notably the Seagate series with the "N" suffix, and many of these embedded controllers are buggy. (The Seagate "N" series have/had a bug where they won't accept commands just after finishing a previous command making it necessary to slow the whole schmear down a lot.)
Examples of hard disk mechanisms are:

Seagate ST-296-N (84.9Mb, 28ms, SCSI): This is a hard disk mechanism that can seek in 28 ms, holds 84.9Mb, and, note the "N" suffix, has an embedded hard disk controller (SCSI type). This "N" series won't work at full speed I'm told.

Seagate ST-277-R-1 (65Mb, 28ms, RLL): This one can seek in 28ms, holds 65Mb, and, note the "R" in the name, is good enough for RLL format, and doesn't have an embedded hard disk controller.

Miniscribe M3650 (42Mb, 45ms, MFM): This one can seek in 45ms, holds 42Mb, and is _not_ good enough for RLL format; it must be used with an MFM hard disk controller.

Miniscribe M3675 (64Mb, 45ms, RLL): This one can seek in 45ms, holds 64Mb, and is good enough for RLL format; you can use an MFM or RLL hard disk controller. (You just lose capacity if you use an MFM hard disk controller)

HARD DISK CONTROLLER: This is the device that takes the SCSI commands (I'll only consider controllers that do take SCSI) and actually makes the hard disk mechanism work. There are basicaly two types to consider: MFM and RLL. An MFM controller takes SCSI commands and works with the hard disk mechanism in MFM format, while an RLL controller takes SCSI commands and works with the hard disk mechanism in RLL format. (An MFM controller can use RLL hard disks, but just can't make full use of the quality the disk offers, so you won't get the full capacity. An RLL controller can _not_ use MFM hard disks, they simply don't have the quality needed.)
Different controllers offer different features in addition to the basic work horse stuff. Some can work with removable media hard disks (the neato ones that use cartridge things), some can chain many more disks to the same controller, etc.
Some companies that make controllers are OMTI and Adaptec. The overwhelmingly popular controllers are from Adaptec. Here is a partial list of what I believe they offer:

Adaptec 4000: This is an older MFM controller that can be bought cheap. It can't handle removable media, but it can handle two hard disks from the same controller.

Adaptec 4000A: This is a later version of the 4000 that can handle removable media.

Adaptec 4070: This is an RLL controller. I think it can also, like
all Adaptec controllers (?), handle two drives from the same controller.

HOST ADAPTER: This is the key to allowing your Atari to speak
SCSI. The Atari DMA is very similar to SCSI, but not enough for SCSI
compatibility. A host adapter takes care of that by being a translator.
Three companies offer good adapters: Supra, Berkeley Microsystems
and ICD. However everyone I've talked to agrees that ICD is the way to
go. Supra has a bug that limits how far away you can have the hard disk
from the computer, while ICD doesn't and allows you to do read verifies.
I believe the ICD adapter can chain up to eight controllers and also has
another DMA port connection, so you can connect your laser printer or
whatever.

OTHER STUFF: Cables are a definite must to connect all the above
together. I'm not too sure about what kind are needed, but I'm sure
the literature you get from whoever sells the hard disk, the controller,
and the adapter will tell you what you need. I'm told that you need a
20 pin card-edge to header, a 34 pin card to card, and a 50 pin header
to header, but don't take my word on it.
A power supply is another must. At least 60W is recommended. Many
hard disks draw lots of power to start up, and if you expand later it's
best to have a power supply that can handle the job. Some people even
recommend 150W. (I guess they're cheap when bundled with an IBM case.)
After the all the above is set up and connected, you should have
a working hard disk, but many hard disks are hot running and could
overheat and many people just don't like to see all that stuff scattered
around on the desk, so a case and fan are good investments. These and
the power supply are very easy to find cheap. Many people just buy an
IBM PC case with power supply and fan all ready to go.

I'll now present some sample collections of hard disk, controller,
and adapter:

(Seagate ST-296-N) + (ICD host adapter)
This combination doesn't require a controller, because the Seagate
ST-296-N has an embedded controller. Because of the bug in "N"
series Seagates, this setup has to be slowed down to work. Also,
you couldn't just add another hard disk (unless it had an embedded
controller) without buying a controller.
($459 drive, $116 adapter)

(Seagate ST-4096) + (Adaptec 4000) + (ICD host adapter)
This combination is a fast high capacity (80Mb 28ms) system that
will easily expand by just plopping in another MFM hard disk
mechanism.
($520 drive, $110 controller, $116 adapter)

(Seagate ST-277-R) + (Adaptec 4070) + (ICD host adapter)
This combination is a fast high capacity (65Mb 28ms) system that
will easily expand by just plopping in another RLL hard disk
mechanism.
($349 drive, $125 controller, $116 adapter)

(Miniscribe M8450) + (Adaptec 4070) + (ICD host adapter)
This is an average (40Mb 45ms) RLL system that can be expanded
easily too.
($269 drive, $125 controller, $116 adapter)

(Seagate ST-225) + (Adaptec 4000) + (ICD host adapter)
This is a low end (21Mb 65ms) MFM system that can be made cheap,
but is still just as expandable as the rest.
($187 drive, $110 controller, $116 adapter)

(All drive prices from various ads in _Computer Shopper_.
controller and adapter prices from ad for D&P Computer in
Current Notes Jan/Feb 1989)

So in summary, it would appear to me to be best to go with the
ICD host adapter, the Adaptec 4070 disk controller (RLL), and
some RLL type hard disk.

One company I find noteworthy here is Toad Computers. They sell
the ICD FA-ST hard drives, which use the ICD host adapter and,
I believe, the Adaptec controller and a Seagate hard disk.
Looking at their ad in _STart_, Sep 89, I see an 85Mb 28ms hard
drive for $739, a 20Mb 65ms hard drive for $499 and others
between that.

ADDRESSES:

Current Notes, Inc.
122 N. Johnson Rd.
Sterling, VA 22170
(703) 450-4761
(a very good ST mag for $24/yr. Vol. 9 No. 1 has a good
article about hard drives.)

D&P Computer
P.O. Box 811
Elyria, OH 44036
(216) 926-3842
(This company has lots of ICD and Adaptec stuff and cases
and such.)

Toad Computers
556 Baltimore Anapolis Blvd.
Severna Park, MD 21146
(301) 544-6943
(Absolutely the best buys for hard disks that I've seen.
They sell the ICD FA-ST hard drives.)

ICD, Inc.
1220 Rock St.
Rockford, IL 61101-1437
(815) 968-2228
(ICD makes the host adaptor that most people use. They also
make the FA-ST hard drives and other stuff.)

DISCLAIMER: I am in no way connected to any of the companies mentioned above and I make no guarantees or assurances that any of the above is true, useful, or safe, except that it can be used to decorate a paper airplane.

Many thanks to:

Chris Freemesser

Peter Ikusz

Andy Cassino

Stephen Jacobs

Alan MacNeil

Michael Vishchers

Derrick

Scott Settlemier Univ. of Oregon scott@cie.uoregon.edu
The opinions expressed reflect in no way those of society.

1409. Atari VT52 accessory...help!

Newsgroup: comp.sys.atari.st
Date: 1989-10-08 01:27:33 UTC
From: ehsnsr@JUPITER.NMT.EDU
Message-ID: <8910080127.AA00912@jupiter.nmt.edu>
Source record: 248480

I am a two-and-one-half month new user of an Atari STfm. The VT52 emulator that came with it puzzles me. This may sound like a trivial question to a ST experts out there, but what does this accessory do, and how do I use it???
What is it capable of?

I have no manual for it so any responses would be greatly appreciated.

--Eric Hobbs, NewMexTech

1410. Re: Atarifest in Va.

Newsgroup: comp.sys.atari.st
Date: 1989-10-08 01:42:03 UTC
From: dat_08@jhunix.HCF.JHU.EDU
Message-ID: <2829@jhunix.HCF.JHU.EDU>
Source record: 248481

In article <2824@jhunix.HCF.JHU.EDU> ins_bac@jhunix.UUCP (Ajay Choudhri) writes:
>Just got back from atarifest at fairfax high school in Va,
>The stacy he [Dave Small] had, had a 40meg HD and a label
>"STACYA".
^^^^^^^
Actually, "STacy4" was on the label. 4Mbytes!
Yow! Nice portable! Room for two drives, one of them a hard disk, even.
NICE keyboard, readable screen. Hope Atari is actually able to sell them.
Another portable? And not even MS-Dos compatible? <shudder>
Price? Sandy Small was saying probably < $3000, Sig Hartmann was
saying "Reasonable."

>their [BEST] mouse is excellent, but the Visionary mouse is even better.
>Checked both and bought the BEST mouse becuase it was cheaper.
Wonderful. I suppose you bought the BEST Macintosh emulator because it
was cheaper than the Magic Sac.

>It was crowded.
It was crowded, and they had an extra room for dealers, although it
was a rather less crowded in there than at the main room.

>The guy who rigged the 19inch moniterm had dveloped a card for
>one of those Multiscan 19inch monitors.
I missed this -- could you post the information, if possible?

> -Ajay CHoudhri

Well, beyond what Ajay saw, I talked to the rep for Gribnif Software
for a while, and they'll soon have new versions of NeoDesk for different
countries and languages. Some of these are completed already. I forget
which; I've already got my copy. 8-)

I liked the 19" Moniterm. NeoDesk certainly seems to support it.
Too bad I don't have $2000 lying around which I'm not using for
tuition or food.

My main gripe, aside from the presence of BEST, is the door prize
system -- "If you do not pick up your prize within 15 minutes, it will
be forfeit." Ah, well, it was an interesting fair nonetheless.

1411. ST SURVEY Update.....Soviet-bloc users wanted if existing...

Newsgroup: comp.sys.atari.st
Date: 1989-10-08 03:15:22 UTC
From: kar7481@cuphub.cup.edu
Message-ID: <1279@cuphub.cup.edu>
Source record: 248482

Well,

2 weeks have gone by since the ORIGINAL request for information
regarding ATARI prices/products has gone out.

Since then, replies have been received from:

USA: Arkansas Univ.
Columbia Business School, NYC
Cupertino, CA
Michigan
and a few other states.....

EUROPE:
Norway
Sweden
France
England
Switzerland
The Netherlands
and a few others that escape me now (3:05am)...

I would * R E A L L Y * like to hear from some ST owners/users
in Soviet-bloc countries if there exist any!!!

In the meantime, I STILL WANT TO HEAR FROM SOME MORE ST USERS!!!

^^

Also, if ANYONE has ANY information on ANYONE ELSE who programs
in the S.T.O.S. programming language for the ST, please send me E*mail!!!

==========

Ever notice how EVERYONE seems to enjoy using multiple exclamation points :-}


```
+-------------------------------------------------------------------------+
| Dan Karbowsky kar7481@pitt!cuphub / //===============/ |
| 102 Lee Drive _____________________/ / / // // |
| Belle Vernon, PA / _____________________ _/_ /_ __ //====// // |
| 15012 U.S.A. / /__ __ __ __ _ / / / //_/ // // !!!!! |
|__________________/ ___//_//_//_//_// / /_ / //_ -====// // |
| / / |
| Call the ATARI ELITE of PITTSBURGH'S BBS (Forem-ST,fnet node 19) |
| at (412) 384-5609 at 300 thru 19.2k baud 24 hrs./day 7-days/week |
| and see why we are the ATARI ELITE!!! Mention this message at logon. |
|*note: UUCP site used is located at California U. of PA,California,PA. |
+-------------------------------------------------------------------------+
```

1412. Re: HD disks & reading IBMPC disks

Newsgroup: comp.sys.atari.st
Date: 1989-10-08 05:44:23 UTC
From: Matthew_Eric_Seitz@cup.portal.com
Message-ID: <22874@cup.portal.com>
Source record: 248483

"But the IBM systems will not read disks formatted on the
"ST unless you use a special formatting program.
--
Bill Silvert, Habitat Ecology Division.

IBM systems will read double-sided diskettes formatted on an Atari ST using TOS 1.4, without any special formatting programs.

Matt Seitz

1413. Double Click Software's BBS Phone Number

Newsgroup: comp.sys.atari.st
Date: 1989-10-08 06:32:05 UTC
From: Matthew_Eric_Seitz@cup.portal.com
Message-ID: <22876@cup.portal.com>
Source record: 248484

Could somebody send me Double Click Software's BBS phone number? Thanks.

Matt

1414. Re: HD disks & reading IBMPC disks

Newsgroup: comp.sys.atari.st
Date: 1989-10-08 07:47:08 UTC
From: hase@netmbx.UUCP
Message-ID: <3578@netmbx.UUCP>
Source record: 248485

In article <PINKAS.89Oct6115615@cadev2.intel.com> pinkas@cadev2.intel.com (Israel Pinkas
~) writes:
>1) Is there any way to get a 1040ST (TOS 1.4) to use HD (1.4M) disks? I
> tried to format one and the machine refused. (Gave the same error as
> when you try to format a write-protected disk.

Yes. It is possible; it requires hacking the hardware:

1.4 Megabyte drives use 300 rounds per minute rotation speed and a 500
kBit per second data rate; twice the data rate/density as the regular
drives do.

If You get a HD drive (TEAC FD135 HFN for example) and wire it up to the
ST, it will work just as a 720 k-drive, cause the controller chip is
still fixed to 250 kBit per second.

We have to speed up the controller; looks easy: the controller manual
says all time constants of the controller are take from its 8 MHz clock.
If we would just switch it to 16 MHz?

That is, what I have done to my ST. I use the 16 MHz output of the
SHIFTER as clock source and switch the controller clock between 16 and 8
MHz based on the High-Denity-Enable output of my TEAC FD 135HFN (Shugard
BUS pin 2).

It works fine, if the step-rate (the time between 2 consecutive Step
pulses sent to the drive) is set to 6 milliseconds. The controller will
now step every 3 milliseconds (since we doubled the his clock) in HD
mode, and every 6 milliseconds in DD mode; this does not hurt the drive
or performance too much.

I have some problems with it: no program will load from HD disks and
access to folders does not seem to work too well from DESKTOP.
Everything works fine from msh, as far as I can tell. Even copying files
from HD to DD disks (DD disk in drive B; not tested for single drive
copy) works fine.

All we still need is the software to set the step rate to 6 milliseconds
and to format a drive with 18 Sectors per track.

Here ist goes:

seek6.s: set seek rate for all (both) drives to 6 milliseconds
/ module name seek6

.shri

```
.globl main_
main_:
clr.l -(sp)
move.w $0x20,-(sp)
trap $1
addq.l $6,a7
move.l d0,_save_ssp
move.w $0,0x440 / 0 => 6 ms, 1 => 12 ms, 2 => 2 ms, 3 => 3 ms
lea 0x46a,a0
move.l (a0),d0
movea.l d0,a0
jsr (a0)
move.l _save_ssp,-(sp)
move.w $0x20,-(sp)
trap $1
addq.l $6,a7
.even
_save_ssp:
.blkl 1
-----------------------
formath.c: format high density disk
/* formath.c Formatter fuer High Density Disketten */
/* nur fuer angepasste Hardware! Floppycontroller und Laufwerk */
/* muessen High-Density tauglich sein! */
/* Hartmut Semken, Lupsteiner Weg 67 1000 Berlin 37 */
/* hase@netmbx.UUCP */
/* 03-SEP-89 */
/*formath.c: format High Density disks on modified ST (controller clock
switcheble to 16 MHz) using HD disks and drive.
Quickly hacked in from example given in Mark Williams C documentation */

#include <stdio.h>
#include <osbind.h>
#include <time.h>

#define SLEEPTIME 1 /* 1: Zeitschleife, 0: Taste */
#define BLANK (0xE5E5)
#define MAGIC (0x87654321L)
#define BUFSIZE (20*1024) /* Platz fuer mehr als 18 Sektoren... */

#define DEVICE 0 /* 0 = Floppy A, 1 = Floppy B */
#define SIDES 2 /* je */
#define SECTORS 18 /* nach */
#define TRACKS 80 /*Belieben */

#define TOTSEC (TRACKS * SIDES * SECTORS)

extern int errno;

main(){
int track;
int side;
int status;
```

```
short *bf;
register char reply;
short *middle;
char buffer[512];

printf("\033E\n");
printf("Public Domain High Density Mini Formatter\n");
printf("von H. Semken\nDer Autor garantiert in keiner Weise fr die Funktion\nDieses
Programmes.\nBenutzung auf eigene Gefahr.\n");
printf("\n\n\n");
printf("\007\033pFormatiere Diskette in Drive %c\033q\n%d Seiten\n%d Sektoren pro Spur\n%d
Spuren\n\n", (65+DEVICE), SIDES, SECTORS, TRACKS);
printf("Wirklich formatieren? ");
fflush(stdout);
if ((reply = Crawcin()) != 'y' && reply != 'Y' && reply != 'j' && reply != 'J') {
printf("Nein. Floppy nicht formatiert.\n");
sleep(1);
Pterm0();
}
printf("Ja.\n");
printf("Diskette einlegen; Taste drcken...");
fflush(stdout);
Crawcin();
printf("\n");
bf = malloc(BUFSIZE);
for (track = TRACKS-1; track >= 0; track--) {
for (side = 0; side < SIDES; side++) {
printf("Formatiere Spur %d, Seite %d", track, side);
fflush(stdout);
status = Flopfmt(bf, 0L, DEVICE, SECTORS, track, side, 1, MAGIC, BLANK);
if (status) {
middle = bf;
printf("\t%d\n", status);
while (*middle) {
printf("\tDefekter Sektor %d\n", *middle++);
}
} else {
printf("\tokay\r");
}
}
}
printf("\n\nAlle Spuren formatiert\n");
printf("Initialisiere Directory\n");
for (track = 0; track < (BUFSIZE>>1); bf[track++] = 0);
for (track = 0; track < 2;track++) {
for (side = 0; side < SIDES; side++){
if (status = Flopwr(bf, 0L, DEVICE, 1, track, side, SECTORS)) {
errno = -status;
perror("Write Error");
}
```

```
}
}
Protobt(buffer, (long)Random(),3,0); /* Prototyp Bootsector fr
* 80 * 2 * 9 Sektoren */
/* Prototyp Bootsektor fr das neue Format anpassen */
/* Bytes 19 und 20 enthalten die Sektoren pro Disk */

/* unteres Byte von TOTSEC */
buffer[19] = (char)(((TOTSEC>>8)<<8)^TOTSEC);
/* oberes Byte von TOTSEC; es lebe das Intel int-Format */
buffer[20] = (char)(TOTSEC>>8);
buffer[24] = (char)SECTORS; /* Sektoren pro Spur */
status = Flopwr(buffer, 0L, DEVICE, 1, 0, 0, 1);
if (status) {
errno = -status;
perror("Write Error (Bootsector)");
}
status = Flopver(buffer, 0L, DEVICE, 1, 0, 0, 1);
if (status) {
errno = -status;
perror("Verify Error (Bootsector)");
}
printf("Diskette in Laufwerk %c formatiert\n", (65+DEVICE));
sleep(1);
Pterm0();
}

sleep(seconds)
int seconds;
#if SLEEPTIME
{
clock_t t;
for(t = clock();clock() < (t + CLK_TCK*seconds););
}
#else
{
printf("Taste druecken\n");
fflush(stdout);
Crawcin();
}
#endif
/* end of formath.c */

--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
Dennis had stepped up into the top seat whet its founder had died of a
lethal overdose of brick wall, taken while under the influence of a
Ferrari and a bottle of tequila. (Douglas Adams; the long dark teatime...)
```

1415. Re: ST->IBM PC, Floppies OK w/TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1989-10-08 07:53:38 UTC
From: hase@netmbx.UUCP
Message-ID: <3579@netmbx.UUCP>
Source record: 248486

In article <18093@pasteur.Berkeley.EDU> soohoo@cory.Berkeley.EDU (Ken "nmi" Soohoo) writes:
>Just curious, since I'm transferring Atari ASCII files to an IBM,
>and they come out just fine, how much of EBCIDIC (sp?) maps to
>ASCII (I assume a PC uses EDCIDIC, no?)

No.
Even Mama Blue is (sometimes) willing to adopt to standards, even when trying to set them. First, they used ASCII for the PC, now the gor for UN*X (AX for PS/2, RIOS and VM370 will come "real soon now"! They are still tying to make the 286 act like a microprocessor...)

The Pissi uses some sort of extended ASCII. The ST extends this table further.

hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
Dennis had stepped up into the top seat whet its founder had died of a lethal overdose of brick wall, taken while under the influence of a Ferrari and a bottle of tequila. (Douglas Adams; the long dark teatime...)

1416. Re: HDX Bad sector list

Newsgroup: comp.sys.atari.st
Date: 1989-10-08 09:00:43 UTC
From: BILL_FOSTER@bdt.UUCP
Message-ID: <153@bdt.UUCP>
Source record: 248488

I have written a Hard Disc Scan program called scan.arc and uploaded it to gEnie. If you run this just after formatting the drive you shouldn't have any more problems with read or write errors...

1417. Re: Were you able to extract MINIBBS.LZH ?

Newsgroup: comp.sys.atari.st
Date: 1989-10-08 09:25:34 UTC
From: hv@chyde.uwasa.fi
Message-ID: <837@chyde.uwasa.fi>
Source record: 248487

In article <9598@attctc.Dallas.TX.US> chasm@attctc.Dallas.TX.US (Charles Marslett) writes:
>In article <2686@water.waterloo.edu>, ljdickey@water.waterloo.edu (L.J.Dickey) writes:
>And MINIBBS.LZH also failed to extract on a PC with the original LHARC --
>I think it was either archived with a non-standard LHARC or it lost
>something in the posting.

I think your Lharc needs updating. I extracted this file without problems
in my PC/At with Lharc v1.13c. Perhaps this same is to Atari. I remember
there are two versions of Lharc to Atari as well.

--
Harri Valkama : email: hv@chyde.uwasa.fi (internet)
Computer Centre, University of Vaasa :
P.O.BOX 700 : voice: +358 61 248426
SF-65101 VAASA FINLAND : site: 128.214.12.3

1418. Re: ANSI C

Newsgroup: comp.sys.atari.st
Date: 1989-10-08 15:26:46 UTC
From: t19@nikhefh.nikhef.nl
Message-ID: <284@nikhefh.nikhef.nl>
Source record: 248489

Turbo C is pretty much ANSI. Besides, it compiles faster and produces better code then any of the other C compilers, as far as I know. I know a guy who sweated for a month to get his symbolic manipulation program 10% faster and then gained another 10-15% by switching from MWC to Turbo...

1419. Re: VI

Newsgroup: comp.sys.atari.st
Date: 1989-10-08 16:23:16 UTC
From: thurlow@convex.com
Message-ID: <1987@convex.UUCP>
Source record: 248490

orc@pell.uucp (david parsons) writes:

>On 6 Oct 89 14:23:11 GMT, krieg@jupiter.uucp (Andrew Krieg) wrote:
>>I would love to use vi at home. Is their a public domain version for the ST
>>floating around anywhere?
> 1) Levee, written by me; it's available on Bix for certain; it may be in
> some of the archives.

David, has Levee been fixed yet? I like it a whole lot (most complete features set I've seen on an ST), but I can't use it if pressing a key during scrolling is going to crash the program and lose everything. I just can't count on my habits changing to avoid this, so I've been using Emacsen (sigh) - they force me to think differently. Let us know ...

Rob T
--
Rob Thurlow - Expatriate Canadian thurlow@convex.com
"From the heart of 'The Friendship State'"

1420. Avant-Garde's PC_DDRVR.SYS

Newsgroup: comp.sys.atari.st
Date: 1989-10-08 20:27:42 UTC
From: silvert@cs.dal.ca
Message-ID: <1989Oct8.202742.10601@cs.dal.ca>
Source record: 248491

Lars-Erik Osterud recently pointed out that you can use
Avant-Garde's PC_DDRVR.SYS to read normal ST disks on a PC.
This works fine, and I just wanted to add a comment on how bright the
software is -- my NEC Ultralite installs a RAMdisk as drive C, and the
driver routine (which normally creates logical drives C and D) spots
this and creates logical drives D and E as ST equivalents to A and B.

There is a noticable change in performance, since if I run DIR B: on a
PC disk the display scrolls smoothly, but if I run DIR E: on an ST disk
(in the same drive) the display jerks by. But that is pretty minor I
suspect. I haven't yet tried editing an Atari WP file on a PC!

I'm a bit hesitant to try this trick on the monster I have at work,
a 386 with three floppy drives and five HD partitions -- will
PC_DDRVR.SYS duplicate all three drives, just the one 3-1/2" drive,
or what? Anyone have any ideas what the side effects might be?

--
Bill Silvert, Habitat Ecology Division.
Bedford Institute of Oceanography, Dartmouth, NS, Canada B2Y 4A2
UUCP: ...!{uunet,watmath}!dalcs!biomel!bill
Internet: biomel@cs.dal.CA BITNET: bs%dalcs@dalac.BITNET

1421. PC-Ditto and Supra drive

Newsgroup: comp.sys.atari.st
Date: 1989-10-08 20:38:38 UTC
From: ericco@stew.ssl.berkeley.edu
Message-ID: <1989Oct8.203838.12605@agate.berkeley.edu>
Source record: 248492

Has anybody gotten PC-Ditto to recognize a Supra HD-10 drive?
HD-10 is their removable 10Mb psuedo HD. It can also read 5 1/4"
IBM floppies.

I tried calling Supra, but they couldn't help, and I've been unable
to get through to the PC-Ditto people.

Thanks in advance,

Eric
ericco@ssl.berkeley.edu

1422. SCSI drives, SCSI-ESDI convertors

Newsgroup: comp.sys.atari.st
Date: 1989-10-08 20:49:11 UTC
From: dnewton@carroll1.UUCP
Message-ID: <722@carroll1.UUCP>
Source record: 248493

Is there a good SCSI drive out there? i.e. relatively high capacity, speed, and low cost? I keep hearing about the Seagate mech., but I've also heard about speed problems, like it can't be run at high speed. Any info would be appreciated.

On a related note, someone posted something about a SCSI-ESDI convertor that was available for $200 or so, was anyone smart enough to keep the address? I lost mine. 8-(

--
David L. Newton | dnewton@carroll1.UUCP | Quote courtesy of
(414) 524-7343 (work) | dnewton@carroll1.cc.edu | Marie Niechwiadowicz,
(414) 524-6809 (home) | 100 NE Ave, Waukesha, WI 53186 | Boston College.
[Q]: How many surrealists does it take to screw in a light bulb? [A]: The fish.

1423. Re: ANSI C

Newsgroup: comp.sys.atari.st
Date: 1989-10-08 22:53:34 UTC
From: jlong@blackbird.afit.af.mil
Message-ID: <1379@blackbird.afit.af.mil>
Source record: 248494

I have Prospero-C and it is "...a complete implemention of the proposed
ANSI standard for C for use on the Atari-ST range of computers"
(quoted from the back of the box it came in)

It is a very complete package, comes with a debuger and a nice gem based
shell to work from. I used it to port some IBM stuff written for
Turbo-C V2.0 (Bibtex V0.99c) and the port was almost trivial!!
It has excellent documentation (almost 1000 pages in 4 separate spiral
notebooks) and is very robust, I haven't had a single crash from the
shell yet! The only real drawback with it is that it isn't exactly a speed
demon!! But it runs fine on my 1meg machine and hard drive
I recommend it to anyone with only 1meg and who wants a 100% ANSI-C
compliant compiler :-)

No, I don't work for them (see signature block :-))

==
| Jeff Long jlong@afit-af.mil (ARPA net) |
| |
| humble (and getting humbler by the day) graduate student; |
| The Air Force Institute of Technology (what a great way of life??) |
==

1424. Re: TOS 1.4 problem

Newsgroup: comp.sys.atari.st
Date: 1989-10-08 23:11:15 UTC
From: charlop@blake.acs.washington.edu
Message-ID: <3955@blake.acs.washington.edu>
Source record: 248495

I have seen reports of problems accessing harddrives after installing TOS 1.4. I just wanted to say that this maybe a problem with the formatting or boot utility being used. I just installed the new ROM's into my Rev. D 1040STF and had no problems with my 1985 Supra 20Meg HD. I am able to access everything properly and my previous backups could be restored properly. I use Supra Utilities V2.62 and Meg-A-Minute Elite by Small etal. for my HD utilities. Someone with more know-how might want to check this out. Just thought I'd put in my $0.02 worth.

Aaron the Alchemist
Charlop@uwachem.washington.edu

"Yes I really am an honest-to-goodness Alchemist" Me

P.S. Why didn't Atari include a Move option in the copy routine?

1425. Re: STILL looking for FOLDED

Newsgroup: comp.sys.atari.st
Date: 1989-10-09 00:23:10 UTC
From: trb@stag.UUCP
Message-ID: <1989Oct9.002310.16741@stag.UUCP>
Source record: 248496
Cross-posted to: comp.sys.apollo,comp.sys.atari.st

In article <1989Oct4.185737.5099@agate.berkeley.edu> laba-1aj@WEB.berkeley.edu (John Kawakami) writes:
>
>I'm still looking for the apollo version of FOLDED by Todd Burkey (trb@stag).
>I have not been able to get mail thru to him, so I'm asking YOU.
>
>If you know where I can get the APOLLO version of FOLDED, please tell me.
>
>Are you out there trb?!?

Yes,
I am out here...I still haven't gotten around to sending folded off to the source and binary archives yet. Too many tie-ups at work lately. I'll try to get everything moved over to my Unix system and 'shar'ed together for release in the next week or two. The version that I will be sending out is 0.9e and is the version I have been using on Unix and the IBM PC for the last three months without any glitches. I haven't powered on my Atari ST for several months now, but I imagine that the ST version is fairly bug free as well. Sorry for the delay...

-Todd Burkey
pwcs!stag!trb

1426. Re: official tos 1.4 release

Newsgroup: comp.sys.atari.st
Date: 1989-10-09 01:10:11 UTC
From: charlop@blake.acs.washington.edu
Message-ID: <3958@blake.acs.washington.edu>
Source record: 248497

A quick question.

Where does one find the patch program for the serial port bug?

I am at home trying to do some work over the modem and I keep getting
spurious characters and commands being sent out. In fact it has made reading
the net almost immpossible. Just a few minutes ago it even unsubscribed
me from this topic.

PLEASE HELP ME.

Aaron the Alchemist
Charlop@uwachem.washington.edu

"Yes, I really am a honest-to-goodness Alchemist" Me

1427. Re: A cursor in windows

Newsgroup: comp.sys.atari.st
Date: 1989-10-09 05:52:33 UTC
From: esp_05@jhunix.HCF.JHU.EDU
Message-ID: <2842@jhunix.HCF.JHU.EDU>
Source record: 248498

How to draw a cursor:

Cursors are real easy. All you have to do is draw them in with v_bar,
but first set the write mode to XOR (vswr_mode(handle,3)) so that
you wind up with a black cursor over a white letter. When you're
ready to undraw the cursor, just set the write mode back to XOR (if
you changed it in the first place) and draw the same box over again.

EMR

1428. Re: ST->IBM PC, Floppies OK w/TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1989-10-09 07:22:56 UTC
From: hv@chyde.uwasa.fi
Message-ID: <840@chyde.uwasa.fi>
Source record: 248499

In article <10053@stag.math.lsa.umich.edu> hyc@math.lsa.umich.edu (Howard Chu) writes:
>In article <18093@pasteur.Berkeley.EDU> soohoo@cory.Berkeley.EDU (Ken "nmi" Soohoo) writes:
>Too bad PCs can't read disks formatted for 10 sectors per track. I thought
>that was what the silly BIOS parameter block was for, but DOS is too stupid
>to understand what's written there... But yeah, it's handy to get 720K at
>a shot.

I think there is one possible way worth trying this. There is a program called
FDFORMT2 for PC that allows one format a disk with many various parameters.
And this program comes with memory resident program that allows (certifies)
a machine to read such disks. I have successfully format in my AT with this
program normal 360K floppys to 832K and 1.2M disks to 1.49M. You can find
this program with ftp from address below.

--
Harri Valkama : email: hv@chyde.uwasa.fi (internet)
Computer Centre, University of Vaasa :
P.O.BOX 700 : voice: +358 61 248426
SF-65101 VAASA FINLAND : site: 128.214.12.3

1429. Re: (no more) Portfolio info requested

Newsgroup: comp.sys.atari.st
Date: 1989-10-09 09:25:16 UTC
From: ardvar!krs@stag.UUCP
Message-ID: <1989Oct9.092516.17761@stag.UUCP>
Source record: 248500

[portuesi@tweezers.esd.sgi.com (Michael Portuesi) writes...]
>
> After reading the press blurbs about the Portfolio, I've decided that
> it might be what I'm looking for. Nevertheless, I would be grateful
> for answers to the following questions, from somebody who knows more
> about the Portfolio than I do:
>
I would like it if Portfolio specific issues were kept out of the ST
newsgroup. I am interested in the Portfolio as far as it concerns Atari's
marketing and development directions, but I am not interested in the
Portfolio as a machine.

- Kent Schumacher /* "A member of STdNET- */
ardvar!krs@stag.UUCP /* The ST developers network */

1430. Sozobon - which version?

Newsgroup: comp.sys.atari.st
Date: 1989-10-09 10:23:32 UTC
From: MALCOLM@tower-vax.city-poly.ac.UK
Message-ID: <8910100707.AA06457@ucbvax.Berkeley.EDU>
Source record: 248401

A quickie: what's the latest version of Sozobon I should be looking for?
I've got a bugfix for hcc v1.01, but I don't want to waste my breath if this
is history.

1431. Re: HDX Bad sector list

Newsgroup: comp.sys.atari.st
Date: 1989-10-09 10:57:50 UTC
From: tomas@m2cs.uu.no
Message-ID: <1989Oct9.105750.24138@m2cs.uu.no>
Source record: 248402

BILL_FOSTER@bdt.UUCP writes:
>I have written a Hard Disc Scan program called scan.arc and uploaded it
>to gEnie. If you run this just after formatting the drive you shouldn't
>have any more problems with read or write errors...

That's exactly what I need. But I don't have access to GENIE. Can you
post it here (or rather to the binaries group) ?

--
Tomas Felner
Modula-2 CASE Systems AS | Internet: tomas@m2cs.uu.no
Maridalsveien 139 | Phone: +47 2 379784
N-0461 Oslo 4, Norway | FAX: +47 2 356448

1432. Re: Atari ST Emulator for Amiga

Newsgroup: comp.sys.atari.st
Date: 1989-10-09 12:37:35 UTC
From: filbo@gorn.santa-cruz.ca.us
Message-ID: <55.filbo@gorn.santa-cruz.ca.us>
Source record: 248403

In article <1234@sdcc13.ucsd.EDU> pa1329@sdcc13.ucsd.edu writes:
>(From comp.sys.amiga)
>In article <12803@s.ms.uky.edu> phoenix@ms.uky.edu (R'ykandar Korra'ti) writes:
>> It's an Australian hack, boots on a 68000 or 68020, and is specifically
>>public domain. It requires a bootable TOS disk to get started - I presume
>>this includes TOSbench, or whatever they call it. (TOS disks can be purchased
>>from local Atari dealers, if you've got one.) It will, according to its doc
>>file, boot most game floppies as well.
>
>Atari, what is your comment on this? I wonder how can TOS be sold
>on disk to non-Atari owners?

This is certainly no worse than ST or Amiga owners buying Macintosh ROMs for
Spectre or Amax. What makes the ST specially inviolate?

However, there hasn't yet been any evidence that this ST emulator for the
Amiga actually exists, anyway...

Bela Lubkin * * // filbo@gorn.santa-cruz.ca.us CompuServe: 73047,1112
@ * * // ....ucbvax!ucscc!gorn!filbo ^^^-VERY slow [months]
R Pentomino * \X/ Filbo @ Pyrzqxgl +408-476-4633 & XBBS +408-476-4945

1433. Deutsch online

Newsgroup: comp.sys.atari.st
Date: 1989-10-09 12:58:26 UTC
From: MEGGIN@vm.epas.utoronto.CA
Message-ID: <8910100703.AA06208@ucbvax.Berkeley.EDU>
Source record: 248404

A friend of mine, a fellow Old English scholar and ST user, has asked me if there is an online German dictionary available for the ST. She would be interested in either a desk-accessory (to run inside her wordprocessor), or a separate application (not as useful). This would have to be, of course, a German/English dictionary, although a purely German dictionary might be helpful.

She is also interested in any software that will help her learn German. I have seen a program to teach Spanish verbs, but nothing for German so far. I look forward to hearing from the large German ST user base. Please reply directly to me, since I am not actually on Usenet.

BITNET: MEGGIN@vm.epas.utoronto.ca

1434. Federated software sales

Newsgroup: comp.sys.atari.st
Date: 1989-10-09 14:14:55 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <891009.08145435.065625@SFA.CP6>
Source record: 248405

I'm not sure if this is old news or not, but it may be of benefit
for those who do not know.
The Federated stores in the Houston area are running some incredible
sales on ST software. I managed to pick up the entire INFOCOM series
for the ST at $1.96/package. Note that the articles for sale are in the
older boxes, that is, the good ones (!). For example, Hitchhiker's Guide
to the Galaxy is in the large box, complete with Fluff, sunshades, "Don't
Panic button, etc. These are not in any of the newer packages.
I was also able to find a lot of older and GOOD software that is no
longer made for the ST. Sort of sad, like reading a time capsule's contents.
These even had warranty cards for them. Lots of Holms and Duckworth
utility programs.... Lots of software of the 1986 era, also, when things
were exciting for the ST at the local market.
At any rate, all appear to be new boxes, in other words, not rewrapped
or reshrink-wrapped. All were cheap. I blew $26.00 on twelve pieces of
software.
So, if there are any Federated in your area, you might check them
out. We went to this particular Federated by sheer accident not knowing that
it was holding the clear-out sale.

Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

1435. Re: Portable Mac vs STACY

Newsgroup: comp.sys.atari.st
Date: 1989-10-09 14:18:48 UTC
From: matthews@umd5.umd.edu
Message-ID: <5428@umd5.umd.edu>
Source record: 248406

Er, the STacy isn't vaporware. Saw a Stacy4 (4 meg STacy) at the WAACE AtariFest 89, running Spectre GCR. It also had an internal hard drive, but I don't know what size it is/was.

Mike Matthews

1436. Re: ST->IBM PC, Floppies OK w/TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1989-10-09 14:32:51 UTC
From: saj@chinet.chi.il.us
Message-ID: <9775@chinet.chi.il.us>
Source record: 248407

This is in reply to a whole bunch of *ABSOLUTELY*WRONG* messages about exchanging disks between Atari ST-s and IBM PS2 machines. A PS2 will correctly read from and write to any disk an ST can format so long as the boot sector doesn't lie about the format, and so long as the first 3 bytes of the boot sector are EB 34 90 (that was 3 bytes of hex, people). If you copy an IBM boot sector to a floppy with a format different from that described in that boot sector it will crap out. I ROUTINELY put the 3 magic bytes at the start of disks formatted with TWISTER and use them on PS2s. Don't bother flaming me for getting fed up, just fire up DRFLOPPY or MEMFILE (or even a PS2 sector editor) and TRY IT.
Steve J.

1437. Re: Free RAM from Atari

Newsgroup: comp.sys.atari.st
Date: 1989-10-09 16:04:47 UTC
From: landry@enginr.dec.com
Message-ID: <5261@shlump.nac.dec.com>
Source record: 248408

In article <10085@xanth.cs.odu.edu>, src@cs.odu.edu (Scott R. Chilcote) writes...
"
" I opened my Mega 2 last week to install TOS 1.4, and discovered a TRULY
"AMAZING thing. The machine had a complete set of RAM chips, a total of
"FOUR MEGABYTES worth, installed!!
"
" <etc>
"
" So, for the cost of soldering one pin of one IC to the motherboard, I
"have a FOUR MEGABYTE computer!!
"

My guess is that this was a Mega 4 that didn't pass the checkout.
In the same way that chip makers sell slow chips at slower specs,
Atari is probably selling Mega 4 fallouts as Mega 2's. It's
probably cheaper for them to give away the chips than to repair
the boards (on the average). So you got lucky!

chris

1438. Re: official tos 1.4 release

Newsgroup: comp.sys.atari.st
Date: 1989-10-09 16:40:44 UTC
From: covertr@force.UUCP
Message-ID: <46207fa0.14a1f@force.UUCP>
Source record: 248409

In article <2074@hudson.acc.virginia.edu>, gl8f@astsun8.astro.Virginia.EDU (Greg Lindahl) writes:
> In article <460c4f58.14a1f@force.UUCP> covertr@force.UUCP (Richard E. Covert) writes:
>
> > Well, my feeling is that Atari has really dropped the ball on the release of
> > TOS 1.4!!
>
> Lots of feeling, no understanding. I tried to send this email, but
> uunet doesn't know where "force.UUCP" is.

Well, I can be reached at .../gtephx!covertr. FORCE is a node on our
Apollo network. Just try gtephx!covertr.

>
> You suggest that Atari go ahead and produce updated TOS 1.4 ROMS. This is
> probably a bad idea. Can't you just see customer service: "I have this
> problem", "What version of TOS are you running?", "TOS 1.4, I just bought
> it from my dealer", "Which one, new TOS 1.4 or old TOS 1.4???"

Greg, the problem is one of timing. By the time Atari got the TOS 1.4 PROMs
out, and notice that they are PROMS not ROMs, bugs had already been identified
and repaired by hackers. Since, the offical TOS ROMs still haven't been released,
it is not unreasonable to hope that Atari would fix the known bugs before releasing
them. I just hate to see TOS 1.4 start off with a bunch of auto folder patches!!
And there is still no legal way to buy TOS 1.4 in 100 ns EPROMs so that the
Turbo16 can run at full speed. T16 can be setup to access the TOS memory without
wait states if the memory is quick enough. Hence the need for 100 ns EPROMs.
If Atari was selling TOS in ROMs it might be possible to buy them in 100ns
roms. who knows??

>
> Or, a user sees TOS14PATCH.ARC on his BBS, and wonders if he's
> supposed to run it or not. It's vastly easier to have all TOS ROMS
> distributed for a long time be the same, and for all users to need the
> same patch program. This is the only philosophy that makes sense for a
> home machine. Atari isn't Sun.

Greg, the user already needs an auto folder patch for the TOS 1.4 that is being
sold by Atari. How many more patches will be needed over the next six months??

>
> On another topic, Richard flamed Atari for not providing more software
> support to people trying to get the SLM804 working with Mac software.
> it's silly to expect David Small to do it if it would take so much
> time it wouldn't be cost-effective.
>

> Can I get down off my soapbox yet? ;-)
>
>
> ------
> Greg Lindahl
> gl8f@virginia.edu I'm not the NRA.

And finally, Greg, I have stopped asking Dave Small for a 300 dpi QuickDraw driver for the SLM804. As you have just said it appears to be too hard for Dave Small, or anyone else, to develop. So, whose fault is it?? Atari?? Apple?? GBS?? All I know is that when I bought my Spectre 128 from Dave Small in Sept 1988, Dave said that he would provide a 300 dpi driver for the SLM804 laser printer. And now over a year later it has proven to be an impossible task. The best that Dave can do is 144 dpi, which is basically just draft printing on a 300 dpi laser printer. so, while I am not satisified with the Spectre printer driver for the SLM804, at least I know that Dave gave it his best shot!! So, I am NOT flaming GBS. I am just waiting for GBS to release the Spectre version 2.0 software so that I can use my SLM804 laser printer in 144 dpi mode.

Richard (gtephx!covertr) Covert

1439. Serial port Disk driver

Newsgroup: comp.sys.atari.st
Date: 1989-10-09 17:03:48 UTC
From: paulm@ccicpg.UUCP
Message-ID: <42681@ccicpg.UUCP>
Source record: 248410

Hi:
I've been doing some drive changes on my ST latelly and been needing a backup system. I've tried turtle but I haven't loads of floppies that I can use for this nor the time to sit in front of my computer all day switching diskettes. What I do have is a couple of UNIX systems (one system V and one BSD 4.2) with lots of disk space and 5 1/4 cartridge tape drives. I then started to consider using the UNIX system but had to get the information to it some how. I thought of using xmodem but it also required some intervention. I've been writing disk driver code for a while (my MAXTOR 380 meg ESDI drive) and all of a sudden it flashed on me to just convert the actual I/O routines in the driver so that instead of going to the DMA port, it went via the serial port. I over came the non re-entrant BIOS problem and wrote a handler that runs on the UNIX system. I can create a disk file on the unix system from 128K to 16meg, start the TSR driver on the ST and Wella... I've got a drive 'P' on my st that I can just drag files or disk ICONS to and start the copy and go away for a while.
If used with a disk caching program this drive can be quite fast.
Well I've been reading this forum for quite a while and have downloaded a lot of great stuff. If anybody is interrested in my code I will post it PD on this net or (try) to mail it to whom-ever asks.
Currently I am working on another UNIX side utility to copy to and from files from UNIX and the ST disk file.

.===.
| ### ######## ### | N O R T H | /==============\ |
| ### ### ### | A M E R I C A |< An STC Company >|
### ######## ########	(was CCI)	\==============/
UUCP: ...ccicpg!dl2!paulm	Paul L. Moreau
or ...ccicpg!dl1!paulm	Diagnostics Software Eng.
or ...ccicpg!paulm	Irvine, California
`=='

1440. Re: Avant-Garde's PC_DDRVR.SYS

Newsgroup: comp.sys.atari.st
Date: 1989-10-09 17:15:43 UTC
From: kron%aiki@Sun.COM
Message-ID: <126044@sun.Eng.Sun.COM>
Source record: 248411

From article <1989Oct8.202742.10601@cs.dal.ca>, by silvert@cs.dal.ca (Bill Silvert):
> Lars-Erik Osterud recently pointed out that you can use
> Avant-Garde's PC_DDRVR.SYS to read normal ST disks on a PC.
> --
> Bill Silvert, Habitat Ecology Division.
> UUCP: ...!{uunet,watmath}!dalcs!biomel!bill
> Internet: biomel@cs.dal.CA BITNET: bs%dalcs@dalac.BITNET

How do you get pc_ddrvr.sys, is this sold as PC software or what ?

Inquiring minds wanna know!

Kenneth Kron

The opinions I expressed were mine, the opinions you formed are yours.
kron@eng.sun.com

1441. Re: Avant-Garde's PC_DDRVR.SYS

Newsgroup: comp.sys.atari.st
Date: 1989-10-09 18:29:54 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.88.623960994.larserio@kyrre.uio.no>
Source record: 248412

I don't know any other way to get PC-DDRVR.SYS than to buy PC-Ditto or
copy it from somebody that has PC-Ditto. Again this would be illegal
(if somebody from Avant-Garde doesn't free PC_DDRVR.SYS from copyright)

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

1442. Re: HARD DRIVES FOR STs

Newsgroup: comp.sys.atari.st
Date: 1989-10-09 18:30:30 UTC
From: paul@cacilj.UUCP
Message-ID: <1259@cacilj.UUCP>
Source record: 248413

A very informative posting, Chris! Thought I would add my own experiences in...

In article <1381@ultb.UUCP> clf3678@ultb.UUCP (C.L. Freemesser) writes:
>
>My personal preferences for each item:
>
>1) Seagate hard disk mechs. They are recognized as the best.

These are your personal preferences -- please don't throw in lines like "They are recognized as the best"!

When I went to put together my own hard drive, the hard drive dealer steered me away from Seagate, because they had switched manufacturing plants, and the new drives were not reliable.

When selecting a hard drive, get the MTBF (mean time between/to failure?) figures. I have a Micropolous drive, and it should last twice as long as a seagate based on these figures.

I have read on the net of many unhappy Seagate customers (the ROM7/ROM8 contraversy)--it is unlikely that they would recognize Seagate as the best!

>2) Adaptek 4000A controller. Quite popular from what I gather. There
> is also the Adaptek 4000 controller, but this older version will NOT
> support removable media hard disks. However, the 4000 is cheaper.

I like the 4000A as well. I believe there is a controller called omni or omnti that is supposed to be very fast. If you have a fast drive, you might want to find out more. I think the fastest result is to get an embedded-SCSI controller drive, like the Quantum.

>3) ICD Host Adapter. I like them, and everybody I know uses one.

I went with a BMS-200. It worked for me.... I did have to get software that would support more than 4 partitions -- it seems that BMS didn't bother extending Atari's four partition scheme.

For me, the big win in building my own hard drive was speed! I have a 28ms 65 meg drive that also happened to cost much less than an equivalent 60 ms Atari drive!

>You will also need 3 cables. First, you need a 20 pin card edge ->
>header to go from the hard disk to controller, a 34 pin card -> card to
>go from hard disk to controller, and a 50 pin header -> header to go
>from the controller to the ST interface. The interface will come with
>the 19 pin DMA cable. If you get a drive with an embedded SCSI
>controller, you only need the 50 pin cable.

My BMS-200 came with all cables and some mounting hardware.

You still need some form of enclosure. If you buy a kit, like ICD's kit, make sure the drive(s) you have will fit the enclosure. ICD's kit will only take half-height drives. My drive happens to be a full-height. Not a flame against ICD or others, just be aware that there are different sized drives!

--
Paul Close paul@cacilj.CTS.COM ...!{uunet, ucsd, crash}!cacilj!paul

The Obi-wan Kenobi method: "Use the Source, Luke" -Jim Fulton

1443. Ram upgrades for 520 st

Newsgroup: comp.sys.atari.st
Date: 1989-10-09 20:02:00 UTC
From: bediako@cs.buffalo.edu
Message-ID: <11562@eerie.acsu.Buffalo.EDU>
Source record: 248414

Can anyone tell give any recommendations on the best solderless ram upgrade kits? Right now I'm heading toward the EZ ram II. I need to know any comments/problems there are with it.
Also, does it matter what speed (ns) chips I use? Will there be any problems using 100 or 80ns chips? Will things speed up if I use 80ns chips? (I'm planning on using 1M * 1 chips).

thanks
bernie bediako@cs.buffalo.edu
Bernard Bediako ---------=-=-=-=-=-> DOMAIN: bediako@cs.buffalo.edu

1444. Monitor for all resolutions

Newsgroup: comp.sys.atari.st
Date: 1989-10-09 20:07:02 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.88.623966822.larserio@kyrre.uio.no>
Source record: 248415

Somebody asked about monitors for all 3 ST resolutions...
My friend has a Philips CM 8873 Personal Monitor
This is a VGA multsync and supports all resolutions....
The difference between this monitor and other multisync is
THAT THE PHILIPS CM 8873 HAS BUILD-IN SPEAKER AND AMPLIFIER !!!

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

1445. Re: Mac emulators and games

Newsgroup: comp.sys.atari.st
Date: 1989-10-09 20:20:17 UTC
From: Xorg@cup.portal.com
Message-ID: <22917@cup.portal.com>
Source record: 248416

Some games work, some do not, and some work with conditions. QuarterStaff will work fine on a Mega 4 (only) even though it is copy-protected! The major consideration is whether or not the program was written to Apple guidelines and whether or not the software addresses any special MAC chips, is they do, forget it, if they don't you stand a good chance - especially if the is no copy-protection.

Peter Szymonik
Xorg@cup.portal.com

1446. Re: official tos 1.4 release

Newsgroup: comp.sys.atari.st
Date: 1989-10-09 20:24:50 UTC
From: Xorg@cup.portal.com
Message-ID: <22918@cup.portal.com>
Source record: 248417

What makes this all even more interesting is that rumors were flying at the WAACE AtariFest that TOS 1.4 will be showing up on 2 chip ROM (not EPROM) sets in the next few weeks (which should take care of the 'weak Bus' problems some Mega owners have been having - but even more interesting is the rumored release of TOS 1.6! Which Mr Hartmann didn't refute (although in all fairness he also didn't back this rumor...)

Peter Szymonik
Xorg@cup.portal.com

1447. Re: TOS 1.4 problem

Newsgroup: comp.sys.atari.st
Date: 1989-10-09 20:31:57 UTC
From: Xorg@cup.portal.com
Message-ID: <22919@cup.portal.com>
Source record: 248418

Here's my two-cents - after my TOS 1.4 install my entire HD was messed up, the FAT table was destroyed - and no, unfortunetaly I have no idead why. I do know that after some playing around I got a few programs to work fine, but most bombed with TOS error #35 or file not found errors. After reformatting the whole HD and restoring every program from the *original disks* (for some reason my old backups would not run either!) EVERY program is now running fine. I am having the dead machine problem which I'm working on now - the system acts as if it was too cold...

Peter Szymonik
Xorg@cup.portal.com

1448. Re: Mathematica and Spectre 128

Newsgroup: comp.sys.atari.st
Date: 1989-10-09 20:37:06 UTC
From: Xorg@cup.portal.com
Message-ID: <22920@cup.portal.com>
Source record: 248419

I'm not sure about Mathematica, but I saw (and bought!) and great math utility program at the WAACE fest. Its called El-Cal and its by Debonair Software/J.Andrezej Wrotniak. A VERY powerful math program with fast calculation and superb graphing abilities with 16 digit precision. 36 standard functions, 44 disribution functions, function, histogram, and scatter plots (all this from the data sheet by the way), linear, square, and cubic equations, numerical equation solving, linear regression and correlation (W/ plotting), polynomial least squares up to the 6th degree. etc. etc. etc. and an EXCELLENT user interface - not an amateur job by any means - all for $40!!
Peter Szymonik

1449. Re: apple laptop - STacy at WAACE

Newsgroup: comp.sys.atari.st
Date: 1989-10-09 20:41:34 UTC
From: Xorg@cup.portal.com
Message-ID: <22921@cup.portal.com>
Source record: 248420

All my doubts have been laid to rest. This weekend at the WAACE AtariFest
I SAW, and USED the STacy and the Portfolio. VERY solid machines, these
were not demo machines - they had a very sharp production feel. The STacy
I used had 4 megs of RAM and one internal DD drive - it was hooked up to
an external HD and a Spectre GCR - hence, Mac laptop! My only complaint is
that the screen was a bit dim even at the best setting and the refresh was
understandably slower than a standard ST/MAC screen. I was very impressed
with the construction and feel of the machine, it also looked quite impressive
in its dark black/blue case.
Peter Szymonik
Xorg@cup.portal.com

1450. Re: PC-Ditto II Availability

Newsgroup: comp.sys.atari.st
Date: 1989-10-09 20:45:27 UTC
From: Xorg@cup.portal.com
Message-ID: <22922@cup.portal.com>
Source record: 248421

The latest I've heard on PC-Ditto II comes from Jim Allen, maker of the FAST Technologies 16mhz board and close friend of Bill Teal. PC-Ditto II is waiting for parts, most noticablly the ribbon cable with a special clip that attaches to the 68000. It was decided that the board would sell more if no soldering was involved, and so a custom ribbon cable with clip was designed. When? Soon... :-]

Peter Szymonik
Xorg@cup.portal.com

1451. Re: PC-Ditto II/ PC-Speed

Newsgroup: comp.sys.atari.st
Date: 1989-10-09 20:48:10 UTC
From: Xorg@cup.portal.com
Message-ID: <22923@cup.portal.com>
Source record: 248422

I haven't seen PC-Speed yet, niether have Dave Small or Jim Allen.
Their comments were that it was Germany, it was supposed to be good,
it does require soldering, and that they can't guarantee that it will
work with Spectre GCR or the FAST Technologies 16mhz board (in fact
I think Mr Allen said for sure that it wouldn't work with the accel board
because of the soldering connection.)

Peter Szymonik
Xorg@cup.portal.com

1452. Re: Atarifest in Va./Video Board

Newsgroup: comp.sys.atari.st
Date: 1989-10-09 20:54:11 UTC
From: Xorg@cup.portal.com
Message-ID: <22924@cup.portal.com>
Source record: 248423

Image Systems has a sub $1,000 board for the ST that allows any multi-sync to be connected to the ST (if it is capable of running at 50 KHz horizontal and capable of the resolution.) It extends the color palette to 4,096 (vs. 512.) and has a 1,024x768 display with 16 colors (non-interlaced.) It also has a socket for a 68881 math co-processor.

Peter Szymonik
Xorg@cup.portal.com

1453. Hi Anyone out there.....

Newsgroup: comp.sys.atari.st
Date: 1989-10-09 21:01:15 UTC
From: bha9959@cuphub.cup.edu
Message-ID: <1292@cuphub.cup.edu>
Source record: 248424

Hi Anybody out there,

I am quite new to this. I just discovered the network a few days ago
and with great difficulty learnt how to post messages. Well....now I'm
glad I know how to. I'll be glad to hear from anyone near or far.
Also someone please help me regarding how to send mail to an individual
rather than post it on the news group..... thanx

Ajay
Ajay Bhandaram
P.O Box 336
California, Pa.15419
U.S.A
(California University of Pennsylvania)

1454. Look! 10, count 'em, 10 mushrooms (was Re: VI)

Newsgroup: comp.sys.atari.st
Date: 1989-10-09 23:11:12 UTC
From: orc@pell.uucp
Message-ID: <33@pell.uucp>
Source record: 248425

On 8 Oct 89 16:23:16 GMT, thurlow@convex.com (Robert Thurlow) wrote:
>orc@pell.uucp (david parsons) writes:
>> 1) Levee, written by me; it's available on Bix for certain; it may be in
>> some of the archives.
>David, has Levee been fixed yet? I like it a whole lot (most complete
>features set I've seen on an ST), but I can't use it if pressing a key
>during scrolling is going to crash the program and lose everything.

Well, no, it hasn't been fixed, but that's cause I never run into the problem. ("problem" - that's a nice way to say "<censored> cheapo operating system bug") The only time I hit the bug in the last couple of years was a couple of minutes ago, when I made the system puke by loading in a 40k file and LEANING on the ^D key (and even then it was about 30k down before the shrooms walked across the screen.)

The easy solution would be to just eat typeahead, but I've a friend here who would beat me into a pulp with my keyboard if I was to implement such a fix. *sigh* one of those goddamn things that make me wonder why I didn't buy a Mac...

I'll figure out a "fix" and wire it into Levee this week.

-david parsons

1455. Database

Newsgroup: comp.sys.atari.st
Date: 1989-10-09 23:16:07 UTC
From: dm@pnet01.cts.com
Message-ID: <500@crash.cts.com>
Source record: 248426

Having no experience with databases, I am now in the market for one, and would appreciate it if you would share your likes and dislikes about the various ST databases.

The sorts of things each does well, or poorly, would be especially appreciated. Please respond via e-mail.

DM

1456. Re: PC-Ditto II Availability

Newsgroup: comp.sys.atari.st
Date: 1989-10-09 23:35:49 UTC
From: chen@digital.sps.mot.com
Message-ID: <4621f2c6.81da@digital.sps.mot.com>
Source record: 248427

In article <2180@cbnewsl.ATT.COM> mgh1@cbnewsl.ATT.COM (matthew.g.hetman) writes:
>
> I just came across another hardware mod for the ST called
>PC Speed and it is being sold by Michtron. It is REAL and I have seen it
>for sale here in good old New Jersey. It is said to have a Norton SI rating
>of over 4.0. A friend has one installed and has found anything yet that does
>not run. He is using it with TOS 1.4 and says it is fa----st.
>
> Its list price is about
>$100.00 above the list price of PC-Ditto II.

I'm very interested, could you provide us more information on this product?
For example:

o CPU and speed? (8086,8088, v20/30, 80286 :-), 8/10/12 Mhz)
o Graphic mode ?
o Version of PC-DOS ?
o Floating point chip support?

1457. Re: subscribe

Newsgroup: comp.sys.atari.st
Date: 1989-10-09 23:42:00 UTC
From: BD05@DKAUNI2.BITNET
Message-ID: <"89-10-09-16:42:04.58*BD05"@DKAUNI2.BITNET>
Source record: 248428

Roland Waldi
Universitaet Karlsruhe DESY

> subscribe claudio marques reis

I can't subscribe you. why do you send this to me?

1458. Unix Windows

Newsgroup: comp.sys.atari.st
Date: 1989-10-10 00:54:16 UTC
From: pa1562@sdcc13.ucsd.EDU
Message-ID: <1285@sdcc13.ucsd.EDU>
Source record: 248429

I am trying to run unixwindows (uw.arc) on my 520fm but
I can't set rs232 because by mouse pointer disappears. Does one need
1 meg to run this properly? Also, are the unix side drivers
available? Where?
Thanks,
C. Breyman
squibby@do.ucsd.edu

1459. PD Word Processors

Newsgroup: comp.sys.atari.st
Date: 1989-10-10 01:05:40 UTC
From: themod@blake.acs.washington.edu
Message-ID: <3968@blake.acs.washington.edu>
Source record: 248430

Hello you netters, I need some help. I need a good PD Word Processor. I have (gak!) 1st Word, but I hate it with a passion. I also think spending $100+ for any program is just plain stupid. Any suggestions?

Chris Hinton ---- themod@blake.acs.washington.edu
Mod Software Systems
Seattle, Wa 98195

"Why didn't you tell me he had one of those... things?" - The Joker.
"My life is really...complex." - Bruce Wayne.
"Excuse me... What does God need with a starship?" - James T. Kirk.

1460. Link format

Newsgroup: comp.sys.atari.st
Date: 1989-10-10 01:47:11 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.88.623987231.larserio@kyrre.uio.no>
Source record: 248431

I use Personal Pascal 2 for all my programming and need a little help.
You can include your own C and ASM routines in Personal Pascal, but it
will only accept files with DRI linker format and all my C-compilers and
Assembler uses GST linker-format.

Does anyone out there have a program to convert GST to DRI linker-format ?
If not, can somebody make such a program - I'll pay for it !!!

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

1461. Re: ANSI C

Newsgroup: comp.sys.atari.st
Date: 1989-10-10 02:55:45 UTC
From: adw3345@ultb.UUCP
Message-ID: <1399@ultb.UUCP>
Source record: 248432

Someone asked if MWC was worth buying although it is not ANSI and ANSI C is sure to be passed in the future.
The big point about ANSI C is that one compiler will run on another compiler with no changes in libraries, etc. ANSI helps clear up the points K & R were vague about and hence a cause for differences between compilers.
Now the way I see it is that MWC follows the ANSI C standard in spirit (I.e., Structures can be passed as a parameter rather than a pointer), and unless your code is going to have a wide distribution over different machines, you won't *absolutely* need ANSI.
I have been using MWC for about 2 years, and I have learned a lot about C as well as the Atari ST. I use it for my own purposes, and it is rare that I need to compile it on a different machine, as I use MWC for many Atari-specific programs. I think people holding their breath for ANSI are thinking "If I only had ANSI, I will be able to do *anything!*". That's what I felt like before I started writing "serious" code (i.e., big programs that did something useful, etc.). First I thought I *needed* a hard drive before I could get anything done, then I *needed* a time chip (for Make), before I realized I didn't actually need them to write a "Hello World" program.
You may actually need an ANSI compiler (Prospro provides one), but I think the vast majority of would-be Atari Programmers will do well to get MWC (or any other compiler), even if it doesn't have ANSI.

Derrick

.sig under construction.

1462. STARTGEM FOR 1.4 & OLD TOS

Newsgroup: comp.sys.atari.st
Date: 1989-10-10 06:23:09 UTC
From: atc@max.bnl.gov
Message-ID: <1492@bnlux0.bnl.gov>
Source record: 248433

Hello netters!

I'm in desperate need of a STARTGEM that will recognize old tos
versions as well as 1.4.

My company has several 1040 ST's out in the field and I need
a utility that will universally boot on all of them. Instead of having
to keep track of which ones have which ROM set.

(yes, I know TOS 1.4 can autoboot using install application but that still
doesn't make the field disks universal...)

Thanks in advance,

San

sbarr@libserv1.ic.sunysb.edu or
atc@max.bnl.gov

1463. Re: Tex/LaTex/Deskjet+ for ST

Newsgroup: comp.sys.atari.st
Date: 1989-10-10 09:15:01 UTC
From: rmanzie@miclon.uucp
Message-ID: <1989Oct10.091501.4573@miclon.uucp>
Source record: 248434

I too am interested in the Tex/Latex/Deskjet+ mix. However, I have none of these. Anyone know where I can get the bits from (or is some kind soul willing to post them to me?

Roddy Manzie
roddy@miclon.uucp

1464. Re: Where is LaTex ???????????

Newsgroup: comp.sys.atari.st
Date: 1989-10-10 09:40:58 UTC
From: BRUEL@FRMRS11.BITNET
Message-ID: <8910110706.AA26723@ucbvax.Berkeley.EDU>
Source record: 248435

Does someone know where I can find an St version of LaTex? and post me the name of a site where I can get it ||

I am desesperately searching one ||||

Thanks

Laurent BRUEL | |
Laboratoire d'optique des surfaces | |
et des couches minces | BRUEL at FRMRS11 |
Domaine universitaire de St Jerome | |
13397 Marseille CEDEX 13 | |
FRANCE | |

1465. Re: Avant-Garde's PC_DDRVR.SYS

Newsgroup: comp.sys.atari.st
Date: 1989-10-10 12:42:13 UTC
From: silvert@cs.dal.ca
Message-ID: <1989Oct10.124213.18963@cs.dal.ca>
Source record: 248436

In article <126044@sun.Eng.Sun.COM> kron%aiki@Sun.COM (Kenneth Kron) writes:
>From article <1989Oct8.202742.10601@cs.dal.ca>, by silvert@cs.dal.ca (Bill Silvert):
>> Lars-Erik Osterud recently pointed out that you can use
>> Avant-Garde's PC_DDRVR.SYS to read normal ST disks on a PC.
>
>How do you get pc_ddrvr.sys, is this sold as PC software or what ?
>
>Inquiring minds wanna know!

It comes with PC Ditto. Whether they will sell it separately I don't
know. Inquiring minds will have to write Avant-Garde.

--
Bill Silvert, Habitat Ecology Division.
Bedford Institute of Oceanography, Dartmouth, NS, Canada B2Y 4A2
UUCP: ...!{uunet,watmath}!dalcs!biomel!bill
Internet: biomel@cs.dal.CA BITNET: bs%dalcs@dalac.BITNET

1466. Re: PD Word Processors

Newsgroup: comp.sys.atari.st
Date: 1989-10-10 12:51:36 UTC
From: silvert@cs.dal.ca
Message-ID: <1989Oct10.125136.19140@cs.dal.ca>
Source record: 248437

In article <3968@blake.acs.washington.edu> themod@blake.acs.washington.edu (Chris Hinton) writes:
>
> Hello you netters, I need some help. I need a good PD Word Processor. I
>have (gak!) 1st Word, but I hate it with a passion. I also think spending
>$100+ for any program is just plain stupid. Any suggestions?

Why stupid? Good software takes time to write, and a decent commercial product can easily be worth more than $100.

ST users are lucky -- the machine is easy to program, and lots of hackers like it, so we get super freeware in areas like communications. For text, you have lots of variants on emacs.

But if you want the kind of applications software that people don't write for the fun of it, like dBASE and Lotus clones or desktop publishing packages, you have to pay a fair price. Fortunately this is usually a lot less than the MS-DOS or Mac versions.

The attitude that paying for software is stupid is probably one of the reasons that there is little commercial support for the ST.

--
Bill Silvert, Habitat Ecology Division.
Bedford Institute of Oceanography, Dartmouth, NS, Canada B2Y 4A2
UUCP: ...!{uunet,watmath}!dalcs!biomel!bill
Internet: biomel@cs.dal.CA BITNET: bs%dalcs@dalac.BITNET

1467. Re: Free RAM from Atari

Newsgroup: comp.sys.atari.st
Date: 1989-10-10 12:58:08 UTC
From: src@cs.odu.edu
Message-ID: <10142@xanth.cs.odu.edu>
Source record: 248438

In article <5261@shlump.nac.dec.com> landry@enginr.dec.com writes:
>"
>" So, for the cost of soldering one pin of one IC to the motherboard, I
>"have a FOUR MEGABYTE computer!!
>"
>
> My guess is that this was a Mega 4 that didn't pass the checkout.
> ...
> So you got lucky!
>
> chris

I originally suspected this, but there's no evidence to support your belief. The (now) Mega 4 has been operating flawlessly as a four-Meg machine for several days now. Also, the method by which the upper banks were disabled doesn't support the possibility of the machine ever having been intended to function as a Mega 4. When the RAS2* pin was left _unsoldered_, rather than clippied or disconnected, no test could have been made of the machine with all four Megabytes operating.

At this point, it seems that it must have been less expensive for Atari to make some machines with all of the RAM filled than to make two production runs separately, one for each size machine. In order for that to have happened, Atari must have either been WAY behind on Mega 2 deliveries, or have gotten a _very_ good price on 1 Megabyte DRAMs!

Scott

--


```
_____________________________________________________________________________
|.-------------------------------..-------------------------------------.|
|| Usenet: src@xanth.UUCP || ||
|| Arpa: src@xanth.cs.odu.edu || Q: Why did the chicken cross the ||
|| Earth: Scott R. Chilcote || Moebus Strip? ||
|| || ||
|| ||| "Sure, Jack, we || A: To get to... er... umm... ||
|| ||| trust you. But will || ||
|| / | \ will you respect us || -----=====#####=====----- ||
|| / | \ in the morning?" || ||
|:_______________________________:'-------------------------------------'|
'-----------------------------------------------------------------------'
```

1468. Re: Avant-Garde's PC_DDRVR.SYS

Newsgroup: comp.sys.atari.st
Date: 1989-10-10 13:14:49 UTC
From: hcj@lzaz.ATT.COM
Message-ID: <815@lzaz.ATT.COM>
Source record: 248439

In article <126044@sun.Eng.Sun.COM>, kron%aiki@Sun.COM (Kenneth Kron) writes:
> From article <1989Oct8.202742.10601@cs.dal.ca>, by silvert@cs.dal.ca (Bill Silvert):
> > Lars-Erik Osterud recently pointed out that you can use
> > Avant-Garde's PC_DDRVR.SYS to read normal ST disks on a PC.
>
> How do you get pc_ddrvr.sys, is this sold as PC software or what ?

pc_ddrvr.sys is a TSR program supplied with PC-Ditto to allow ATARI
partitions D,E,F etc to be accessed from MS/DOS running under the
emulater. It has no other magical properties.

Howard C. Johnson
ATT Bell Labs
att!lzaz!hcj
hcj@lzaz.att.com

1469. Re: Ram upgrades for 520 st

Newsgroup: comp.sys.atari.st
Date: 1989-10-10 14:26:20 UTC
From: krieg@jupiter.uucp
Message-ID: <1175@mrsvr.UUCP>
Source record: 248440

In article <11562@eerie.acsu.Buffalo.EDU>, bediako@cs.buffalo.edu (Bernard Bediako) writes:
>
> Can anyone tell give any recommendations on the best solderless ram
> upgrade kits? Right now I'm heading toward the EZ ram II. I need to know
> any comments/problems there are with it.
> Also, does it matter what speed (ns) chips I use? Will there be any
> problems using 100 or 80ns chips? Will things speed up if I use 80ns chips?
> (I'm planning on using 1M * 1 chips).

I bought an EZ Ram II about 2 years ago. They had just changed the board design and it didn't work when I received it. I had to return it twice before I got one that worked. They did refund all of my shipping charges.

Since then it has been working great. I started with the 256K bit chips and just recently bought the 1M bit chips. Still running strong, never misbehaves.

The ST can't make use of any speed increase in chips above 150 ns. EZ Ram II recommends 120ns chips however. I bought 100 ns ones, mainly because they are more reliable (and durn cheap now!). Not many places carry the 120ns 1M chips, and the 100ns ones are usually only a quarter or so more a piece.

It's great to have a 2.5 Meg machine :^)

Now a question of my own. Could I use my 256K bit chips I replaced in one of those cartridge RAM expanders every one is talking about on this board? Would I be able to have 3 Meg? Or won't it work with another expansion already in place? If it would work, how much are those carts with no RAM?

==
= =
= The Atari Addict A. Krieg =
= =
= G.E. Medical Systems - CT - New Berlin, WI =
= USENET: krieg@jupiter.med.ge.com =
= =
==

1470. PROGRAM COSTS

Newsgroup: comp.sys.atari.st
Date: 1989-10-10 14:34:27 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <891010.08342625.067245@SFA.CP6>
Source record: 248441

Chris Hinton writes:

" Hello you netters, I need some help. I need a good PD Word Processor. I have (gak!) 1st Word, but I hate it with a passion. I also think spending $100+ for any program is just plain stupid. Any suggestions?"

Have you tried ST Writer? It is not a WYSIWYG type word processor but is fast, well-supported, and is constantly updated. It can be found in STart magazine (I think).

"$100+ for any program is just plain stupid."

Why? Some of the better business programs may take a team of several professional programmers and many months of hard work. Where does the money come from for their salary and research costs? I don't like the costs either but we have to be realistic. If one uses a piece of software on a regular basis, then, philosophically, it is as if it was a piece of equipment such as a printer or disk drive.
STers still, in spite of the moaning over piracy, feel that software should be "cheap". Sorry for the slight flame but I fear for the ST's software development and research. Just my overly biased opinion....

Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

1471. Re: ANSI C

Newsgroup: comp.sys.atari.st
Date: 1989-10-10 15:29:42 UTC
From: covertr@force.UUCP
Message-ID: <46254799.14a1f@force.UUCP>
Source record: 248442

In article <1379@blackbird.afit.af.mil>, jlong@blackbird.afit.af.mil (Jeffrey K. Long) writes:
> I have Prospero-C and it is "...a complete implemention of the proposed
> ANSI standard for C for use on the Atari-ST range of computers"
> (quoted from the back of the box it came in)
>

Jeff Long, how complete is the GEM AES/VDI Library in the Prospero C compiler?? I am currently using Mark Williams C, version 3.09, but it isn't ANSI compatible, and isn't even all that UNIX compatible (no signal() for example).

Does the Prospero compiler have a rich set of UNIX style lib functions??

How does it handle floating point arithmetic??

Can it use the math coprocessor chip, if installed?? MWC doesn't.

How close to the draft ANSI standard is Prospero?? Is the processor compliant??

Where the heck is Prospero?? How good is there technical support??

How compatible is the Prospero compiler with the Laser C compiler?? Can I compile Laser C code with the Prosero?? I can't with MWC (different header files, libs etc).

To defend Mark Williams a little, while their C compiler is rapidly aging, MWC offers excellent technical support, including an 800 number. MWC responds to technical bugs quickly. I was having an interaction problem with PINHEAD which was causing the MWC Resource Editor to bomb. I called MWC to report that their RSC EDitor was bombing and they returned my call within a day. It turned out to be a problem with PINHEAD and not the MWC RSC Editor, but I didn't know that when I called MWC. And the MWC C ompiler manual is a goldmine of sample C code for GEM AES/VDI routines!! I am constantly referring to the manual!

So, I would be less then willing to drop MWC, but it would be great to have a ANSI C compiler!!

Richard Covert

1472. Floppy troubles (1040stf)

Newsgroup: comp.sys.atari.st
Date: 1989-10-10 16:56:51 UTC
From: wao@cbnewsm.ATT.COM
Message-ID: <5216@cbnewsm.ATT.COM>
Source record: 248443

I am having several problems with my (DS internal) floppy drive. It seems that if I don't access the drive for several minutes it stops working. For example, if I double click on a folder the file listing becomes corrupt (the disk does not spin). If I pop the disk out and replace it, it works fine (unless I don't access it for awhile). I ran VKILLER 2.2 on my boot disk, no virus. By the way I have a z-time clock chip installed under one of the roms (ver. 1.2) with software in the auto folder to drive it.
Also, when I pop a disk out of the floppy drive the button pops out as if there is a disk still in it. In order to put in another disk I have to hold the eject button in until the disk is inserted.
How can I fix this!
Thank in advance
Bill Oswald

1473. tangle

Newsgroup: comp.sys.atari.st
Date: 1989-10-10 18:04:34 UTC
From: pwp@iuvax.cs.indiana.edu
Message-ID: <27465@iuvax.cs.indiana.edu>
Source record: 248444

Has anyone ported tangle to the Atari ST?

Tangle is the program that converts Don Knuth's language Web to Pascal.

1474. Re: VI

Newsgroup: comp.sys.atari.st
Date: 1989-10-10 18:06:47 UTC
From: pa1038@sdcc13.ucsd.EDU
Message-ID: <1297@sdcc13.ucsd.EDU>
Source record: 248445

In article <1382@ultb.UUCP> clf3678@ultb.UUCP (C.L. Freemesser) writes:
>In article <1139@mrsvr.UUCP> krieg@jupiter.uucp (Andrew Krieg) writes:
>>I would love to use vi at home. Is their a public domain version for the ST
>>floating around anywhere?
>>
>There is an ST VI editor called STEVIE. It's latest version (I think)
>is 3.44. I have TRIED to use it, but it constantly crashes on me. The
>cursor control is the culprit. I run a BBS, and I have tried to use
>this to edit text files. I always end up rebooting after it crashes and
>using WordPerfect instead.
>
>If anybody knows of any other VI editors that DON'T crash, please let me
>know!
>

I remember thinking the same thing when I d/loaded STEVIE when it
came across a couple of months ago. The cursors were screwed up &
it crashed all the time.

After some digging around, I found the original source off
comp.sources.unix (I think...anyway, it was a version with all the
portability macros intact) and re-compiled with Laser C.

Wa-La! The version I compiled was much more robust and almost 1/2 the size!
(well, ~90K instead of 100+whatever) Haven't gotten around to
fixing any more bugs yet (like hitting 'n' w/out previous reg-exp)

If anyone wants the volume number of the archive, I could probably dig it up.

----Jon
(internet: jmccarty@ucsd.edu)
(bitnet? what's that?? @8-)

1475. RE: Info-Atari16 Digest V89 #480

Newsgroup: comp.sys.atari.st
Date: 1989-10-10 18:07:00 UTC
From: FRACHEL@UMIAMI.MIAMI.EDU
Message-ID: <8910110713.AA27392@ucbvax.Berkeley.EDU>
Source record: 248446

Hi all,

I used to have a 520 st system for about 4 years, then sold the
whole system in order to have money for college.

Now i am in college, and I need a computer.

I would like input as to what you all think I should do.

If the MAC and IBM emulators are good enough I will get a Mega 2 or 4,
but i have been out of it for a few years and dont know
how these programs are. Any and all information will be
appreciated.

Frank Rachel

FRACHEL@UMIAMI

1476. Re: Atari ST Emulator for Amiga

Newsgroup: comp.sys.atari.st
Date: 1989-10-10 18:15:15 UTC
From: wsflinn@watcgl.waterloo.edu
Message-ID: <11850@watcgl.waterloo.edu>
Source record: 248447

In article <55.filbo@gorn.santa-cruz.ca.us> filbo@gorn.santa-cruz.ca.us (Bela Lubkin) writes:
>In article <1234@sdcc13.ucsd.EDU> pa1329@sdcc13.ucsd.edu writes:
>>(From comp.sys.amiga)
>>In article <12803@s.ms.uky.edu> phoenix@ms.uky.edu (R'ykandar Korra'ti) writes:
>>> It requires a bootable TOS disk to get started - I presume
>>>this includes TOSbench, or whatever they call it. (TOS disks can be purchased
>>>from local Atari dealers, if you've got one.)
>>
>>Atari, what is your comment on this? I wonder how can TOS be sold
>>on disk to non-Atari owners?
>
>This is certainly no worse than ST or Amiga owners buying Macintosh ROMs for
>Spectre or Amax. What makes the ST specially inviolate?

The difference, as I have been lead to believe it, is that Mac owners
can buy Mac ROMs from Apple dealers. ST owners cannot buy disk based
TOS from ANYWHERE. Am I wrong? Where CAN I buy it?

Cheers,
Scott
--
Me: Scott Flinn / "If it doesn't fit, force it.
Domain: wsflinn@watcgl.waterloo.edu / If it breaks, then it didn't
UUCP: watmath!watcgl!wsflinn / fit anyway."

1477. Databases

Newsgroup: comp.sys.atari.st
Date: 1989-10-10 19:04:06 UTC
From: krieg@jupiter.uucp
Message-ID: <1179@mrsvr.UUCP>
Source record: 248448

Are there any database packages for the ST that allow you to access the database through C programs (like Btrieve, etc. for the PC's)? I would like to use an SQL database if possible. The only SQL db for the ST that I have heard of is RegentBase. Does it provide these C 'hooks' that I need? Or is this a lost cause for ST development?

==
= =
= The Atari Addict A. Krieg =
= =
= G.E. Medical Systems - CT - New Berlin, WI =
= USENET: krieg@jupiter.med.ge.com =
= =
==

1478. uudecode

Newsgroup: comp.sys.atari.st
Date: 1989-10-10 19:53:59 UTC
From: krieg@jupiter.uucp
Message-ID: <1182@mrsvr.UUCP>
Source record: 248449

What does it mean when uudecode gives the message "short file"? Obviously it is an error of some sort, because the files extracted are cut off. I also sometimes get an error simply stated "Error 0". This occurs after a previous part has failed. Does uudecode add to a previous file sometimes? If I try to get the binary again, will it still fail, or is the error perhaps generated in the mail transfer? Any info is appreciated.

1479. Re: PD Word Processors

Newsgroup: comp.sys.atari.st
Date: 1989-10-10 20:19:17 UTC
From: coffey@ucselx.sdsu.edu
Message-ID: <4077@ucselx.sdsu.edu>
Source record: 248450

In article <1989Oct10.125136.19140@cs.dal.ca> bill@biomel.UUCP writes:
>In article <3968@blake.acs.washington.edu> themod@blake.acs.washington.edu (Chris Hinton) writes:
>>
>> Hello you netters, I need some help. I need a good PD Word Processor. I
>>have (gak!) 1st Word, but I hate it with a passion. I also think spending
>>$100+ for any program is just plain stupid. Any suggestions?
>
>Why stupid? Good software takes time to write, and a decent commercial
>product can easily be worth more than $100.

I've had my Atari since almost day one (before 1st word was invented) and
have used STwriter. It has been improved a lot, but is still part of the
public domain. It is not a wysiwyg, but has a lot of features such
as 2 column printing and mail merge. I still use it a lot.
--
_ _ Ms. Pat Coffey
|_) (_ San Diego State University
| coffey@ucselx.sdsu.edu

1480. Arc 5.21

Newsgroup: comp.sys.atari.st
Date: 1989-10-10 21:45:02 UTC
From: koreth@panarthea.ebay.sun.com
Message-ID: <34517@grapevine.uucp>
Source record: 248501

It's come to my attention that several people don't have Arc 5.21 and don't know where to get it. It is available from the panarthea archive service. If you've never used the service, send a mail message containing the word "help" to archive-server@panarthea.ebay.sun.com for more information.

" !" - Marcel Marceau
Steven Grimm Moderator, comp.{sources,binaries}.atari.st
sgrimm@sun.com ...!sun!sgrimm

1481. uupc for ST?

Newsgroup: comp.sys.atari.st
Date: 1989-10-10 21:58:29 UTC
From: cbbrowne@lion.waterloo.edu
Message-ID: <17090@watdragon.waterloo.edu>
Source record: 248502

Where can uupc be obtained for the ST? I've got a couple of ftp sites that have parts of it, but are binaries available?

1482. Help finding documentation for programming.

Newsgroup: comp.sys.atari.st
Date: 1989-10-10 23:47:37 UTC
From: mel@pawl.rpi.edu
Message-ID: <1989Oct10.234737.13408@rpi.edu>
Source record: 248503

I was wondering if anyone might have some good suggestions on where to look for info on programming the 520stfm. I am especially interested in assembler, C, and in general more advanced topics of programming - system calls, etc. (Note that I am also quite new at all of the more indepth info, but am very interested in learning all about it.)
Any suggestions on where to obtain good assemblers and compilers (esp. if they do not cost a whole lot) would be greatly appreciated as well.

Thanks for any and all help in advance.

Sincerely,
jeremy Stewart
mel@pawl.rpi.edu

1483. Re: PD Word Processors

Newsgroup: comp.sys.atari.st
Date: 1989-10-11 01:17:31 UTC
From: hoang@rex.cs.tulane.edu
Message-ID: <1141@rex.cs.tulane.edu>
Source record: 248504

Check out STWriter, a text-based WP from Atari! And it's FREE.

Dzung Hoang
--
---
hoang@comus.cs.tulane.edu hoang@rex.cs.tulane.edu
hoang@comus.UUCP hoang@rex.UUCP
tulane!comus!hoang tulane!rex!hoang

1484. Re: Disk Speedup

Newsgroup: comp.sys.atari.st
Date: 1989-10-11 03:14:22 UTC
From: adw3345@ultb.UUCP
Message-ID: <1407@ultb.UUCP>
Source record: 248505

Is there a program that will speed up disk access on my hard disk? I
was putting some files into a partition from a number of diskettets. It
seemed that it took an awfully long time to find free space as the disk
filled up.
When I did the same thing on a PS/2 at work, it was much faster, even
though my Atari outpaced it in disk reads.
Does TOS 1.4 help with this ? What can I do in the meantime?
What is the maximum # of partitions or megabytes the Atari can handle?

Thanks,

Derrick

1485. Laser C and TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1989-10-11 03:41:07 UTC
From: SML108@PSUVM.BITNET
Message-ID: <89283.234107SML108@PSUVM.BITNET>
Source record: 248506

Does anyone out there know if there is a way to make Laser C 2.0 work with TOS 1.4 or is the only alternative to upgrade to 2.1, which would take several weeks to a month to do.....

When you try to execute it, it mentions a PATCH.PRG, but I could not find this ANYWHERE.....

Scott

1486. Re: TOS 1.4 problem

Newsgroup: comp.sys.atari.st
Date: 1989-10-11 04:50:07 UTC
From: jansen@atari.UUCP
Message-ID: <1721@atari.UUCP>
Source record: 248507

in article <3955@blake.acs.washington.edu>, charlop@blake.acs.washington.edu (Aaron Charlop) says:
>
...
> Aaron the Alchemist
> Charlop@uwachem.washington.edu
>
...
> P.S. Why didn't Atari include a Move option in the copy routine?

You can move _files_; just select the files, hold down <Control>, and drag them to their destination. As long as <Control> is down when the mouse button comes up, you'll get a move instead of a copy.

--
"Question" Mark Jansen UUCP: ...ames!atari!jansen
Atari Corporation BIX/GEnie: mjansen
These views do not necessarily reflect those of Atari Corporation.
"No fire exits...that's a BAD PARTY." - Bill Spooner

1487. panarthea archive

Newsgroup: comp.sys.atari.st
Date: 1989-10-11 05:16:56 UTC
From: pa1562@sdcc13.ucsd.EDU
Message-ID: <1301@sdcc13.ucsd.EDU>
Source record: 248508

I haven't been able to acess the comp.binaries.st archives
since the move from ssyx. Every time I try to open a connection
ftp wairts then times out. Is there a restricted access time ?
Is there only one net connection possible at a time? Or do I have
my head in the sand? Help

1488. Re: TOS 1.4 problem

Newsgroup: comp.sys.atari.st
Date: 1989-10-11 06:38:35 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <22966@cup.portal.com>
Source record: 248509

>Aaron the Alchemist
>Charlop@uwachem.washington.edu
>
>P.S. Why didn't Atari include a Move option in the copy routine?

You haven't been following the "grapevine documentation" for TOS 1.4, Aaron..
(what..? you expected docs for your $100...? get real)

Atari *DID* include a MOVE operation in TOS 1.4...

It's Shift/Alt/Control/Help/Undo/Uppercase M/Lowercase M (at the same time)
while click dragging the file to its destination...

Far more intuitive than a drop-down menu option.. (what do you think this i..
a Graphics Environment Manager...?)

I'm sure someone here will tell you the actual procedure...

Pretty unnerving to think Atari is in such a bad financial situation that the
couldn't even afford to send out a mimeographed sheet with the ROMs to dealrs

(You *CAN* get TOS 1.4 documentation, but that requires joining the $300 club

BobR

1489. Re: Atari VT52 accessory...help!

Newsgroup: comp.sys.atari.st
Date: 1989-10-11 07:10:29 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <22969@cup.portal.com>
Source record: 248510

Eric Hobbs asks:

> I am a two-and-one-half month new user of an Atari STfm. The VT52
>emulator that came with it puzzles me. This may sound like a trivial
>question to a ST experts out there, but what does this accessory do,
>and how do I use it???
>What is it capable of?
>
>I have no manual for it so any responses would be greatly appreciated.

I'm trying to remember, but I don't think my ST came with any documentation
for the VT-52 emulator ACC either...

Essentially, all it does is let the ST emulate a DEC (Digital Equipment Co)
terminal. The VT-52 terminal is a fairly standard unit, and the ST itself
uses VT-52 commands for a lot of its screen handling.

When you click on the VT-52 ACCessory, your ST becomes a VT-52 terminal. You
can send and receive text through a modem connected to the serial port of
the ST. If the computer you're connected to can send VT-52 "escape codes",
your screen will act just like a real VT-52 terminal.

If you have an autodial modem connected to the ST, you can send it's commands
by just typing them on the screen, for example ATZ to reset it, or
ATD5551212 to dial it.

Unfortunately, ALL the VT-52 emulator can do is send and receive text.
(As indeed a real VT-52 terminal does...) It CANNOT "upload or download"
programs to your ST from CompuServe or local BBSs, it can't "capture" text
and save it to your disk, and it can't maintain a "phone directory" of
numbers to call automatically.

The VERY best thing to do with the VT-52 emulator is to put it back into your
disk case, and say "Hmmm.. that was interesting", then go out and buy
a commercial terminal program like FLASH from Antic (they're running some
kinds of deals on it now), or Interlink from Intersect Software. (There
are also Public Domain programs like UniTerm an VanTerm available)

These programs are LIGHT YEARS beyond the VT-52 emulator, and give you far
more features (truly useful features...)

Actually it was kind of nice for Atari to have included the VT-52 emulator
with the ST, as it helped to demonstrate another facet of the ST's usefulness
But... to do anything really useful, you need to move on to something more
capable...

BobR

1490. Input thru printer port

Newsgroup: comp.sys.atari.st
Date: 1989-10-11 07:10:47 UTC
From: SCHWIETZ@DBNUOR1.BITNET
Message-ID: <8910110710.AA27097@ucbvax.Berkeley.EDU>
Source record: 248511

Several hardware expansions for the 1040 ST are designed to be accessed thru
the printer (parallel) port configured to act as an input port.
For example, the sound sampler which I purchased recently, directly feeds its
(TTL compatible, non-open-collector) outputs to the printer port.

Since the printer port is switched to OUTPUT mode during system initialization,
there is a good chance that the port lines are driven by two opposite voltage
levels, isn't it?
I'm not familiar with the electrical details, but isn't there the risk of
damaging the soundchip?

I've been using the sampler without any problems so far. Nevertheless,
I would like to know what's going on ...

I'd appreciate any comments and further information on this subject.

Edgar Schwietzke
Research Institute of Discrete Mathematics
University of Bonn
West Germany

1491. (none)

Newsgroup: comp.sys.atari.st
Date: 1989-10-11 07:13:03 UTC
From: C878025@NEUVM1.BITNET
Message-ID: <8910110712.AA27296@ucbvax.Berkeley.EDU>
Source record: 248512

```
Date: 10 October 1989, 16:50:23 DNT
From: C878025 at NEUVM1
To: info-atari16@wsmr-simtel20.army.mil

help
HELP
/help
/HELP
```

1492. Re: PD Word Processors

Newsgroup: comp.sys.atari.st
Date: 1989-10-11 08:02:51 UTC
From: robing@galadriel.bt.co.uk
Message-ID: <383@galadriel.bt.co.uk>
Source record: 248513

From article <1989Oct10.125136.19140@cs.dal.ca>, by silvert@cs.dal.ca (Bill Silvert) writes:
> In article <3968@blake.acs.washington.edu> themod@blake.acs.washington.edu (Chris Hinton) writes:
>>
>> Hello you netters, I need some help. I need a good PD Word Processor. I
>>have (gak!) 1st Word, but I hate it with a passion. I also think spending
>>$100+ for any program is just plain stupid. Any suggestions?
>
> Why stupid? Good software takes time to write, and a decent commercial
> product can easily be worth more than $100.
>
[deleted]
> --
> Bill Silvert, Habitat Ecology Division.
> Bedford Institute of Oceanography, Dartmouth, NS, Canada B2Y 4A2
> UUCP: ...!{uunet,watmath}!dalcs!biomel!bill
> Internet: biomel@cs.dal.CA BITNET: bs%dalcs@dalac.BITNET

Would you say that a car should cost no more than $100? or $1000? or $10000? Or a computer for that matter? No more computing surfaces, no more Bentley Mulsannes (have to save a lot of pennies just for the insurance on that one!) yet they are no less _replicas_ than some piece of software.

You should be grateful that there is not more copy-protected and dongled software, and be grateful that somebody is prepared to earn their bread by supporting a 68000 machine of the future (immediate past, then) rather than an 8086 industrial relic!

On the original question, the plus version of first word is much better, but still mildly eccentric, WordUp now allows intermediate font sizes (using GEM fonts) but is still only one column, and systems such as Wordperfect are much more sophisticated.

Good luck in the hunt, anyhow!

Robin Gape
robing@uk.co.bt.galadriel

1493. WANTED: details of 1meg upgrade process.

Newsgroup: comp.sys.atari.st
Date: 1989-10-11 10:21:41 UTC
From: shc1@ukc.ac.uk
Message-ID: <2419@gos.ukc.ac.uk>
Source record: 248514
Cross-posted to: comp.sys.atari.st,ukc.micro

What I require is a fairly well detailed explanation of how to upgrade
a 520stfm to 1 meg...
Please note, that I am not requesting details of third party upgraders/
kit suppliers.

I want to do this thing myself, so as to insure minimum cost !!!
Also before I forget, what exactly are the sort of part numbers I should look
for when looking for the 256kbit chips.

Yours...

--

```
-------------------------------------------------------------
| SAMUEL.H.COGHEIL | I-TEQUENOLOGY '89 |
-------------------------------------------------------------
```

1494. Re: Avant-Garde's PC_DDRVR.SYS and PC_HDH.SYS?

Newsgroup: comp.sys.atari.st
Date: 1989-10-11 11:15:44 UTC
From: powell@mva.cs.liv.ac.uk
Message-ID: <2449@mva.cs.liv.ac.uk>
Source record: 248515

In article <815@lzaz.ATT.COM>, hcj@lzaz.ATT.COM (HC Johnson) writes:
> In article <126044@sun.Eng.Sun.COM>, kron%aiki@Sun.COM (Kenneth Kron) writes:
>> From article <1989Oct8.202742.10601@cs.dal.ca>, by silvert@cs.dal.ca (Bill Silvert):
>> > Lars-Erik Osterud recently pointed out that you can use
>> > Avant-Garde's PC_DDRVR.SYS to read normal ST disks on a PC.
>>
>> How do you get pc_ddrvr.sys, is this sold as PC software or what ?
>
> pc_ddrvr.sys is a TSR program supplied with PC-Ditto to allow ATARI
> partitions D,E,F etc to be accessed from MS/DOS running under the
> emulater. It has no other magical properties.
>
> Howard C. Johnson

Isn't PC_DDRVR.SYS a driver for 720K floppies for MSDOS versions 2.x???
I thought that PC_HDH.SYS was the driver to allow access to more than one
hard disk partition.
By the way, has anyone ever got this driver to work? I would like to use
my other hard disk partitions, but cannot figure out how to get set it up
in the CONFIG.SYS file. The file HARDDISK.DOC on the PC-DITTO disk is meant
to tell you about this, but on my disk I can't read this file because of
bad sectors (I've got a second hand copy.) Could someone please show me an
example of how to access partitions D,E & F from PC-DITTO I? Thanks.

^^
"she wants me t' say what she wants t' say - B. Dylan (Some other kinds
she wants me t' say what she can understand" of songs... #3)

Mark Powell

ARPA usqb015%hp1.hp.liv.ac.uk@nsfnet-relay.ac.uk
JANET usqb015@uk.ac.liv.hp.hp1
UUCP ...!mcvax!ukc!hp1.hp.liv.ac.uk!usqb015

1495. IMG

Newsgroup: comp.sys.atari.st
Date: 1989-10-11 12:37:05 UTC
From: MEGGIN@vm.epas.utoronto.CA
Message-ID: <8910120726.AA21587@ucbvax.Berkeley.EDU>
Source record: 248516

IMG is, was, and always will be the standard GEM image format. NEO, P?3, etc. were invented by programmers too lazy to try to use the IMG standard. If we move to anything else, it will be something like TIF. Give up on NEO, it is only a toy format.

Yes, IMG is supposed to support colour too.

David Megginson <MEGGIN@vm.epas.utoronto.ca>

1496. Anthony Howe's GAWK enquiry

Newsgroup: comp.sys.atari.st
Date: 1989-10-11 12:41:11 UTC
From: MEGGIN@vm.epas.utoronto.CA
Message-ID: <8910120727.AA21640@ucbvax.Berkeley.EDU>
Source record: 248517

You cannot use gsub() in GAWK because it is a part of the new, AT&T sys V AWK, not the old, BSD AWK which GAWK is based on. There is source for a newer GAWK which supports _a few_ of the extra features found in The AWK Book, and I should have it fully running in a few weeks. Right now the code runs fine, but it has not been written properly, so I am having some problems with sub() and gsub().

David Megginson <MEGGIN@vm.epas.utoronto.ca>

1497. re: size of STeVIe

Newsgroup: comp.sys.atari.st
Date: 1989-10-11 12:56:41 UTC
From: rgg@uluru11.ecr.mu.oz
Message-ID: <2389@munnari.oz.au>
Source record: 248518

pa1038@sdcc13.ucsd.EDU (Jon McCarty) writes:

> I remember thinking the same thing when I d/loaded STEVIE when it
> came across a couple of months ago. The cursors were screwed up &
> it crashed all the time.

~~~~~~~~~~~~~~~~~~~~

> Wa-La! The version I compiled was much more robust and almost 1/2 the size!
> (well, ~90K instead of 100+whatever) Haven't gotten around to
^^^^^^^^^^^^^^^^^^^^^^
> fixing any more bugs yet (like hitting 'n' w/out previous reg-exp)

> ----Jon
> (internet: jmccarty@ucsd.edu)
> (bitnet? what's that?? @8-)

I got STEVIE from terminator and gasped at its 186K but when I ran it through removesym (posted a little while back for removing symbol tables so that pack would work) it ended up at about 60K !!! and after packing it is even smaller. (However I must admit that I haven't used it much yet and so I can't say how robust it is.)

Rupert G. Goldie

rgg@uluru.ecr.mu.OZ.AU
~~~~~~~~~~~~~~~~~~~~

1498. Fastload

Newsgroup: comp.sys.atari.st
Date: 1989-10-11 14:10:05 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.88.624118205.larserio@kyrre.uio.no>
Source record: 248519

Where can i get the MAKEFAST program that sets the fastload-bit in the program-header that allows a program to be loaded and started without the RAM beeing cleared ?

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _____
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
_____/ _____/ ____/ / Klubben, user association

1499. Re: panarthea archive

Newsgroup: comp.sys.atari.st
Date: 1989-10-11 14:18:03 UTC
From: koreth@panarthea.ebay.sun.com
Message-ID: <34518@grapevine.uucp>
Source record: 248520

In article <1301@sdcc13.ucsd.EDU> pa1562@sdcc13.ucsd.EDU (C. Squibby Breyman) writes:
>Every time I try to open a connection
>ftp wairts then times out.

Panarthea is only reachable by mail, unfortunately. Sun's internal network
can't be reached from the outside world (or vice versa), so ftp won't work.
Send the word "help" to archive-server@panarthea.ebay.sun.com for information
about accessing the archives. The good news is that the archive server
provides very fast turnaround time for people on the Internet, almost as
good as ftp.

" !" - Marcel Marceau
Steven Grimm Moderator, comp.{sources,binaries}.atari.st
sgrimm@sun.com ...!sun!sgrimm

1500. DESKJET clearance problems?

Newsgroup: comp.sys.atari.st
Date: 1989-10-11 14:31:46 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <891011.08314529.068875@SFA.CP6>
Source record: 248521

Frans van Hoesel writes:

"WARNING: do not close the cover of the deskjet printer while printing
is in progress."

I've had a very faithful DeskJet since August of 1988 (that is
1988) and have had no problems at all with the plastics of the box.
However, I notice that there is not even a millimetre clearance
of the ink cartridge holder guard and the lip of the DeskJet top.
Could it be possible that Frans van Hoesel's top is slightly
warped?

Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

1501. Atari ST on Appletalk ??

Newsgroup: comp.sys.atari.st
Date: 1989-10-11 14:37:00 UTC
From: menton%v5120.decnet@nrl3.arpa
Message-ID: <8910120728.AA21711@ucbvax.Berkeley.EDU>
Source record: 248522

Query, for a friend: is it possible to use a Mega 2 ST on an Appletalk network (with, or without, Spectre)? The purpose is to access a PostScript laser printer. Thanks.
- Bob Menton KG3J
ARPAnet: MENTON@ACOUSTICS.NRL.NAVY.MIL
(or use return address in msg header)

1502. Ninetendo (ugh gag gasp) Gameboy

Newsgroup: comp.sys.atari.st
Date: 1989-10-11 14:39:37 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <891011.08393605.068875@SFA.CP6>
Source record: 248523

Richard E. Covert writes:

" Also, I hear that the Ninetendo (ugh gag gasp) Gameboy is already out.
How is the Atari Lynz (or whatever it is called today!!) coming??"

I'm also disgusted at the situation. I live in a rural area where
no ST's exist at all and would be happy to see ANYTHING with the
Atari label on it in our area.
Well, guess what? Ninetendo is not only selling GameBoy at the
local Walmart for $78.00 (didn't price the AVAILABLE 12 games), but
the local video tape rental centres are RENTING the GameBoy.

Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

1503. Re: Databases

Newsgroup: comp.sys.atari.st
Date: 1989-10-11 14:44:52 UTC
From: ron@argus.UUCP
Message-ID: <1307@argus.UUCP>
Source record: 248524

In article <1179@mrsvr.UUCP> krieg@jupiter.uucp (Andrew Krieg) writes:
>Are there any database packages for the ST that allow you to access the
>database through C programs (like Btrieve, etc. for the PC's)? I would like
>to use an SQL database if possible. The only SQL db for the ST that I have
>heard of is RegentBase. Does it provide these C 'hooks' that I need? Or is
>this a lost cause for ST development?
>= =
>= The Atari Addict A. Krieg =

Regent (the RegentBase folks) sell the SQL Add On for GFA Basic. You can access it from C - I've done it. It is a memory hog - about 400K. Also, it is nowhere near full SQL. It works, tho, and it's cheap. I bought my copy from E. Arthur Brown for $25. It is supposed to be compatible with RegentBase files, but I can't comment on that since I don't have RegentBase.

I'm not sure that posting works properly from this machine - let me know if this gets through.

I'll upload a sample C program later, if this posting makes it.

--
Ron DeBlock N2JSO
...!rutgers!galaxy!argus
ron@wilbur.njit.edu

1504. Re: PD Word Processors

Newsgroup: comp.sys.atari.st
Date: 1989-10-11 15:19:11 UTC
From: buchanan@grads.cs.ubc.ca
Message-ID: <5229@ubc-cs.UUCP>
Source record: 248525

In article <4077@ucselx.sdsu.edu> coffey@ucselx.sdsu,edu (pat coffey) writes:
>In article <1989Oct10.125136.19140@cs.dal.ca> bill@biomel.UUCP writes:
>>In article <3968@blake.acs.washington.edu> themod@blake.acs.washington.edu (Chris Hinton) writes:
>>>
>>> Hello you netters, I need some help. I need a good PD Word Processor. I
>>>have (gak!) 1st Word, but I hate it with a passion. I also think spending
>>>$100+ for any program is just plain stupid. Any suggestions?
>>
>>Why stupid? Good software takes time to write, and a decent commercial
>>product can easily be worth more than $100.

I am sorry. This reply is just to mild. Could the first poster please
do a little arithmetic. I assume that you think that your time is worth
some money. (Lets give you some credit) What about $1 an hour. Ok so this
gives you 2 1/2 weeks to write a good word processor in. Ok, Ok, I can hear
the flames now.

1) These people market in bulk and should be able to sell for cheaper.
True, but with people with your attitude they are not able
to sell many.
2) Some of these programs were written for other machines using
common knowledge or public domain algorithms. (Yes I've heard this
one to justify the stealing of Word Perfect (TM))
True, but they have taken the time to polish these algorithms
and provide you the user with support.
3) I bought my Atari so that I could get cheap software.
Ok, remember cheap software more often than not = poor soft-
ware.

Paying $100 dollars for software is not just plain stupid.

There that should generate some heat.

John Buchanan buchanan@cs.ubc.ca
Department of Computer Science
University of British Columbia
British Columbia
Canada

1505. Formatting using a bad block list

Newsgroup: comp.sys.atari.st
Date: 1989-10-11 15:21:14 UTC
From: hcj@lzaz.ATT.COM
Message-ID: <818@lzaz.ATT.COM>
Source record: 248526

```
This is the README from my format.arc. Send mail, and I'll mail
it to you.
-----------------------

Here are two programs:
minihdx; used to format using a industry bad block list.
mkfs; used to partition, and build GEM file systems.

MINIHDX

Usage:

minihdx.ttp

minihdx SCSI LUN badfile "FORMAT"
where;
SCSI is the SCSI number (0-7).
LUN is the logical unit. If there is only one drive, it is 0.
badfile is a file of important parameters and the bad list.
FORMAT is a keyword that if omitted will prevent actual formatting.

The badfile is structured as follows. I have used parameters from my drive
as an example.

------ bad file follows -----
# THESE ARE MY COMMENTS, NOT in file.
# ----------------------------------
# my list any line starting with # is a comment
SERIALNO=188885 this is an ascii string
INTERLEAVE=1 my Adaptec 4000 recommends using 1.
CYLINDERS=511 number of cylinders.
HEADS=9 number of heads.
REDUCEDWRITE=511 if the drive requires 'reduced write' put the cylinder
# otherwise, set = to CYLINDERS
LANDING=4 where your drive should settle when parked.
STEPRATE=2 0, 1, or 2. 0=3ms,st506; 1=28us,st412; 2=12us
SECTORS=17 Adaptec 4000 is 17 is interleave is 1, 16 otherwise.
# MFM 16/17 RLL is 25 ?
# The format of a badlist CYL<tab>HEAD<tab>BIT_POSITION
# The BADLIST MUST increase monotonically!!!
BADLIST: the list of bad bits areas follows to the end of file
26 8 8521 cylindar 26, head 8, bit position 8521
485 8 9454
493 3 8633
496 7 8012
======================end of badfile==============
```

The Adaptec controllers have a cleaver scheme of handling bad spots on the disk. When the bad list is passed to the controller during formatting, it removes the sectors containing the areas so that the disk appears to be a linear sequence of good sectors; only a few appear missing at the end.

The bad list may contain at most 127 entries.

After formatting, I attempt to find out how many good sectors are on the disk. This is approximatly, TOTAL minus the number of bad spots. Somtimes a bad spot will cost 2 sectors, sometimes none. The SCSI command to read the size can only be issued on BMS-200 controllers. It fails on others. If this happens, then I use the approximate value.

Next, I write sector 0. This contains the following:
a. It is cleared to 0.
b. At the beginning is a simple program to stop disk booting should the checksum be set to 1234.
c. Hd_size, the size of the disk is set to the number of good sectors.
d. Other miscellaneous parameters are set.
e. Sector 1 is reserved for the Bad Sector List (BSL). This sector is cleared.
f. The number of Bad Sectors is set to 0.

Note: The BSL is an ATARI invention and does not need to know about the sectors lost in the bad list.

Sample:
minihdx 1 0 badfile FORMAT
to format SCSI 1, LUN 0, using badfile for parameters.
minihdx 1 0 badfile NO
will omit the formatting, but write sectors 0 and 1.

MKFS

Mkfs is used to partition and build TOS File systems. I had intended to use either the Supra or HDX301 'formatter' to partition the drive. My Supra software seems to want to format first, loosing my bad sector mapping. HDX301 is nuts. It requires using the BSL and other gunk. Additionally, after formatting, it does a bad sector scan, and screws up on my large drives.

I wrote this as a result. I have decided not to use the Atari HDX301 scheme for handling over 4 partitions. I use PC-Ditto and Spectre-128, and both of these expect the Supra Partitioning scheme. The Supra software is readily available and can be used to boot the hard disk and keep 12 partitions.

TOS1.4 will handle a full 32 Megabyte file system; but writes are S L O W! This large a file system needs a FAT cache. I did not support ATARI's really wild scheme of getting gigabytes by changing the sector size. Why couldn't they just change the Cluster Size, like IBM. Anyway, if the sector size is changed I can't use Norton utilities and PC-ditto on those partitions.

Mkfs has no parameters. It prompts for all parameters, and suggests reasonable defaults. After the SCSI and LUN are entered it reads sector 0 and prints the current partition table. If the drive has just been formatted this area

will be cleared to 0. Mkfs is usable on any drive. If that drive does not use Supra partitioning, partitions 4-11 may print a invalid numbers. Just ignore them and change only partions 0-3.
Partitions for Minix (MIX) and Spectre-128 can be allocated as well.

Howard C. Johnson
ATT Bell Labs
att!lzaz!hcj
hcj@lzaz.att.com

1506. Re: Portable Mac vs STACY

Newsgroup: comp.sys.atari.st
Date: 1989-10-11 15:25:25 UTC
From: covertr@force.UUCP
Message-ID: <462a4b3d.14a1f@force.UUCP>
Source record: 248527

In article <5428@umd5.umd.edu>, matthews@umd5.umd.edu (Mike Matthews) writes:
> Er, the STacy isn't vaporware. Saw a Stacy4 (4 meg STacy) at the WAACE
> AtariFest 89, running Spectre GCR. It also had an internal hard drive,
> but I don't know what size it is/was.
>
> Mike Matthews

Ok, now weill I didn't go to the WAACE Atari fest last weekend, I heard that the STacy on display at the show was the same old prototype that Atari has been showing for months!! It wasn't even a production model.

So, its VaporWare until I can buy it at my dealer!!!

P.S. so, where was the TT, 1040STe, CD ROMs, PC DITTO II?? Did Atari have the TOS 1.4 EPROMs for sell at the show?? Did Atari, the company, show anything NEW at the show??

Nope. I thought not.

I, for one, am just waiting for Jim Allen to develope his 68030 board for the Mega ST. I hear that he might even add more memory to it. And maybe better color graphics!! Heck, maybe Jim Allen (designer of that wonderful product Turbo16!!) can do what Atari has failed to do:
Design a 68030 computer and market it!!!

I heard that Jim Allen was at the WAACE show. Did anyone talk to Jim??

Richard Covert

1507. Just Wondering why CAPS in GFA?

Newsgroup: comp.sys.atari.st
Date: 1989-10-11 16:40:22 UTC
From: glk3593@uxf.cso.uiuc.edu
Message-ID: <46300051@uxf.cso.uiuc.edu>
Source record: 248528

Why the hell do all you GFA programmers use all caps in your programs? No biggie, but I thought I had seen the last of all caps when I got the rom upgrade for my old apple][!

-Spieu!

1508. Re: Connecting non-Atari monitors to the ST

Newsgroup: comp.sys.atari.st
Date: 1989-10-11 17:35:08 UTC
From: domen@cartan.crin.fr
Message-ID: <375@loria.crin.fr>
Source record: 248529

Newsgroups: comp.sys.atari.st
Subject: arc

I got recently ARC for my ATARI ST from the archive server
archive-server%panarthea@sun.com (binaries/volume1/arc) but it doesn't
work. It seems that all bytes whose value was 0x0D were removed from
the executable file ARC.TTP, perhaps by a virus. It's not only a
problem by me, the file I got from the server was already altered.
Is it possible to replace this file by a safe one or could somebody
send me a safe version of ARC to the following adress:

domen@loria.crin.fr

Eric Domenjoud

1509. Re: Serial port Disk driver

Newsgroup: comp.sys.atari.st
Date: 1989-10-11 18:13:58 UTC
From: news@blackbird.afit.af.mil
Message-ID: <1384@blackbird.afit.af.mil>
Source record: 248530

In article <42681@ccicpg.UUCP> paulm@ccicpg.UUCP (tmp Paul Moreau usenet acct) writes:
>

[description of situation very similiar to mine deleted]

> If anybody is interrested in my code I will post
>it PD on this net or (try) to mail it to whom-ever asks.

I hereby identify myself as the 'anybody' mentioned above. (Tried mail
but couldn't make it happen.)

>Currently I am working on another UNIX side utility to copy to and from
>files from UNIX and the ST disk file.

This would be useful too!

```
>----
> .=========================================================.
> | ### ######## ### | N O R T H | /==============\ |
> | ### ### ### | A M E R I C A |< An STC Company >|
> | ### ######## ######## | (was CCI) | \==============/ |
> |---------------------------------------------------------|
> | UUCP: ...ccicpg!dl2!paulm | Paul L. Moreau |
> | or ...ccicpg!dl1!paulm | Diagnostics Software Eng. |
> | or ...ccicpg!paulm | Irvine, California |
> `=========================================================='
```

Again, the advantages of PD. Thanks a million Paul.

```
--------------------------------------------------------------------------------
Bill Hodges | Me? People who speak for the Air Force get
bhodges@blackbird.afit.af.mil | paid a lot more than I do! I just work here.
--------------------------------------------------------------------------------
```

1510. Re: Can I separate the keyboard from the computer?

Newsgroup: comp.sys.atari.st
Date: 1989-10-11 18:56:41 UTC
From: bediako@acsu.Buffalo.EDU
Message-ID: <11652@eerie.acsu.Buffalo.EDU>
Source record: 248531

Hi
Has anyone seen the internals of the mega keyboard. Does it have the
18-pin connector that the older ones do. Did they change the keyboard
controller and everything? Finally, does anyone one know of an
ST-repair store that will sell parts (either a Mega or 1040 keyboard) ???
thank bernie
bediako@cs.buffalo.edu

1511. Re: Serial port Disk driver

Newsgroup: comp.sys.atari.st
Date: 1989-10-11 19:47:21 UTC
From: covertr@force.UUCP
Message-ID: <462b356c.14a1f@force.UUCP>
Source record: 248532

In article <42681@ccicpg.UUCP>, paulm@ccicpg.UUCP (tmp Paul Moreau usenet acct) writes:
>
> Hi:
> I've been doing some drive changes on my ST latelly and been needing a backup
> system. I've tried turtle but I haven't loads of floppies that I can use
> for this nor the time to sit in front of my computer all day switching
> diskettes. What I do have is a couple of UNIX systems (one system V and one
> BSD 4.2) with lots of disk space and 5 1/4 cartridge tape drives. I then
> started to consider using the UNIX system but had to get the information
> to it some how. I thought of using xmodem but it also required some
> intervention. I've been writing disk driver code for a while (my MAXTOR
> 380 meg ESDI drive) and all of a sudden it flashed on me to just convert
> the actual I/O routines in the driver so that instead of going to the DMA
> port, it went via the serial port. I over came the non re-entrant BIOS
> problem and wrote a handler that runs on the UNIX system. I can create
> a disk file on the unix system from 128K to 16meg, start the TSR driver
> on the ST and Wella... I've got a drive 'P' on my st that I can just drag
> files or disk ICONS to and start the copy and go away for a while.
> If used with a disk caching program this drive can be quite fast.
> Well I've been reading this forum for quite a while and have downloaded
> a lot of great stuff. If anybody is interrested in my code I will post
> it PD on this net or (try) to mail it to whom-ever asks.
> Currently I am working on another UNIX side utility to copy to and from
> files from UNIX and the ST disk file.
> ----
> | UUCP: ...ccicpg!dl2!paulm | Paul L. Moreau |
> | or ...ccicpg!dl1!paulm | Diagnostics Software Eng. |
> | or ...ccicpg!paulm | Irvine, California |
> `=='

Paul, while most of us STers have access to usenet (how else can we read this message), we don't all have UNIX computers at home. But, your ideas sound good anyway. I have a thought, would it be possible to interface an ST to an IBM PC with a tape backup?? More folks out there might have access to such a creature.

There are a lot of Bourneoulli (sp?) boxes out for IBM PCs, and other forms of tape backup. But, except for the ICD FAST TAPE, which is $900 plus tapes, and the SysQuest 44 meg removable drive, which is $800 plus $110 per cart, there is very little way of backing up a large hard drive. So, your ideas are most welcome.

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.
Richard Covert

1512. Re: TOS 1.4 problem

Newsgroup: comp.sys.atari.st
Date: 1989-10-11 20:32:05 UTC
From: towns@atari.UUCP
Message-ID: <1723@atari.UUCP>
Source record: 248533

in article <3955@blake.acs.washington.edu>, charlop@blake.acs.washington.edu (Aaron Charlop) says:

> Aaron the Alchemist
> Charlop@uwachem.washington.edu
>
> "Yes I really am an honest-to-goodness Alchemist" Me
>
> P.S. Why didn't Atari include a Move option in the copy routine?

We did! After selecting the files you wish to move. Hold down the CONTROL key and then drag them to the destination. Once the Dialog Box appears, you can let go of the CONTROL key. You will notice that the top of the Dialog says "MOVE FILES"

If you have any other questions, just ask.

-- John Townsend ames!atari!towns
Atari Corporation, Technical Support

1513. Re: official tos 1.4 release

Newsgroup: comp.sys.atari.st
Date: 1989-10-11 20:35:10 UTC
From: towns@atari.UUCP
Message-ID: <1724@atari.UUCP>
Source record: 248534

in article <22918@cup.portal.com>, Xorg@cup.portal.com (Peter Ted Szymonik) says:
>
> What makes this all even more interesting is that rumors were flying
> at the WAACE AtariFest that TOS 1.4 will be showing up on 2 chip ROM
> (not EPROM) sets in the next few weeks (which should take care of the
> 'weak Bus' problems some Mega owners have been having - but even more
> interesting is the rumored release of TOS 1.6! Which Mr Hartmann didn't
> refute (although in all fairness he also didn't back this rumor...)
>
> Peter Szymonik
> Xorg@cup.portal.com

TOS 1.6 is no rumor. It does exist. However, it is the TOS that is going
into the STE machines. No upgrade will be offered from TOS 1.4 to 1.6. The
only differences in TOS 1.4 and TOS 1.6 are the support of the enhanced
graphics and sound that are available in the STE machine.

-- John Townsend ames!atari!towns
Atari Corporation, Technical Support

1514. Value of used equipment

Newsgroup: comp.sys.atari.st
Date: 1989-10-11 20:45:08 UTC
From: MCCABE@MTUS5.BITNET
Message-ID: <8910120729.AA21769@ucbvax.Berkeley.EDU>
Source record: 248535

What is the going rate for used ST equipment? Specifically, what would
you guess the cost should be for the following equipment:

Atari 520ST, upgraded to 1 megabyte RAM
Atari SM124 monochrome monitor

Apparently, the hardware is about three years old, and in very good shape.
If you don't know what the going rate for the equipment, I'd appreciate
even a good estimate of how much you would be satasfied with as a
hypothetical buyer. Thanks!

-- Jim

1515. Re: PD Word Processors

Newsgroup: comp.sys.atari.st
Date: 1989-10-11 21:02:33 UTC
From: gl8f@astsun9.astro.Virginia.EDU
Message-ID: <2094@hudson.acc.virginia.edu>
Source record: 248536

In article <5229@ubc-cs.UUCP> buchanan@grads.cs.ubc.ca (John Buchanan) writes:

#>> [someone else]
#>>Why stupid? Good software takes time to write, and a decent commercial
#>>product can easily be worth more than $100.
#
#I am sorry. This reply is just to [sic] mild.

Can we talk about this somewhere else? I use several non-commercial
products which are better than corresponding commercial products in
the features that I *personally* find important -- TeX/LaTeX, gnu c,
gnu emacs (and microgNU), pgplot, et cetera. Different strokes for
different folks.

Greg Lindahl
gl8f@virginia.edu I'm not the NRA.

1516. Get Current Directory

Newsgroup: comp.sys.atari.st
Date: 1989-10-11 21:06:34 UTC
From: jg@hpldola.HP.COM
Message-ID: <11830058@hpldola.HP.COM>
Source record: 248537

When writing a GEM application, how do you get the current directory?

I want to be able to use fsel_input (or a replacement) and pass it
the directory that the program was run in.

Thank you for any help.

-Joe Gilray

1517. Re: Databases

Newsgroup: comp.sys.atari.st
Date: 1989-10-11 21:28:39 UTC
From: krieg@jupiter.uucp
Message-ID: <1203@mrsvr.UUCP>
Source record: 248538

I tried to email this to you but that didn't work. Oh, well.

To: ron@wilbur.njit.edu
Subject: Re: Databases
News-Path: mrsvr.UUCP!uwm.edu!rutgers!galaxy.rutgers.edu!argus!ron
References: <1179@mrsvr.UUCP> <1307@argus.UUCP>

Your message got through fine. I'd really like to see the C code, but I don't think it will be necessary to post it in the open forum. You could just email it to me.

This programmers add-on does not require RegentBase? Do you mean it offers just a rudimentary set of tools. Do these tools allow you to create a database, or do you need RegentBase to do this? For $25 I wouldn't expect too much, but what do I know? 8^)

Andrew Krieg

1518. Re: Degas P?3 file as desktop background

Newsgroup: comp.sys.atari.st
Date: 1989-10-11 21:31:06 UTC
From: bob@cmpfen.UUCP
Message-ID: <262@cmpfen.UUCP>
Source record: 248539

larserio@IFI.UIO.NO (LarsErikOsterud) writes:

>What about a program to load both P?3, P?2 and P?1 depending on your
>current resolution ?? Can anyone make such an AUTO-folder program ?

Wouldn't it be a lot simpler to part with a mere $19.95 for EASEL/ST?
It has provided this capability for a couple of years now. Why the
sudden interest now?

Sour grapes from EASEL/ST's soon-to-be-extinct publisher...

--
Computer Fenestrations Bob Breum
Post Office Box 151 {uiucuxc|hoptoad|petsd|ucf-cs}!peora!cmpfen!bob
Lake Monroe, FL 32747 USA
+1 407 322-3222 (if a modem answers, try 322-2002) "C is the new BASIC"

1519. Printer driver modifications

Newsgroup: comp.sys.atari.st
Date: 1989-10-11 21:33:37 UTC
From: dnewton@carroll1.UUCP
Message-ID: <739@carroll1.UUCP>
Source record: 248540

I remember in a STart magazine awhile ago that there is a program that will design printer drivers for the ST. I'm using a Tandy DMP-2100 24-pin printer that hates doing Atari graphics even though it could. Does anyone know if I can order that from STart or of another program that would do the same thing? thanx in advance,

--
David L. Newton | dnewton@carroll1.UUCP | Quote courtesy of
(414) 524-7343 (work) | dnewton@carroll1.cc.edu | Marie Niechwiadowicz,
(414) 524-6809 (home) | 100 NE Ave, Waukesha, WI 53186 | Boston College.
[Q]: How many surrealists does it take to screw in a light bulb? [A]: The fish.

1520. PC Ditto II

Newsgroup: comp.sys.atari.st
Date: 1989-10-11 21:45:44 UTC
From: FRAJKOR@CARLETON.CA
Message-ID: <891011.16493478.055909@CU.CP6>
Source record: 248541

Can someone (preferably someone from Avant Garde if they
monitor this line) answer thequestion as to whether installing
PC DittoII in an At ari 1040 ST precludes upgrading the
1040s memory to more than it originally had? The plamphlet
advertising PC Ditto II says it works with "unmodified" STs.
I take this tomean that if I have a 1040 with one meg now, I cannot
upgrade it to 4 meg and still intall PC Ditto. Am I correct? Does t
it mean that to get a 640K IBM clone I have to give up a 4meg ST?

They say I am a skeptic, but I do not believe them-- old Slovak proverb

1521. Re: Portable Mac vs STACY

Newsgroup: comp.sys.atari.st
Date: 1989-10-11 22:13:44 UTC
From: macduff@cbnewse.ATT.COM
Message-ID: <1627@cbnewse.ATT.COM>
Source record: 248542

In article <10032@stag.math.lsa.umich.edu>, hyc@math.lsa.umich.edu (Howard Chu) writes:
> In article <45da3096.14a1f@force.UUCP> covertr@force.UUCP (Richard E. Covert) writes:
> >I would like to know how Atari can produce and sell a Laptop ST for under $2,000
> >while Apple charges almost $5500 for basically the same machine??
> >
> >The only real hardware difference between the two machines has to be the LCD display??
> >Does anyone have techincal specifications for the two LCD displays being used??
> >Is the Atari LCD display slower to redraw than the Mac display?? I know that the
> >ST has a higher resolution (640x400 VS. 535x352). since, the ST has higher res
> >then the Mac SE anyway.
> Dunno 'bout the rest of the stuff you mention, but the specs I saw said
> that the Mac portable will have a 640x400 LCD screen. I'm inclined to
> believe that they're using identical display technology. They just don't
> call it the same because Apple likes to lead the public to believe that
> everything they do is new, innovative, and original... As long as the world
> doesn't see anything else comparable, then Apple doesn't have any trouble
> charging whatever the hell they feel like. If the STacy doesn't flood the
> US market soon, it'll never get a chance, because most people are too willing
> to swallow the Apple PR junk.

I shouldn't do this (don't want to start a flame war here...), but no, the
screen *is* something totally new, and has been heralded as the *best* display
on a portable around. We Apple-junkies really don't like paying an arm and a
leg, and love to point out the cheaper competition, but even the MS-DOS super-
popular portables can't compare screen-wise.

And it's IBM that creates the new names for old stuff (e.g. "pel" and "fixed card"
for "pixel" and "hard disk"...), not Apple. The NuBUS is more standard than NeXTs
on the Macs. There's a different card in the Portable because it uses a different
CPU than an SE/30 (their slots are the same size) and because of the power
constraints. Different machines, with different power capabilities. It was a
better move.

Is it too expensive? You betcha. The biggest gripe is the memory: the *most*
expensive memory chips are required (Static DRAMS), and of course, come a year,
you're gonna NEED that expensive RAM to run the new system software.

Roger
(whose just bored and decided to distribute some truth...)

1522. Re: PD Word Processors

Newsgroup: comp.sys.atari.st
Date: 1989-10-11 22:16:26 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <10059@stag.math.lsa.umich.edu>
Source record: 248543

In article <5229@ubc-cs.UUCP> buchanan@grads.cs.ubc.ca (John Buchanan) writes:
>>>In article <3968@blake.acs.washington.edu> themod@blake.acs.washington.edu (Chris Hinton) writes:
>>>>
>>>> Hello you netters, I need some help. I need a good PD Word Processor. I
>>>>have (gak!) 1st Word, but I hate it with a passion. I also think spending
>>>>$100+ for any program is just plain stupid. Any suggestions?

>3) I bought my Atari so that I could get cheap software.
> Ok, remember cheap software more often than not = poor soft-
> ware.

Hm... WordUp is available for about $50. This is a pretty darn good
word processor. I suppose "more often than not" is the key phrase here.
While there certainly may be a lot of freeware/shareware/cheapware that's
garbage, there's also a lot that's real good. (There has to be, or else
people would stop using it, right?)
>
>Paying $100 dollars for software is not just plain stupid.

Depends on the software package, I guess. I'd saying *paying* *any*
money for a terminal emulator is stupid, with Uniterm around. Of
course, a shareware donation wouldn't be out of the question... }-)
On the other hand, paying $100 for a decent CAD program would probably
be a bargain... It all depends...
--
-=- PrayerMail: Send 100Mbits to holyghost@father.son[127.0.0.1]
and You Too can have a Personal Electronic Relationship with God!

1523. Wanted: Info on DEGAS picture compression

Newsgroup: comp.sys.atari.st
Date: 1989-10-11 22:32:00 UTC
From: WSCHELL@ccm.UManitoba.CA
Message-ID: <8910120730.AA21804@ucbvax.Berkeley.EDU>
Source record: 248544

Does anyone have any information as to how DEGAS compresses its picture files? I have created a program which uses DEGAS lo-res pictures and would like to reduce the space used on the disk.

Wayne Schellekens
WSCHELL@ccm.UManitoba.CA

1524. Re: Atari VT52 accessory...help!

Newsgroup: comp.sys.atari.st
Date: 1989-10-11 23:25:02 UTC
From: Henry_Burdett_Messenger@cup.portal.com
Message-ID: <22984@cup.portal.com>
Source record: 248545

Bob Retelle writes:

> Essentially, all it does is let the ST emulate a DEC (Digital Equipment Co)
> terminal. The VT-52 terminal is a fairly standard unit, and the ST itself
> uses VT-52 commands for a lot of its screen handling.
>
> When you click on the VT-52 ACCessory, your ST becomes a VT-52 terminal. Yo
> can send and receive text through a modem connected to the serial port of
> the ST. If the computer you're connected to can send VT-52 "escape codes",
> your screen will act just like a real VT-52 terminal.

That turns out not to be the case.

The VT-52 accessory does not emulate a VT-52. On the trivial side,
escape sequences are supported that change colors. The VT-52 never

1525. Re: Atari VT52 accessory...help!

Newsgroup: comp.sys.atari.st
Date: 1989-10-11 23:26:03 UTC
From: Henry_Burdett_Messenger@cup.portal.com
Message-ID: <22985@cup.portal.com>
Source record: 248546

Bob Retelle writes:

> Essentially, all it does is let the ST emulate a DEC (Digital Equipment Co)
> terminal. The VT-52 terminal is a fairly standard unit, and the ST itself
> uses VT-52 commands for a lot of its screen handling.
>
> When you click on the VT-52 ACCessory, your ST becomes a VT-52 terminal. Yo
> can send and receive text through a modem connected to the serial port of
> the ST. If the computer you're connected to can send VT-52 "escape codes",
> your screen will act just like a real VT-52 terminal.

That turns out not to be the case.

The VT-52 accessory does not emulate a VT-52. On the trivial side,
escape sequences are supported that change colors. The VT-52 never
had any color other than black and white; trust me, at one time, I
fixed them. On the serious side, NONE of the escape sequences that
should be generated by the keypad (in application mode) and the
4 function keys can be transmitted without typing them in directly.
This means virtually none of the VAX applications will work with
it (including EDT, FMS and TDMS).

Henry B. Messenger henry_burdett_messenger@cup.portal.com
Digital Equipment Corporation isn't responsible for anything I say on Usenet

1526. Re: Disk Speedup

Newsgroup: comp.sys.atari.st
Date: 1989-10-11 23:50:10 UTC
From: jansen@atari.UUCP
Message-ID: <1725@atari.UUCP>
Source record: 248547

in article <1407@ultb.UUCP>, adw3345@ultb.UUCP (A.D. Williams) says:
>
>
> Is there a program that will speed up disk access on my hard disk? I
> was putting some files into a partition from a number of diskettets. It
> seemed that it took an awfully long time to find free space as the disk
> filled up.
...
> Does TOS 1.4 help with this ? What can I do in the meantime?
>

Yes, Rainbow TOS (a.k.a. TOS 1.4) helps with this. A LOT. There are
speedup programs available in the meantime, but I have not used them, and
have no idea how stable/fast/trustworthy they are. I'd recommend you
get Rainbow TOS, for this and lots of other reasons.

--
"Question" Mark Jansen UUCP: ...ames!atari!jansen
Atari Corporation BIX/GEnie: mjansen
These views do not necessarily reflect those of Atari Corporation.
"No fire exits...that's a BAD PARTY." - Bill Spooner

1527. PORTFOLIO is *not* vaporware...

Newsgroup: comp.sys.atari.st
Date: 1989-10-12 00:57:45 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <891011.18574418.070054@SFA.CP6>
Source record: 248548

With all the usual talk of "Atari's blown it again, etc., ad nausem"
from many on this net, including myself, it might be refreshing to know
that product is arriving, at least in this little neck of the woods, this
IBM and Mac world that I live in.
At our university, I saw two Portfolios that just arrived. One was
at the bookstore labeled to go to the legal school and the other is going
to the sports department.
To top it off, if you call 1-800-443-8020, you will not only get a
nice lady answering with "Portfolio Hotline" but she will quickly tell
you where your quickest dealer is. To be frank, I was so flabbergasted
at the professionalism that I forgot to ask if I could have ordered a
Portfolio via the same number.
I did retain enough mental capabilities to ask if I could have some
material for the Portfolio. "Why yes. What is your address?" I actually
remembered my address.
Anyway, I think the door is beginning to open.

Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

1528. Re: Look! 10, count 'em, 10 mushrooms (was Re: VI)

Newsgroup: comp.sys.atari.st
Date: 1989-10-12 02:28:07 UTC
From: thurlow@convex.com
Message-ID: <2029@convex.UUCP>
Source record: 248549

Sounds good. What's doing it to you on that bug, anyway?

Rob T
--
Rob Thurlow - Expatriate Canadian thurlow@convex.com
"From the heart of 'The Friendship State'"

1529. Re: official tos 1.4 release

Newsgroup: comp.sys.atari.st
Date: 1989-10-12 05:00:12 UTC
From: gl8f@astsun8.astro.Virginia.EDU
Message-ID: <2097@hudson.acc.virginia.edu>
Source record: 248550

In article <46207fa0.14a1f@force.UUCP> covertr@force.UUCP (Richard E. Covert) writes:

>Greg, the problem is one of timing. By the time Atari got the TOS 1.4 PROMs
>out, and notice that they are PROMS not ROMs, bugs had already been identified
>and repaired by hackers. Since, the offical TOS ROMs still haven't been released,
>it is not unreasonable to hope that Atari would fix the known bugs before releasing
>them.

What if they had already had the ROMs in production, and it was too
late to change them? Did you ever ASK if this were so, or did you just
charge out and say Atari was a bunch of idiots? No wonder they don't
answer your postings.

>> Or, a user sees TOS14PATCH.ARC on his BBS, and wonders if he's
>> supposed to run it or not. It's vastly easier to have all TOS ROMS
>> distributed for a long time be the same, and for all users to need the
>> same patch program. This is the only philosophy that makes sense for a
>> home machine. Atari isn't Sun.
>
>Greg, the user already needs an auto folder patch for the TOS 1.4 that is being
>sold by Atari. How many more patches will be needed over the next six months??

Well, ALL tos 1.4 users use the same patch. I assume that Atari, being
fairly smart people, will arrange it so that if future patches are
needed, it will still be one file. This is much simpler ("Get this one
latest patch file") then worrying if you have TOS 1.4a or 1.4b or 1.4c
and having to get the right patch for each version.

All in all, it's much easier to support one rom for which you're
supposed to have one patch file, than 14 different versions and 14
different patch files.

Greg Lindahl
gl8f@virginia.edu I'm not the NRA.

1530. GDOS Fonts for the clueless

Newsgroup: comp.sys.atari.st
Date: 1989-10-12 05:39:22 UTC
From: pa1562@sdcc13.ucsd.EDU
Message-ID: <1309@sdcc13.ucsd.EDU>
Source record: 248301

read a bit about GDOS fonts and have an unused shareware untility
to deal with them but I have no clue as to what GDOS does with
them.
Is there a good reference for dealing with this? Does GDOS load a
bunch of fonts a la Woofintosh? What packages support multi-font
environments?
Thanks in advance,
C squibby Breyman
squibby@do.ucsd.edu

"...and Bowl me a perfect game."

1531. Re: Degas P3 file as desktop background

Newsgroup: comp.sys.atari.st
Date: 1989-10-12 09:01:13 UTC
From: GEORGE_SETO@bdt.UUCP
Message-ID: <158@bdt.UUCP>
Source record: 248320

I believe the program Easel/ST is still available and does exactly what you asked for, the ability to load in a picture replacing the desktop's normal blankness

1532. Re: ST curses?

Newsgroup: comp.sys.atari.st
Date: 1989-10-12 11:22:10 UTC
From: gjh@otter.hpl.hp.com
Message-ID: <570033@otter.hpl.hp.com>
Source record: 248302

I have it, I'll attempt to post it to comp.sources.atari.st. I suppose I'd better check the dox first, justv to make sure that it *is* postable (should be, unless it was illegally available in the first place).

Graham
======

Graham Higgins | Phone: (0272) 799910 x 24060
Hewlett-Packard Labs | gray@hpl.hp.co.uk
Bristol | gray%hplb.uucp@ukc.ac.uk
U.K. | gray@hplb.hpl.hp.com

Disclaimer: My opinions above are exactly that, mine and opinions.

1533. Draft Graphics printing in WORDUP

Newsgroup: comp.sys.atari.st
Date: 1989-10-12 11:54:42 UTC
From: jackin@utacs.UTA.FI
Message-ID: <756@utacs.UTA.FI>
Source record: 248303

I use WordUp for wordprocessing and I like it a lot. I have a wonderfull matrix printer which can print at 360*360 dpi(NEC-emulation), emulate IBM ProPrinter, NEC P-series and Epson LQ-series. It is Citizen Swift 24. I must say that I am still impressed by the crispness of the output but it ain't no speed demon with 360*360 dpi. Waiting almost 20 minutes for a single page isn't very practical for drafts (not for ribbon either). As all WordUp users know draft graphic printing isn't reality (except for Deskjet). Well, I thougth, I have Epson LQ emulation so why not make different assign.sys files for NEC-emulation and Epson LQ-emulation.

I just installed WordUp twice with different printers and now I have two different GDOS.SYS-files (one is GDOS.NEC the other one GDOS.LQ, you have to rename them yourself). With G+Plus accesory I made also two Assign.ins-files (WUP_NEC.INS and WUP_LQ.INS). Now when ever I start wordprocessing I use Epson LQ for drafts (if you want to call 180*180 dpi draft <-) and when I am happy with my work, I quit WordUp, change INS-file to WUP_NEC.INS with G+Plus and start WordUp again. Then I tell Swift to emulate NEC and start printing. Result : 360*360 dpi document.

I also tried using Epson FX-emulation (under Epson LQ-emulation), but it doesn't work properly (the hight of the text and graphics increases by factor 1.2 (about)). But under IBM-emulation it works. Now I have also a 120*144 dpi draft. Like ST, Swift can emulate almost everything.

So if you have a printer which can emulate a less-dpi printer (and have a GDOS-driver) give it a try. Think of it, I saved 112680 Dots Per Square Inch (from 129600 down to 16920). This should work for other GDOS-programs too.

While I am here, is there a update for G+Plus after V1.3, Rel. March 19th, (I am a registered user, I have tried CodeHead but got no response) ?

1534. Re: Disk Speedup

Newsgroup: comp.sys.atari.st
Date: 1989-10-12 12:47:07 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.88.624199627.larserio@kyrre.uio.no>
Source record: 248304

It will help a lot using a disk-cache program and reserve 1 MB for it (if you have 1 MB free RAM that is). Then the last 1 MB you read from the HD will be kept here, useful when you first edit something, then save and compile - The compiler doesn't have to read the file from disk - its in the cache-buffer and everything goes much faster.....

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

1535. Re: Disk Speedup

Newsgroup: comp.sys.atari.st
Date: 1989-10-12 13:12:30 UTC
From: hcj@lzaz.ATT.COM
Message-ID: <819@lzaz.ATT.COM>
Source record: 248305

In article <1725@atari.UUCP>, jansen@atari.UUCP (Mark O. Jansen) writes:
> > Is there a program that will speed up disk access on my hard disk? I
> ...
> > Does TOS 1.4 help with this ? What can I do in the meantime?
> >
>
> Yes, Rainbow TOS (a.k.a. TOS 1.4) helps with this. A LOT. There are
> --
> "Question" Mark Jansen UUCP: ...ames!atari!jansen

While i was testing my formatter i built a 32 meg partition on one
disk. To test it I filled up by copying my 16 meg C: partition to it
twice. The setup is source C: on drive 1 (SCSI 0) and destination G:
on drive 2 (SCSI 1). After 16-20 meg of copying, it gets noticeably SLOW!
I suspect this is a consequence of clusters being allocated 1 at a time
and the FAT bewritten after each allocation.

Oh well, its nice to know that TOS1.4 will support 32 MEG. Its just not
time effective to make partitions that large when one can easily put
12 partitions on a disk.

Howard C. Johnson
ATT Bell Labs
att!lzaz!hcj
hcj@lzaz.att.com

1536. Re: Sampled sound replay routine

Newsgroup: comp.sys.atari.st
Date: 1989-10-12 13:29:00 UTC
From: glk01126@uxa.cso.uiuc.edu
Message-ID: <111500041@uxa.cso.uiuc.edu>
Source record: 248306

What about the PD desksong programs that play melodies while you fiddle (bad pun) about the desktop?

-Spieu!

1537. Re: PC-Ditto II Availability

Newsgroup: comp.sys.atari.st
Date: 1989-10-12 14:09:53 UTC
From: mgh1@cbnewsl.ATT.COM
Message-ID: <2238@cbnewsl.ATT.COM>
Source record: 248307

In article <4621f2c6.81da@digital.sps.mot.com>, chen@digital.sps.mot.com (Jinfu Chen) writes:
>
> I'm very interested, could you provide us more information on this product?
> For example:
>
> o CPU and speed? (8086,8088, v20/30, 80286 :-), 8/10/12 Mhz)
> o Graphic mode ?
> o Version of PC-DOS ?
> o Floating point chip support?

The PC-Speed board I mentioned contains a v30 chip and I saw a socket which I believe is for a co-processor. I am not sure of the clock speed. It runs CGA graphics and emulates the Hercules in mono mode. I was told that the screen display on a mono Atari monitor is extremely impressive. Far better than the standard Atari screen which is already crisp. As I get more details I will post them on the net.

Matt Hetman

1538. PMFS Serial Disk Driver (New version)

Newsgroup: comp.sys.atari.st
Date: 1989-10-12 14:12:48 UTC
From: paulm@ccicpg.UUCP
Message-ID: <43134@ccicpg.UUCP>
Source record: 248308

Friday I'll posting a new verion of PMFS to accomodate slower baud rates
and configurable built-in cache in the driver. The driver cache can be
anywhere from 0 slots (blocks) to as many as you have memory for. The
cache only caches Single Block I/O because 90% of these are you directory
and FAT read/writes. Just cacheing those is a great speed-up.
The cache is configured during the first installation of the driver.
Either type pmfs {blocks} from a CLI or rename pmfs.prg to pmfs.ttp and
pass the number of blocks in the dialog box.
I'll still looking for a way to emulate ? the GEM [ESC] key function.
Is this clearing TOS's cached directory blocks or something ? Where
do I find them to clear them myself ?

.===.
| ### ######## ### | N O R T H | /==============\ |
| ### ### ### | A M E R I C A |< An STC Company >|
### ######## ########	(was CCI)	\==============/
UUCP: ...ccicpg!dl2!paulm	Paul L. Moreau
or ...ccicpg!dl1!paulm	Diagnostics Software Eng.
or ...ccicpg!paulm	Irvine, California
`=='

1539. TOS 1.4 Incompatibility List

Newsgroup: comp.sys.atari.st
Date: 1989-10-12 14:32:05 UTC
From: jmorton@euler.Berkeley.EDU
Message-ID: <18275@pasteur.Berkeley.EDU>
Source record: 248309

So far the list includes only "Mavis Beacon Teaches Typing", right?
That's pretty good, I don't even have that one.

Are there any more submissions to the list?

"Down John Morton M.E. Machine Shop
Down in the basement jmorton@euler.berkeley.edu Etcheverry Hall
We hear the sound of machines..." Univ. of Calif.

1540. Re: Disk Speedup

Newsgroup: comp.sys.atari.st
Date: 1989-10-12 14:33:21 UTC
From: matthews@umd5.umd.edu
Message-ID: <5445@umd5.umd.edu>
Source record: 248310

TOS 1.4 speeds up disk access considerably when a disk fills up. Until then, you can use FATSPEED.PRG (not sure where it's available up in Rochester, but it's been available on Gallifrey for a while [ahem]), which is an AUTO patch that works fine. I used it before I had TOS 1.4 without any problems.

Mike

1541. New Encoding Protocal

Newsgroup: comp.sys.atari.st
Date: 1989-10-12 15:04:00 UTC
From: STIBOREK@VAXB.ACS.UNT.EDU
Message-ID: <8910130704.AA13487@ucbvax.Berkeley.EDU>
Source record: 248311

In a letter on 9 Sep 89 20:21:16 GMT
Antony A. Courtney of:
agate!helios.ee.lbl.gov!lbl-csam.arpa!antony@ucbvax.Berkeley.EDU
(Antony A. Courtney)
Writes:...
>Don't believe everything you read. There are any number of sights out
>there on bitnet which have to pass through very old IBM hardware. This
>old IBM mainframe hardware does NOT use ASCII, but rather an older
>standard called EBCDIC. There are, however, plenty of EBCDIC<-->ASCII
>converter programs. Unfortunately they do not always agree on which
>characters are which. I have seen this happen enough times to know
>that uuencoding does not work for absolutely EVERY sight on EVERY
>network. Uuencoding just works on enough sights that nobody complains.
>Especially since nobody wants to have to clean up after IBM.

>If you are still stuck or want more information about this, there was a
>solution found by a programmer (and friend of mine) for the Tandy color
>computer which transferred files across just about any network you can
>think of(they use a fileserver on an EBCDIC computer). If you like,
>I can send you more information on who to talk to about getting a
>protocol which will work for you.

[excuse the public message all]
To Antony:
I would be very interested in such a protocol to send files, we
have narrowed down the problem to a 'brain-dead' gate along the route.
If such a protocol would go through this gateway then the problem
would be solved. I tried to e-mail you directly but failed, if
possible send me e-mail. __ ___ __ __ _ __ __
/ / / / / / /-/ / / / | /_ /_/
and thanks... /_/ /_/ / /_ / / / / /_/ /_ / |
=>|John STiborek|UNTvax.BitNet|STiborek.Vaxb.acs.UNT.Edu.ARPA|Outlander|<=

1542. New Encoding Protocal

Newsgroup: comp.sys.atari.st
Date: 1989-10-12 15:06:00 UTC
From: STIBOREK@VAXB.ACS.UNT.EDU
Message-ID: <8910130703.AA13413@ucbvax.Berkeley.EDU>
Source record: 248312

In a letter on 9 Sep 89 20:21:16 GMT
Antony A. Courtney of:
agate!helios.ee.lbl.gov!lbl-csam.arpa!antony@ucbvax.Berkeley.EDU
(Antony A. Courtney)
Writes:...
>Don't believe everything you read. There are any number of sights out
>there on bitnet which have to pass through very old IBM hardware. This
>old IBM mainframe hardware does NOT use ASCII, but rather an older
>standard called EBCDIC. There are, however, plenty of EBCDIC<-->ASCII
>converter programs. Unfortunately they do not always agree on which
>characters are which. I have seen this happen enough times to know
>that uuencoding does not work for absolutely EVERY sight on EVERY
>network. Uuencoding just works on enough sights that nobody complains.
>Especially since nobody wants to have to clean up after IBM.

>If you are still stuck or want more information about this, there was a
>solution found by a programmer (and friend of mine) for the Tandy color
>computer which transferred files across just about any network you can
>think of(they use a fileserver on an EBCDIC computer). If you like,
>I can send you more information on who to talk to about getting a
>protocol which will work for you.

[excuse the public message all]
To Antony:
I would be very interested in such a protocol to send files, we
have narrowed down the problem to a 'brain-dead' gate along the route.
If such a protocol would go through this gateway then the problem
would be solved. I tried to e-mail you directly but failed, if
possible send me e-mail. __ ___ __ __ _ __ __
/ / / / / / /-/ / / / | /_ /_/
and thanks... /_/ /_/ / /_ / / / / /_/ /_ / |
=>|John STiborek|UNTvax.BitNet|STiborek.Vaxb.acs.UNT.Edu.ARPA|Outlander|<=

1543. Re: official tos 1.4 release

Newsgroup: comp.sys.atari.st
Date: 1989-10-12 15:18:41 UTC
From: covertr@force.UUCP
Message-ID: <462f4ca8.14a1f@force.UUCP>
Source record: 248313

In article <22918@cup.portal.com>, Xorg@cup.portal.com (Peter Ted Szymonik) writes:
> interesting is the rumored release of TOS 1.6! Which Mr Hartmann didn't
> refute (although in all fairness he also didn't back this rumor...)
>
> Peter Szymonik
> Xorg@cup.portal.com

Peter,
TOS 1.6 is the version of TOS for the mythical 1040STe.
That much has already been said by Atari.

Interesting enough, TOS 1.6 is also supposed to be the version
going into the TT/P.

Richard Covert

1544. Re: TOS 1.4 problem

Newsgroup: comp.sys.atari.st
Date: 1989-10-12 15:25:29 UTC
From: covertr@force.UUCP
Message-ID: <462f52c3.14a1f@force.UUCP>
Source record: 248314

In article <22919@cup.portal.com>, Xorg@cup.portal.com (Peter Ted Szymonik) writes:
> Here's my two-cents - after my TOS 1.4 install my entire HD was messed
> up, the FAT table was destroyed - and no, unfortunetaly I have no idead
> why. I do know that after some playing around I got a few programs to
> work fine, but most bombed with TOS error #35 or file not found errors.
> After reformatting the whole HD and restoring every program from the
> *original disks* (for some reason my old backups would not run either!)
> EVERY program is now running fine. I am having the dead machine problem
> which I'm working on now - the system acts as if it was too cold...
>
> Peter Szymonik

My system consists of a Mega ST2 upped to 4 megs RAM, both monitors, a Monitor Master switch box, the SLM804 laser printer and a dual 65 meg drive from ABCO Computers in FL. And lastly, the Turbo16 from FAST TECHNOLOGY, along with the TOS 1.4.

And everything works fine. I haven't run into any problems either attributable to the T16 or to TOS 1.4. And I have 3 local friends who has TOS 1.4 with T16, and none of them are having any problems. I haven't formatted my drive since I bought it a year ago.

Heck, even Calamus works with the T16!!!

Sorry that I can't help you Peter. I just wanted to let you know that others don't appear to be having that problem. Did you check your installation??
Oh one thing. It is a known fact that the 74LS373 need to be replaced with 74AS373, as the AS version has twice the current drive of the older LS chips. Maybe you should try that?? My dealer does that replacement as part of his standard installation of TOS 1.4 and the T16.
Give it a shot. Let the net know of your results.

Richard Covert (I love the T16!!)

1545. laser printer vs. hard drive

Newsgroup: comp.sys.atari.st
Date: 1989-10-12 16:02:23 UTC
From: dennis@phyllis.math.binghamton.edu
Message-ID: <DENNIS.89Oct12120223@phyllis.math.binghamton.edu>
Source record: 248315

I have a mega-4, atari laser printer, and external hard drive (Supra card). Apparently when I boot with the laser printer attached it must be turned on; otherwise I can't access the hard drive. If I turn the printer off after I boot I have trouble accessing both the hard drive and the floppy. It's a real pain to swap cables to bypass the laser printer. I talked to a dealer who said that this was "normal behavior".

So:

1. Is there any danger to the laser printer if I leave it on while I'm using the mega? The system is usually on about 8 hours a day, seven days a week.

2. Is there any switch available which will allow me to use the machine with the laser printer still attached but turned off?

3. Is there anything else I can try?

--
Dennis Pixton
Department of Mathematical Sciences (607) 777-4239
SUNY-Binghamton dennis@math.binghamton.edu
Binghamton, NY 13901 dpixton@bingvaxa.bitnet
Dennis Pixton
Department of Mathematical Sciences (607) 777-4239
SUNY-Binghamton dennis@math.binghamton.edu
Binghamton, NY 13901 dpixton@bingvaxa.bitnet

1546. Re: PD wordprocs and VT52 emulator

Newsgroup: comp.sys.atari.st
Date: 1989-10-12 16:37:00 UTC
From: 01659@AECLCR.BITNET
Message-ID: <8910130702.AA13381@ucbvax.Berkeley.EDU>
Source record: 248316

1. PD wordprocs

The attitude that it is nuts to pay more than $100 for software is the reason why there is not the same level of quality in much of the STware as there is in Macware. As I said on the NET before, if you want good codes, with good support, you have to pay for it UNLESS you find individuals like Simon Poole (UNITERM author) who develop exceptional PD codes. Strange as it may be, lots of people want to make money selling software; if they cannot, be prepared for a machine that has a limited selection of good codes.

2. VT emulator

Forget the EMULATOR.ACC and get Simon Poole's UNITERM. UNITERM is the best ST emulator for the price (free). IMHO, it's the best at any price (no flames please).

1547. Re: Portable Mac vs STACY

Newsgroup: comp.sys.atari.st
Date: 1989-10-12 16:47:22 UTC
From: matthews@umd5.umd.edu
Message-ID: <5448@umd5.umd.edu>
Source record: 248317

In article <462a4b3d.14a1f@force.UUCP> covertr@force.UUCP (Richard E. Covert) writes:
>Ok, now weill I didn't go to the WAACE Atari fest last weekend, I heard that
>the STacy on display at the show was the same old prototype that Atari has
>been showing for months!! It wasn't even a production model.

I personally have never heard of a Stacy4 with 4 megs of RAM and an internal
hard drive, until I saw it at the Fest.
There is some problem with the local editor and what terminal type it thinks
I'm using, so some of the lines from your old message seem to have disap-
peared. Your definition of Vaporware is... well, not what I would consider
OK. The STacy isn't vaporware. It is unavailable. Vaporware means, to me,
the product doesn't exist in any form.

>P.S. so, where was the TT, 1040STe, CD ROMs, PC DITTO II?? Did Atari
>have the TOS 1.4 EPROMs for sell at the show?? Did Atari, the company,
>show anything NEW at the show??
The TT etc. were absent (I'm a little upset at that too). Atari wasn't there
to sell anything (they seldom, if ever, SELL anything at a show, just demo
stuff). The new stuff they showed, aside from the STacy4, was the Portfolio
and a Megafile 60 (not very exciting, but it IS new).
>
>Nope. I thought not.
Since you yourself said you werne't there, I wish you'd stop making statements
that would require your presence to verify them.

>I, for one, am just waiting for Jim Allen to develope his 68030 board for the
>Mega ST. I hear that he might even add more memory to it. And maybe better
>color graphics!! Heck, maybe Jim Allen (designer of that wonderful product
>Turbo16!!) can do what Atari has failed to do:
> Design a 68030 computer and market it!!!
>
I'd rather have a computer designed for an '030. The Mega is too closed an
architecture to allow any good to come from putting an 030 in there (compared
to a real 030 machine).
>I heard that Jim Allen was at the WAACE show. Did anyone talk to Jim??
>Richard Covert

If I didn't now better, I'd say someone else wastrying to type into this
document. <sigh>

One question I wish you'd ask yourself is this:
what good is all this complaining doing?

Mike Matthews

1548. Re: TOS 1.4 problem

Newsgroup: comp.sys.atari.st
Date: 1989-10-12 16:53:43 UTC
From: paul@cacilj.UUCP
Message-ID: <1261@cacilj.UUCP>
Source record: 248318

In article <22966@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>
>You haven't been following the "grapevine documentation" for TOS 1.4, Aaron..
>(what..? you expected docs for your $100...? get real)

Well, who got out of bed on the wrong side this morning? :-)

When I bought TOS 1.4 from my dealer I got a nice, four page document from Atari describing the new TOS procedures. Included was the new file selector ("formerly called item selector"), the MOVE operation (hold the ctl key when you drag files), warm/cold resets from the keyboard (Ctl/Alt/del Ctl/Alt/Rshift/del, resp.), installing auto-booting gem applications, and a few other things I can't remember right now.

Maybe you should be flaming your dealer instead?
--
Paul Close paul@cacilj.CTS.COM ...!{uunet, ucsd, crash}!cacilj!paul

The Obi-wan Kenobi method: "Use the Source, Luke" -Jim Fulton

1549. Re: Portable Mac vs STACY

Newsgroup: comp.sys.atari.st
Date: 1989-10-12 17:04:05 UTC
From: strasser@grasp.cis.upenn.edu
Message-ID: <15430@netnews.upenn.edu>
Source record: 248319

In article <1627@cbnewse.ATT.COM> macduff@cbnewse.ATT.COM (Roger R. Espinosa) writes:
>In article <10032@stag.math.lsa.umich.edu>, hyc@math.lsa.umich.edu (Howard Chu) writes:
>
>Is it too expensive? You betcha. The biggest gripe is the memory: the *most*
>expensive memory chips are required (Static DRAMS), and of course, come a year,
>you're gonna NEED that expensive RAM to run the new system software.
>
>Roger

Isn't "static DRAM" an oxymoron?

-Colin

Colin Strasser
stasser@eniac.seas.upenn.edu CI$: 72447,1650

1550. Request for comments about Atari ST RAM upgrades

Newsgroup: comp.sys.atari.st
Date: 1989-10-12 17:42:14 UTC
From: wyant@eplrx7.UUCP
Message-ID: <868@eplrx7.UUCP>
Source record: 248321

We have recently acquired a hard disk and several software utilities for our 1 MB Atari 1040ST (at the recent WAACO). This has us wondering about the the possibilities for a RAM upgrade, perhaps to 2.5 MBytes. The prices which we have seen for such an upgrade vary by quite a bit, being between $305 and over $400 (US). So, now a list:

A) Is such a RAM upgrade desirable? Our Atari serves both for games and desktop publishing. The utilities/accessories might be expected to occupy up to 0.25 MBytes.

B) What is the difference between the solderless and conventional upgrades? Is a solderless upgrade merely a DRAM swap?

C) What about the extra heat generated by all those RAM's in such a small (ST) box? Is it substantially greater than for the standard 1 MB?

D) Do you have any recommended places for us to consider having such an upgrade performed? Do they perform an infant mortality test?

Since this is probably a frequently recurring question, a mail reply might be best. Thank you for your comments to these questions and the general issue of memory upgrade for the ST.

Patrick Wyant
Wilmington, DE
*!uunet!eplrx7!wyant

--
The UUCP Mailer

1551. TOS 1.4 features??? (Was Re: Disk Speedup)

Newsgroup: comp.sys.atari.st
Date: 1989-10-12 17:42:52 UTC
From: carlo@electro.UUCP
Message-ID: <1113@electro.UUCP>
Source record: 248322

In article <1725@atari.UUCP> jansen@atari.UUCP (Mark O. Jansen) writes:
>I'd recommend you get Rainbow TOS, for this and lots of other reasons.

Well, what are those reasons?? I've seen a LOT of discussion about 1.4 but I still haven't seen a summary of its new features and how to use them. Is this asking too much (honest question!)?

--

Carlo Sgro ... but does Bo know nuclear physics?
watmath!watcgl!electro!carlo

1552. Re: PD Word Processors

Newsgroup: comp.sys.atari.st
Date: 1989-10-12 17:46:23 UTC
From: randyh@hpsad.HP.COM
Message-ID: <750023@hpsad.HP.COM>
Source record: 248324

> Check out STWriter, a text-based WP from Atari! And it's FREE.

Is it in one of the archives? If not, could you post it?

Randy ... Acquiring minds want to know.

1553. Re: Databases

Newsgroup: comp.sys.atari.st
Date: 1989-10-12 17:54:22 UTC
From: ron@argus.UUCP
Message-ID: <1310@argus.UUCP>
Source record: 248325

In article <1203@mrsvr.UUCP> krieg@jupiter.uucp (Andrew Krieg) writes:
>
>Your message got through fine. I'd really like to see the C code, but I
>don't think it will be necessary to post it in the open forum. You could
>just email it to me.
>

I'll post the code, it's not long. It's got a few hacks in it they others
may find interesting. Note that I use Mark Williams C. The code is
probably not directly portable as it depends on the order in which parameters
are passed. You'll need to check on such things before using any other
compiler, but you should have no trouble.

>This programmers add-on does not require RegentBase? Do you mean it offers
>just a rudimentary set of tools. Do these tools allow you to create a
>database, or do you need RegentBase to do this? For $25 I wouldn't expect
>too much, but what do I know? 8^)
>
>Andrew Krieg

RegentBase is NOT required. Tool basically gives you one function by
which you pass SQL statements and get back results. You can create
tables and do queries, including the various types of joins. SELECTs
which return multiple rows do not behave in the usual manner.

Like you said, don't expect much. But for $25, it's a good hack.
--
Ron DeBlock N2JSO
...!rutgers!galaxy!argus
ron@wilbur.njit.edu

1554. adding a 68881

Newsgroup: comp.sys.atari.st
Date: 1989-10-12 18:35:02 UTC
From: idh@NABLA.ELECTRICAL-ENGINEERING.UMIST.AC.UK
Message-ID: <8910121935.a014091@nabla.electrical-engineering.umist.ac.uk>
Source record: 248326

Thanks for the replies to my posting asking for 68881 add-on info. The machine I intend adding the coprocessor to is a recent 1040STFM. It has two ROM chips, surface mounted GLUE and MMU chips and the 68000 is positioned below the keyboard space bar. It has been upgraded to 2M ram. I understood a German company (Lischa Datentechnik, Hochstrasse 22, 4173 Kerken 2) produced a board that was stuck ontop of the 68000, it sounded suitable, I wrote to them but no reply came. If any one knows about Lischa & the 68881 please elaborate. I tried to get a Third Coast CMI accelerator board, ordered it in june, they cashed the cheque, they still havent sent the board, despite having advertised its existance for months. I phoned them, they said 'ready in two weeks' .....four weeks ago. I am not happy with Third Coast's service.
In reply to Wolfgang Hecht's enquiry about ST Fortrans, the only Fortran I am familiar with is by Prospero. It is well documented, has a good debuger, and produces code that runs 20KWhetstone/s double precision 50KWhetstones single precision (and 200KWhetstones for both precisions with the 68881). Both single and double precision use the IEEE floating point format. About the only gripe I have against it is the rather slow compile and link times and the slow editor screen manipulation (much improved with turbo ST 1.6).

idh@uk.ac.umist.electrical-engineering.nabla
Ian Hawkins (phone 061-200-4769)
Elec Eng
UMIST
Manchester po box88
England

1555. 1040 ST upgrade info req.

Newsgroup: comp.sys.atari.st
Date: 1989-10-12 19:37:00 UTC
From: glk3593@uxf.cso.uiuc.edu
Message-ID: <46300052@uxf.cso.uiuc.edu>
Source record: 248327

Could someone who recently upgraded their 1040 to more meg
send me the details, either where they bought an upgrade,
or how they did it themselves?

Thanks in advance.

-Spieu!

1556. pack and speed of execution

Newsgroup: comp.sys.atari.st
Date: 1989-10-12 19:52:44 UTC
From: gng@spocom.UUCP
Message-ID: <8@spocom.UUCP>
Source record: 248328

Does the pack compression program slow down the execution of a program? I've been hearing things like this from some people, but I'm not entirely too sure who to believe. At the moment, I'm not packing any of my programs (flash, wordup, etc) because of speed performances (loading) but with such savings in 'K', I'm very tempted to... ;-]

--
George Ng (Computer Science, Univ. of Toronto) "Sure I would like Canadian
UUCP: uunet!mnetor!{becker,hybrid}!spocom!gng winters too...if it weren't
or: uunet!attcan!telly!ziebmef!spocom!gng for the weather."

1557. panarthea archive (was Re: Arc 5.21)

Newsgroup: comp.sys.atari.st
Date: 1989-10-12 20:21:46 UTC
From: kllove@uokmax.ecn.uoknor.edu
Message-ID: <1989Oct12.202146.2256@uokmax.ecn.uoknor.edu>
Source record: 248329

In article <34517@grapevine.uucp> koreth@panarthea.ebay.sun.com (Steven Grimm) writes:
>It's come to my attention that several people don't have Arc 5.21 and don't
>know where to get it. It is available from the panarthea archive service.
>If you've never used the service, send a mail message containing the word
>"help" to archive-server@panarthea.ebay.sun.com for more information.
>---
>" !" - Marcel Marceau
>Steven Grimm Moderator, comp.{sources,binaries}.atari.st
>sgrimm@sun.com ...!sun!sgrimm

Does anyone have an address for the panarthea.ebay.sun.com archive? My site
doesn't seem to have it listed in the hosts file.

Kenneth Love

ps. Anybody ever notice that ST & TOS stand for Star Trek and The Original
Series, respectively? Was this a total coincidence or was Atari trying
to get some Trekkers {Trekkies, whatever!} to buy the ST?

1558. Re: Connecting non-Atari monitors to the ST

Newsgroup: comp.sys.atari.st
Date: 1989-10-12 20:28:28 UTC
From: koreth@panarthea.sun.com
Message-ID: <34527@grapevine.uucp>
Source record: 248330

In article <375@loria.crin.fr> domen@loria.crin.fr (Eric Domenjoud) writes:
>It seems that all bytes whose value was 0x0D were removed from
>the executable file ARC.TTP, perhaps by a virus.

Sorry, the virus is really CP/M text file format, which ends lines of text
in a CR-LF (0x0D/0x0A). My bet is that you're on a UNIX system, and something
on there is "smart" enough to convert those end-of-lines to UNIX end-of-lines,
which are simply LF (0x0A). How are you decoding the program?

" !" - Marcel Marceau
Steven Grimm Moderator, comp.{sources,binaries}.atari.st
sgrimm@sun.com ...!sun!sgrimm

1559. Re: PORTFOLIO is *not* vaporware...

Newsgroup: comp.sys.atari.st
Date: 1989-10-12 22:40:04 UTC
From: towns@atari.UUCP
Message-ID: <1726@atari.UUCP>
Source record: 248331

in article <891011.18574418.070054@SFA.CP6>, Z4648252@SFAUSTIN.BITNET (Z4648252) says:
>
>
> With all the usual talk of "Atari's blown it again, etc., ad nausem"
> from many on this net, including myself, it might be refreshing to know
> that product is arriving, at least in this little neck of the woods, this
> IBM and Mac world that I live in.
> At our university, I saw two Portfolios that just arrived. One was
> at the bookstore labeled to go to the legal school and the other is going
> to the sports department.
> To top it off, if you call 1-800-443-8020, you will not only get a
> nice lady answering with "Portfolio Hotline" but she will quickly tell
> you where your quickest dealer is. To be frank, I was so flabbergasted
> at the professionalism that I forgot to ask if I could have ordered a
> Portfolio via the same number.
> I did retain enough mental capabilities to ask if I could have some
> material for the Portfolio. "Why yes. What is your address?" I actually
> remembered my address.
> Anyway, I think the door is beginning to open.
>
> Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

As for your question, yes! You can order Portfolio from the same line as
you called for information or you can order it from any of the speciality
dealers that are currently carrying the product.

For your closest Portfolio dealer, call the toll free 800 number listed
above.

As for the service, thanks for the comments.. I will pass them along to
the tired Portfolio Group (Boy are they busy!)..

-- John Townsend ames!atari!towns
Atari Corporation, Technical Support

1560. TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1989-10-12 22:44:27 UTC
From: jsd@gaffa.mit.edu
Message-ID: <1989Oct12.224427.5397@eddie.mit.edu>
Source record: 248332

OK, I know everyone is going to be sick to their stomachs at seeing
this question, so do us all a favor and reply by MAIL only.

What new features does TOS 1.4 offer? I have the Mega ROMs in my
souped-up 520ST (double sided drive and 1 meg memory expansion).
How much does it cost and where would it be preferable to get it
from? I got the Mega ROM upgrade from a dealer on six chips, which
I popped in myself in 10 minutes.

Basically, is it worthwhile doing this upgrade?

```
+---------------------- Is there any ESCAPE from NOISE? ----------------------+
| | |\ | jsd@gaffa.mit.edu | "I like George Bush, but this `kinder, |
| \|on |/rukman | jsd@umass.bitnet | gentler' crap is killing us." - D.Trump |
+-------------------------------------------------------------------------+
```

1561. Stop griping for a moment

Newsgroup: comp.sys.atari.st
Date: 1989-10-12 23:42:37 UTC
From: dat_08@jhunix.HCF.JHU.EDU
Message-ID: <2910@jhunix.HCF.JHU.EDU>
Source record: 248333

In article <462a4b3d.14a1f@force.UUCP>
covertr@force.UUCP (Richard E. Covert) writes:
>Ok, now weill I didn't go to the WAACE Atari fest last weekend, I heard that
>the STacy on display at the show was the same old prototype that Atari has
>been showing for months!! It wasn't even a production model.
>
No, and no, and no. It was Gadgets by Small's Stacy, not Atari's.
Whether or not it is a production model or not I can't tell you.

>P.S. so, where was the TT, 1040STe, CD ROMs, PC DITTO II?? Did Atari
>have the TOS 1.4 EPROMs for sell at the show?? Did Atari, the company,
>show anything NEW at the show??
>
Dealers had the TOS 1.4 EPROMs for sale at the show. Atari has
already stated that all TOS 1.4 ROMs will be sold through dealers, so
it's no use asking if Atari had TOS 1.4 EPROMs for sale.

PC Ditto II was not shown because of scheduling problems.
PC Ditto II is not SHIPPING because it's not ready yet -- it's waiting
on a cable assembly which will make it simpler to install.

The TT, 1040STe, and the CD-ROM were not shown. If they had,
no doubt you would still be complaining about vaporware. Just as well
they didn't, eh, so you could be justified . . .

I wasn't there long enough to address any of your other
questions, so I won't include them. Sorry.

>Richard Covert

1562. Which ATARI ST W/Porcessor & DTP S/ware Support HP Laserjet

Newsgroup: comp.sys.atari.st
Date: 1989-10-13 00:31:57 UTC
From: ia4@CUNIXD.CC.COLUMBIA.EDU
Message-ID: <8910130031.AA09346@cunixd.cc.columbia.edu>
Source record: 248334

WHICH W/PRCSR AND DTP PACKAGE ON ST SUPPORTS HP LASERJET ?
- - - - - - - - - -

Subject says it all....pleasadvise.

Also, are Laserjet (II P) drivers available for 1st Word or Microsoft Write,
Easy Draw or Publishing Partner? Where and how?

Thanks in advance

Imran

1563. MiniTerm 9.31

Newsgroup: comp.sys.atari.st
Date: 1989-10-13 00:34:50 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.88.624242090.larserio@helblinde.uio.no>
Source record: 248335

This is to all users of MiniTerm - All else may abort now !

A friend of mine got tired of editing MINITERM.INF in a text-editor and
made a smart program called SETUP to configure MiniTerm....

This program is now posted to panarthea and will be available soon....
With this program it should be "piece of cake" to setup MiniTerm...

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

1564. 1040St for sale or possible trade

Newsgroup: comp.sys.atari.st
Date: 1989-10-13 01:30:34 UTC
From: ins_bac@jhunix.HCF.JHU.EDU
Message-ID: <2912@jhunix.HCF.JHU.EDU>
Source record: 248336

For Sale or Trade for PC clone.

Complete Atari Package
-Atari 1040ST computer
features
800k DS drive internal capable of reading MS-DOS and TOS disks
mouse
1 megabyte of memory (1024k)
TOS v1.4 eproms installed (latest version)
-Atari Sm-124 Monochrome Monitor
high resolution, fine dot pitch monitor
-20 disks of PD utilities, games, applications to start up with
some original, most PD.

computer is capable of fine MAC emulation with commerical package called
Spectre GCR and will emulate PC a AT speed with Norton SI rating of 3.0
with package called PC-ditto II. Excellent machine, these two packages
are not included.
(YOU guys should know this)

Sell for 800 dollars or trade for PC clone.

please contact the seller at his beeper
at 305-353-5303 for fast response. or e-mail me and I will relay the message.
thanks

Ajay Choudhri
ins_bac@jhunix.UUCP
ins_bac@jhunix.HCF.JHU.EDU
.. !uunet!mimsy!aplcen!jhunix!ins_bac
C&P telephone 301-467-4223.

1565. Re: Laser C and TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1989-10-13 02:29:33 UTC
From: w-darekm@microsoft.UUCP
Message-ID: <8028@microsoft.UUCP>
Source record: 248337

Re: Laser C 2.0 and TOS 1.4

Scott, as far as I know, there is no way to make Laser C 2.0 run on TOS 1.4. I called Megamax about this way back when and what the guy told me is that there never was a PATCH.PRG. They decided to fix up Laser C instead, which eventually became Laser C 2.1. He also told me there was some way to patch up the LASER.CFG file file but I tried many times and couldn't figure out his instructions. (The byte pattern he told me to look for simply was not in the .CFG file). About 6 weeks later they finally shipped version 2.1. They fixed a bunch of bugs but sadly enough, Laser C 2.1 still has serious code generation bugs that date back to the days of Megamax C. I have reported these bugs to them several times and each time they tell me they fixed them. They also refuse to put in an option to turn off that stupid stupid STUPID disk cache in the shell. In more cases than not, the desk cache actually SLOWS DOWN hard disk access, by a factor of 10 in some cases. I'd prefer if they got out of the disk cache business and stuck to fixing up the compiler. I don't appreciate having a compiler generate incorrect code on me, which is what Laser C will do the odd time. I just stick to assembler for now while somebody writes a decent C compiler for the ST.

- Darek

Darek Mihocka ST Xformer II CIS: (out of order)
Box 2624, Station B Quick Utilities GEnie: DAREKM
Kitchener, Ontario MegaBlit SSG SPX DELPHI: DAREKM
N2H 6N2 Shareware, not Vaporware BIX: darekm
Canada Blitter chip sucks! CheapNet: ...!uw-beaver!microsoft!w-darekm
(519)-747-0386 A mind is a terrible thing to waste, so JUST SAY NO TO TOS.
Opinions expressed are my own and not those of anyone not named Darek Mihocka.

1566. Re: Portable Mac vs STACY

Newsgroup: comp.sys.atari.st
Date: 1989-10-13 03:16:29 UTC
From: lake@ka3ovk.uucp
Message-ID: <1989Oct13.031629.20976@ka3ovk.uucp>
Source record: 248338

>P.S. so, where was the TT, 1040STe, CD ROMs, PC DITTO II?? Did Atari
>have the TOS 1.4 EPROMs for sell at the show?? Did Atari, the company,
>show anything NEW at the show??
>

I don't know! Why WASN'T any of that stuff there?
Atari did give a set of TOS 1.4 EPROMs to the presidents of each of
the users groups in WAACE.

1567. Databases

Newsgroup: comp.sys.atari.st
Date: 1989-10-13 03:36:38 UTC
From: dm@pnet01.cts.com
Message-ID: <515@crash.cts.com>
Source record: 248339

This is a repeated question. I'm in the market for a database, and having no experience with them, would appreciate the views of the net on them. The more specific and detailed, the better, of course.

I originally posted this about five days ago, and got exactly five responses, three of which were 'could you let me know, too'. At this point, replies via either e-mail or public means are more than welcome. Those of you who maintained silence for fear of deluging the recipient are hereby invited to attempt it. I'll summarize the e-mail responses I get.

DM

1568. High-speed modems and the Atari ST

Newsgroup: comp.sys.atari.st
Date: 1989-10-13 05:15:33 UTC
From: logic@wet.UUCP
Message-ID: <665@wet.UUCP>
Source record: 248340

Having just recently acquired an USR Courier HST Dual Standard, I am anxious to compare notes with other ST users who favor the USR high speed modems, especially in the area of throughput.

I am currently getting about ~1625 cps in HST mode. Protocal used is Zmodem and I have the comm port locked to 19200 with TURBOCTS installed. The USR manual says that I should be getting 1740 cps while in HST mode. So where is the missing ~100 cps?

Also, is there terminal software out there which supports Ymodem-G? I noticed that on uploads, my throughput drops way down to ~600 cps. So I want to see if using Ymodem-G instead of Zmodem will kick that cps rating up a little bit.

Please mail any replies. Thanks.

--
Henry Kwan - FWB, Inc. | "Experience varies directly
claris!wet!logic@ames.arc.nasa.gov | with equipment ruined."
cca.ucsf.edu!wet!logic@cgl.ucsf.edu |
{claris,ucsfcca,hoptoad,lamc}!wet!logic | -- Tech Support

1569. 1040 ST for sale

Newsgroup: comp.sys.atari.st
Date: 1989-10-13 05:28:56 UTC
From: jamesc@druks.ATT.COM
Message-ID: <857@druks.ATT.COM>
Source record: 248341

I have a 1040 ST that I no longer need since I'm now
using a Mega 2. It's in good condition, runs fine
and has been very reliable. It includes the standard
double sided drive and 1 meg memory, but no monitor.
I would like $400 for it.

If you are interested or have questions about it, I can
be reached at home (most) weekday nights and on weekends at
303-449-3315
or, if you prefer, you can send me e-mail.

Jim Cochrane

jamesc@druks.ATT.COM
att!druks!jamesc

1570. Re: WANTED: details of 1meg upgrade process.

Newsgroup: comp.sys.atari.st
Date: 1989-10-13 06:13:19 UTC
From: CharlieBrown@cup.portal.com
Message-ID: <23043@cup.portal.com>
Source record: 248342

A friend on Portal installed a 1 meg upgrade a year or so and it has worked fine on my 520FM.You can leave him a message on Mail...Portal.His name is Michael Robert Delany.He is always on the move but I know he checks his mail on Portal..Good Luck.

1571. Help With FTP Binary

Newsgroup: comp.sys.atari.st
Date: 1989-10-13 06:51:00 UTC
From: MWHITTENBURG%ece@KUHUB.CC.UKANS.EDU
Message-ID: <8910130706.AA13714@ucbvax.Berkeley.EDU>
Source record: 248343

I'm kinda new at this stuff, but I've been having some trouble
getting arc'd files from ftp sites... specifically terminator.
I think it has something to do with the setings of my VAX ftp
end since I've been able to successfully send binary files from
my ST to the Vax and back, but I've not been able to get one
FTP'd program down to unarc correctly.

Also, is there a program around, (vax arc) so that I can check
the integrity of the files before I waste time kermiting them to
my ST?

Any help would be appreciated.

Michael Whittenburg
ece%mwhittenburg@kuhub.cc.ukans.edu
.
.
.

1572. Harddisk/ST problem!

Newsgroup: comp.sys.atari.st
Date: 1989-10-13 08:45:28 UTC
From: joep@tnosoes.UUCP
Message-ID: <495@tnosoes.UUCP>
Source record: 248344

First I thought it was because of a program I wrote using lots of
'malloc'/'free'-s. But then I found a very simple sequence of
actions leading to the same 'nice' dialogbox:

"NOT ENOUGH MEMORY TO LOAD THIS APPLICATION"
(or something like that)

Example:

I have, for example, the following directory-structure on F:

DIR1
FILE1.1
FILE1.2 ...
DIR2
FILE2.1
FILE2.2 ...
DIR3
FILE3.1
FILE3.2 ...

* I double-click on DIR1 and I see FILE1.1 and FILE1.2
* I go UP and double-click on DIR2 and I see FILE2.1 and FILE2.2
* I go up again
* NOW: do a SHOWINFO on drive F: getting some info.
* I double-click on DIR1 and I see FILE1.1 and FILE1.2
* I go UP and double-click on DIR2 and I see FILE2.1 and FILE2.2
? Going up and double-click on DIR3 and I SEE: "0 BYTES 0 FILES" !!!!!!!
? AND: trying to start an application.... right... OUT OF MEM...
* RESET, dclick of DIR3 and there are my files again.

It looks like that any directory I dont open is empty after a showinfo!
No matter how hard I click on a dir the computer won't even read
something from disk. Thinking that some utility was the cause of the
problems, I removed them all (thus FILEFIX.ACC TURBO_ST etc etc), but
it stays the same.
So or if have some VIRUS or my harddisk is a little disturbed. I think
it is the last option. Somebody told me that using TURBODOS can cause
trouble with your harddisk! IT THAT SO!

Somebody tell me what went wrong.

Joep Mathijssen

joep@tnosoes.uucp
mcvax.cwi.nl!tnosoes!joep

1573. Who has an executable version of MicroEmacs 3.10?

Newsgroup: comp.sys.atari.st
Date: 1989-10-13 11:00:35 UTC
From: colas@mirsa.inria.fr
Message-ID: <250@mirsa.inria.fr>
Source record: 248345

I grabbed recently the uemacs3.10 sources on purdue, but didn't manage to
compile it successfully with MWC 3.0.6: It works, but:
1) It does not use inverse video for mode lines
2) it aborts with 4 bombs when trying to do TOS functions
(for instance with ^X-!) under msh (v2 or v3)

Could someone who have a working binary could just put it by ftp on
terminator.cc.umich.edu, where anybody could grab it? (or mail it to me,
I would then put it myself on terminator...) -- or tell me what flag to set
to re-compile it properly?

Uemacs 3.10 seems a very reasonable alternative to Gnu emacs, especially on
a floppy-based 1Meg ST!!!

Thanks,
colas.

1574. PC Ditto wanted (+ Mac help)

Newsgroup: comp.sys.atari.st
Date: 1989-10-13 11:41:00 UTC
From: roger@tippy.uucp
Message-ID: <13300010@tippy>
Source record: 248346

Does anyone out there have a copy of PC Ditto that they are willing to sell? I'd like to buy a copy (lppreferably with DOS 3.2 on 3 1/2" disk.) Let me know f you have one for sale. I also need Macintosh system and finder files in Magic
Sac format. Can anyone help me out?
Thanks - tippy!roger@newton.physics.purdue.edu

1575. Printer questions

Newsgroup: comp.sys.atari.st
Date: 1989-10-13 12:39:00 UTC
From: hedger@inmet
Message-ID: <30200003@inmet>
Source record: 248347

Can someone out there give me the rundown on printers ?
I have ordered a Mega2 and will be using it to program some
MIDI applications and to do some word processing.
Does the ST use a standard printer interface ? What brands/models
of printers should I look at. What about the Atari laser printer ?
Any good ? Price ?
Also, if anyone has suggestions on good word processing software I would
appreciate it.
Thanks a lot,

```
=========================================================================
| |
| Keith Hedger : {...!}uunet!inmet!hedger hedger@inmet.inmet.com |
| 'It is a sad, but beautiful world.........' |
=========================================================================
```

1576. Re: Request for comments about Atari ST RAM upgrades

Newsgroup: comp.sys.atari.st
Date: 1989-10-13 13:13:09 UTC
From: hcj@lzaz.ATT.COM
Message-ID: <820@lzaz.ATT.COM>
Source record: 248348

In article <868@eplrx7.UUCP>, wyant@eplrx7.UUCP (wyant) writes:
>
> We have recently acquired a hard disk and several software utilities
> about the the possibilities for a RAM upgrade, perhaps to 2.5 MBytes.
> being between $305 and over $400 (US). So, now a list:

$305 or so for 1) a board and 2) 16 1-meg drams sounds good.
>
> A) Is such a RAM upgrade desirable? Our Atari serves both for games
> and desktop publishing. The utilities/accessories might be expected to
> occupy up to 0.25 MBytes.

I would think extra mem would be particularly useful for DTP.
I run MINIX-ST it it loves extra RAM.
>
> B) What is the difference between the solderless and conventional
> upgrades? Is a solderless upgrade merely a DRAM swap?
>

solderless uses 1) a pass-thru socket to pick up most signals
from the video shifter. 2) a press on thing to pick up signals
from the MMU.

solder: you get to locate and tack down lots of wires.

DRAM is not swapped. .5 meg stays used, .5 meg is lost. the board
adds 2 meg in 16 1 meg DRAMS.

> C) What about the extra heat generated by all those RAM's in such a
> small (ST) box? Is it substantially greater than for the standard 1 MB?
>

DRAMS are cool running -- I've seen no difference.

> D) Do you have any recommended places for us to consider having such
> an upgrade performed? Do they perform an infant mortality test?
>
Most places supply a board and a phone number. You supply the
DRAMS and install it. Its pretty easy for solderless.

Howard C. Johnson
ATT Bell Labs
att!lzaz!hcj
hcj@lzaz.att.com

1577. Re: TOS 1.4 features??? (Was Re: Disk Speedup)

Newsgroup: comp.sys.atari.st
Date: 1989-10-13 13:47:08 UTC
From: gjh@otter.hpl.hp.com
Message-ID: <570034@otter.hpl.hp.com>
Source record: 248349

Thanks to Jedwar Bammi for providing the patches and destructions, I now appear
(at long last) have a GCC cross-compiler up and running.

Before I get down to business actually attempting the porting -----

1. Has anyone else managed to (attempted to) port CScheme to the Atari ST
under TOS?

2. Has anyone else managed to (attempted to) port Elk to the Atari ST
under TOS?

3. Has anyone else managed to (attempted to) port SBProlog to the Atari ST
under TOS?

Fatigued and dulled minds would like to know.

Graham
======

Graham Higgins | Phone: (0272) 799910 x 24060
Hewlett-Packard Labs | gray@hpl.hp.co.uk
Bristol | gray%hplb.uucp@ukc.ac.uk
U.K. | gray@hplb.hpl.hp.com

Disclaimer: My opinions above are exactly that, mine and opinions.

1578. ARC.TTP

Newsgroup: comp.sys.atari.st
Date: 1989-10-13 13:48:10 UTC
From: domen@cartan.crin.fr
Message-ID: <396@loria.crin.fr>
Source record: 248350

I posted a few days ago a message about ARC.TTP but I think it was not clear enough. I said that all bytes whose value was 0x0D were removed and people understood that my file was bad uudecoded. I meant actually that these bytes were removed from the file before or while uuencoding and I think that the bug exists in the file on the server

archive-server%panarthea@sun.com

I partly uudecoded the file by hand and got exactly the same result.

Eric Domenjoud

1579. Re: panarthea archive (was Re: Arc 5.21)

Newsgroup: comp.sys.atari.st
Date: 1989-10-13 14:14:59 UTC
From: koreth@panarthea.ebay.sun.com
Message-ID: <34536@grapevine.uucp>
Source record: 248201

In article <1989Oct12.202146.2256@uokmax.ecn.uoknor.edu> kllove@uokmax.UUCP (Kenneth L Love) writes:
>Does anyone have an address for the panarthea.ebay.sun.com archive? My site
>doesn't seem to have it listed in the hosts file.

Unfortunately, panarthea isn't accessible from the Internet by anything but mail. As my original message stated, send the word "help" to the mail address archive-server@panarthea.ebay.sun.com (if your mailer doesn't handle MX records properly, you can use archive-server%panarthea.ebay@sun.com) for information about accessing the archives. The server tends to respond very quickly.

Actually, I guess this is indication that it's time for my "how to retrieve/unpack binaries" article once again. (I thought I'd put a long expire time on it. Are people not reading it? How can I change the document so that the above question doesn't get asked once a week?)

" !" - Marcel Marceau
Steven Grimm Moderator, comp.{sources,binaries}.atari.st
sgrimm@sun.com ...!sun!sgrimm

1580. How to use comp.binaries.atari.st

Newsgroup: comp.sys.atari.st
Date: 1989-10-13 14:33:19 UTC
From: koreth@panarthea.ebay.sun.com
Message-ID: <34537@grapevine.uucp>
Source record: 248220

[PostScript and *roff -ms versions of this document are available from me
for those who wish to pretty-print them for posting on walls or whatever. -sg]

HOW TO USE COMP.BINARIES.ATARI.ST

by Steven Grimm

Last update: October 13, 1989

A preliminary note, for those of you who know most of the
below already: the official archives on panarthea are NOT
reachable via anonymous ftp from the Internet. Read on for
information about accessing them by mail, or see the table
at the end of this document for a list of alternate archive
sites.

_1. _W_h_a_t _a_r_e _b_i_n_a_r_i_e_s?

Binaries are files that contain information other than
normal text. Usually, a binary that is posted to the net
w*ZNR3

tinct from _s_o_u_r_c_e_s, which are the human-readable text files
that are interpreted by a computer and used to produce
binaries. Sources can be modified with relatively little
effort, and are usually pretty easy to read. Binaries are
not intended to be viewed by a human.

_1._1. _U_u_e_n_c_o_d_i_n_g

The programs which transfer network news messages (and
electronic mail) are not always capable of handling a pure
binary file. They are designed to handle textual messages,
and the odd symbols and characters in a binary cause them to
become confused, and often to mangle the binaries. To avoid
this problem, a method called _u_u_e_n_c_o_d_i_n_g is used. Uuencod-
ing translates a binary file into text characters, so that
the news and mail transport programs won't mess up. The
disadvantages are that uuencoded files are about 30% bigger
than the raw binary files they represent, and that you have
to go through one extra step to get the binaries to work on
your computer.

_1._2. _A_r_c_h_i_v_e_s _o_r "_a_r_c _f_i_l_e_s"

Usually, a program will need more than one file to work
properly. The extra files might be data files, help files,
or maybe some instructions for the user. In order to easily

package multiple files together in one binary file, a program called "arc" (short for "archiver") is used. Arc also compresses all the files as it packages them, so that the arcfile take up less disk space (and takes less time to download!) than it would if its contents were just thrown

together.

To confuse matters even more, a new archive program called "zoo" can also be used to achieve the same effect. Zoo is superior to arc in some respects, slightly inferior in others. Unfortunately, you can't unpack a zoo archive with arc, or vice versa.

_1._3. _U_S_E_N_E_T _a_r_t_i_c_l_e_s

The USENET has groups designed especially for transmission of binary files. They are usually called something like "comp.binaries.x," where x is the type of machine that the programs will run on. For Atari ST owners, the group to watch is comp.binaries.atari.st. Most of the binaries groups (including the Atari binaries group) are _m_o_d_e_r_a_t_e_d, which means that you can't send a program directly to everyone on the network. Instead, you send it to someone in charge of the group (the _m_o_d_e_r_a_t_o_r), who makes sure that your program works and contains the proper documentation (or that the lack of documentation is announced), and that it's in the correct format to be sent out to the rest of the USENET.

One of the restrictions of the USENET is that articles can only be a certain length. If a binary is longer than that, it must be split up into several parts, each no longer than 45000 bytes or so. This introduces yet another obstacle to people who want to transform the articles into a useful form, but it can't really be helped until the USENET starts running much more advanced news transmission software. Also, some particularly long programs may be posted over the course of several days; otherwise the net would be overloaded with lots of huge messages, and people would complain.

USENET binaries are grouped into _v_o_l_u_m_e_s, each containing about 100 articles. This is to make life easier for people who are trying to keep track of which articles have been posted. When a new volume is started, the moderator will usually post introductory articles, including a list of previously published articles.

_2. _H_o_w _d_o _I _g_e_t _b_i_n_a_r_i_e_s?

There are two ways to get binaries: first, by reading the USENET newsgroup comp.binaries.atari.st; you will see new articles within a week (usually much less) of the time they were sent out by the moderator. If, for some reason, your site doesn't receive comp.binaries.atari.st, or if you want to look through previously posted articles, site panarthea.ebay.sun.com has all the binaries stored in its archives.

Using Binaries -3-

The other way to get binaries is to request them from panarthea's archive server. The archive server is a program that intercepts incoming mail messages and looks for commands inside them. You can tell it to list the available binaries, give you help, or send whichever files you're interested in. The requested files will be mailed to you. One thing to be careful of is that multi-part postings aren't placed in the archives until all their parts have been sent out to the USENET at large. This is to prevent people from requesting all 99 parts of a program the first day it appears, thus overloading the net and defeating the purpose of piece-by-piece posting.

To find out more about the archive server, send a mail message containing the word "help" to archive-server@panarthea.ebay.sun.com. Talk to an administrator at your site if that mail address doesn't work. If you don't get any response from the archive server within a few days, something may be wrong; mail archive-manager@panarthea.ebay.sun.com to report the problem.

There are other archive sites, too, such as terminator.cc.umich.edu; they contain most of the comp.binaries.atari.st software as well as some additional programs that have not appeared on the newsgroup. Some sites, such as terminator, also offer something called "anonymous ftp" if you're on the Internet. Say "ftp terminator.cc.umich.edu", and if you connect, use "anonymous" for a username, and your username for a password. See the ftp documentation at your site for more information. A recent, but possibly incorrect, list of alternate archive sites appears at the end of this article. Please send me mail if you know of any that aren't mentioned here, or if my list is incorrect. Note that panarthea does not offer anonymous ftp, as it's on a network that's segregated from the Internet.

Panarthea also offers an "auto-index" service, for people who don't have access to the USENET groups. If you request autoindex service, you will receive copies of the archive-server's index files for the binaries and sources groups whenever new files are added. Note that if your site

gets comp.binaries.atari.st, requesting autoindex is pointless and a waste of net bandwidth. Send mail to autoindex-request@panarthea.ebay.sun.com if you'd like to sign up.

_3. _H_o_w _d_o _I _d_e_c_o_d_e _t_h_e _b_i_n_a_r_i_e_s?

As stated above, turning binaries from USENET articles into a more useful form can be a multi-step process. At the least, you will need the uudecode program; it is standard software on most UNIX|- systems and is available in a couple

_____
|- UNIX is a trademark of Bell Laboratories.

of forms on the Atari. Versions for other operating systems do exist, and can certainly be written with little effort. Arc is available for UNIX and other operating systems, but is not standard software. In any case, you will want at least arc on your Atari.

A version of uudecode written in ST BASIC is available in panarthea's archives (see above). It is in volume 1 of the comp.sources.atari.st directory (note that that's _s_o_u_r_c_e_s and not binaries). Once you have that, you should get the files "arc," "arcdoc," and "uucode" from volume 1 of the binaries directory. They contain the arc program mentioned earlier, its documentation, and a much better, faster version of the uudecode program.

Use the BASIC program to uudecode the two encoded files; then use arc to unpack the better version of uudecode. (Arc is documented in "arcdoc.") Note that if you're reading news/receiving mail on a computer (such as a UNIX system) that already has uudecode, you can skip most of this; you will probably just want to uudecode arc there, then download it (using kermit, xmodem, or your favorite transfer protocol - consult your site's administrator and your Atari communication package's documentation for more information. Remember to use binary mode when downloading arc files!)

So far, everything has been small enough to fit in one piece, but you will almost certainly want to try something larger eventually. The Atari "uud" program (whose source code, also suitable for compilation on UNIX systems, is available in the sources archive) is capable of easily decoding multi-part uuencoded files. Near the top of each part (except the first) will be a line like

begin part c foobar.uac

Rename each file (except part 1, which can be named "part01" or just about anything else) to the name at the end of this "begin" line, in this case "foobar.uac". Then run uud on the file containing part 1; it contains instructions to cause uud to look for the other parts. If you have a text editor or a UNIX style cat program, you can just stick all the parts together in order and run uud on the resulting (big) file; it will try to go on in the first file if it can't find the next part in a separate file. Note that uud won't warn you if it's overwriting an existing file, so don't give any of the parts the same name as the file that's being extracted from them!

If you don't have uud or would prefer to decode your binaries on your larger news computer, the procedure is somewhat more complex. Plain vanilla uudecode doesn't know

about multi-part uuencoded files, so you have to fool it into thinking that everything is in one part. First, stick all the parts together (using cat on UNIX). Edit the resulting file. Now remove all the extraneous lines of text in between the parts -- this includes mail headers, any text, lines of the form "include foobar.uad," "table" lines and the lists of characters following them, and "begin" lines other than the one at the beginning of part 1. Once you have converted all the parts into a big uuencoded mass (with no blank lines!), the regular uudecode program will work.

Obviously, this is something of a hassle, and the recommended procedure is to try to install uud on your large computer. You'll usually want to minimize the amount of data you have to send to your Atari, since you'll most likely be downloading it at a relatively low speed, and the uudecoded .arc file is the smallest thing you can download.

Zoo is available from the archives. It is simple to use; refer to the documentation included in zoobin.arc (yes, you need to use arc to extract zoo!) for more information. The uudecoding process is the same for zoo and arc files.

Most archives contain documentation; refer to the instructions in a specific program for usage information and the like. If you have problems with a particular program, send mail to the submitter (listed near the top of each part.) The moderator doesn't have time to become very familiar with all the programs that are posted, so the submitter will probably be much more helpful.

_4. _L_i_s_t _o_f _a_r_c_h_i_v_e _s_i_t_e_s

Note: I have not verified these, so this list may be
wrong. Mail servers usually respond to the word "help"
alone in a mail message. Some of the sites listed below may
not contain full archives of comp.binaries.atari.st, and
some may have other files.

Address Type Comments

---

wuarchive.wustl.edu ftp,nfs
ux.acss.umn.edu ftp TeX, GNU
terminator.cc.umich.edu ftp Mail server may also exist
him1.cc.umich.edu ftp cd to pc7: directory
dsrgsun.ces.cwru.edu ftp GNU and Minix archives also
xanth.cs.odu.edu ftp
archive-server@
panarthea.ebay.sun.com mail Official archives
archive@softvax.radc.af.mil mail
unido!archive-server mail European archives
marks%mgse@rex.cs.tulane.edu uucp Ask your site administrator

1581. Vapour trail diminishing

Newsgroup: comp.sys.atari.st
Date: 1989-10-13 15:36:00 UTC
From: 01659@AECLCR.BITNET
Message-ID: <8910140703.AA02555@ucbvax.Berkeley.EDU>
Source record: 248202

I have two Portfolios, I had an Atari PC-4 two weeks ago, I'm told that a STACY and two 1040STEs will be shipped to me within two weeks. My secretary asked "Did you see the nice Atari ad on T.V. last night?"

As far as I'm concerned, all things are looking great for Atari. Cannot wait to have a TT in my hands.

My Ditto II is late and my additional GCRs have not arrived (in addition to my gamma test copy) but hey, any day now.

I expect to demo a STACY + GCR to our users' group on November 8th. I know that STACY + GCR does not compare with the Mac laptop that was shown on site last week, but at 40% of the price, the STACYMac will be a killer product!

1582. Re: Request for comments about Atari ST RAM upgrades

Newsgroup: comp.sys.atari.st
Date: 1989-10-13 16:03:24 UTC
From: pnh@morocco.osf.org
Message-ID: <PNH.89Oct13120324@morocco.osf.org>
Source record: 248203

I upgraded my 520ST to 2.5 meg using an AERCO (Austin, Texas) upgrade board.

I first upgraded from 512K to 1Meg, doing the upgrade myself w/ no problem at all. After the second upgrade to 2.5Mg, I did have some problems with the system which I attributed to overheating. I leave the cover somewhat looser than before and everything's ok so far. Bear in mind this is a 520ST--not much room for expansion!

1583. Tex, LaTeX, gulam, etc.

Newsgroup: comp.sys.atari.st
Date: 1989-10-13 16:35:14 UTC
From: federico@actisb.uucp
Message-ID: <FEDERICO.89Oct13173514@actisb.uucp>
Source record: 248204

About a week and a half ago, I asked about the availability of TeX and related utilities, as well as of a newer version of gulam. The only answer I got was that the last gulam version posted to the binaries newsgroup is about two years old. I got no answers regarding TeX.

Could some kind soul who has the stuff (there are some of you out there) send it to Steven so he'll post it? Or is it too huge for the net? (excuse my ignorance). The same goes for a newer version of gulam, in case such a thing exists. How about you, Steven? Can you ftp some of this stuff and post it?

--
Federico Heinz
"La montania, Mendieta, es como la llanura, pero p'arriba." -- Inodoro Pereyra
From Europe: ...!mcvax!unido!tub!actisb!federico
From elsewhere: ...!uunet!pyramid!/

1584. Re: official tos 1.4 release

Newsgroup: comp.sys.atari.st
Date: 1989-10-13 17:00:04 UTC
From: covertr@force.UUCP
Message-ID: <4634aec9.14a1f@force.UUCP>
Source record: 248205

In article <2097@hudson.acc.virginia.edu>, gl8f@astsun8.astro.Virginia.EDU (Greg Lindahl) writes:
> In article <46207fa0.14a1f@force.UUCP> covertr@force.UUCP (Richard E. Covert) writes:
>
> Well, ALL tos 1.4 users use the same patch. I assume that Atari, being
> fairly smart people, will arrange it so that if future patches are
> needed, it will still be one file. This is much simpler ("Get this one
> latest patch file") then worrying if you have TOS 1.4a or 1.4b or 1.4c
> and having to get the right patch for each version.
>
> All in all, it's much easier to support one rom for which you're
> supposed to have one patch file, than 14 different versions and 14
> different patch files.
>
> Greg Lindahl

The problem Greg is that you just plain and simply can't count on
Atari for support!! If Atari was going to support the ST, why didn't Atari
license GPLUS from Charles Johnson and include it in TOS 1.4??

Why didn't Atari make any improvments in GDOS for TOS 1.4?? I have over
3 megs of GDOS fonts for my SLM804 and if it wasn't for Charles Johnson's
GPLUS I wouldn't use any of them!! The GDOS support in TOS, even TOS 1.4,
is almost zero compared to what GPLUS offers. And GPLUS has been out for
a year now, so Atari could have licensed it from Charles Johnson.

And Atari didn't even want to admit that there was a bug in the serial
port code in TOS 1.4 until the Canadian hacker showed Atari the actual
bug in the code. Pretty responsive of Atari, huh?? And this is for an OS
that has been under development for 2 years!! After 2 years, you would think that
Atari would have it right!!!

Boy, a good outline font system, aka the macintosh system, would really be
great for the ST!! But asking Atari for anything like that is like jumping
to the moon, you'll never get there!!

I like the third party support starting to appear for the ST. My favorite
product is the Turbo16 product from FAST TECHNOLOGY. T16 really speeds up
my Mega ST!! It is great!!!
So, lets support the good 3rd party enhancments to the ST and hope that
things will get better IN SPITE OF ATARI!!

Rich (Proud owner of a souped up T16ed Mega ST4!!) Covert

1585. Re: Disk Speedup

Newsgroup: comp.sys.atari.st
Date: 1989-10-13 17:05:48 UTC
From: covertr@force.UUCP
Message-ID: <4634b3e2.14a1f@force.UUCP>
Source record: 248206

In article <1725@atari.UUCP>, jansen@atari.UUCP (Mark O. Jansen) writes:
> in article <1407@ultb.UUCP>, adw3345@ultb.UUCP (A.D. Williams) says:
> > Is there a program that will speed up disk access on my hard disk? I
> > was putting some files into a partition from a number of diskettets. It
> > seemed that it took an awfully long time to find free space as the disk
> > filled up.
> > Does TOS 1.4 help with this ? What can I do in the meantime?
> Yes, Rainbow TOS (a.k.a. TOS 1.4) helps with this. A LOT. There are
> speedup programs available in the meantime, but I have not used them, and
> have no idea how stable/fast/trustworthy they are. I'd recommend you
> get Rainbow TOS, for this and lots of other reasons.
> --
> "Question" Mark Jansen UUCP: ...ames!atari!jansen
> Atari Corporation BIX/GEnie: mjansen
> These views do not necessarily reflect those of Atari Corporation.
> "No fire exits...that's a BAD PARTY." - Bill Spooner

I bought TOS 1.4 from my dealer when I bought the FAST TECH Turbo16
board for my Mega ST4, and the floppy disk copy time is really improved.
I can't tell how much is caused by the T16 and how much by TOS 1.4,
but I couldn't believe how much faster a 800K floppy copyied to my
hard disk.

And the Move command works in TOS 1.4 just like John Townsend said in an
earlier message. My local ST dealer has been selling TOS 1.4 for a week or
so, and everyone likes it!!

Good for you Atari!!

Richard Covert

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1586. Re: Kudos to C= & Misc Junque

Newsgroup: comp.sys.atari.st
Date: 1989-10-13 17:10:47 UTC
From: pa1329@sdcc13.ucsd.EDU
Message-ID: <1325@sdcc13.ucsd.EDU>
Source record: 248207

from comp.sys.amiga...
In article <536@tw-rnd.SanDiego.NCR.COM> johnl@tw-rnd.SanDiego.NCR.COM (John Lindwall) writes:
>
>Just wanted to take a short time-out to thank ALL the people at Commodore for
>the wonderful things they have been doing. The introduction of the high-end
>68020 based A2500, the excellent 1.3 AmigaDOS complete with a nice manual,
>the continued commitment to compatibility (We A1000 owners salute you!), the
>lack of vapor-ware, the promise of a new ad campaign on the horizon, etc.
>After scanning through comp.sys.atari.st I shudder to think of what might have
>happened had I bought an ST (1.4 TOS is out - $100 & no documentation included).
>Good work all! Keep it up!
>

Atari, any comment on the above messages?

Can you catch up? When can we St owners see some real stuff
instead of vaporware? when can the ST be advertised? When? when?
When?.....

1587. Noisy SH204

Newsgroup: comp.sys.atari.st
Date: 1989-10-13 17:19:45 UTC
From: koreth@panarthea.ebay.sun.com
Message-ID: <34541@grapevine.uucp>
Source record: 248208

I've noticed that my SH204 hard drive has been getting noisier and noisier over time. Has anyone else noticed their drives acting that way? Can anyone suggest a fix?

" !" - Marcel Marceau
Steven Grimm Moderator, comp.{sources,binaries}.atari.st
sgrimm@sun.com ...!sun!sgrimm

1588. Re: Harddisk/ST problem!

Newsgroup: comp.sys.atari.st
Date: 1989-10-13 17:21:02 UTC
From: wallace@oldtmr.dec.com
Message-ID: <1308@engage.enet.dec.com>
Source record: 248209

In article <495@tnosoes.UUCP>, joep@tnosoes.UUCP (Joep Mathijssen) writes...
>? Going up and double-click on DIR3 and I SEE: "O BYTES O FILES" !!!!!!!
Are you running FOLDRXXX.PRG in your auto folder? If not you may be seeing the
40 folder problem.

>it is the last option. Somebody told me that using TURBODOS can cause
>trouble with your harddisk! IT THAT SO!
If I recall TURBODOS is a disk cacheing program, in which case it could
possibly cause this problem, though more likly to on a floppy drive than on a
hard drive (non-removable).

Ray Wallace
(INTERNET,UUCP) wallace@oldtmr.enet.dec.com
(UUCP) ...!decwrl!oldtmr.enet!wallace
(INTERNET) wallace%oldtmr.enet@decwrl.dec.com

1589. Re: laser printer vs. hard drive

Newsgroup: comp.sys.atari.st
Date: 1989-10-13 17:21:48 UTC
From: covertr@force.UUCP
Message-ID: <4634c22d.14a1f@force.UUCP>
Source record: 248210

In article <DENNIS.89Oct12120223@phyllis.math.binghamton.edu>,
dennis@phyllis.math.binghamton.edu (dennis pixton) writes:
> I have a mega-4, atari laser printer, and external hard drive (Supra card).
> Apparently when I boot with the laser printer attached it must be turned on;
> otherwise I can't access the hard drive. If I turn the printer off after I
> boot I have trouble accessing both the hard drive and the floppy. It's a
> real pain to swap cables to bypass the laser printer. I talked to a dealer
> who said that this was "normal behavior".
> So:
> 1. Is there any danger to the laser printer if I leave it on while I'm using
> the mega? The system is usually on about 8 hours a day, seven days a week.
> 2. Is there any switch available which will allow me to use the machine
> with the laser printer still attached but turned off?
> 3. Is there anything else I can try?

Dennis, I too own the SLM804 and an external hard drive. My local Atari
delaer came up with a solution to the problem. It tunrs out that if the
SLMC804 controller box is powered up you can turn off the SLM804 laser
printer itself. But, as the controller box is powered by 5 volts DC from the
laser printer you can't turn on the controller box with the printer turned off.
So, my dealer made a little cable to steal 5VDC from the second joystick port
on my Mega ST. And voila, I have power to the controller box even when the
SLM804 is turned off!! I have repeated this solution many times on this
newsgroup, but nobody seems to remember it. Contact Henry Ahle at Computer
Works (602-246-6364) in Phoenix AZ and he can help you.

I have never heard from anyone at Atari about this patch cord. But, it has worked
for me for over 18 months now.

Good luck!!

Rich Covert

1590. Presentation Manager

Newsgroup: comp.sys.atari.st
Date: 1989-10-13 17:21:52 UTC
From: pa1329@sdcc13.ucsd.EDU
Message-ID: <1328@sdcc13.ucsd.EDU>
Source record: 248211

the following is from comp.sys.amiga. I think it is of some value
to us too, for improving the GEM stuff.

The article follows.

Article 43667 of comp.sys.amiga:
>From: UH2@PSUVM.BITNET (Lee Sailer)
Newsgroups: comp.sys.amiga
Subject: presentation manager
Message-ID: <89286.092706UH2@PSUVM.BITNET>
Date: 13 Oct 89 13:27:06 GMT
Organization: Penn State University
Lines: 37

I saw a demo of OS/2 and Presentation Manager, and though I didn't take
notes there were some things I thought the Amigoids might be interested in.
Maybe this has been discussed to death in a thread that I haven't followed,
so I'll try to be very brief.

The demo was running on a ps/2 m. 70 with 6 MB of main memory.

Mainly what I want to describe is the user interface, and some simple ways
that it differs from Intuition.

Each window had its own menu bar, within the window. When the user clicks
a choice on the menu bar, a pull-down menu appears, with a default choice
highlighted. The user clicks again on his choice and the pull-down menu
goes away. The window is resized by dragging on any part of the border
in any direction. This looked pretty handy.

On the desktop, there was an ARRANGE menu, with choices Tile and Cascade,
which straightened up all the windows currenly open. This seemed pretty handy,
too.

At the desktop, there is an application that feels a lot like the PD
program, Browser. That is, windows showing the filenames in directories
which can be copied, renamed, deleted, or executed using mouse operations.
The use of icons seemed to be reserved for what Amigoids call an
iconofied window. That is, there is a running application, but if you don't
want its window cluttering things up, you close it. The application stays
resident, but the window turns into an icon. When you double click that
icon again, the windows reopen.

An interesting side effect of this is that icons have dynamic images. For
example, there was a clock program that runs in a window, but when it
is iconified, the icon, which now has a tiny clock face on it, continues to
keep time.

All in all, I was pretty impressed. Of course, I have no idea if it is a complete kludge underneath, but from what I saw it improved on the interfaces I know--Intuition, Mac, SGI (is that NeWS?).

----------end of article-----------------

1591. Re: Disk Speedup

Newsgroup: comp.sys.atari.st
Date: 1989-10-13 17:44:24 UTC
From: apratt@atari.UUCP
Message-ID: <1727@atari.UUCP>
Source record: 248212

hcj@lzaz.ATT.COM (HC Johnson) writes:
>In article <1725@atari.UUCP>, jansen@atari.UUCP (Mark O. Jansen) writes:
>> > Is there a program that will speed up disk access on my hard disk? I
>> > ...Does TOS 1.4 help with this ? What can I do in the meantime?
>> Yes, Rainbow TOS (a.k.a. TOS 1.4) helps with this. A LOT. ...

>... After 16-20 meg of copying, it gets noticeably SLOW!

It may be slow, but good lord, not as slow as TOS 1.2!

The "slow" part is the first write to a new file. GEMDOS looks for the first free cluster in the FAT, always starting from the beginning. When there are 16 solid MB of allocated clusters, that's a lot of FAT sectors to check before finding a free cluster. On TOS 1.2, this is REALLY APPALLINGLY SLOW! On TOS 1.4, this is kind of slow. On TOS 1.4 with enough GEMDOS disk buffers to keep the whole FAT in RAM, it is REALLY FAST! Try Dfree on a 32MB partition in under 1 sec!

(Allocating the second, third, ... n'th cluster is not slow, because there the search begins with the previous cluster, not the start of the FAT.)

Ken Bad should have posted "CACHEXXX.PRG" here - if he hasn't, I'm sure he will. If you use it and be sure XXX is equal to the sum of the FAT sizes (in sectors) of your disks, GEMDOS will load them up once and never have to hit the disk for reading a FAT again!

It is not the case that the FAT is written after each allocation. It's written when a buffer is re-used or the file is closed.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

1592. Questions

Newsgroup: comp.sys.atari.st
Date: 1989-10-13 17:55:27 UTC
From: SYTANG@CSUGREEN.BITNET
Message-ID: <89101311464932B.MWNU@CSUGREEN.UCC.COLOSTATE.EDU>
Source record: 248213

Hello STer:
Locally we going to have a computer fair and our user group would like to show some good demo on ST so that local people would be awared of ST's power. However we don't have much demo nor good one, Any suggestions and/or sources for this? The show would be Nov. 18 and 19.
Also some members in the club is considering to memory upgrade using the file that have been posted in this newsgroup. Does anyone has used that scheme to upgrade their memory and any comments, like, dislike?
Thanks in advance for any help, sugguestions that you can provided.
==========
Shoou-yu Tang; Colorado State Univ. , Physics Dept.
sytang@csugreen.ucc.colostate.edu

1593. Re: ARC.TTP

Newsgroup: comp.sys.atari.st
Date: 1989-10-13 18:02:50 UTC
From: koreth@panarthea.ebay.sun.com
Message-ID: <34546@grapevine.uucp>
Source record: 248214

In article <396@loria.crin.fr> domen@loria.crin.fr (Eric Domenjoud) writes:
>I
>meant actually that these bytes were removed from the file before
>or while uuencoding and I think that the bug exists in the file on
>the server.

I've replaced the arc in volume 1 of the archives with the executable from
the "arc521b" posting in volume 2. See if that helps.

" !" - Marcel Marceau
Steven Grimm Moderator, comp.{sources,binaries}.atari.st
sgrimm@sun.com ...!sun!sgrimm

1594. Re: Noisy SH204

Newsgroup: comp.sys.atari.st
Date: 1989-10-13 18:07:09 UTC
From: matthews@umd5.umd.edu
Message-ID: <5457@umd5.umd.edu>
Source record: 248215

In article <34541@grapevine.uucp> koreth@panarthea.ebay.sun.com (Steven Grimm) writes:
>I've noticed that my SH204 hard drive has been getting noisier and noisier
>over time. Has anyone else noticed their drives acting that way? Can anyone
>suggest a fix?
>
>---
>" !" - Marcel Marceau
>Steven Grimm Moderator, comp.{sources,binaries}.atari.st
>sgrimm@sun.com ...!sun!sgrimm

Yeah, happened to my Seagate 251 as well. A local hard drive guru type person suggested that it might be a worn "spindle"; [this of course depends on what kind of hard drive mech the SH204 has] the little thing on the bottom of the hard drive that spins (middle of mech. approx.) and is covered by a tab. That occasionally gets worn, causing a wobbling that makes the sound.

In my case, however, the 251 was turning itself into dogmeat.

Mike Matthews

1595. Re: TOS 1.4 features??? (Was Re: Disk Speedup)

Newsgroup: comp.sys.atari.st
Date: 1989-10-13 18:56:24 UTC
From: jpatton@atari.UUCP
Message-ID: <1728@atari.UUCP>
Source record: 248216

```
in article <1113@electro.UUCP>, carlo@electro.UUCP (Carlo Sgro) says:
>
> In article <1725@atari.UUCP> jansen@atari.UUCP (Mark O. Jansen) writes:
>>I'd recommend you get Rainbow TOS, for this and lots of other reasons.
>
> Well, what are those reasons?? I've seen a LOT of discussion about 1.4 but
> I still haven't seen a summary of its new features and how to use them. Is
> this asking too much (honest question!)?
>
>
> --
>
> Carlo Sgro ... but does Bo know nuclear physics?
> watmath!watcgl!electro!carlo
```

1596. Re: Databases

Newsgroup: comp.sys.atari.st
Date: 1989-10-13 19:03:26 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440063@hplsla.HP.COM>
Source record: 248217

```
|This is a repeated question. I'm in the market for a database, and having no
|experience with them, would appreciate the views of the net on them. The more
|specific and detailed, the better, of course.
|
|I originally posted this about five days ago, and got exactly five responses,
|three of which were 'could you let me know, too'. At this point, replies via
|----------

Okay, okay! I refrained from answering because I just don't have that much
experience with data bases. But I did buy Base2 by Antic a few months ago for
my simple-minded home database needs, for which it works just fine.

Strengths: GEM-based, uncomplicated, very easy to set-up the database
records and reports, even if you only use it occasionally. Fast, since the
whole database is loaded into RAM. The database record can be modified
even after entries have been made. Overall - fun to use.

Weaknesses: The size of the database is limited to the amount of available
RAM you have, minus accessories, TSRs, caches, RAMdisks, desk managers, etc.
For my uses on my Mega2, this will never be a problem. Biggest concern
for me is that the database is not compatible with any of the standard big
database programs, in case I ever want to upgrade to one.

Other: A friend that tried Base2 was not happy with report formatting, tried
DBman III (I think) and found it way too complicated, decided to roll his own.

Hope this helps.

Disclaimer: The opinions expressed herein are those solely
of the author, who has no pecuniary interest in the companies mentioned.

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%%%
```

1597. Re: Who has an executable version of MicroEmacs 3.10?

Newsgroup: comp.sys.atari.st
Date: 1989-10-13 19:46:10 UTC
From: hase@netmbx.UUCP
Message-ID: <3590@netmbx.UUCP>
Source record: 248218

In article <250@mirsa.inria.fr> colas@mirsa.inria.fr (Colas NAHABOO) writes:
>I grabbed recently the uemacs3.10 sources on purdue, but didn't manage to
>compile it successfully with MWC 3.0.6: It works, but:
> 1) It does not use inverse video for mode lines
> 2) it aborts with 4 bombs when trying to do TOS functions
> (for instance with ^X-!) under msh (v2 or v3)

The compiled binary that came with the original distribution disks did
just the same.

Didn't find the bug (didn't look very much :-)

hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
Dennis had stepped up into the top seat whet its founder had died of a
lethal overdose of brick wall, taken while under the influence of a
Ferrari and a bottle of tequila. (Douglas Adams; the long dark teatime...)

1598. Re: TOS 1.4 features??? (Was Re: Disk Speedup)

Newsgroup: comp.sys.atari.st
Date: 1989-10-13 20:36:06 UTC
From: jpatton@atari.UUCP
Message-ID: <1729@atari.UUCP>
Source record: 248219

in article <1728@atari.UUCP>, jpatton@atari.UUCP (J. E. Patton) says:
>
> in article <1113@electro.UUCP>, carlo@electro.UUCP (Carlo Sgro) says:
>>
>> In article <1725@atari.UUCP> jansen@atari.UUCP (Mark O. Jansen) writes:
>>>I'd recommend you get Rainbow TOS, for this and lots of other reasons.
>>
>> Well, what are those reasons?? I've seen a LOT of discussion about 1.4 but
>> I still haven't seen a summary of its new features and how to use them. Is
>> this asking too much (honest question!)?
>>
>>
>> --
>>
>> Carlo Sgro ... but does Bo know nuclear physics?
>> watmath!watcgl!electro!carlo
Dealers are now receiving information sheets along with
their Rainbow TOS orders. If your dealer hasn't ordered
the new TOS recently he may not have it, but his contact
in dealer services at Atari Corp. will be happy to send
it to him.

In short the addendum addresses:

1. The file selector (expanded drive selector,improved wildcards).
2. Moving files by holding down [Control] as you click on and drag
selected files.
3. Skip option available for group copying.
4. Aborting group move, copy, or delete operation by holding
down [Undo].
5. Disks formatted are fully MS-DOS compatible.
6. The Install Applications option allows you select an application
to auto-boot.
7. Copy and Format dialogs have been combined.
8. Folders can be renamed.
9. The [Control][Alt][Delete] sequence will reset your computer.
The [Control][Alt][Right Shift][Delete] causes a cold boot.

The addendum does not address improvements such as improved
FAT searches or a more responsive mouse.
-=-=-=-=-=-=-=-=-=-=-=-=-=-
...ames!atari!jpatton

1599. The *new* DC Squish from Double Click Utilities...

Newsgroup: comp.sys.atari.st
Date: 1989-10-13 22:00:52 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <891013.16005173.072949@SFA.CP6>
Source record: 248221

One joy that a user-enthusiast has when receiving new
software is the observation of the evolving improvement of
already great packages.
I've already stated that Double Click's DC Squish is the
greatest thing since sliced bread. Well, add butter and milk to
the sliced bread, which was formerly dry before. DC Squish just
gets better and better! DC Squish has now been improved upon in
a quiet but major way.
We have talked about DC Squish and the PD/Shareware (???)
Packer before on this net. Packer, when it did work, generally
bested DC Squish in file compression. DC Squish, on the other
hand, was much more user friendly and a whole lot of fun to use.
The new DC Squish is just as friendly, just as dependable,
and more important, compresses files tighter than it formerly
did. Easily, it approaches and outdoes Packer. Briefly the following
list sums up the improvements and added options:

1. More compression.
2. Faster execution speed.
3. Automatic conversion from old DC Squish to new -- painless!
3. User options for widcarding and keeping original file names.
4. Automatic multiple file compression (user's choice).

Commands engaging the new features are easy and everything
is just, well, friendly.
Below is a brief list of file sizes for three programs.
Many cheers for DoubleClick. They treat us well. Please BUY
their products, folks. I want more utilities from these guys!!!
I've a feeling that this is just a taste of good things to come.

PROGRAM	ORIGINAL SIZE	OLD SQUISH	NEW SQUISH
Flash 1.60	137.492 K	106.222 K	97.220 K
Turbo 1.60	52.587 K	26.858 K	23.412 K
WordPerfect (Aug 89)	204.280 K	161.726 K	151.632 K

[Nope, I don't work for these fine folks. I'm just a very happy
buying customer.]

Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

1600. solderless ram upgrades (EZRAM) ??

Newsgroup: comp.sys.atari.st
Date: 1989-10-13 23:59:46 UTC
From: crm_pete@gsbacd.uchicago.edu
Message-ID: <5820@tank.uchicago.edu>
Source record: 248222

EZ-RAM sounds like the easiest way to go ....

Pete

1601. Software for sale

Newsgroup: comp.sys.atari.st
Date: 1989-10-14 01:02:24 UTC
From: kerchen@iris.ucdavis.edu
Message-ID: <5622@ucdavis.ucdavis.edu>
Source record: 248223

Hello all,
I'm selling the following pieces of software (I don't use them
anymore). All of them are the original disks with the original docs
(and some are even in the original boxes!). The following prices
are in US dollars and include shipping to almost anywhere in North America.

Title Price Notes
==
Chat 2.0 $5 Communications by SST
Thunder! $10 Spelling checker by BI
Roadwar 2000 $10 Game by SSI
Brataccas $10 Game by Psygnosis
Wishbringer $10 Game by Infocom
Midiplay $10 16 Track midi recorder
Phantasie I $15 Game by SSI
Alien Fires $15 Game by Jagware
Music Studio $20 Music composition tool
Balance of Power $20 Game (politics)
Flight simulator 2 $20 Flight simulator by Sublogic
MCC Pascal 1.35.02 $30 Pascal compiler

I am willing to give a bulk discount if you're interested in more
than two titles. E-mail all offers/flames/etc to
kerchen@iris.ucdavis.edu

Thank you for your support.

Paul Kerchen | kerchen@iris.ucdavis.edu

1602. Re: Laser C bugs

Newsgroup: comp.sys.atari.st
Date: 1989-10-14 01:46:17 UTC
From: w-darekm@microsoft.UUCP
Message-ID: <8044@microsoft.UUCP>
Source record: 248224

Someone sent me mail about Laser C which I could not send back, so I
am posting this here for anyone else that's interested.

The code generation bugs are mainly in the inline assembler.
For example, the MOVEP instruction generates bad code. dc.l and dc.b
generate bad code (only dc.w works fine), branch statements sometimes
miss their target by a few bytes, etc. It's just an all round bad
assembler. The C code generation has some problems when you get
pointers to structures containing pointers, etc. What also irritates
me is that if you have a string constant and you forget to put in the
closing quotation marks, it crashes. All of these bugs have been present
since Megamax C, I keep reporting them, and they keep ignoring them or
telling me they're fixed. That's pissing me off to no end, because otherwise
I like the package a lot.

The disk cache tends to mess up when you are low on RAM and compiling a
large program (i.e. more than one module or more than a "hello world"
skeleton). The are more files than the disk cache can handle, and so it
starts to thrash very badly. The cache is a file cache, not a sector
cache, therefor if you are dealing with large files, say the LIBC.A library,
it has to flush out a large number of files before it can load the big file.
If your program has to deal with a large data file, such as converting a
24-bit RGB image to a Degas picture, which I used to do a lot, you have to
exit the Laser C shell and run the program, then re-enter it to make edits.
Trying to run such a program from within the shell results in a major slowdown
in disk speed. A file that would normally take a second to load from the
hard drive can take half a minute. I find that completely unacceptable.
Sure the cache is great if you're compiling off floppy, but you're not going
to develop a large project on floppy. The cache should be smart enough to
figure out that any drive letter C: or higher should not be cached.

- Darek

Darek Mihocka ST Xformer II CIS: (out of order)
Box 2624, Station B Quick Utilities GEnie: DAREKM
Kitchener, Ontario MegaBlit SSG SPX DELPHI: DAREKM
N2H 6N2 Shareware, not Vaporware BIX: darekm
Canada OS/2 > GEM^2 CheapNet: ...!uw-beaver!microsoft!w-darekm
(519)-747-0386 A mind is a terrible thing to waste, so JUST SAY NO TO TOS.
Opinions expressed are my own and not those of anyone not named Darek Mihocka.

1603. Re: Laser C and TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1989-10-14 02:51:14 UTC
From: 7103_300@uwovax.uwo.ca
Message-ID: <3910.253666e2@uwovax.uwo.ca>
Source record: 248225

In article <8028@microsoft.UUCP>, w-darekm@microsoft.UUCP (Darek Mihocka) writes:
> [some very accurate comments on Laser]
> ... I just
> stick to assembler for now while somebody writes a decent C compiler for
> the ST.

I agree with you on Laser; it had promise, but the buggy code generation, incomplete library, and weird disk cache eventually caused me to give up on it. Fortunately, there is an alternative; the GNU C Compiler. It's a huge memory pig (you really need 2 megabytes to run it) but it produces very good code, is ANSI compatible, and now comes with an (almost) ANSI and Unix compatible library. And the price is right... it's free! (Source is available too, and it's being actively supported by the Free Software Foundation). The current version is 1.36, available from dsrgsun.ces.cwru.edu and (I think) terminator.

--
Eric Smith
ersmith@uwovax.uwo.ca
ersmith@uwovax.bitnet

1604. graphics enhancement for ST

Newsgroup: comp.sys.atari.st
Date: 1989-10-14 03:40:22 UTC
From: red_wiz@citasim.UUCP
Message-ID: <00097@citasim.UUCP>
Source record: 248226

>Image Systems has a sub $1,000 board for the ST that allows any
>multi-sync to be connected to the ST (if it is capable of running
>at 50 KHz horizontal and capable of the resolution.) It extends the
>color palette to 4,096 (vs. 512.) and has a 1,024x768 display with
>16 colors (non-interlaced.) It also has a socket for a 68881 math
>co-processor.

i am extremely interested in taking a look at this board. can anyone
tell me how to get in touch with Image Systems?? or is this another "CEKA"?

"...in the spirit of hobbyist computing" ...apple!spies!citasim!%s

Spies in the Wire, PUBLIC ACCESS UNIX (408) 867-7400

1605. DynaCADD for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1989-10-14 04:21:25 UTC
From: bmaraldo@watdcsu.waterloo.edu
Message-ID: <6470@watdcsu.waterloo.edu>
Source record: 248227
Cross-posted to: misc.forsale,kw.forsale,comp.sys.atari.st

DynaCADD v1.38 with manual and dongle.
About the same in functionality as AutoCad for the PC world. I'd like to
sell this ASAP. Asking $200 Can (negotiable)

Brett L Maraldo
519-742-0370

--
-------- Unit 36 Research ---------
"Alien Technology Today"
bmaraldo@watdcsu.waterloo.ca
{uunet!clyde!utai}!watdcsu!bmaraldo

1606. OPUS22, STDCAT43 to TERMINATOR

Newsgroup: comp.sys.atari.st
Date: 1989-10-14 04:24:00 UTC
From: glk3593@uxf.cso.uiuc.edu
Message-ID: <46300053@uxf.cso.uiuc.edu>
Source record: 248228

Could someone post the binaries to OPUS Vers. 2.2
and STDCAT Vers 4.3 to the terminator site or e-mail me
them and I'll post them.

Thanks.
-Spieu!

1607. Atari MIDI Software For Sale (PRO 24)

Newsgroup: comp.sys.atari.st
Date: 1989-10-14 04:24:58 UTC
From: bmaraldo@watdcsu.waterloo.edu
Message-ID: <6471@watdcsu.waterloo.edu>
Source record: 248229
Cross-posted to: misc.forsale,kw.forsale,rec.music.synth,comp.sys.atari.st

Steinberg Jones PRO24 III v3.0 for Atari ST. With manual and dongle. A comprehensive 24 track midi sequencer. Quantize, score view and print, graphical edit page, drum edit page, SMPTE sync (optional), stanrd tape transport with locators. Asking $200 Can (this is NOT a profitable sale - no where near that!).

Brett L Maraldo
519-742-0370

--
-------- Unit 36 Research ---------
"Alien Technology Today"
bmaraldo@watdcsu.waterloo.ca
{uunet!clyde!utai}!watdcsu!bmaraldo

1608. Re: Serial port Disk driver

Newsgroup: comp.sys.atari.st
Date: 1989-10-14 04:30:45 UTC
From: marks@mgse.UUCP
Message-ID: <1021@mgse.UUCP>
Source record: 248230

In article <462b356c.14a1f@force.UUCP> covertr@force.UUCP (Richard E. Covert) writes:
>In article <42681@ccicpg.UUCP>, paulm@ccicpg.UUCP (tmp Paul Moreau usenet acct) writes:
>>
>> port, it went via the serial port. I over came the non re-entrant BIOS
>> problem and wrote a handler that runs on the UNIX system. I can create
>> a disk file on the unix system from 128K to 16meg, start the TSR driver
>> on the ST and Wella... I've got a drive 'P' on my st that I can just drag
>> files or disk ICONS to and start the copy and go away for a while.
>> ----
>> | UUCP: ...ccicpg!dl2!paulm | Paul L. Moreau |
>> | or ...ccicpg!dl1!paulm | Diagnostics Software Eng. |
>> | or ...ccicpg!paulm | Irvine, California |
>> `=='
>
>
>Paul, while most of us STers have access to usenet (how else can we read this
>message), we don't all have UNIX computers at home. But, your ideas sound good
>anyway. I have a thought, would it be possible to interface an ST to an IBM PC
>with a tape backup?? More folks out there might have access to such a creature.

Did you look at the code? I wonder how well it would run over a
telebit to a unix host (in xmodem mode instead of uucp mode).

I had given some thought of doing something like this for a PC. The
machine in my living room has 2 337MB drives, but the one in the
kitchen does not have a drive for DOS. I am not familiar enough
with the ST to even think about doing what Paul has done. The C
portion may be able to be ported to a PC allowing the PC to serve
the ST. I tried Paul's program connected to a 286 running Xenix
and all i get are "Chksum reading block 0" and then "Timeout"
errors. Has anyone been able to get this working on a ST talking
to a 286 or 386? I tried running it at 4800 baud with the exact
same results, the only thing i can think of is that the data that
the ST requires is byte swapped.

I have been giving some thought to using Paul's Unix partion of the
code to serve to a DOS machine allowing the same server software
to work with both the ST and PC. Anyone interested in swapping
ideas? Please respond via mail if you are, or know what the problem
is with running the C portion on a 286.

Is there a simple Backup program that works on a 520ST? The ST's
hard drive was dropped and i did not have a backup, hence my desire
to get pmfs working.
--

Mark Seiffert, Metairie, LA.
uucp: rex!mgse!marks
bitnet: marks%mgse@REX.CS.TULANE.EDU
internet: marks%mgse@rex.cs.tulane.edu

1609. Re: TOS 1.4 problem

Newsgroup: comp.sys.atari.st
Date: 1989-10-14 06:06:23 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <23085@cup.portal.com>
Source record: 248231

Paul Close observed:
>When I bought TOS 1.4 from my dealer I got a nice, four page document from
>Atari describing the new TOS procedures.

Thanks for correcting (and updating) me Paul... the people I'd known who have gotten TOS 1.4 hadn't received any documentation, but I'm glad to hear that there indeed is information being distributed with TOS 1.4 now...

And my apologies to Atari for what turns out to be outdated opinions...

BobR

1610. Re: Wanted: Info on DEGAS picture compression

Newsgroup: comp.sys.atari.st
Date: 1989-10-14 06:40:36 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <23086@cup.portal.com>
Source record: 248232

Wayne Schellekens asks:

>Does anyone have any information as to how DEGAS compresses its
>picture files?

The original DEGAS program didn't compress it's picture files at all..
they are the ones with the .PI1, .PI2 and .PI3 extensions..

DEGAS Elite *did* compress its files.. the ones with .PC1, .PC2 & .PC3
extensions...

David Baggett has posted a text file now and then, containing the most
popular graphics formats, and how exactly they're implemented.. his ARPANET
address is: dmb@TIS.COM if you'd like to try to contact him..

His file "ST Picture Formats" may be available on the ST archives, or I know
it's available on CompuServe.. (since I uploaded it there)

In addition to DEGAS, it includes several other graphics file formats..

BobR

1611. Re: PORTFOLIO is *not* vaporware...

Newsgroup: comp.sys.atari.st
Date: 1989-10-14 06:53:51 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <23088@cup.portal.com>
Source record: 248233

Larry Rymal says:

> With all the usual talk of "Atari's blown it again, etc., ad nausem"
>from many on this net, including myself, it might be refreshing to know
>that product is arriving, at least in this little neck of the woods, this
>IBM and Mac world that I live in.

...

> Anyway, I think the door is beginning to open.

Yes... but... the door to what...?

I agree that the Portfolio is not "vaporware", but then again, what exactly
IS it..?

Is it something that will benefit Atari ST owners..? No..

Is it something that will help promote the Atari ST name in the computing
industry...? No...

Is it something that will be of use to anyone other than owners of IBM PC
and PC clones..? No... (not unless you can justify a $400 "phone list")

Is it a "standalone" computer..? No...

Is it an economical answer for someone wanting to get into "computers"..?
No...

So... what exactly IS the Portfolio...?

As I see it, the Portfolio is an accessory for an IBM PC system... much
like a fancy monitor stand, or a gizmo that holds papers for you to type
into your text editor... it WILL help you do things like taking notes
on an airplane, or entering "travelling salesman" figures "on the spot"...
but... that seems to me to be an awfully limited usefulness..

If you DON'T have an IBM PC style system, a Portfolio is an expensive toy...

No, it's NOT "vaporware"... but neither is the $50 gizmo that makes peanut
butter in your kitchen... who needs it..?

BobR

1612. Input thru parallel port

Newsgroup: comp.sys.atari.st
Date: 1989-10-14 07:02:28 UTC
From: SCHWIETZ@DBNUOR1.BITNET
Message-ID: <8910140702.AA02424@ucbvax.Berkeley.EDU>
Source record: 248234

Could somebody please explain whether there is the risk of damaging
the soundchip when an output signal from a TTL-compatible (no tri-state
or open-collector) device is directly fed to the printer port?

As far as I know, the printer port is switched to output
mode during system initialization. Therefore, there is a good chance that
the port lines are tied to different voltage levels until the port
is explicitly switched to input mode.

I'm using a A/D converter directly connected to the printer port
without any problems so far. Nevertheless, I'd like to know what's
going on ...

Edgar

1613. (none)

Newsgroup: comp.sys.atari.st
Date: 1989-10-14 07:03:52 UTC
From: C878025@NEUVM1.BITNET
Message-ID: <8910140703.AA02570@ucbvax.Berkeley.EDU>
Source record: 248235

```
Date: 13 October 1989, 14:19:08 DNT
From: C878025 at NEUVM1
To: info-atari16 at wsmr-simtel20.army.mil

HELP
```

1614. Re: pack and speed of execution

Newsgroup: comp.sys.atari.st
Date: 1989-10-14 07:05:23 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <23089@cup.portal.com>
Source record: 248236

George Ng asks:
>Does the pack compression program slow down the execution of a program?

No... PACK doesn't affect the execution speed of a program at all..

Essentially what PACK does is to create a "self dissolving" ARChive of
a program... when you load it, it "unPACKs" itself into memory, and
becomes the same as if you'd loaded a normal version of the program..

In addition to the savings in disk storage space, LARGE programs may actually
load FASTER when they're packed... this is because the smaller PACKed
file loads in less time than the original file does, and the unPACKing takes
place in RAM, which is very fast...

Probably the best answer would be for you to try it yourself and see how
it works for you...

BobR

1615. Re: Laser C bugs

Newsgroup: comp.sys.atari.st
Date: 1989-10-14 08:43:52 UTC
From: horsch@grads.cs.ubc.ca
Message-ID: <5269@ubc-cs.UUCP>
Source record: 248237

In article <8044@microsoft.UUCP> w-darekm@microsoft.UUCP (Darek Mihocka) writes:

[some gripes about Laser C... The ones I am addressing are not
edited out (how's that for being contrapositive!)]

> The C code generation has some problems when you get
>pointers to structures containing pointers, etc.

I have never had this one, and I've been messing
around a lot with objects, and structures which
contain pointers to objects, and linked lists of
trees whose nodes point to objects, and...

> What also irritates
>me is that if you have a string constant and you forget to put in the
>closing quotation marks, it crashes.

Not this either. I always forget to close qoutes. Sometimes
I forget the difference between " and '. I only get
compiler errors.

> All of these bugs have been present
>since Megamax C, I keep reporting them, and they keep ignoring them or
>telling me they're fixed. That's pissing me off to no end, because otherwise
>I like the package a lot.

Keep reporting them. I would too, if I found any. But mostly
I find my own bugs. No implication implied.

>
>The disk cache tends to mess up when you are low on RAM and compiling a
>large program (i.e. more than one module or more than a "hello world"
>skeleton).

I assume the parenthetical remark to be slightly sarcastic, but
your argument about low RAM behaviour makes sense to me (I
have a Mega2, so this is never a problem). I agree
with an earlier posting in which you suggested that
the cache be optional.

>Sure the cache is great if you're compiling off floppy, but you're not going
>to develop a large project on floppy.

Why not? The disk cache and RAM resident tools make this
completely reasonable. A little painful at the start of
a programming session (and after unrecoverable errors),
for sure, but certainly not completely unthinkable.
Especially for those (i.e. me) who (perhaps) misguidedly

purchased a machine with more RAM instead of a hard disk.

I am not a real C programmer, that is, I don't spend months
working on real projects (in fact, I'm a Prolog hacker
`by trade' :-) and my Mega2 is somewhat ignobly
reduced to a real slow terminal for most of its use)
so I consider one-floppy development adequate for my
medium sized hacks ---but only with the cache, etc.
>
>- Darek

Mike ("By trade?" --Well, it beats working for a living!)
--
Michael C. Horsch Disclaimer: I'm not thinking for anyone else but
horsch@cs.ubc.ca me; I'm having enough trouble as it is!

Dept. of Computer Science
University of British Columbia
--
If you don't waste time with your friends, you're just wasting your time.
--

1616. Event multi

Newsgroup: comp.sys.atari.st
Date: 1989-10-14 09:10:54 UTC
From: ericco@stew.ssl.berkeley.edu
Message-ID: <1989Oct14.091054.12986@agate.berkeley.edu>
Source record: 248238

Once again I'm trying to make GEM AES do something useful. Its now quite late, and the situation looks grim ...

Is it possible to check the state of EITHER mouse button using event_multi? Or any other (documented) routine?

I have found that specifying 0x3 for the bstate parameter and 0x3 for the bmask parameter only matchs button chords. How do I tell event_multi to wait for a left OR a right mouse click (or both)?

Thanks in advance,
Eric

Eric
ericco@ssl.berkeley.edu

1617. Re: PC-Ditto II/ PC-Speed

Newsgroup: comp.sys.atari.st
Date: 1989-10-14 09:32:39 UTC
From: etg@dhw68k.cts.com
Message-ID: <27080@dhw68k.cts.com>
Source record: 248239

In article <22923@cup.portal.com> Xorg@cup.portal.com (Peter Ted Szymonik) writes:
>I haven't seen PC-Speed yet, niether have Dave Small or Jim Allen.
>Their comments were that it was Germany, it was supposed to be good,
>it does require soldering, and that they can't guarantee that it will
>work with Spectre GCR or the FAST Technologies 16mhz board (in fact
>I think Mr Allen said for sure that it wouldn't work with the accel board
>because of the soldering connection.)
>
>Peter Szymonik
>Xorg@cup.portal.com

As far as PC Speed vs. PC Ditto II I think PC Ditto II will be a better product. PC Speed is only going to support CGA. They are working on 16 color EGA for PC Ditto II-and you will get 16 color EGA out of your standard Atari SC1224 monitor. The price for PC Ditto II is $299. I think the EGA option (which, by the way, they say will be the only other addition to the PC Ditto II board) will cost extra. The original PC Ditto II release will not have it.

Eric Bennett

1618. re: size of STeVIe

Newsgroup: comp.sys.atari.st
Date: 1989-10-14 10:16:39 UTC
From: BUGGS@cup.portal.com
Message-ID: <23094@cup.portal.com>
Source record: 248240

> removesym (posted a little while back for removing symbol tables)

Posted where?! I'c like a copy of this!

^S/B I'd, eh?

Ed June

1619. GEM text editor

Newsgroup: comp.sys.atari.st
Date: 1989-10-14 16:07:05 UTC
From: iczer@attctc.Dallas.TX.US
Message-ID: <9714@attctc.Dallas.TX.US>
Source record: 248241

Can someone reccomend a decent small-sized (under 50k) GEM-based text editor for me? Preferibly in .ACC format, but not necessary. I've been looking around for something like this for the last week, and all I've been able to find is an ACC called DIARY that has a STATIC buffer size of 8k, and then something called PEDIT which took up 100k and didn't even have a GEM interface.

HelP!

1620. TOS 1.4, memory chips, T16...and the Mega2 STs

Newsgroup: comp.sys.atari.st
Date: 1989-10-14 17:32:06 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <891014.11320557.073300@SFA.CP6>
Source record: 248242

Can anyone shed some light preparing a Mega2 ST that has six ROM
sockets for use with the T16 and upgrading the Mega2's memory to four meg?
I've been reading conflicting data about what brand and speed memory
chips to use if one wants to use the T16. I've also been reading that
the T16 is happier if used with fast ROM, that is, copying the original
TOS 1.4 EPROM into faster EPROM chips.
Also, should the older 'Atari' blitter be replaced with the newer?
Incidentally, the 74LS373 chips have been replaced. I had problems
with Spectre until they were.
SIGH...this is a terribly worded letter. Basically, I'm only
asking:

1. What memory chips should be used for upgrading the ST2 to a ST4
if used with the T16?
2. Should the chipped TOS 1.4 be transferred to fast EPROMS to gain
maximum results from the T16?
3. Should the Atari blitter be replaced with the newer?
4. Yes, the 74LS373 chips have been replaced.

Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

1621. Re: Wanted: Info on DEGAS picture compression

Newsgroup: comp.sys.atari.st
Date: 1989-10-14 20:00:49 UTC
From: jlemon@cory.Berkeley.EDU
Message-ID: <18386@pasteur.Berkeley.EDU>
Source record: 248243

In article <23086@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>Wayne Schellekens asks:
>
>>Does anyone have any information as to how DEGAS compresses its
>>picture files?
>
>His file "ST Picture Formats" may be available on the ST archives, or I know
>it's available on CompuServe.. (since I uploaded it there)
>
Also right here.

ST Picture Formats

Compiled by:
Dave Baggett
(arpanet: dmb@TIS.COM)

(Please report errors or additions)

CONTRIBUTORS

Phil Blanchfield David Brooks Neil Forsyth
Ken MacLeod Darek Mihocka George Seto
Joe Smith Greg Wageman Gerry Wheeler

Introductory information
----
word = 2 bytes
long = 4 bytes
palette = Hardware color palette, stored as 16 words. First word is
color register zero (background), last word is color register
15. Each word has the form:

Bit: (MSB) 15 14 13 12 11 10 09 08 07 06 05 04 03 02 01 00 (LSB)
-- -- -- -- -- -- -- -- -- -- -- -- -- -- -- --
0 0 0 0 0 R2 R1 R0 0 G2 G1 G0 0 B2 B1 B0

R2 = MSB of red intensity
R0 = LSB of red intensity

G2 = MSB of green intensity
G0 = LSB of green intensity

B2 = MSB of blue intensity
B0 = LSB of blue intensity

Intensity ranges from 0 (color not present) to 7 (highest
intensity).

Example: { red = 7, green = 3, blue = 5 } -> 0735 (hex)

Caveat: It is wise to mask off the upper four bits of each
palette entry, since a few programs store special
information there (most notably Art Studio).

The Formats

<NEOChrome>

1 long resolution (0 = low res, 1 = medium res, 2 = high res)
16 words palette
12 bytes filename (" . ")
1 byte Left color animation limit (starting color number)
1 byte Right color animation limit (ending color number)
1 byte color rotation speed
1 byte color rotation direction
1 word color rotation duration (number of iterations)
18 longs reserved for expansion
16000 words picture data (screen memory)

32128 bytes total

<NEOChrome Animation>

NOTE: To get this feature on versions 0.9 and later select the Grabber
icon and click the right mouse button in the eye of the second R in
the word GRABBER.

1 long magic number BABEEBEA (hex) (seems to be ignored)
1 word width of sprite in bytes (always divisible by 8)
1 word height of sprite in scan lines
1 word size of sprite in bytes + 10 (!)
1 word x coordinate of sprite (must be divisible by 16) - 1
1 word y coordinate of sprite - 1
1 word number of frames
1 word animation speed (larger means slower)
1 long reserved; should be zero
----
44 bytes total for header

? words sprite image data (words of screen memory) for each sprite,
in order

<DEGAS>

1 word resolution (0 = low res, 1 = medium res, 2 = high res)
Other bits may be used in the future; use a simple bit
test rather than checking for specific word values.
16 words palette
16000 words picture data (screen memory)

```
-----------
32034 bytes total

<DEGAS Elite (Uncompressed)>

1 word resolution (0 = low res, 1 = medium res, 2 = high res)
Other bits may be used in the future; use a simple bit
test rather than checking for specific word values.
16 words palette
16000 words picture data (screen memory)
4 words left color animtion limit table (starting color numbers)
4 words right color animation limit table (ending color numbers)
4 words animation channel direction flag (0 = left, 1 = off, 2 = right)
4 words animation channel delay in 1/60's of a second. [0 - 128]
-----------
32066 bytes total

<DEGAS Elite (Compressed)>

1 word resolution (same as Degas, but high order bit is set;
i.e., hex 8000 = low res, hex 8001 = medium res,
hex 8002 = high res). Other bits may be used in the
future; use a simple bit test rather than checking
for specific word values.
16 words palette
< 32000 bytes control bytes
4 words left color animtion limit table (starting color numbers)
4 words right color animation limit table (ending color numbers)
4 words animation channel direction flag (0 = left, 1 = off, 2 = right)
4 words animation channel delay in 1/60's of a second. [0 - 128]
-----------
< 32066 bytes total

Control byte meanings:

For a given control byte, x:

0 <= x <= 127 Use the next x + 1 bytes literally (no repetition)
-127 <= x <= -1 Use the next byte -x + 1 times
-128 No operation (ignore)

Compression Scheme:

Each scan line is compressed separately; i.e., all data for a given
scan line appears before any data for the next scan line. The scan lines
are specified from top to bottom (i.e., 0 is first). For each scan line,
all the data for a given bit plane appears before any data for the next
higher order bit plane.
To clarify: The first data in the file will be the data for the lowest
order bit plane of scan line zero, followed by the data for the next higher
order bit plane of scan line zero, etc., until all bit planes have been
specified for scan line zero. The next data in the file will be the data
for the lowest order bit plane of scan line one, followed by the data for
```

the next higher order bit plane of scan line one, etc., until all bit planes
have been specified for all scan lines.

<C.O.L.R. Object Editor Mural>

16000 words picture data (screen memory)
(palettes are stored in separate files)

32000 bytes total

<Tiny>

1 byte resolution (same as NEO, but +3 indicates rotation
information also follows)

If resolution > 2 {
1 byte left and right color animation limits. High 4 bits
hold left (start) limit; low 4 bits hold right (end)
limit
1 byte direction and speed of color animation (negative value
indicates left, positive indicates right, absolute value
is delay in 1/60's of a second.
1 word color rotation duration (number of iterations)
}

1 word number of control bytes
1 word number of data bytes
16 words palette
3-10667 bytes control bytes
2-32000 bytes data bytes

42-32044 bytes total

Control byte meanings:

For a given control byte, x:

x < 0 Absolute value specifies the number of unique words to
take from the data section (from 1 to 127)
x = 0 1 long is taken from the control section which specifies
the number of times to repeat the next data word (from
128 to 32767)
x = 1 1 word is taken from the control section which specifies
the number of unique words to be taken from the data
section (from 128 - 32767)
x > 1 Specifies the number of times to repeat the next word
taken from the data section (from 2 to 127)

<Spectrum 512 (Uncompressed)>

80 words first scan line of picture (unused) -- should be zeroes
15920 words picture data (screen memory) for scan lines 1 through 199
9552 words 3 palettes for each scan line (the top scan line is
not included because Spectrum 512 can't display it)

```
-----------
51104 bytes total

<Spectrum 512 (Compressed)>

1 word 5350 (hex) ("SP")
1 word 0 (reserved for future use)
1 long length of data bit map
1 long length of color bit map
<= 32092 bytes compressed data bit map
<= 17910 bytes compressed color bit map
--------------
< 50014 bytes total

Data compression:

Compression is via a modified run length encoding (RLE) scheme. The
data map is stored as a sequence of records. Each record consists of a
header byte followed by one or more data bytes. The meaning of the header
byte is as follows:

For a given header byte, x:

0 <= x < 127 Use the next x + 1 bytes literally (no repetition)
-128 <= x < 0 Use the next byte -x + 2 times

The data appears in the following order:

1. Picture data, bit plane 0, scan lines 1 - 199
2. Picture data, bit plane 1, scan lines 1 - 199
3. Picture data, bit plane 2, scan lines 1 - 199
4. Picture data, bit plane 3, scan lines 1 - 199

Decompression of data ends when 31840 data bytes have been used.

Color map compression:

Each 16-word palette is compressed separately. There are three
palettes for each scan line (597 total). The color map is stored as a
sequence of records. Each record starts with a 1-word bit vector which
specifies which of the 16 palette entries are included in the data
following the bit vector (1 = included, 0 = not included; i.e., stays
the same). The least significant bit of the bit vector refers to
palette entry zero, while the most significant bit refers to palette
entry 15. Bit 15 must be zero, since Spectrum 512 does not use palette
entry 15. Bit 0 should also be zero, since Spectrum 512 always makes the
background color black.
The words specifying the values for the palette entries indicated in
the bit vector follow the bit vector itself, in order (0 - 15).

<Animatic Film>

1 word number of frames
16 words palette
```

```
1 word speed (0 - 99; higher value is faster)
1 word direction (0 = forwards, 1 = backwards)
1 word end action (what to do after the last frame)
0 = pause, then repeat from beginning
1 = immediately repeat from beginning
2 = reverse
1 word width of film in pixels
1 word height of film in pixels
1 word version number (major)
1 word version number (minor)
1 long magic number 27182818 (hex)
3 longs reserved (should be all zeros)
--------
32 words total for header

? words image data (words of screen memory) for each frame, in order

<MacPaint>

header {
1 long version number (if zero, entire header is ignored)
38 * 2 longs pattern data (anyone know how to use this?)
51 longs reserved
}
< 51200 bytes compressed bitmap data
-------------
< 51716 bytes total

Bitmap compression:

The bitmap data is for a 576 pixel by 720 pixel image. The data is
stored as a sequence of records. Each record consists of a control
byte followed by one or more data bytes. The meaning of the control
byte is as follows:

For a given control byte, x:

0 < x < 127 Use the next x + 1 bytes literally (no repetition)
-128 <= x <= 0 Use the next byte -x + 1 times

There are 72 bytes per scan line. Each bit represents one pixel; 0 = white,
1 = black.

Version of Fri Sep 2 01:31:21 EDT 1988
---------------------------- >8 ----------------------------------
--
Jonathan ...ucbvax!cory!jlemon or jlemon@cory.Berkeley.EDU
```

1622. 520STFM FOR SALE (w/many xtras)

Newsgroup: comp.sys.atari.st
Date: 1989-10-14 20:21:58 UTC
From: geoffs@smoke.BRL.MIL
Message-ID: <11292@smoke.BRL.MIL>
Source record: 248244
Cross-posted to: comp.sys.atari.st,dc.forsale

FOR SALE: Color Atari 520STFM SYSTEM w/RAM board upgrade.
(also w/PC DITTO and 5 1/4" floppy!)
(software and over 50 disks!)

$600 plus shipping.

Atari 520STFM system includes:.
Color monitor (SC1224).
EZRAM II board - 1 to 2.5 meg RAM upgrade.
Late model (only 2 years old)-(Rev.H) includes Television RF output.
External SS 400K SF354 3 1/2" floppy disk drive.
NEW External DS/DD 360K I.B. DRIVE 5 1/4" floppy disk drive.
TOS in ROM, Atari Basic, DR Logo., and of course GEM in ROM & mouse.

Lots of software
Utilities:
PC DITTO
PRINTMASTER PLUS
HIPPO WORD
ST LEDGER
Original Atari Development System Documentation & Utilities.
(plus C Compiler updated to ver 4.14 1986).
GAMES
FLIGHT SIMULATOR II (Plus east coast Scenery Disk 7).
HARRIER STRIKE MISSION (needs $5 disk replacement).

I will through in:
OVER 50 disks!!! PD or Shareware software. Archived and indexed.
includes:
UNITERM(using now),MICROEMACS 3.91/4,Compilers,Drawing...more.
HACK,LARN,RISK,MONOWARE,WHEEL OF FORTUNE,... too many to name.
3 Flip File dust cover 3.5 disk storage containers.
16 256K DRAM chips (enough for 1meg upgrade).
[Some of these chips are flakey so they are not
included with the RAM board. I don't have a
chip tester to pick out the bad ones. Maybe it
can be done in software?]
All items shipped in original boxes with manuals.
--
---> geoffs@brl.arpa -or- geoffs@smoke.brl.mil
--

1623. Re: official tos 1.4 release

Newsgroup: comp.sys.atari.st
Date: 1989-10-14 22:06:39 UTC
From: Xorg@cup.portal.com
Message-ID: <23105@cup.portal.com>
Source record: 248245

Thanks for the TOS 1.6 info John! I was beginning to worry about
a shaft - go through hell to have TOS 1.4 installed and then 1.6
comes out, would not have been fun! i now have TOS 1.4 and Turbo 1.6
and the speed increase is outstanding1

Peter Szymonik
Xorg@cup.portal.com

1624. Re: TOS 1.4 problem

Newsgroup: comp.sys.atari.st
Date: 1989-10-14 22:12:21 UTC
From: Xorg@cup.portal.com
Message-ID: <23106@cup.portal.com>
Source record: 248246

I don't think that my problems are related to the 'weak chips', all programs now run fine, now my only problem is with booting the system. After a long search I think I've narrowed the problem down to either a bad .ACC or a problem with the ICD adaptor board, the system is in for a look-see at my dealer now - the diagnoistic cart showed no problems with the Mega 2. (murphy's Law, bring it to a dealer and it will work fine!)

Peter Szymonik
Xorg@cup.portal.com

1625. Re: TOS 1.4 problem

Newsgroup: comp.sys.atari.st
Date: 1989-10-14 22:14:29 UTC
From: Xorg@cup.portal.com
Message-ID: <23107@cup.portal.com>
Source record: 248247

```
Paul Close> i'd be interested in knowing whether Atari or your dealer
provided those TOS 1.4 docs, so far you are the *only* person i know
of who got DOCs with the upgrade!

Peter Szymonik
Xorg@cup.portal.com
```

1626. Re: PORTFOLIO is *not* vaporware...

Newsgroup: comp.sys.atari.st
Date: 1989-10-14 22:20:54 UTC
From: Xorg@cup.portal.com
Message-ID: <23109@cup.portal.com>
Source record: 248248

I saw the Portfolio at the WAACE Fest and i've also been very impressed with the Atari ads that have been appearing in the NY Times, Wall Street Journal, and USA Today. My dealer now has two Portfolio's and is taking orders - he is waiting for all the accessories to come out before selling Portfolio.

Peter Szymonik
Xorg@cup.portal.com

1627. Re: TOS 1.4 Incompatibility List

Newsgroup: comp.sys.atari.st
Date: 1989-10-14 22:23:39 UTC
From: Xorg@cup.portal.com
Message-ID: <23110@cup.portal.com>
Source record: 248249

ChessMaster 2000 runs fine, except that the system always bombs when you save a game. The file is saved (fortuneatly!), but it is annoying. thus far this is the ONLY program that I've trouble with under TOS 1.4

Peter Szymonik
Xorg@cup.portal.com

1628. File Moves?

Newsgroup: comp.sys.atari.st
Date: 1989-10-15 04:33:17 UTC
From: ehsnsr@JUPITER.NMT.EDU
Message-ID: <8910150433.AA20547@jupiter.nmt.edu>
Source record: 248250

Hey Netters,

Just one small question. Is there a MOVE FILE function in TOS 1.2?
If yes, how do I use it?

Eric Hobbs
ehsnsr@JUPITER.nmt.edu

1629. Re: Event multi

Newsgroup: comp.sys.atari.st
Date: 1989-10-15 05:05:03 UTC
From: esp_05@jhunix.HCF.JHU.EDU
Message-ID: <2935@jhunix.HCF.JHU.EDU>
Source record: 248101

To sample the state of either mouse button, use the AES function graf_mkstate. As I don't have my GEM manual with me now, I don't remember exactly how it works, but this function returns the state of the two mouse buttons as well as the shift, alternate and control keys.

Ciao... Eric Ruck

1630. Games for Sale

Newsgroup: comp.sys.atari.st
Date: 1989-10-15 06:28:47 UTC
From: c60c-4af@e260-4a.berkeley.edu
Message-ID: <1989Oct15.062847.22227@agate.berkeley.edu>
Source record: 248102

Hi there. I have a couple of games which I don't play anymore
which I would like to get rid off. Everything has the orginal docs and boxes
except dungeon master(no box). All the prices include shipping...also make
me offers on bundles of the games....

Barbarian $5
Death Sword $6
Tracker $6
Barbarian II $15
R-Type
$15
Shadowgate $10
Impossible Mission II $10
Carrier Command $12
Heroes of the Lance $10
Empire $15
Dungeon Master $10

I would part with the whole lot for $90.

Thanks!

1631. Re: Link format

Newsgroup: comp.sys.atari.st
Date: 1989-10-15 11:01:03 UTC
From: daniel@pkmab.se
Message-ID: <2058@pkmab.se>
Source record: 248103

In article <CMM.0.88.623987231.larserio@kyrre.uio.no> larserio@IFI.UIO.NO (LarsErikOsterud) writes:
>I use Personal Pascal 2 for all my programming and need a little help.
>You can include your own C and ASM routines in Personal Pascal, but it
>will only accept files with DRI linker format and all my C-compilers and
>Assembler uses GST linker-format.

Use DecpacST/2 as assembler instead! It can produce either DRI or
GST object files. And I find Decpac being one of the best packages, too.
It's quite cheap, fast, easy to use and has a wonderful debugger!

And I think that MWC can produce DRI format files, but I'm not sure.
Maybe Alcyon C?
--
Daniel Deimert, Fridstav. 4, S-715 94 Odensbacken, SWEDEN
Internet: daniel@pkmab.se
UUCP: ...{uunet,mcvax}!sunic.sunet.se!kullmar!pkmab!daniel

1632. Re: IMG

Newsgroup: comp.sys.atari.st
Date: 1989-10-15 11:09:35 UTC
From: daniel@pkmab.se
Message-ID: <2059@pkmab.se>
Source record: 248104

In article <8910120726.AA21587@ucbvax.Berkeley.EDU> MEGGIN@vm.epas.utoronto.CA (David Megginson) writes:
>IMG is, was, and always will be the standard GEM image format. NEO, P?3,
>etc. were invented by programmers too lazy to try to use the IMG standard.

Too lazy -- or simply to demanding. The .IMG-format is too complex,
to strange, requires to much effort to use. At least that's my opinion.

>Yes, IMG is supposed to support colour too.

Hey, how do you know the colors? As far as I know, there are no
way of specifying the palette data. Only the number of bitplanes.
Am I wrong?

Regards,
Daniel
--
Daniel Deimert, Fridstav. 4, S-715 94 Odensbacken, SWEDEN
Internet: daniel@pkmab.se
UUCP: ...{uunet,mcvax}!sunic.sunet.se!kullmar!pkmab!daniel

1633. Re: Event multi

Newsgroup: comp.sys.atari.st
Date: 1989-10-15 12:51:45 UTC
From: kloppen@gmdzi.UUCP
Message-ID: <1329@gmdzi.UUCP>
Source record: 248105

With graf_mkstate you can *sample* the state of the mouse buttons. But the question is, how to wait with event_multi on either mouse button. I did not solve the problem and I'm waiting too for contributions.

kloppenburg@kmx.gmd.dbp.de
UUCP: kloppen@gmdzi
In real life: Jelske Kloppenburg

1634. Re: TOS 1.4 Incompatibility List

Newsgroup: comp.sys.atari.st
Date: 1989-10-15 14:04:12 UTC
From: cmm1@CUNIXA.CC.COLUMBIA.EDU
Message-ID: <CMM.0.88.624463452.cmm1@cunixa.cc.columbia.edu>
Source record: 248106

PC Ditto v3.01 will NOT work with TOS 1.4. I forget what the error says, but I think it was something like: "Does not work with this version of TOS" or something to that effect. Too bad there isn't a way to piggy back the two versions of ROMs and have a hardware switch between them. That is why I dislike system software being in ROM. It is so much easier on my Big Blue PeeCee. If something doesn't work in DOS 3.3...FINE...I boot up with DOS 3.2 or 3.1 and it works fine.

Chris Mauritz

------------------------------+--------------------------
Chris Mauritz |Where there's a BEER,
cmm1@cunixa.cc.columbia.edu |there's a plan.
(c)All rights reserved. |
Send flames to /dev/null |Need I say more?
------------------------------+--------------------------

1635. TOS problem ?

Newsgroup: comp.sys.atari.st
Date: 1989-10-15 15:29:10 UTC
From: piet@cs.ruu.nl
Message-ID: <1708@ruuinf.cs.ruu.nl>
Source record: 248107

I encountered a strange TOS behaviour (TOS 1.2):

I Fcreate a file, then Fopen the same file (not very usual, I agree). I get two filehandles of course. I only use the second one, and write some bytes to the file. Finally I close the second handle, and forget to close the first one, (or close that last). Result: an empty file. If the first filehandle is closed first, no problem.

My guess is that the close on the first filehandle (either implicit or explicit) remembers that nothing has been written on this handle, so the file should be empty (???)

Note: the compiler has long ints (GCC).

Any comments? Is this a bug? Here is the program:

```
------------------------------------------------------------------------
#include <osbind.h>
char fname[] = "test.fil";
char message[] = "this is a line\n";
main()
{
int fd1, fd2, r;

fd1 = Fcreate(fname, 0);
fd2 = Fopen(fname, 1);
r = Fwrite(fd2, strlen(message), message);
printf ("fd1=%d,fd2=%d,result=%d\n",fd1,fd2,r);
Fclose (fd2);
Fclose (fd1); /* or just delete this line */
}
------------------------------------------------------------------------
```

Piet van Oostrum, Dept of Computer Science, University of Utrecht
Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands.
Telephone: +31-30-531806 Internet: piet@cs.ruu.nl
Telefax: +31-30-513791 Uucp: uunet!mcsun!hp4nl!ruuinf!piet

1636. Which ATARI ST W/Processor & DTP Package Supports HP Laserjet

Newsgroup: comp.sys.atari.st
Date: 1989-10-15 16:56:07 UTC
From: ia4@CUNIXD.CC.COLUMBIA.EDU
Message-ID: <8910151656.AA14008@cunixd.cc.columbia.edu>
Source record: 248108

WHICH W/PRCSR AND DTP PACKAGE ON ST SUPPORTS HP LASERJET ?
- - - - - - - - - -

Subject says it all....pleasadvise.

Also, are Laserjet (II P) drivers available for 1st Word or Microsoft Write,
Easy Draw or Publishing Partner? Where and how?

Thanks in advance

Imran

1637. PC-DITTO NOT READING DIRECTORY OF PC-FORMAT DISKS WITH *.BAS FILES

Newsgroup: comp.sys.atari.st
Date: 1989-10-15 17:06:24 UTC
From: ia4@CUNIXD.CC.COLUMBIA.EDU
Message-ID: <8910151706.AA14294@cunixd.cc.columbia.edu>
Source record: 248109

PC_DITTO CAN'T READ DIR OF DISK : WHY ?
- - - - - - - - -

I know for a fact that PC-DITTO works perfectly as a PC emulator but recently I had the following problem.

I downloaded some *.BAS (BASIC) PC files from the school network for homework assignments. These were on a 3.5" disk that I tried to run under gwbasic under PC-Ditto. FILE NOT FOUND is the message I got.

I quit basic and at the A: prompt asked for a directory of the disk.

FILE NOT FOUND again, though it showed only 60K space remaining on the disk.

All the other PC format disks work perfectly and give complete directory except the *.bas ones. (The files are also visible under GEM).

I also tried copying the files to another disk but the same result occurred.

I tried saving an additional file onto the same disk from an ST application and getting "dir" under PC-Ditto shows that ONE file only. The *.bas files are still invisible.

I took the disks back to school and checked them on the PCs there. The files are all visible under the "dir" command. So what could be the problem?

Solution?

Thanks for your help.

Imran Anwar

1638. SQL Database Access from C

Newsgroup: comp.sys.atari.st
Date: 1989-10-15 18:13:28 UTC
From: ron@argus.UUCP
Message-ID: <1311@argus.UUCP>
Source record: 248110

A few days ago, I promised to post an article demostrating how to
use Regent Software's SQL Add-On with C. Sorry for the delay -
my ST was at my dealer getting TOS 1.4 installed (yay!).

I needed a cheap database for a school project, and I found SQL Add-On
in E. Arthur Brown's catalog for $24.95. I preferred something I could
use with Mark Williams C, but decided that GFA Basic would be OK.

The SQL Add-On works well, but the documentation is not great and the
SQL is not standard. Syntax is slightly different and it has a funky
way of dealing with queries returning multiple rows. However, the
price is right.

Regent claims that files are compatible with RegentBase. It is
supposed to work with GFA Basic V2 and V3.

The Add-On is a terminate-and-stay-resident program (TSR). It loads
the SQL processor and adds a new xbios call (xbios(500)). It takes up
over 300 K of ram (buffers, I guess).

To use the Add-On, run the TSR program first. Use GFA Basic's xbios()
call to call xbios(500). This returns the address of the SQL processing
function. The GFA Call function is then used to execute SQL statements.

I reasoned that there is nothing preventing me from doing the same thing
in Mark Williams C. In C, if you know the address of a function, you
can call it.

By reading the GFA Basic and MWC manuals, and spending some time with the
MWC debugger, I worked it out. The SQL function expects two arguments
on the stack:
number of arguments (int, on top of stack)
arguement buffer (pointer to array of pointers to char buffers)

Below is a sample C program with comments. Feel free to email if you have
questions (email may no work - post here or use snail mail in that case).

Regent Software
PO Box 14628
Long Beach, CA 90803-1208
(213) 439-9664

E. Arthur Brown
3404 Pawnee Drive
Alexandria, MN 56308
(612) 762-8847

```
/*
Demonstration of using Regent SQL Add-On for GFA Basic with Mark Williams
C.

Copyright 1989 by Ronald J. DeBlock, Jr.
May be used or distributed freely as long as this copyright notice
is included.
*/

#include <stdio.h>

main()
{
/* pointer to function */
typedef void (*PFI)();

extern long xbios();

/* sql is a pointer to a function returning void */
PFI sql;

/* these char arrays hold arguments for the sql call */
/* fields */
char field1[21], field2[3], field3[21];
/* error code */
char error[10];
/* command string */
char command[100];

/* this array will hold pointers to the command, error and field
arguments. Make the array larger if more fields are used. */
char *args[5];

/* the first field in the array points to SQL command string */
args[0] = command;
/* second points to a buffer used to return error codes */
args[1] = error;
/* all other fields point to buffers where the column results
of a query will be placed - one buffer per culumn returned */
args[2] = field1;
args[3] = field2;
args[4] = field3;

/* A program is run before the SQL Add-On can be used. It
loads the SQL processor and creates a new xbios call.
The new xbios call returns the address of the SQL processing
routine. */
sql = (PFI)xbios(500);
printf("sql = %U\n",(long)sql);

/* This program assumes that a table has been created using the
SQL statement
CREATE TABLE phonelist name CHAR(20), age INT(2),
phone CHAR(20);
```

```
and some records have been added. The demo program included with
the product (written in GFA Basic) will do this. */

/* set up the command string - SELECT [1] is Regent's funky
way of setting up a cursor */
strcpy(command,"SELECT [1] * FROM phonelist;");

/* Call the SQL processor. The function expects to see the
number of arguments on the top of the stack, followed by a
pointer to the argument array.
*** WARNING ***
This is compiler dependent!! Mark Williams C pushes arguments
right to left. Your compiler may differ. If so, reverse the
order of the arguments and it should work. */

(*sql)(5,args);
printf("error: %s\n",error);
printf("%s %s %s\n",field1, field2, field3);

/* execute another commend to retrieve the next row.
SELECT NEXT is Regent's funky way of dealing with cursors */
strcpy(command,"SELECT NEXT * FROM phonelist;");
(*sql)(5,args);
printf("error: %s\n",error);
printf("%s %s %s\n",field1, field2, field3);
}

-------------------------------------
--
Ron DeBlock N2JSO
Net: ...!rutgers!galaxy!argus
US Mail: 42 Davis Street, Phillibsburg, NJ 08865 USA
```

1639. Laser C and FAST Problems

Newsgroup: comp.sys.atari.st
Date: 1989-10-15 19:16:59 UTC
From: jjung@nunki.usc.edu
Message-ID: <5784@merlin.usc.edu>
Source record: 248111

I have a question for all you hard drive and Laser C owners out there.

Recently, I got an ICD FAST 50 meg hard drive. It performs fine, with the exception that I can't run any software off the floppy (a 1040STfm) unless the hard drive is on, and I disable the HD (using Shift-Control-Alt). Other people have told me that the controller is a little flaky for this reason, but I'm not worrying about it much, because it's only a slight hassle.

Now for my problem. I have Laser C 2.0 on the hard drive, and I use it fairly frequently. The problem is, whenever I do hard drive access with Laser C, occassionally, the mouse will die on me, in that I can't move the mouse pointer. Sometimes, the mouse's death is only minor, and I can use the keyboard controls to control the pointer and leave Laser C, and sometimes the death is major and nothing will move the mouse, in which case I simply have to reboot the whole system.

I have noticed that before the mouse dies, a string of characters (same character in the string, but not the same character all the time) comes out on the active Laser C window, and then Laser C pops up a dialog saying that I should hit a key that is recognized by Laser C. Then the mouse dies.

The mouse dying only happens with Laser C and not with other programs I use, like Flash! or WordUp!.

I use Superboot 5.5A along with the other ICD utilities (clock and boot up program) to boot up my system. Also, I have no busy light (I can't get it to work), and the hard drive seems to do occassional disk access, but I'm not sure.

What I want to know, is : Is this problem with Laser C common with other HD users? With other FAST users? Or is it that my HD controller is flakier than I thought, and that's what's causing all the problems (HD has to be on, to run floppy, random HD access, and Laser C mouse death)? Or do I have an HD virus?

Please post or E-mail and help you can give.

John

1640. Problems with LASER C 2.1

Newsgroup: comp.sys.atari.st
Date: 1989-10-15 19:22:12 UTC
From: depeche@quiche.cs.mcgill.ca
Message-ID: <1588@quiche.cs.mcgill.ca>
Source record: 248112

Anyone else have this problem:
Whenever I use the "goto line" function or the "find" command from the shell I loose the mouse pointer.. THat is, it's there but I can't see it.

I gotta run another GEM program which switches the pointer back on before I can see what I am doing.

grrr. how frustrating. I can't wait to get PC-Speed so I can run f*cking Turbo C. I sent a letter to Megamax. I will tell you how long they take to reply to it...

--
S. Alan Ezust aka "Depeche Modem" depeche@calvin.cs.mcgill.ca
McGill University Computer Science Disclaimer: I claim everything!
Montreal, Quebec, Canada (je pense que....) je me souviens
"This kind of pornography is a matter of artistic creativity"

1641. disassemblers

Newsgroup: comp.sys.atari.st
Date: 1989-10-15 19:57:45 UTC
From: daniel@pkmab.se
Message-ID: <2060@pkmab.se>
Source record: 248113

What disassemblers are there for the ST? I heard something about a new german logical disassembler, and that it probably wasn't worth the price to convert it to english.

I'm looking for a disassembler that can able to do the following things:

o Disassemble from a file, with symbols.
o Generate labels.
o Recognize illegal instructions and set these to dc.?
o Generate code that can directly be assembled again.
o .PRG, .TOS, .TTP, .O, .BIN, etc should be handled.
o Specification of data-areas should be possible
o Hex-codes as a comment as an option
o character strings as comments as an option
o ...several other things I don't remember right now :-)

The only one I've got is the 'built-in' disassembler in GenST, and it has errors...

Are there any disassemblers with sourcecode avaiable? Then it should be no problem changing the format of the output.

Please e-mail any response to me, or post it to the net.
Daniel

--
Daniel Deimert, Fridstav. 4, S-715 94 Odensbacken, SWEDEN
Internet: daniel@pkmab.se
UUCP: ...{uunet,mcvax}!sunic.sunet.se!kullmar!pkmab!daniel

1642. Re: Presentation Manager

Newsgroup: comp.sys.atari.st
Date: 1989-10-15 20:13:21 UTC
From: grg@otter.hpl.hp.com
Message-ID: <570035@otter.hpl.hp.com>
Source record: 248114

pa1329@sdcc13.ucsd.edu.UU wrote about a prenetation manager demo:

> Of course, I have no idea if it is a complete kludge underneath

It's no kludge - and all the stuff mentioned in the article is also
possible on PC's running DOS and Microsoft Windows.

Also watch out for Microsoft Windows 3.0 ... and last not least HP's
NewWave, an object oriented window environment using MS Windows.

Gerd.

1643. Re: TOS 1.4 Incompatibility List

Newsgroup: comp.sys.atari.st
Date: 1989-10-15 21:23:19 UTC
From: t19@nikhefh.nikhef.nl
Message-ID: <289@nikhefh.nikhef.nl>
Source record: 248115

The compress.ttp which was posted in comp.binaries.atari.st does not work either. Does anyone have a working copy? (saves a lot of time on 1200baud)

G.J. van Oldenborgh

1644. Re: TOS 1.4 problem

Newsgroup: comp.sys.atari.st
Date: 1989-10-15 22:32:16 UTC
From: charlop@blake.acs.washington.edu
Message-ID: <4048@blake.acs.washington.edu>
Source record: 248116

In article <1261@cacilj.UUCP> paul@cacilj.UUCP (Paul Close) writes:
>In article <22966@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>>
>>You haven't been following the "grapevine documentation" for TOS 1.4, Aaron..
>>(what..? you expected docs for your $100...? get real)
>
>Well, who got out of bed on the wrong side this morning? :-)
>
>When I bought TOS 1.4 from my dealer I got a nice, four page document from
>Atari describing the new TOS procedures. Included was the new file selector
>("formerly called item selector"), the MOVE operation (hold the ctl key when
>you drag files), warm/cold resets from the keyboard (Ctl/Alt/del
>Ctl/Alt/Rshift/del, resp.), installing auto-booting gem applications, and a
>few other things I can't remember right now.
>
>Maybe you should be flaming your dealer instead?
>--
>Paul Close paul@cacilj.CTS.COM ...!{uunet, ucsd, crash}!cacilj!paul
>
> The Obi-wan Kenobi method: "Use the Source, Luke" -Jim Fulton

Well, my dealer didn't give me anything that descibed the new features. All
I got were my ROMs and a photocopy of the sheet showing what changes to make
to the Mega mother board to install the six chip set into a two chip system.
And that was just a schematic drawing.

Could someone PLEASE post a copy of the documentation for TOS 1.4 to the net
or mail me a copy and I'll post it.

Aaron the Alchemist
Charlop@uwachem.washington.edu

"Yes, I really am a honest-to-goodness alchemist" Me

Aaron Charlop
Nuclear Physics Lab, GL-10
University of Washington
Seattle, WA 98195

1645. Re: Event multi

Newsgroup: comp.sys.atari.st
Date: 1989-10-15 22:37:39 UTC
From: poole@chx400.switch.ch
Message-ID: <1989Oct15.223739.9084@chx400.switch.ch>
Source record: 248117

In article <1329@gmdzi.UUCP> kloppen@gmdzi.UUCP (Jelske Kloppenburg) writes:
>
>With graf_mkstate you can *sample* the state of the mouse buttons. But the
>question is, how to wait with event_multi on either mouse button. I did not
>solve the problem and I'm waiting too for contributions.

[Sigh! This one turns up often enough to be included on a list of
commonly asked questions, did anybody ever do something about this?]

Your best bet is to install your own vdi mouse button handler, save
the "incoming" button mask in a variable and replace the original value
(if I remember correctly it's in d0) with the value for the left button.
After you've done that jump to the original button handler, the whole
thing needs just a couple of assembler instructions, so it's really
trivial. In your event loop just wait for a left button event and then
sample the stored value for the button that was really pressed.

--
Simon Poole
poole@verw.switch.ch/poole@chx400.switch.ch/mcvax!cernvax!chx400!poole

1646. Re: Problems with LASER C 2.1

Newsgroup: comp.sys.atari.st
Date: 1989-10-15 23:31:38 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.88.624497498.larserio@kyrre.uio.no>
Source record: 248118

Why do you need PC-Speed to run Turbo-C ?
There is a Turbo-C compiler for Atari ST !!

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

1647. TOS 1.4 release

Newsgroup: comp.sys.atari.st
Date: 1989-10-16 01:11:05 UTC
From: moreno@umn-cs.CS.UMN.EDU
Message-ID: <16374@umn-cs.CS.UMN.EDU>
Source record: 248119

I went to my local dealer (Computer Fitness in Little Canada, MN) to inquire about updating my TOS roms. They told me that they could only get 4 sets of roms that were for the desktop publishing systems. I insisted that I had seen in the net people from *ATARI* telling us all to take a stroll to our neighborhood dealer.

ATARI, what is going on? How long do I have to wait to be able to buy a ROM set in a major metropolitan area (mpls/st. paul)? Will you buy my ST from me so I can buy a computer that is supported by its manufacturer?

oops! I forgot to ask if I get my little ditto sheet about the O.S. with my receipt for $100!

Andres "I'll never buy another Atari product" Moreno

1648. Re: Tex, LaTeX, gulam, etc.

Newsgroup: comp.sys.atari.st
Date: 1989-10-16 01:58:07 UTC
From: news@tank.uchicago.edu
Message-ID: <5831@tank.uchicago.edu>
Source record: 248120

anonymous ftp from terminator.cc.umich.edu.
From: ron@tartarus.uchicago.edu (Ron McClamrock)
Path: tartarus.uchicago.edu!ron

Ron McClamrock ron@tartarus.uchicago.edu
Department of Philosophy & Committee on the Conceptual Foundations of Science
University of Chicago 1050 E. 59th Street Chicago IL 60615

1649. Running from different environments different?????

Newsgroup: comp.sys.atari.st
Date: 1989-10-16 02:25:23 UTC
From: lake@ka3ovk.uucp
Message-ID: <1989Oct16.022523.24911@ka3ovk.uucp>
Source record: 248121

I've come across something that seems strange to me that I hope
someone can offer some advice about.

I have a GEM program that reacts differently whether a hard drive is
is in place or not!?!?!?!?!?! If the hard drive is allowed to boot
then this program runs fine whether I run it from floppy or the hd.
If the hd is not allowed to boot then this program will bomb at a
certain point in execution.

Can anyone offer any possible reasons why this would happen?

The only possibility I can come up with is that the hd
booting causes the program in question to be loaded into
a slightly different area in RAM. Without the hd booting
the program in question could be violating some sort of 32K
boundary with its reference to a variable or a function.
With the hd booting might cause both the referencing area
and the referenced area to be in the same 32K block of RAM.
Does this sound far-fetched?

Marshall Lake
lake@ka3ovk.UUCP

1650. Re: PC-Ditto II/ PC-Speed

Newsgroup: comp.sys.atari.st
Date: 1989-10-16 06:15:36 UTC
From: themod@blake.acs.washington.edu
Message-ID: <4055@blake.acs.washington.edu>
Source record: 248122

Since we're on the subject of PC emulation, can someone explain the
defferent graphic modes (VGA, CGA, etc) available, and what the emulators
can emulate.

Chris Hinton ---- themod@blake.acs.washington.edu
Mod Software Systems
Seattle, Wa 98195

"Why didn't you tell me he had one of those... things?" - The Joker.
"My life is really...complex." - Bruce Wayne.
"Good tea...Nice House." - Lt. Worf

1651. Turbo C (was Re: Problems with LASER C 2.1)

Newsgroup: comp.sys.atari.st
Date: 1989-10-16 09:37:52 UTC
From: robert@duttnph.tudelft.nl
Message-ID: <942@dutrun.UUCP>
Source record: 248123

In article <1588@quiche.cs.mcgill.ca> depeche@quiche.cs.mcgill.ca "Depeche Modem" writes:
>grrr. how frustrating. I can't wait to get PC-Speed so I can run f*cking
>Turbo C. I sent a letter to Megamax. I will tell you how long they take to
>reply to it...
It's really funny, because Turbo C for the ST already exists for almost a
year now. It is available from Heimsoeth in Germany who have an agreement
with the Turbo company in the USA. They use the parser from the PC version
and made their own code generator.
At this moment version 1.1 is released with support for the f68881 floating
point coprocessor. In december they release a sourcecode level debugger.
I have heard that these products are not sold in the USA, it is time
this will change, because it produces the fastest code of all ST C-compilers.
I have used a lot of them (Mark Williams, Lattice, Laser, GNU CC) and they
all compile slower and they produce slower code and larger code.
I use it all the time, and being developer of the image processing package
AIM, I know how nice a package it really is.
I have no connections with Heimsoeth in any way. I'm only very enthousiastic
about their product. It is also very cheap. In Germany it sells for 225 DM,
which will be roughly $ 100,-. This is the smallest version, without an
extra assembler. With assembler (the developers version) it costs 340 DM
($ 160)

I hope this gives a little more attention to this compiler, which deserves it
completely.

Robert.

1652. Re: Databases

Newsgroup: comp.sys.atari.st
Date: 1989-10-16 10:13:19 UTC
From: ardvar!krs@stag.UUCP
Message-ID: <1989Oct16.101319.10914@stag.UUCP>
Source record: 248124

[dm@pnet01.cts.com (Dan Melson) writes...]
> This is a repeated question. I'm in the market for a database, and having no
> experience with them, would appreciate the views of the net on them. The more
> specific and detailed, the better, of course.
>
> I originally posted this about five days ago, and got exactly five responses,
> three of which were 'could you let me know, too'. At this point, replies via
> either e-mail or public means are more than welcome. Those of you who
> maintained silence for fear of deluging the recipient are hereby invited to
> attempt it. I'll summarize the e-mail responses I get.
>
> DM

The most powerful data-base manager is DbMan. Along with that go ridiculous
amounts of disk usage and access, the most pathetic user interface I've ever
seen on an ST (it's almost as bad as most PC based applications), and a
small number of bugs - some fatal - all work-aroundable.

DbMan is usable if you have a hard-drive, at least one meg of memory,
Turbo ST 1.6, and have used a PC extensively, or alternatively
you periodically hit your head against hard objects.

The only reason to buy it, is that it offers the most power to the user
of all the data-bases I have any experience with. Try before you buy.
(Also read a magazine review and get a look at the manual). I paid
$150.00 for the thing.

- Kent Schumacher /* "A member of STdNET- */
ardvar!krs@stag.UUCP /* The ST developers network */

1653. JIM ALLEN COMPUSERVE OR BITNET ADDRESS?

Newsgroup: comp.sys.atari.st
Date: 1989-10-16 10:15:10 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <891015.21375570.073979@SFA.CP6>
Source record: 248125

Could someone please send to me Jim Allen of the Turbo 16 accelerator card's BitNet or CompuServe address? Many thanks!!!!!

Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

1654. Re: Turbo C (was Re: Problems with LASER C 2.1)

Newsgroup: comp.sys.atari.st
Date: 1989-10-16 13:05:39 UTC
From: matsl@nada.kth.se
Message-ID: <2095@draken.nada.kth.se>
Source record: 248126

In article <942@dutrun.UUCP> robert@duttnph.UUCP (Robert de Vries) writes:
>I have used a lot of them (Mark Williams, Lattice, Laser, GNU CC) and they
>all compile slower and they produce slower code and larger code.

How much faster than for example Lattice C? Could you give a rough estimate
of the speed in lines per second?

Mats Luthman

1655. BINARY on NOTES ?!!

Newsgroup: comp.sys.atari.st
Date: 1989-10-16 13:17:15 UTC
From: alex@hpgnd.HP.COM
Message-ID: <4280001@hpgnd.HP.COM>
Source record: 248127

Hi,

I am a new NOTES User , and I find it really good!
But , I would like to try using ST programs and putting new ones in
NOTES.

Is anybody can tell me how to translate programs to NOTES binary
format , and NOTES binary things to real ST programs that can run
on my machine.?

That's would be helpful for using public programs of that great thing
that is NOTES !!!

Thank's much !

PS : as you may have already understood (surely) , I am french and
my English may be not very good ...
Sorry about that !

1656. Re: disassemblers

Newsgroup: comp.sys.atari.st
Date: 1989-10-16 13:31:48 UTC
From: hcj@lzaz.ATT.COM
Message-ID: <823@lzaz.ATT.COM>
Source record: 248128

In article <2060@pkmab.se>, daniel@pkmab.se (Daniel Deimert) writes:
>
> I'm looking for a disassembler that can able to do the following
> things:
>
> o Disassemble from a file, with symbols.
> o Generate labels.
> o Recognize illegal instructions and set these to dc.?
> o Generate code that can directly be assembled again.
> o .PRG, .TOS, .TTP, .O, .BIN, etc should be handled.
> o Specification of data-areas should be possible
> o Hex-codes as a comment as an option
> o character strings as comments as an option
> o ...several other things I don't remember right now :-)
>
Twice I have postted distomwc, which is PD, and derived form another PD
called dis.

"... with symbols". distomwc only accepts DRI symbols. Every compiler
has its own symbol format. I found that what I wanted to disassemble
didn't have symbols anyway.

distomwc does the rest. Its output is MWC assembler compatible.

If you are a MWC fan, remember to save your 2.0 version of as. call it oas.
the 3.0 version doesn't know what to do with a ".s" short branch.

distowmc allows use of a control file that supplies symbols, and marks
as words or ascii, sections of .text.

What I do:
A. disassemble , and look at the resulting file.
Identify the embedded .ascii, and .words and put the areas into the control
file. (.ascii makes reams of strange instructions; .words can through off
the decoding of the next instruction).
B. disassemble again.
C. assemble it, and deal with the errors:
they are usually:
1. form 0x426:s ; MWC as will handle only NAMES, name:s. create names.
most of the references are to ATARI system variables any way.
2. Backward references from switch statements, where a list of addresses
show up in .data pointing to .text that does not look like the start
of code. (no preceding jmp or rts). Add the symbols.
3. Some references to odd byte offets in data or (oh no) .test itself.
add and equate to the real symbol.

D. when assembly is clean,
E. ld it (-s) to produce s .prg that should resemble the input.

some simple tools:
1. modify cmp to subtract the haeader (0x1c) from addresses.
2. print the relocation table as addresses.
3. remove mwc 3.0 debugging info from ld output.

F. first I compare the relacation tables.
G. when relo is ok, remove the debugging info, and cmp the files.
This should be very clean.
1. one thing showing up is move.b $0xff,d0, this type will have
DRI generate 00FF as the constant word, MWC generates FFFF.
Both work, but show up in cmp.

Howard C. Johnson
ATT Bell Labs
att!lzaz!hcj
hcj@lzaz.att.com

Scan the .prg for obvious ascii strings.

1657. re: Presentation Manager

Newsgroup: comp.sys.atari.st
Date: 1989-10-16 13:32:27 UTC
From: forster@cs.umass.edu
Message-ID: <5677@dime.cs.umass.edu>
Source record: 248129

> Each window had its own menu bar, ...

.. sounds an awful lot like X-windows to me.
- David Forster
(Forster@cs.umass.edu / David%cousteau@cs.umass.edu / Forster@umass.bitnet)

1658. Re: Problems with LASER C 2.1

Newsgroup: comp.sys.atari.st
Date: 1989-10-16 15:10:51 UTC
From: pa1329@sdcc13.ucsd.edu
Message-ID: <1349@sdcc13.ucsd.edu>
Source record: 248130

Turbo C will not be available for the Atari ST in the USA, as
Borland has no plan to sell this product in the USA market. I
remember Borland even denied the existence of ST Turbo C. As far
as Atarians in the USA are concerned, Turbo C is not a product, so
forget about it. Thus
we only have choices between Mark W. C and Laser C.

1659. Fonny diskdrive

Newsgroup: comp.sys.atari.st
Date: 1989-10-16 15:11:25 UTC
From: jackin@utacs.UTA.FI
Message-ID: <757@utacs.UTA.FI>
Source record: 248131

My friend has a -86 or -87 1040 ST. He has only one diskdrive (internal one)
and it has been acting fonny lately. Maybe this has something to do with the
fact that Diskdrive can write WriteProtected disks. It (dd) fails to recognise
any writeprotected disk as writeprotected we feed it. I remember some postings a while a go
concerning dd failing to recognise media change. My friend has
that problem too. He is quite handy with electronics and he hopes to repair dd himself.

Has anybody done this himself or can anybody give hints where to look (yeah,
we might start by looking inside the dd, right ;->). Any responses welcome.
Thanks.

! Markku M{enp{{ (jackin) !

1660. Re: Laser C and TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1989-10-16 15:15:32 UTC
From: covertr@force.UUCP
Message-ID: <46436723.14a1f@force.UUCP>
Source record: 248132

In article <8028@microsoft.UUCP>, w-darekm@microsoft.UUCP (Darek Mihocka) writes:
> Re: Laser C 2.0 and TOS 1.4
>
> 10 in some cases. I'd prefer if they got out of the disk cache business and
> stuck to fixing up the compiler. I don't appreciate having a compiler generate
> incorrect code on me, which is what Laser C will do the odd time. I just
> stick to assembler for now while somebody writes a decent C compiler for
> the ST.
>
> - Darek
>
> ---
> Darek Mihocka ST Xformer II CIS: (out of order)

Darek, if you could send me the C code that breaks LASER C 2.1 I would like to compile it with Mark Williams C 3.09. I could send you the results, and you could determine if MWC is a better choice for you.

Also, a local frined has the Prospero C compiler, and I could get your sample compiled on it as well.

So, please don't give up on C until you have tried MWC or Prospero.

Rich Covert

1661. Re: GEM text editor

Newsgroup: comp.sys.atari.st
Date: 1989-10-16 15:23:18 UTC
From: pa1329@sdcc13.ucsd.edu
Message-ID: <1350@sdcc13.ucsd.edu>
Source record: 248133

In article <9714@attctc.Dallas.TX.US> iczer@attctc.Dallas.TX.US (Ted Uhlemann) writes:
>Can someone reccomend a decent small-sized (under 50k) GEM-based text editor
>for me? Preferibly in .ACC format, but not necessary. I've been looking
>around for something like this for the last week, and all I've been able to
>find is an ACC called DIARY that has a STATIC buffer size of 8k, and then
>something called PEDIT which took up 100k and didn't even have a GEM interface.
>
>HelP!

There is a GEM-based desk assessory editor called STEDT (?) from Canada.
It has a nice GEM interface (even pull-down menus attached to the
window). There is a demo version going around with save disabled.
However, if you use the clipboard feature (this is the only ST
program so far I know which supports the standard GEM clipboard) you
can paste all your text to disk in the file "scrap.txt". It is a very
nice editor.

1662. ST in USSR

Newsgroup: comp.sys.atari.st
Date: 1989-10-16 15:28:35 UTC
From: jackin@utacs.UTA.FI
Message-ID: <758@utacs.UTA.FI>
Source record: 248134

I have just read the article 'Computing in cold' (something like that)
in October PCW (Personal Computer World). I have thought of USSR being
a very attractive marketing place for Atari ST. The writer (don't remember
his name) told that ATARI (the company) missed a big chance to make ST
de facto in Soviet schools. That's sad. Has any one more information
about this ? I can't see any reason why Atari still couldn't make it
big in the USSR. If Atari is going into the American market in a big
way in -90, why not USSR as well (competition shouldn't be too fierce :-).

Just a thought. Any comments any one ?

! Markku M{enp{{ (jackin) !

1663. Re: Vapour trail diminishing

Newsgroup: comp.sys.atari.st
Date: 1989-10-16 15:34:36 UTC
From: pa1329@sdcc13.ucsd.edu
Message-ID: <1351@sdcc13.ucsd.edu>
Source record: 248135

In article <8910140703.AA02555@ucbvax.Berkeley.EDU> 01659@AECLCR.BITNET (Greg Csullog) writes:
>asked "Did you see the nice Atari ad on T.V. last night?"

Where? Ads on TV? When? Perhpas not in the U. S.

1664. Rainbow TOS - I'VE GOT IT!

Newsgroup: comp.sys.atari.st
Date: 1989-10-16 17:00:41 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440064@hplsla.HP.COM>
Source record: 248136

My dealer (Cave Creek, Seattle, WA) installed the new Rainbow TOS ROMs in my Mega ST2 last Friday and I picked up the machine Saturday. Cost: $100 plus tax. The machine booted up perfectly and ran all weekend. I used all my applications, and I threw out half my AUTO progs - including, finally, STARTGEM, FATSPEED, and FOLDRXXX! (Hooray, hooray, and hooray!)

NO PROBLEMS - REPEAT - NO PROBLEMS ENCOUNTERED!

Along with the new ROMs, I got an official Atari flyer entitled "Rainbow TOS Addendum" which is 4 pages long. It details the new features of Rainbow TOS (but no details about the bug fixes).

My biggest impression thus far is that the problems with hard disk FATs is fixed (and how). My machine used to take up to a minute to boot, what with SUPRBOOT renaming files before FATSPEED was loaded. Now, it boots in about 10 seconds, and that's with the ICD cache installation, NEODESK and G+PLUS!

Disclaimer: The opinions expressed herein are those solely
of the author, who has no pecuniary interest in the companies mentioned.

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1665. Re: Disk Speedup

Newsgroup: comp.sys.atari.st
Date: 1989-10-16 17:05:49 UTC
From: depeche@quiche.cs.mcgill.ca
Message-ID: <1589@calvin.cs.mcgill.ca>
Source record: 248137

In regards to a speedup program for the OLD tos which makes hard disk access faster, I have a program called TURBODOS by Dominique Laurent and Atari France (dated March 3, 1988).

This program supposedly fixes lots of bugs in the November 1985 release of TOS, and it also supports a cache, and makes things much faster. I like it.

My only problem with it is that it is not compaible with NeoDesk. If I have both installed I get erratic crashes and bizarre mouse stuff (sometimes keys get logically locked, and sometimes the mouse pointer generates keystrokes, sometimes I just lose the pointer entirely).

Does anyone else know of a program similar to Turbodos which works under NeoDesk? I plan to get the 1.4 ROMS soon but don't have them yet.

--
S. Alan Ezust aka "Depeche Modem" depeche@calvin.cs.mcgill.ca
McGill University Computer Science Disclaimer: I claim everything!
Montreal, Quebec, Canada (je pense que....) je me souviens
"This kind of pornography is a matter of artistic creativity"

1666. Re: Printer questions

Newsgroup: comp.sys.atari.st
Date: 1989-10-16 17:09:06 UTC
From: wallace@oldtmr.dec.com
Message-ID: <1312@engage.enet.dec.com>
Source record: 248138

In article <30200003@inmet>, hedger@inmet writes...
>Does the ST use a standard printer interface ?

Yes. It uses the standard "Centronics Parallel Printer Interface".

Ray Wallace
(INTERNET,UUCP) wallace@oldtmr.enet.dec.com
(UUCP) ...!decwrl!oldtmr.enet!wallace
(INTERNET) wallace%oldtmr.enet@decwrl.dec.com

1667. Re: PORTFOLIO is *not* vaporware...

Newsgroup: comp.sys.atari.st
Date: 1989-10-16 17:21:35 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440065@hplsla.HP.COM>
Source record: 248139

Bob Retelle writes:
|
|I agree that the Portfolio is not "vaporware", but then again, what exactly
|IS it..?
|
|Is it something that will benefit Atari ST owners..? No..
|
|Is it something that will help promote the Atari ST name in the computing
|industry...? No...
|
| (and other rhetorical questions deleted...)
|----------

Well, based on what I saw at my Atari dealer Saturday, it's something that is getting one heck of a lot of people to come in to the store that might not otherwise visit. My dealer didn't seem to be the least bit unhappy about having people lined up to look at the thing! Funny how people looked at the ST systems while they waited - obviously something they had not done before. The dealer just hired a new saleperson - between the increased traffic thru the store and the TOS 1.4 installation, two people can't keep up with the demand!

Disclaimer: The opinions expressed herein are those solely
of the author, who has no pecuniary interest in the companies mentioned.

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1668. Spectre GCR (Where do I get it?)

Newsgroup: comp.sys.atari.st
Date: 1989-10-16 17:41:33 UTC
From: swimmer@fbihh.UUCP
Message-ID: <314@fbihh.UUCP>
Source record: 248140

Does anyone know where I can get Spectre GCR in Europe, or at least
in the US?

Response by mail much appreciated.

Cheers, Morton

--
.morton swimmer..odenwaldstr. 9..2000.hamburg.20..frg..tel.: +49 40 4910247.
...........subnet: messy@mcshh.UUCP..eunet: swimmer@fbihh.UUCP.............
..i am a camera with its shutter open, quite positive. some day all of this.
.will have to be developed, carefully printed, fixed..christopher isherwood.

1669. Re: OPUS22, STDCAT43 to TERMINATOR

Newsgroup: comp.sys.atari.st
Date: 1989-10-16 17:53:02 UTC
From: wallace@oldtmr.dec.com
Message-ID: <1313@engage.enet.dec.com>
Source record: 248141

In article <46300053@uxf.cso.uiuc.edu>, glk3593@uxf.cso.uiuc.edu writes...
> Could someone post the binaries to OPUS Vers. 2.2
> and STDCAT Vers 4.3 to the terminator site or e-mail me

Both STDCAT V4.3 and OPUS V2.2 are available by mail from the panarthea archives (archive-server@panarthea.ebay.sun.com). Information about this archive has been posted a couple of times in the past week or so.

Ray Wallace
(INTERNET,UUCP) wallace@oldtmr.enet.dec.com
(UUCP) ...!decwrl!oldtmr.enet!wallace
(INTERNET) wallace%oldtmr.enet@decwrl.dec.com

1670. Problems with STDCAT 4.3 and 4.0

Newsgroup: comp.sys.atari.st
Date: 1989-10-16 18:03:50 UTC
From: MBERNAR@ERENJ.BITNET
Message-ID: <8910191633.AA03973@ucbvax.Berkeley.EDU>
Source record: 248142

I tried using STDCAT 4.3 and ran into problems when I tried to print
my catalog. Everytime I tried to print disk #34, it returns to the desktop
with 4 bombs. The same thing happens when I click on disk #34 to view its
directory. I don't think it's a disk problems since I can succesfully copy
the catalog file without any errors. I've also tried a new catalog
file with the same result.

Using STDCAT 4.0 to read the catalog file from 4.3, results in 3 bombs. When
I created a new catalog file with 4.0, the same 3 bombs result when selecting
or printing disk #34.

I deleted a disk before #34 (#11 to be exact) and found that I could now access
disk #33 which used to be #34. But, the new disk #34 (used to be 35) now gives
bombs.

Is this a bug, incompatibility or hardware problem? I have a 6 month old
1040stf which came with the "mega" roms, running in high rez mode.

Regards,
Marcelino Bernardo
mbernar@erenj.bitnet

1671. To the Portfolio flame

Newsgroup: comp.sys.atari.st
Date: 1989-10-16 18:05:00 UTC
From: 01659@AECLCR.BITNET
Message-ID: <8910170729.AA07419@ucbvax.Berkeley.EDU>
Source record: 248143

To the guy who asked "what is it" for the Portfolio; borrow one and find out!

Yes, it is stand alone and yes it does promote Atari's name. You should see the die hard PC users' envy when they see the Portfolio with the Atari logo on it.

Even one local PC user who flamed it before seeing it has ordered one!

1672. Re: IMG

Newsgroup: comp.sys.atari.st
Date: 1989-10-16 18:42:55 UTC
From: laba-1aj@e260-1f.berkeley.edu
Message-ID: <1989Oct16.184255.28870@agate.berkeley.edu>
Source record: 248144

Could someone tell me the complete GEM IMG format and what all those values mean? Are all those features like pixel size supported by the AES or GEMDOS or unsupported entirely? Does anyone actually fill in those values?

& John Kawakami
& laba-1aj@web.berkeley.edu
& Live each day as if it were your first

1673. Re: CACHEXXX

Newsgroup: comp.sys.atari.st
Date: 1989-10-16 19:06:00 UTC
From: Ritzert@DMZRZU71.BITNET
Message-ID: <891016190627.373581@DMZRZU71-UNI-MAINZ--GERMANY>
Source record: 248145

Hi,

recently Allan Pratt told us about the existance of a FAT-Cache called CACHEXXX.PRG. I have seen an early version of this program (supplied with the first beta release of TOS1.4) running. It speeded up disk accesses very significantly compared to standard TOS1.4. So, I am eager to have the final version of the program. But there are two big problems:

o where to get it.
oo adjusting the XXX correctly.

According to Allan, XXX must be exactly equal to the size of the FAT. How do I compute XXX exactly? What happens when the FAT size (in kB) is not even? Example: my Seagate ST296N (slowww) contains 4 partitions of 21.2 each. Their FATs take 81 sectors (1 sector = 0.5 kB), hence 40.5 kB. Do I have to take into account the sizes of all the inactive logical devices (floppies, hd partitions), too? (I run AHDI 3.01).

Another example (taken out of the WINCAP description for the Megafile 60): 2 partitions of 30 and 34 MB. How to do this?

Related question: is it possible with tos14 to increase the cluster size, i.e. shorten the FATs dramatically and thus speed up the hd even further? Will CACHEXXX support such a configuration? If this is possible --- how can I do it? Can I use Supra's SUPEDIT for this purpose?

Of course, comments of Atari officials on this subject are appreciated very much.

Thanks

Michael Ritzert

mjr@dmzrzu71.bitnet

1674. Re: Printer questions

Newsgroup: comp.sys.atari.st
Date: 1989-10-16 19:15:48 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440066@hplsla.HP.COM>
Source record: 248146

|Does the ST use a standard printer interface ?

Yes! (But I don't recall which one at the moment...)

|What brands/models
|of printers should I look at. What about the Atari laser printer ?
|Any good ? Price ?

I don't know about the Atari laser printer... I have been using a Panasonic KXP1124 24-pin dot matrix printer and it is a tremendous printer for the price (ca. $300)... it has a ton of built-in fonts and excellent print quality. However... I will ultimately upgrade to an HP DeskJet when $$$ are available!

|Also, if anyone has suggestions on good word processing software I would
|appreciate it.

I use FirstWord Plus. The main reason I use it is because it will use the built fonts of my printer. There are (much) neater WP's available but they use GDOS (or other) fonts, not the printer's built-in fonts. Thus, every page is printed as a bitmap. This is just too slow for words on a dot matrix printer. (IMHO - My opinion!). A laser printer (or the afore-mentioned DeskJet) is very desirable if you want to use a GDOS-based WP.

Actually, First Word Plus isn't so bad, it's just not very whizzy. But it is easy and intuitive to use. Fine for letters, which is my big use.

Disclaimer: The opinions expressed herein are those solely
of the author, who has no pecuniary interest in the companies mentioned,
except for HP...

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1675. Re: File Moves?

Newsgroup: comp.sys.atari.st
Date: 1989-10-16 19:18:49 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440067@hplsla.HP.COM>
Source record: 248147

```
Just one small question. Is there a MOVE FILE function in TOS 1.2?
If yes, how do I use it?
Eric Hobbs
ehsnsr@JUPITER.nmt.edu
----------

No, not in TOS 1.2!
```

1676. monitors

Newsgroup: comp.sys.atari.st
Date: 1989-10-16 19:28:15 UTC
From: scyst@unix.cis.pitt.edu
Message-ID: <20035@unix.cis.pitt.edu>
Source record: 248148

Earlier someone posted something about using a multisync or a commercial TV/Monitor for Atari's all three display modes, instead of having a color monitor and a monochrome together. Can someone give me more information?

1. Which brands and models?

2. How easy to make it work? (like extra cables, modifications etc)

3. What is the cost as compared to having a color/monochrome set?

4. What's the resolution? Is it comparable to that on a monochrome?

Please send email if possible. Thank you.

1677. kermit

Newsgroup: comp.sys.atari.st
Date: 1989-10-16 19:29:00 UTC
From: V115LUE3@UBVMSC.CC.BUFFALO.EDU
Message-ID: <8910170729.AA07434@ucbvax.Berkeley.EDU>
Source record: 248149

Is there anyone at the University of Buffalo who has the kermit protocol?

Our computing center isn't carrying a copy of it anymore and I need to get my hands on it. If not, could someone in the north-east please mail me there phone # so I could download it Xmodem from them? Any efforts would be greatly appreciated. (Preferably 1200 baud)

Thanks in advance,
Philip Smolin

v115lue3 @ubvmsd

1678. Blown motherboard???

Newsgroup: comp.sys.atari.st
Date: 1989-10-16 20:05:09 UTC
From: cdixon@eagle.wesleyan.edu
Message-ID: <2277@eagle.wesleyan.edu>
Source record: 248150

Here's a stupid little question that I need some help with. When I turned my 1040st on the red light was half on and the machine made a high pitched sound. I took it to the local repair place and they said it was probably a blown mother board but they couldn't fix it (they just fix IBMs). I sent my machine to an authorized service place, and I'm still waiting for the verdict. Anyways, does anyone know roughly how much it would cost if it is a blown mother board? If so, is my machine totalled??? (gasp) Also, a while ago it was crashing a lot (frequent and unexplainable bombs), I took it to a repair place and they tightened the chips or something. Could that have been an early sign of my current problem (the blown mother board). Help me pleeeze.

Christopher Dixon
Wesleyan University

1679. Re: official tos 1.4 release

Newsgroup: comp.sys.atari.st
Date: 1989-10-16 20:06:37 UTC
From: paul@cacilj.UUCP
Message-ID: <1266@cacilj.UUCP>
Source record: 248251

In article <4634aec9.14a1f@force.UUCP> covertr@force.UUCP (Richard E. Covert) writes:
>The problem Greg is that you just plain and simply can't count on
>Atari for support!! If Atari was going to support the ST, why didn't Atari
>license GPLUS from Charles Johnson and include it in TOS 1.4??

You still don't get it, do you? Atari is not in the third-party software business. If a third-party product exists, and you like it better, then buy it, use it, and support the third-party developers! Does it matter if you buy GDOS from Atari or buy it from Codehead? You'll pay for it one way or another! "There ain't no such thing as a free lunch". Also, Ken B. from Atari has repeatedly stated that there isn't room in the ROMs for all of these enhancements! If you like NeoDesk, then buy NeoDesk! If you like GPLUS, then buy GPLUS! Just don't expect Atari to buy your software for you and code it into the ROMS!

>And Atari didn't even want to admit that there was a bug in the serial
>port code in TOS 1.4 until the Canadian hacker showed Atari the actual
>bug in the code. Pretty responsive of Atari, huh?? And this is for an OS
>that has been under development for 2 years!! After 2 years, you would think
>that Atari would have it right!!!

Oh my, a bug in RTS/CTS handling! Tsk, tsk. Forget about the zillions of bugs they fixed, forget about the months of development, and focus on one obscure bug. The reason it wasn't fixed, I'm sure, is that none of the developers who beta-tested even *use* RTS/CTS flow control!

Why don't you pay up and become a developer? Try working to make the Atari better instead of complaining about how bad it is?!?

Go buy an Amiga or something and quit complaining!

>Boy, a good outline font system, aka the macintosh system, would really be
>great for the ST!! But asking Atari for anything like that is like jumping
>to the moon, you'll never get there!!

Better yet, go buy a Macintosh, if they're so great! I think you'll find that Apple can afford the huge R&D costs for new fonts with all the money they make off of the Mac! (Warning: there is probably a generalization there somewhere :-)

Yes, an outline font would be nice. So make one!

>I like the third party support starting to appear for the ST. My favorite
>product is the Turbo16 product from FAST TECHNOLOGY. T16 really speeds up
>my Mega ST!! It is great!!!

I agree. Hurray for the third-party support! Think about it--how much of what's really useful on the IBM-PC is produced *by* IBM? Any of it?

>So, lets support the good 3rd party enhancments to the ST and hope that
>things will get better IN SPITE OF ATARI!!

Wrong. If it wasn't for Atari, we wouldn't have this wonderful machine that truley delivers "power without the price"! When the ST first came out, an 8MHz 68000 was *power*!!! Even today, it is a respectable machine. Ever priced a 25MHz 68030 machine? Come up with a figure a home hobbyist could afford? I didn't think so.

>Rich (Proud owner of a souped up T16ed Mega ST4!!) Covert

You don't sound very proud to me. I'm not trying to single you out specifically, but I sure get tired of people who think that Atari should do everthing for them. I'm glad there are developers who *do* something to improve the machine, instead of just whine and complain.
--
Paul Close paul@cacilj.CTS.COM ...!{uunet, ucsd, crash}!cacilj!paul

The Obi-wan Kenobi method: "Use the Source, Luke" -Jim Fulton

1680. Dbase?

Newsgroup: comp.sys.atari.st
Date: 1989-10-16 20:14:24 UTC
From: cccbill@castor.ucdavis.edu
Message-ID: <5636@ucdavis.ucdavis.edu>
Source record: 248252

```
Is there a 'dbaseI??' clone available for the ST (ala VIP proffesional
as a 1-2-3 clone)?

Thanks,

Bill Frazer
wdfrazer@ucdavis.edu
```

1681. raster ops

Newsgroup: comp.sys.atari.st
Date: 1989-10-16 20:20:00 UTC
From: pa1329@sdcc13.ucsd.edu
Message-ID: <1355@sdcc13.ucsd.edu>
Source record: 248253

the standard GEM raster/bit map ops only support straight copying. Is there
any way to sacle a raster, making it bigger/smaller? Is it possible
to rotate the raster? (unlikely, I assume)

1682. Re: TOS problem ?

Newsgroup: comp.sys.atari.st
Date: 1989-10-16 20:30:08 UTC
From: apratt@atari.UUCP
Message-ID: <1731@atari.UUCP>
Source record: 248254

piet@cs.ruu.nl (Piet van Oostrum) writes:

>I encountered a strange TOS behaviour (TOS 1.2):
>I Fcreate a file, then Fopen the same file (not very usual, I agree).
>... Finally I close the second handle, and forget to close the
>first one, (or close that last). Result: an empty file.

Well, that's interesting, but only just. Opening the same file
twice is something which GEMDOS doesn't handle well (pun intended).

I can apologize for only so long for how bad GEMDOS is before the
blame shifts from the guy who wrote it (for introducing the bugs) to me
(for not fixing them). I hope I haven't gotten to that point yet.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

1683. Re: TOS 1.4 Incompatibility List

Newsgroup: comp.sys.atari.st
Date: 1989-10-16 20:55:01 UTC
From: ron@argus.UUCP
Message-ID: <1312@argus.UUCP>
Source record: 248255

Rdydisk, the reset-proof ramdisk that comes with Mark Williams C doesn't work. Oh, well, there are plenty of other ramdisks out there.

VIP Professional (GEM version) with GDOS loaded has screwed up colors in the menus. The menus were illegible. Removing GDOS fixed the problem. One of these days I'll get G+Plus.

By the way, my ROM came with documents.
--
Ron DeBlock N2JSO
Net: ...!rutgers!galaxy!argus
US Mail: 42 Davis Street, Phillibsburg, NJ 08865 USA

1684. Re: Games for Sale

Newsgroup: comp.sys.atari.st
Date: 1989-10-16 21:05:00 UTC
From: roger@tippy.uucp
Message-ID: <13300011@tippy>
Source record: 248256

I'm interested, but I couldn't get Email to you. If you still have the games (I want them all) drop me a note.

Thanks - tippy!roger@newton.physics.purdue.edu

1685. Want to buy 1st Word Plus

Newsgroup: comp.sys.atari.st
Date: 1989-10-16 21:45:49 UTC
From: rona@hpdml93.HP.COM
Message-ID: <480028@hpdml93.HP.COM>
Source record: 248257

I would like to purchase 1st Word Plus and wondered if anyone would like to sell. I am NOT interested in a pirated copy! Only an original disk and manual will do. I'll pay $20 plus shipping.

Send mail to: rona@hpdml92.hp.com
or call: (208) 323-4293 (days)
377-9021 (nights)

1686. Re: Games for Sale

Newsgroup: comp.sys.atari.st
Date: 1989-10-16 21:48:46 UTC
From: c60c-4af@e260-4a.berkeley.edu
Message-ID: <1989Oct16.214846.8337@agate.berkeley.edu>
Source record: 248258

Thanks for all those replies to my message. However the games have all been sold. Boy did they go quick!

Teh Kao Yang

1687. Bouncing reply

Newsgroup: comp.sys.atari.st
Date: 1989-10-16 21:52:00 UTC
From: 01659@AECLCR.BITNET
Message-ID: <8910170729.AA07473@ucbvax.Berkeley.EDU>
Source record: 248259

I received a request for info from the following person:

From: MILLGRAM@HUSC4.BITNET

and when I do a send,millgram@husc4.bitnet I get the reply "no such node".

Could the sender of the request please resend with an alternate address?

1688. Re: Tex,LaTex

Newsgroup: comp.sys.atari.st
Date: 1989-10-16 22:12:52 UTC
From: SYTANG@CSUGREEN.BITNET
Message-ID: <8910161608284B0.NQTE@CSUGREEN.UCC.COLOSTATE.EDU>
Source record: 248260

To Federico Heinz about Tex and LaTex for ST
You should be able to FTP from either Terminator or Um1.mich.edu. The Ctex has both plain Tex and LaTex in it and it's zooed files so all the directory are presevered.
sytang@csugreen.ucc.colostate.edu
p.s. there id is 35.1.33.8 and 35.1.1.43

1689. Re: Disk Speedup

Newsgroup: comp.sys.atari.st
Date: 1989-10-17 00:05:53 UTC
From: ramsiri@blake.acs.washington.edu
Message-ID: <4064@blake.acs.washington.edu>
Source record: 248261

In article <1589@calvin.cs.mcgill.ca> depeche@calvin.cs.mcgill.ca (Sam Alan EZUST) writes:
>In regards to a speedup program for the OLD tos which makes hard disk access
>faster, I have a program called TURBODOS by Dominique Laurent and
>Atari France (dated March 3, 1988).
>
>My only problem with it is that it is not compaible with NeoDesk. If I have
>both installed I get erratic crashes and bizarre mouse stuff (sometimes keys
>get logically locked, and sometimes the mouse pointer generates keystrokes,
>sometimes I just lose the pointer entirely).
>

I've been using TURBODOS(March '88) along with NEODESK(v.2.00-2.04)
for quite some time now and have yet to experience a problem with the
two running simultaneously. I have an '85 1040ST with TOS 1.0.
A friend has an identical setup. No troubles.

Maybe there's another source to your problem.

-ramsiri@blake.acs.washington.edu

1690. Hey Borland, why no Turbo C for US?

Newsgroup: comp.sys.atari.st
Date: 1989-10-17 01:36:19 UTC
From: drc@beach.cis.ufl.edu
Message-ID: <21065@uflorida.cis.ufl.EDU>
Source record: 248262

Please excuse my rhetorical device; I know as well as you that
Borland will not respond... I am curious, though, to know
why Turbo C for the ST is not distributed in the US. The only
thing that pops to mind is that the documentation may not be in
English (is it?), and the cost of translation, publication, etc.
makes US distribution impossible. Any ideas?

Why are no enterprising Europeans reselling Turbo ST to the US?
For any kind of fair price, I would buy.

A parting observation: refusing to sell Turbo C in the US seems
very likely to result in (eventual) widespread piracy of the
program in the US. An odd strategy, but I must be missing something...
--
David Cabana
drc@beach.cis.ufl.edu
UUCP: ...!gatech!uflorida!beach.cis.ufl.edu!drc

1691. Re: TOS 1.4 Incompatibility List

Newsgroup: comp.sys.atari.st
Date: 1989-10-17 02:15:28 UTC
From: Matthew_Eric_Seitz@cup.portal.com
Message-ID: <23158@cup.portal.com>
Source record: 248263

PC DITTO v3.01 works fine with my TOS 1.4 developer EPROMS. The documentation that accompanied them is dated May 25th '89. Perhaps you have a different version?

Matthew Seitz

1692. For Sale: Atari ST Hardware and Software

Newsgroup: comp.sys.atari.st
Date: 1989-10-17 02:32:18 UTC
From: wpc@druhi.ATT.COM
Message-ID: <4427@druhi.ATT.COM>
Source record: 248264

My ST has to make room for a work PC.

Everything listed below works fine, is in good condition and has
the original manuals and disks.
Prices are listed (or best offer). I'll pay UPS shipping.

HARDWARE:

Atari 520ST CPU/Keyboard, upgraded to 1 Meg, mouse, $ 200
power supply, Timesaver clock,
Original Atari BASIC, Original Atari LOGO
Atari SF354 3 1/2" SSDD diskette drive w/power supply 40
Atari SC1224 color monitor 200
Atari SM124 monochrome monitor 100
Supra 20MB hard disk drive (noisy, works fine) 80
Supra Hard Disk Driver and Utilities

Epson FX85 (rarely used) 200

SOFTWARE/BOOK: (buy 2 & take 10% off, buy 3 and take 20% off)

Beckmeyer C-Shell, C-Tools, C-Make 10
D.E.G.A.S. Elite (nice paint software) 8
CAD 3D 1.x (early version, 3D CAD renderings) 8
PC-Intercomm (VT100 emulator) 10
Isgur Portfolio 15
Word Writer ST 8
Phasar 2.32 15
Perfect Patch by Aegix (nice DX editor/librarian) 15
Generic First Cad 8
Megamax C (early version, good to learn with, heavy docs) 15
Copy II ST 8
Antic Disk Doctor 8
Marble Madness (great fun, 2 player mode) 8
Flight Simulator (still in shrink wrap) 10
Midi Maze (3d maze game, can network via midi) 8
The Black Cauldron (good game for 8+ year old) 8
Donald Duck's Playground (good game for 6+ year old) 8
Star Glider 8
Star Raiders 8
The Pawn (nice graphics) 8
Sundog (good space adventure) 8
Balance of Power 10
Leader Board 10
Shanghai 10

Sybex's Programmer's Guide to GEM, by Balma/Fitler 8

Walt Christmas
att!druhi!wpc
(303) 538-4070 (wk)

1693. GIF Files

Newsgroup: comp.sys.atari.st
Date: 1989-10-17 03:05:43 UTC
From: pi@csd4.csd.uwm.edu
Message-ID: <495@uwm.edu>
Source record: 248265

I am looking for the decompression routines for GIF files.
Preferably in 68000 code (either Mac, or ST, any language).
I am working with someone to make a converter from GIF to SPECTURM.
(A better converter than the one that already exists)

Your help will be appreciated and noted.

Thanx, Pete

PI@UWisconsinMilwaukee@CSD4.csd.uwm.edu
"Poachers shooting at rabbits will scare the big game away."
From : Dirty Rotten Scoundrels
"Listen to me now, think about it later" - Hans und Franz

1694. ICD harddrive kit

Newsgroup: comp.sys.atari.st
Date: 1989-10-17 04:28:16 UTC
From: jlemon@cory.Berkeley.EDU
Message-ID: <18461@pasteur.Berkeley.EDU>
Source record: 248266

Where can I get an ICD kit? I've looked through the mail order ads in various computer magazines and don't see any ads for either the ICD or BMS host adapter. Does anybody have the addresses for ICD or BMS, or perhaps know of a good store in the bay area that carries their kits?

Thanks...
--
Jonathan ...ucbvax!cory!jlemon or jlemon@cory.Berkeley.EDU
(.signature? When I get a hard drive, then I will have room for a .signature!)

1695. Amiga's ad blitz

Newsgroup: comp.sys.atari.st
Date: 1989-10-17 04:49:59 UTC
From: ins_bac@jhunix.HCF.JHU.EDU
Message-ID: <2961@jhunix.HCF.JHU.EDU>
Source record: 248267

This isn;t significant to anybody's life except Atari's but while eating dinner
and catch some 21 jumpstreet, I was hit with one of CBM's amiga commercials.
i was impressed, they didn;t center on the computer at all but they
had alot of characters that sold the damn thing. The amiga is a good computer
and all that jazz, but I would rather see more ST's.
Where the hell is the Xmas drive to sell ST's, I haven't seen one ad yet!!
only one I have ever seen recently is "The Fun is back O yes sir eee, its the
2600 from Uhh tar eee"
Jeez, c'mon guys get something together.
-Ajay Choudhri

now was this actually worth $.02

1696. Re: Event multi

Newsgroup: comp.sys.atari.st
Date: 1989-10-17 04:55:03 UTC
From: esp_05@jhunix.HCF.JHU.EDU
Message-ID: <2962@jhunix.HCF.JHU.EDU>
Source record: 248268

I have had success testing EITHER mouse key with evnt_multi, but it's not a pretty method, and if you use it in conjunction with drop-down menus it can do wierd things. I used two calls to evnt_multi in a loop, one checking for one mouse button, the other for the other, while throwing in a timer event set at around half a millisecond (if I remember correctly). If evnt_multi with one button (and whatever else) returns a timer event I run it with the other button, in a loop, until I get something other than a timer event. THe problem is, if you set the timer event too quickly the menu bar does wierd things, or doesn't work at all. So if you really want to use evnt_multi, you have to do what is the operative phrase with Atari--

DEAL WITH IT.

Ciao... Eric

1697. GDOS with outline fonts?

Newsgroup: comp.sys.atari.st
Date: 1989-10-17 05:15:18 UTC
From: stephen@oahu.cs.ucla.edu
Message-ID: <28181@shemp.CS.UCLA.EDU>
Source record: 248269

Has anyone heard news about the mythical GDOS + driver upgrade that will support outline fonts? If Atari isn't going to do it, maybe someone else will. Atari might even license it. Outline fonts for GDOS would mean that you could use one set of fonts for all screens and printers in any size desired. I would think that anyone who currently makes a GDOS program would be extremely interested in seeing this happen. The new screen driver to support outline fonts might even be optimized to make auto-folder patches unnecessary to improve VDI drawing speed.

Comments anyone?

--Steve Whitney

1698. FTL news flash!

Newsgroup: comp.sys.atari.st
Date: 1989-10-17 05:17:04 UTC
From: paul@cacilj.UUCP
Message-ID: <1267@cacilj.UUCP>
Source record: 248270

I just got back from the local S.D.A.C.E meeting where our featured guest was Russ Boelhauf (marketing whiz) from FTL. He had many interesting things to say about Chaos Strikes Back (the official title of the long-awaited "sequel" to Dungeon Master):

o This is a stand-alone game. Despite what the box says, it does not require Dungeon Master at all. This decision was reached after the artwork went out for the box.

o There are around 13 NEW MONSTERS! The playtesters were unanimous: more monsters!!! So they had to move away from the "expansion set" approach they had been following, and move to a stand-alone game.

o No news on spells. No one asked, and he didn't volunteer. Sorry!

o Shipping between November 6 and November 15!!! (Yes, that's this year :-) Suggested retail $39.95. Just like DM.

o Chaos is not a sequential games as was DM. You can apparently wander around and solve the various "predicaments" piece by piece. So you can concentrate on one part of the dungeon and then go back later and work on another part.

Some of the goodies in Chaos Strikes Back are:

o A character editor. Now you can draw or edit your characters just the way you like! Included are artistic renditions of the way your favorite characters would look after years of adventuring. (Russ's favorite addition was a pair of sunglasses to protect from that fireball glare :-) You can save your artwork, and trade with your friends!

o You can use old characters off of a Dungeon Master save disk, or build a new party out of characters they provide. You should have made it through at least half of Dungeon Master for your characters to survive more than 30 seconds :-) They will enter the world naked! (No firestaff or armor :-)

o A hint "oracle". You insert your saved disk, and get context-sensitive help. That way there are no "spoilers".

o For completeness, I will mention the animated "cartoon" sequence you can optionally view.

o Some really mean situations. Russ normally gets blown away in about sixty seconds! You enter the dungeon "naked and with your pants down" as Russ says :-) (How can you have pants if you're naked? :-) He says the monsters are *mean*! When you open the door, you'd

better be ready!

Some neat points, ideas, etc.:

o The copy protection on Dungeon Master has been patented! They are "thinking" about having some means of individually registering a copy and at the same time, removing the copy protection. The idea is that if they see pirated copies, they will know where it came from.

o Other ideas for other games from FTL include a sci-fi adventure, a Stephen King style horror, and a haunted house, all first person-style adventures a la DM. Don't hold your breath! These are just "ideas"!

o He felt that he experienced less piracy on the ST than any other machine. Gillman Louie take note!

o 2/3 of the total sales of DM were in Europe, which he considers to be a much more "boom and bust" market. Most of the european sales were in a very short period of time immediately after announcement.

Note: Russ gave us permission to post whatever he said on GEnie, etc. Thanks to FTL for giving us the info we've been waiting for! Thanks to our club newsletter editor for the coup!
--
Paul Close paul@cacilj.CTS.COM ...!{uunet, ucsd, crash}!cacilj!paul

The Obi-wan Kenobi method: "Use the Source, Luke" -Jim Fulton

1699. Re: Event multi

Newsgroup: comp.sys.atari.st
Date: 1989-10-17 05:22:50 UTC
From: ericco@stew.ssl.berkeley.edu
Message-ID: <1989Oct17.052250.29145@agate.berkeley.edu>
Source record: 248271

In article <1989Oct15.223739.9084@chx400.switch.ch> poole@chx400.switch.ch (Simon Poole) writes:
>[Sigh! This one turns up often enough to be included on a list of
>commonly asked questions, did anybody ever do something about this?]
>
>Your best bet is to install your own vdi mouse button handler, save
>the "incoming" button mask in a variable and replace the original value
>(if I remember correctly it's in d0) with the value for the left button.
>After you've done that jump to the original button handler, the whole
>thing needs just a couple of assembler instructions, so it's really
>trivial. In your event loop just wait for a left button event and then
>sample the stored value for the button that was really pressed.

I can always hack around the operating system. I find that I almost always have to hack around GEM for any non-trivial program. But I'm truly amazed that GEM can't even handle selecting the left button OR the right button.

Because of this I'm always tempted to circumvent GEM completely. Which defeats the purpose of having something like GEM.

Enough said,
Eric

Eric
ericco@ssl.berkeley.edu

1700. Atari ST DMA to SCSI conversion

Newsgroup: comp.sys.atari.st
Date: 1989-10-17 06:28:17 UTC
From: ben@cit5.cit.oz
Message-ID: <1989Oct17.062817.6540@cit5.cit.oz>
Source record: 248272

Can anyone please help me with info on converting the Atari ST DMA port
to something which looks and operates like a SCSI port. As i don't have
full info on the DMA port operation, i have tried but it does not always
seem to work properley. Any help would be appreciated.

---
* Nino Benci. ben@cit5.cit.oz * Some times i wonder, Why do we do it *
* Chisholm Institute of Technology * But then i'm resigned to the fact *
* School of Digital Technology * that we control our own destiny. *
* 900 Dandenong Rd, Caulfield East * *
* VIC, 3145. Tel (03) 573 2355/2519 * *
* AUSTRALIA. * *

1701. (none)

Newsgroup: comp.sys.atari.st
Date: 1989-10-17 06:56:05 UTC
From: FTJLH@ALASKA.BITNET
Message-ID: <8910181823.AA06592@ucbvax.Berkeley.EDU>
Source record: 248273

RE: PC Board Designer
Anyone out there have any comments on this package? San Jose Computer
is advertising it for $49. SJC 408-224-8575. All opinions welcome....
J Harris Fairbanks, Alaska!

1702. Re: Event multi

Newsgroup: comp.sys.atari.st
Date: 1989-10-17 06:57:01 UTC
From: stephen@oahu.cs.ucla.edu
Message-ID: <28187@shemp.CS.UCLA.EDU>
Source record: 248274

Atari: I understand that it's not your fault that GEM is drain-bamaged and can't detect _EITHER_ the right button _OR_ the left button in the same evnt_multi call, but I have never yet seen a program which uses evnt_multi to detect both buttons at the same time (Interlink uses this, but I'm sure they've hacked their own VDI mouse handler or something.

How about _CHANGING_ evnt_multi so that if it sees a 3 in the button mask, it returns if either button or both buttons are pressed. Then the application can check to see which it got. Sound okay? At least do this for TOS 1.6 so that TT software can use both buttons effectively without hacks! Pretty please!!!

(While you're at it, the TT could probably do with a few more windows for that nifty 1280x960 mode too.)

Just to be positive, I have Rainbow TOS, and I _LOVE_ it!!! Wouldn't go back for anything. Fine job!

--Steve Whitney

1703. Extended argument passing scheme

Newsgroup: comp.sys.atari.st
Date: 1989-10-17 07:27:54 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <8910161058.AA16953@freya.math.dmswwu>
Source record: 248275

What happened to the promised extended argument passing standard, Atari?
Have I missed something?

1704. (none)

Newsgroup: comp.sys.atari.st
Date: 1989-10-17 07:30:13 UTC
From: legrand@RETINA.CHEM.PSU.EDU
Message-ID: <8910170248.AA25211@retina.chem.psu.edu>
Source record: 248276

```
help
```

1705. Re: PORTFOLIO is *not* vaporware...

Newsgroup: comp.sys.atari.st
Date: 1989-10-17 08:50:19 UTC
From: portuesi@tweezers.esd.sgi.com
Message-ID: <PORTUESI.89Oct17095019@tweezers.esd.sgi.com>
Source record: 248277

>>>>> On 14 Oct 89 06:53:51 GMT, Bob_BobR_Retelle@cup.portal.com said:

bob> So... what exactly IS the Portfolio...?
bob>
bob> As I see it, the Portfolio is an accessory for an IBM PC system... much
bob> like a fancy monitor stand, or a gizmo that holds papers for you to type
bob> into your text editor... it WILL help you do things like taking notes
bob> on an airplane, or entering "travelling salesman" figures "on the spot"...
bob> but... that seems to me to be an awfully limited usefulness..
bob>
bob> If you DON'T have an IBM PC style system, a Portfolio is an expensive toy...

I disagree. I was very, very interested in purchasing a Portfolio
until I saw the cost of the accessories needed to make it a useful
machine. I don't own a PC; I own an Amiga 1000.

The Portfolio can serve as an "on-the-go" text editor for editing
correspondence and even reading netnews (one of my intended uses). It
can transfer files to non-IBM machines via the serial port.

Unfortunately, the cost of a Portfolio with one 128K memory card and
the serial port extension is $680. A Toshiba T1000 with a full-size
screen, 512K memory and one 720K floppy drive is $600 street price.
The Portfolio is smaller, but the T1000 is still acceptably small and
much more functional.

--M

--

--
\/ Michael Portuesi Silicon Graphics Computer Systems, Inc.
portuesi@SGI.COM

1706. Re: Problems with LASER C 2.1

Newsgroup: comp.sys.atari.st
Date: 1989-10-17 08:59:33 UTC
From: t19@nikhefh.nikhef.nl
Message-ID: <290@nikhefh.nikhef.nl>
Source record: 248278

In article <1349@sdcc13.ucsd.edu>, pa1329@sdcc13.ucsd.edu (pa1329) writes:
>
> Turbo C will not be available for the Atari ST in the USA, as
> Borland has no plan to sell this product in the USA market. I
> remember Borland even denied the existence of ST Turbo C. As far
> as Atarians in the USA are concerned, Turbo C is not a product, so
> forget about it. Thus
> we only have choices between Mark W. C and Laser C.

So, why don't you phone a dealer in Europe, tell him your credit card number
and two weeks later receive a nice European compiler in the mail? I know a
few who have done just that, it even worked !

The world is not all that large ...

G.J.van Oldenborgh, no connection to Borland, Heimsoeth other than a satisfied
customer.

1707. Re: Problems with LASER C 2.1

Newsgroup: comp.sys.atari.st
Date: 1989-10-17 10:36:34 UTC
From: robert@duttnph.tudelft.nl
Message-ID: <943@dutrun.UUCP>
Source record: 248279

In article <1349@sdcc13.ucsd.edu> pa1329@sdcc13.ucsd.edu (pa1329) writes:
>
>Turbo C will not be available for the Atari ST in the USA, as
>Borland has no plan to sell this product in the USA market. I
>remember Borland even denied the existence of ST Turbo C. As far
>as Atarians in the USA are concerned, Turbo C is not a product, so
>forget about it. Thus
>we only have choices between Mark W. C and Laser C.

OK, you have to buy the stuff directly from the European vendor.
If enough people in the US try to buy the compiler, the guys at Borland
will change their minds (eventually).

I just got an add from a German magazine called "ST Magazin" from September
1989. It says that a company called Borland GmbH in Germany (they changed
their name is suppose) is selling the package for some 228 DM. ($100)
The developers version including an assembler and symbolic debugger
costs 342 DM. ($160).

The address of this company is:
BORLAND GmbH
Lindwurmstrasse 88
D-8000 Muenchen 2
Telex 5212637 mcm d
Telefax (089) 779339
Tel. (089) 72010-201/202
All this is in West-Germany.
Remember that these numbers are only valid from within W-Germany.
I think that you have to leave the initial 0 (of 089) away when you call
from any other country than W-Germany.

1708. Re: Amiga's ad blitz

Newsgroup: comp.sys.atari.st
Date: 1989-10-17 10:45:02 UTC
From: don@vax1.acs.udel.EDU
Message-ID: <4669@udccvax1.acs.udel.EDU>
Source record: 248280

The Amiga ads were on Fox? They were supposed to be on all the networks,
and the big "Kickoff" of them was supposed to be during last night's football
game. I taped it & fast-forwarded through the whole thing... not one amiga
commercial.
And they were supposed to start printed ads in Time, Newsweek, and Life,
but the new issue of Time is out, and no Amiga. So far, it's not much of
a media "blitz."

--
-- |
--------------- Don Lloyd El Campeador don@vax1.acs.udel.edu |
| |Gibberish is | DISCLAIMER: don@pyr1.acs.udel.edu |
| |spoken here. | My employers are idiots. They wouldn't understand | | --------------- my
babbling even if they WERE literate enough to read it. |

1709. Re: Turbo C (was Re: Problems with LASER C 2.1)

Newsgroup: comp.sys.atari.st
Date: 1989-10-17 12:09:30 UTC
From: robert@duttnph.tudelft.nl
Message-ID: <944@dutrun.UUCP>
Source record: 248281

In article <2095@draken.nada.kth.se> matsl@nada.kth.se (Mats Luthman) writes:
>How much faster than for example Lattice C? Could you give a rough estimate
>of the speed in lines per second?
>
OK, I made some coarse benchmarks. I do not have Lattice C online (on a
harddisk near me), so I used Mark Williams instead.
I compiled 4 source files of the image processing package AIM to their .o
equivalents.
The count of source lines is the sum of all include-files and the source
file.
I know that this is not very accurate, but you asked for it.

Williams C v 3.0.6
compiler-options: -c
ramdisk as tmp-drive
TurboDos installed
sources on harddisk

source lines time(s) lines/sec
aim.c 1848 84.90 21.8
bblib5.c 1829 49.24 37.1
bblib8.c 1856 68.77 27.0
buildgra.c 907 11.09 81.8
average 1610 41.9

Turbo C v 1.0
compiler-options: -p- -w
TurboDos installed
sources on harddisk

source lines time(s) lines/sec
aim.c 2807 26.15 107.3
bblib5.c 2648 20.86 126.9
bblib8.c 2909 25.37 114.7
buildgra.c 1813 11.29 160.6
average 2544 127.4

I hope this answers your question.

Robert

Robert de Vries | Every opinion expressed
robert@duttnph.tudelft.nl | above is my own.

1710. ATTN: Geoffrey Sauerborn

Newsgroup: comp.sys.atari.st
Date: 1989-10-17 12:21:47 UTC
From: cbz@cbnewsm.ATT.COM
Message-ID: <5598@cbnewsm.ATT.COM>
Source record: 248282

I tried to reach you via email several times, but I couldn't get through.
Are you interested in selling Flight Simulator II separately? If so, let
me know and we'll work something out. Thanks.

* Craig B. Ziemer %% DISCLAIMER: AT&T does not *
* AT&T Bell Laboratories %%%%%% officially support what I *
* Reading, PA %% just said, in fact, they *
* UUCP ADDRESS: alux6!cbz %% rarely do :^) *

PH #: (215) 939-6594

1711. QuickSt

Newsgroup: comp.sys.atari.st
Date: 1989-10-17 12:44:31 UTC
From: jackin@utacs.UTA.FI
Message-ID: <759@utacs.UTA.FI>
Source record: 248283

What is the newest version of QuickSt. I have 1.2 and it works
quite well but not with WordUp 2.0. I know that I should disable
fast draw, but WordUp is so FAST for a while (before it crashes).
Newest is propably shareware no more ???

So does the newest version live along WordUp (hope, hope..) ?
Does it use blitter ?

Thanks !

! Markku M{enp{{ (jackin) ! header says it all !

1712. Portfolio a hit

Newsgroup: comp.sys.atari.st
Date: 1989-10-17 13:12:00 UTC
From: 01659@AECLCR.BITNET
Message-ID: <8910181826.AA06948@ucbvax.Berkeley.EDU>
Source record: 248284

The following E-mail message arrived this a.m. As a background, it is from a PC user who flamed the Portfolio (I mean incinerated it) when I first announced it on our company's BBS. As you will read, having seen and used one has changed his opinion somewhat!

==========

Greg:

Would certainly oblige if I'm around: for your interest, we have ordered FOUR units, a parallel interface and one memory pack for our branch -- works out that four people now have portable PC ability for about 1/3 the price of a laptop and goodness knows how much saving in space!

Croombe

PS That's FOUR units for 1/3 the price of ONE laptop!

PPS I like the little unit: so does everyone else to whom I've shown it -- Thang Le (who's in our branch 1/2 time) brought one over yesterday so I was showing it off to PC users and got the enthusiasm I expected! There are some dandy features packed into that litle case -- if it was'n't for budgetary restraints at home right now, I'd buy one for myself!

1713. Re: TOS 1.4 Incompatibility List

Newsgroup: comp.sys.atari.st
Date: 1989-10-17 13:44:16 UTC
From: klute%trillian.irb@unido.uucp
Message-ID: <1678@laura.UUCP>
Source record: 248288

In article <1312@argus.UUCP> ron@argus.UUCP (Ron DeBlock) writes:
>VIP Professional (GEM version) with GDOS loaded has screwed up colors
>in the menus. The menus were illegible. Removing GDOS fixed the
>problem. One of these days I'll get G+Plus.

This bug is no TOS 1.4 bug but a VIP Professional bug. I use it
with a monochrome monitor still under TOS 1.0 :-(and it shows
just the same behaviour.

Dipl.-Inform. Rainer Klute klute@trillian.irb.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ ...uunet!mcvax!unido!klute
D-4600 Dortmund 50 |\|\ Tel.: +49 231 755-4663

1714. Re: Event multi

Newsgroup: comp.sys.atari.st
Date: 1989-10-17 13:47:04 UTC
From: dkhusema@immd4.informatik.uni-erlangen.de
Message-ID: <548@medusa.informatik.uni-erlangen.de>
Source record: 248291

kloppen@gmdzi.UUCP (Jelske Kloppenburg) writes:

>With graf_mkstate you can *sample* the state of the mouse buttons. But the
>question is, how to wait with event_multi on either mouse button. I did not
>solve the problem and I'm waiting too for contributions.

I haven't tried this, but one idea I had/have to solve this problem,
is to
(1) Substitute the normal mouse button handling function by a
function CheckButton() by using vex_button (I don't know the
name of the VDI - function which exchanges the mouse button
function, but there is one!)

(2) Write a new evnt_multi() function called, e.g., event_multi()
that checks if the right mouse button is to be waited for. If
that's the case it sets a global flag (i.e. one which can be
accessed by CheckButton()!) and calls the normal evnt_multi()
function telling it to wait for the *left* button *only*
(only because that worked always, waiting for the left button
only, I mean).

Now - whenever a mouse button is pressed CheckButton() will be called
with the state of the mouse buttons in register d0. CheckButton looks
at the global flag mentioned in (2), and whence it's set, it checks
wether the right mouse button has been pressed. If the the right mouse
button *has* been pressed clear the corresponding bit, set the bit for
the left button (on which we're waiting), set a global flag to signal,
that the right button has been pressed and call the *old* mouse button
interrupt handling function (which address we have stored in a global
variable, too).

Now the operating system and finally AES get informed that the left
button has been pressed (which we faked just previously ... ;-)), which
results in evnt_multi() returning to our event_multi() function. All
we have to do is to check our global flag to see wether it's an original
left button result or wether it's been the right button which was
pressed. This we return to the calling process (program).

How about that idea? I haven't tried it yet, but it seems workable. In
Sozobon C you can use the asm() operand to move the content of register d0 to
a register of the function CheckButton() and back again to d0 before calling
the old mouse button interrupt handling function.

Has anybody tried this already? Is there something I missed? Comments!

> kloppenburg@kmx.gmd.dbp.de
>UUCP: kloppen@gmdzi

> In real life: Jelske Kloppenburg

- Dirk Husemann

---------- Smile, tomorrow will be worse! ----------
X.400: <S=dkhusema;OU=informatik;P=uni-erlangen;A=dbp;C=de>
RFC822: dkhusema@immd4.informatik.uni-erlangen.de
RFC822: dkhusema@immd4.informatik.uni-erlangen.dbp.de [BETTER!FASTER!]
UUCP: {pyramid,unido}!fauern!immd4.informatik.uni-erlangen.de!dkhusema
-- Beam me up, Scotty, there's no intelligent life down here! --
---------- My opinions are mine, mine, mine ----------

1715. Re: Turbo C (was Re: Problems with LASER C 2.1)

Newsgroup: comp.sys.atari.st
Date: 1989-10-17 13:55:49 UTC
From: bur@coma.UUCP
Message-ID: <432@coma.UUCP>
Source record: 248299

In article <942@dutrun.UUCP> robert@duttnph.UUCP (Robert de Vries) writes:
>which will be roughly $ 100,-. This is the smallest version, without an
>extra assembler. With assembler (the developers version) it costs 340 DM
The actual price is 279.- DM ($ 146) including Debugger/Assembler.
Among other very good features there is the possibility to direct the
compiler to accept ANSI-C only. I highly recommend TURBO C too.

--
==
Burkhard Wiegel, TU Berlin ...sun, wind, girls
unido!coma!bur or bur@db0tui62.bitnet and duck jibes...
==

1716. Re: Printer questions

Newsgroup: comp.sys.atari.st
Date: 1989-10-17 14:03:00 UTC
From: rehrauer@apollo.HP.COM
Message-ID: <46482ed3.20b6d@apollo.HP.COM>
Source record: 248285

In article <1312@engage.enet.dec.com> wallace@oldtmr.dec.com (Ray Wallace) writes:
>In article <30200003@inmet>, hedger@inmet writes...
>>Does the ST use a standard printer interface ?
>
>Yes. It uses the standard "Centronics Parallel Printer Interface".

If the question referred to the software end of things, the "print screen" desktop function (ALT-HELP, isn't it?) assumes an Epson-compatible. Does anyone know if there's a "sanctioned" way to make the ST assume otherwise? Did the foolish Atari printer-control accessory (which didn't stay on my boot-disk long) allow this? I seem to recall it had options for something along those lines...

(I have an Epson-compatible; I'm just curious...)

>>> "Aaiiyeeeee! Death from above!" <<< | Steve Rehrauer
Fone: (508)256-6600 x6168 | Apollo Computer, a
ARPA: rehrauer@apollo.hp.com | division of Hewlett-Packard
"Look, Max: 'Pressurized cheese in a can'. Even _WE_ wouldn't eat that!"

1717. Re: official tos 1.4 release

Newsgroup: comp.sys.atari.st
Date: 1989-10-17 14:26:42 UTC
From: strasser@eniac.seas.upenn.edu
Message-ID: <15579@netnews.upenn.edu>
Source record: 248286

In article <1266@cacilj.UUCP> paul@cacilj.UUCP (Paul Close) writes:

>Oh my, a bug in RTS/CTS handling! Tsk, tsk. Forget about the zillions of
>bugs they fixed, forget about the months of development, and focus on one
>obscure bug. The reason it wasn't fixed, I'm sure, is that none of the
>developers who beta-tested even *use* RTS/CTS flow control!

Folks, what we have here is the bane of the consumer -- the "brand loyalist."
By that I mean those of us who've used Ataris and (yes) Commodores since long
before the IBM PC was a twinkle in Big Blue's eye. I'll bet that he (like a
lot of us) stuck by his small, innovative company from Atari 400/800 through
1040ST, with all the lean years in between.

Maybe some of you remember (or HAVE) the Commodore 64 and 1541 disk drive.
For years Commodore denied that its DOS had any bugs despite frequent testi-
mony about its file overwrite (save-with-replace, they called it) doing all
kinds of strange things from swapping filenames to triggering nuclear melt-
downs. Well, somebody finally PROVED that the bug existed, Commodore was
forced to at least acknowledge it (and recognize that others might exist) and
the users of Commodore computers were safer and happier.

My point here is that a bug -- any bug -- is an IMPORTANT THING. Allowing a
company to sell buggy software is tantamount to letting it screw you in any
other way. Don't let Atari off the hook on this one so easily. You might
regret it later, and so might they (big business doesn't deal with companies
that turn a blind eye toward product shortcomings -- denying a bug is not the
way to generate confidence in a small, undermarketed company like Atari).

>Why don't you pay up and become a developer? Try working to make the Atari
>better instead of complaining about how bad it is?!?

It's ATARI's job to make its products work correctly, not its users'.

>Go buy an Amiga or something and quit complaining!

"My Atari -- love it or leave it," eh? Well then next time you're screwed you
will know who to blame: yourself. (BTW, all my comments apply equally to
Commodore -- and any other company, for that matter.)

>Wrong. If it wasn't for Atari, we wouldn't have this wonderful machine that
>truley delivers "power without the price"! When the ST first came out, an
>8MHz 68000 was *power*!!! Even today, it is a respectable machine. Ever
>priced a 25MHz 68030 machine? Come up with a figure a home hobbyist could
>afford? I didn't think so.

Just a note: anybody remember the original price of an Atari 800 with 16K? I
seem to remember a figure around $1000 or so.

>You don't sound very proud to me.

He doesn't have to be proud of Atari (the company) to be proud of Atari (the machine).

>...I sure get tired of people who think that Atari should do
>everthing for them. I'm glad there are developers who *do* something to
>improve the machine, instead of just whine and complain.

When buying a computer, just as for any other high-ticket item, you're buying the company behind it. If service is nonexistent, if support is minimal, if the company is unresponsive, then the computer, no matter how technically advanced, will never gain acceptance -- especially companies like Atari and Commodore who already have negative images.

>--
>Paul Close paul@cacilj.CTS.COM ...!{uunet, ucsd, crash}!cacilj!paul
>
> The Obi-wan Kenobi method: "Use the Source, Luke" -Jim Fulton

-Colin
strasser@eniac.seas.upenn.edu

==========
Colin Strasser University of Pennsylvania
strasser@eniac.seas.upenn.edu Moore School of Electrical Engineering
CI$: 72447,1650 Class of '90 -- Penn's 250th year!

There is but one law: "Don't get caught."

1718. Re: Rainbow TOS - I'VE GOT IT!

Newsgroup: comp.sys.atari.st
Date: 1989-10-17 15:47:45 UTC
From: terrell@cadnetix.COM
Message-ID: <9935@cadnetix.COM>
Source record: 248287

I use OSS Personal Pascal version 2.00. When I upgraded from an old 520 to a new 1040 everything in the Personal Pascal system continued to work except for the editor. I can still use the system, only I have to use 1st Word to edit the programs...

So you can guess the question: how does OSS Personal Pascal version 2.00 work with TOS 1.4? If everything works, fine. Otherwise I will probably not upgrade...

Thanks in advance,

Eric Terrell

1719. Re: Hey Borland, why no Turbo C for US?

Newsgroup: comp.sys.atari.st
Date: 1989-10-17 15:59:13 UTC
From: chad@norge.enet.dec.com
Message-ID: <1547@hiatus.dec.com>
Source record: 248289

I'm going to Germany in January and would like to get Turbo C for my ST. What is a fair price for it and where in Frankfurt, Stuttgartm or Munich is the best place to buy it?

Does it work on US ROMS or TOS 1.4?

Thanks

Chad

1720. Re: TOS 1.4 Incompatibility List

Newsgroup: comp.sys.atari.st
Date: 1989-10-17 16:01:13 UTC
From: goldstein@delni.enet.dec.com
Message-ID: <5482@shlump.nac.dec.com>
Source record: 248290

In article <1312@argus.UUCP>, ron@argus.UUCP (Ron DeBlock) writes...
>Rdydisk, the reset-proof ramdisk that comes with Mark Williams C
>doesn't work. Oh, well, there are plenty of other ramdisks out
>there.

What about Eternal? I use it all the time, and am contemplating an
upgrade to 1.4, so does anyone know if it works?

I don't use Eternal 2, not seeing any need to upgrade and not having
the documentation... The original Eternal has been adequate. Thanks.

1721. Atari 1040St color computer system for sale.

Newsgroup: comp.sys.atari.st
Date: 1989-10-17 16:54:53 UTC
From: dcaffey@hydra.unm.edu
Message-ID: <780@ariel.unm.edu>
Source record: 248292
Cross-posted to: comp.sys.atari.st,misc.forsale,or.forsale,pdx.forsale

FOR SALE: Atari 1040ST with color monitor and software:

Software includes:
PageStream (most recent upgrade) - desktop publishing.

Megamax Laser C - C language development system.

Degas Elite - raster oriented paint program.

Jet - Jet Aircraft flight simulator.

PC Ditto - Very good MS/DOS emulator. Runs
Lotus 123, Procomm, QSB & a bunch of other
major MS/DOS programs.

Assorted other softare including a spreadsheet,
word processor & spell checker and games. This
also includes some public domain MS/DOS software
as well.

I have all the original hardware manuals & other assorted documentation that
came with the system when I bought it.

Price = $750.00 for everything.

contact: Dominic Caffey at 505-296-1942 or reply via email.

end of ad
+-------------------------------+
| Dominic Caffey, |
| Student, |
| University of New Mexico, USA |

1722. (none)

Newsgroup: comp.sys.atari.st
Date: 1989-10-17 17:34:00 UTC
From: KWS@CRNLNS.BITNET
Message-ID: <8910181827.AA07060@ucbvax.Berkeley.EDU>
Source record: 248293

```
unsubscribe karl smolenski
```

1723. re:questions for the net-ters

Newsgroup: comp.sys.atari.st
Date: 1989-10-17 18:17:49 UTC
From: FITSILIS@GRPATVX1.BITNET
Message-ID: <8910181825.AA06771@ucbvax.Berkeley.EDU>
Source record: 248294

Mr Bottoms,you should buy a Tops-class computer,eh?

1724. Re:color programs in hi-res

Newsgroup: comp.sys.atari.st
Date: 1989-10-17 18:25:07 UTC
From: FITSILIS@GRPATVX1.BITNET
Message-ID: <8910181822.AA06514@ucbvax.Berkeley.EDU>
Source record: 248295

I'm a new subscriber and I have missed the discussion about running a color program on a hi-res monitor.Could someone be kind enough to inform me about the available possibilities? By the way,why don't you make the answer public? A lot of trouble could be avoided that way.(This came to me after reading many similar questions but finding no answers on the list).
CHARLIE

1725. Re: Hey Borland, why no Turbo C for US?

Newsgroup: comp.sys.atari.st
Date: 1989-10-17 18:32:18 UTC
From: pa1038@sdcc13.ucsd.edu
Message-ID: <1357@sdcc13.ucsd.edu>
Source record: 248296

In article <1547@hiatus.dec.com> chad@norge.enet.dec.com (chad leigh) writes:
>
>I'm going to Germany in January and would like to get Turbo C for my ST. What
>is a fair price for it and where in Frankfurt, Stuttgartm or Munich is the best
>place to buy it?
>
>Does it work on US ROMS or TOS 1.4?
>
>Thanks
>
>Chad

I'd be very interested in ordering Turbo C from overseas. I'm also assuming
Heismoth (sp?) is a German outfit. So my question is do they only
have the docs & dialogs in German, or do they also have a
British-English (the goofy one with all the U's) version ?

Just a wonderin'

Jon
(Internet : jmccarty@ucsd.edu)
(bitnet : jmccarty@ucsd -- I think)

.

1726. Re: Amiga's ad blitz

Newsgroup: comp.sys.atari.st
Date: 1989-10-17 18:44:38 UTC
From: phoenix@ms.uky.edu
Message-ID: <12966@s.ms.uky.edu>
Source record: 248297

/Line Eaters 'R Us/

All about advertising - if you don't care, skip it now...

In article <4669@udccvax1.acs.udel.EDU> don@vax1.acs.udel.EDU (Donald R Lloyd) writes:
>The Amiga ads were on Fox? They were supposed to be on all the networks,
>and the big "Kickoff" of them was supposed to be during last night's football
>game. I taped it & fast-forwarded through the whole thing... not one amiga
>commercial.
...in some areas, yes. The commercials weren't network-feed, they were
handed to the local stations. Some local stations didn't run them (like the
local ABC affiliate) which is legal/acceptable/all that.
Yesterday as a whole was the start of the CBM/Amiga ad campaign, from
what I understand.
> And they were supposed to start printed ads in Time, Newsweek, and Life,
>but the new issue of Time is out, and no Amiga. So far, it's not much of
>a media "blitz."
From what I understood, the print ads in Time and etc aren't supposed
to start yet. (In fact, I don't know what the exact start date is.) The TV
ads will be for the A500; the print ads, as I understand it, will be for
the A2000 and A2500 in professional settings. The Time/Newsweek/Life(?) ads
are supposed to be seven-page series ads.
The goal, again as I understand it (I do not now and have never worked
for CBM) is to have 95-98% of the US to have seen at least two Amiga commercials
by the end of the year. To this end, CBM will be spending some $14 million in
advertising, putting it into the list of "Top 80" advertisers, ahead of both
IBM and Apple for the quarter.
BTW, for those interested; I'm the person who talked about the Atari ST
emulator for the Amiga before. I still have not found a working copy. As I
stated in an earlier post (to c.s.a), I am still working on finding out whether
this thing actually exists in viable form. Both copies I have had have
arrived "damaged;" specifically, the writers of the emulator used "hidden"
files (_not!_ part of the operating system) which were apparently partially
destroyed in transit from the point of origination in Austrailia.
- R'ykandar.
--
| R'ykandar Korra'ti, Editor, LOW ORBIT | phoenix@ms.uky.edu | CIS 72406,370 |
| Elfinkind, Unite! | phoenix@ukma.bitnet | PLink: Skywise | QLink: Bearclaw |

1727. Calendar Layout Around the World

Newsgroup: comp.sys.atari.st
Date: 1989-10-17 19:37:16 UTC
From: terrell@cadnetix.COM
Message-ID: <9953@cadnetix.COM>
Source record: 248298
Cross-posted to: comp.sys.ibm.pc,comp.sys.atari.st,sci.astro

Internationalization of Computer Software (CALENDARS)

A couple of months I started a discussion on the "internationalization" of software. I received numerous excellent suggestions about paper sizes, time and date formats, format of floating point numbers (and the radix character), and some machine-specific tips (support full 8 bit character sets, etc.)

I have another question, about calendars: which day should be in the leftmost column? Is Sunday always in the leftmost column everywhere? Is Sunday always in the leftmost column in the USA? If the answer is no - which other day(s) should be in the leftmost column: Monday? Just Monday?

Thanks in advance,

Eric Terrell

1728. The elusive PC-DITTO II

Newsgroup: comp.sys.atari.st
Date: 1989-10-17 21:00:56 UTC
From: opielask@image.soe!clutx.clarkson.edu
Message-ID: <1989Oct17.210056.1183@sun.soe.clarkson.edu>
Source record: 248300

Anyone considering purchasing PC-DITTO II might want to consider otherwise.
First, the coupons for registered users, were mailed very late.
Once receiving the coupon, one could see how unexpectedly late they really
were (by noticing the deadline for use of the coupon was already past). They
extended the deadline, and said allow 4-6 weeks for delivery.
I ordered mine 5 weeks ago, and know of others who have ordered theirs about
7 weeks ago.
First I was told by Avant-Garde that they will begin shipping them by the first
of this month.
I have been calling Avant-Garde every few days, (including today), and every
time I get through now, I am told that they will be shipping "sometime" this
month. I don't expect to see a pc-ditto II before the end of this semester.
By the way, all orders had to be accompanied by a money order... So they are
all already paid for...

They (at Avant-Garde) say they are in the "production" stage.

If I were to recieve a pc-ditto II, I would cease to be upset (unless it did
not work properly), and post messages telling everyone how wonderful they are.

But I don't see that happening anytime this year... (no less this "month")...

AAron "Ya, I'm upset" nAAs
disclaimer: I don't care if anyone thinks the way I do, it's their
fault if they do...
opielask@clutx.clarkson.edu
naas17@snypotba.bitnet

1729. Re: official tos 1.4 release

Newsgroup: comp.sys.atari.st
Date: 1989-10-17 21:32:24 UTC
From: gl8f@astsun.astro.Virginia.EDU
Message-ID: <2135@hudson.acc.virginia.edu>
Source record: 248151

In article <15579@netnews.upenn.edu> strasser@eniac.seas.upenn.edu.UUCP (Colin J. Strasser.) writes:

>Folks, what we have here is the bane of the consumer -- the "brand loyalist."

Um, finger pointing aside, the RTS/CTS bug is fixed and a patch is
available. Although the fact that the bug got through beta test is
not good, the fact that an official patch is available is good.

Greg Lindahl
gl8f@virginia.edu I'm not the NRA.

1730. Re: High-speed modems and the Atari ST

Newsgroup: comp.sys.atari.st
Date: 1989-10-17 21:39:12 UTC
From: covertr@force.UUCP
Message-ID: <4649c632.14a1f@force.UUCP>
Source record: 248152

In article <665@wet.UUCP>, logic@wet.UUCP (Henry Kwan) writes:
> Having just recently acquired an USR Courier HST Dual Standard, I am anxious
> to compare notes with other ST users who favor the USR high speed modems,
> especially in the area of throughput.

US Robotics has had an outstanding offer to BBS Sysops, and also to USENET
Node Adminstrators. In brief you can buy an USR 9600 HST modem for the low
price of $495.00. This has made the USR 9600 HST very popular with ST BBS
sysops. The the majority of ST BBSes which use a 9600 baud modem use the
USR 9600 HST. So, just call around and look for ST BBSes which are 9600
buad and you can talk to lots of folks!!

>
> I am currently getting about ~1625 cps in HST mode. Protocal used is Zmodem
> and I have the comm port locked to 19200 with TURBOCTS installed. The USR
> manual says that I should be getting 1740 cps while in HST mode. So where
> is the missing ~100 cps?

Your transmission speed depends greatly on the quality of the phone line, but
1625 cps sounds typical for that modem. You won't get that high on some
boards though. Some of the loss can be attributed to the TOS, it just can't
handle data that quickly off of the serial port.

>
> Also, is there terminal software out there which supports Ymodem-G? I
> noticed that on uploads, my throughput drops way down to ~600 cps. So I
> want to see if using Ymodem-G instead of Zmodem will kick that cps rating up
> a little bit.
>
That is typical also for Y-modem transfers. The only program that I know of that
gets >>800 cps for uploads is ST TERM, with its built in Z-modem protocol.

> Please mail any replies. Thanks.
>
> --
> Henry Kwan - FWB, Inc. | "Experience varies directly

I have had my USR 9600 HST for 6 months and have found that it is very reliable,
and has paid back it costs via lower phone bills already!! And USR has sent me
to updates (firmware) to it already for free!! That's good support!!

Rich Covert

1731. Laser C 2.0 Interim fix for TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1989-10-17 21:43:58 UTC
From: SML108@PSUVM.BITNET
Message-ID: <89290.174358SML108@PSUVM.BITNET>
Source record: 248153

I have been told that there are five values that one can change in Laser C 2.0 to make it work with TOS 1.4. Does anyone know what these are ? I am awaiting my upgrade but God only knows how long it will take Megamax to get it to me.

Scott

1732. Re: TOS 1.4 Incompatibility List

Newsgroup: comp.sys.atari.st
Date: 1989-10-17 21:56:32 UTC
From: hcj@lzaz.ATT.COM
Message-ID: <825@lzaz.ATT.COM>
Source record: 248154

In article <23158@cup.portal.com>, Matthew_Eric_Seitz@cup.portal.com writes:
> PC DITTO v3.01 works fine with my TOS 1.4 developer EPROMS. The documentation
> that accompanied them is dated May 25th '89. Perhaps you have a different
> version?
>
> Matthew Seitz

I think there really is somthing to the PC DITTO/TOS 1.4 incompatibility.
-- and I just thought I was having problems with cosmic dust.

I have two systems a 2.5 meg 1040 and a 1 meg 520. The 1040 with BMS-x00
will bring up PC DITTO from hard disk. THe 520 has a SH204, with the same
files and order. PC DITTO refuses to boot fro the HD, only a Floppy.
Once up, it reads the HD just fine.

Maybe there really is a problem.

Howard C. Johnson
ATT Bell Labs
att!lzaz!hcj
hcj@lzaz.att.com

1733. Re: The *new* DC Squish from Double Click Utilities...

Newsgroup: comp.sys.atari.st
Date: 1989-10-18 01:08:31 UTC
From: rwa@cs.AthabascaU.CA
Message-ID: <1171@atha.AthabascaU.CA>
Source record: 248155

Z4648252@SFAUSTIN.BITNET (Z4648252) writes:
> One joy that a user-enthusiast has when receiving new
>software is the observation of the evolving improvement of
>already great packages.
[much lyrical exposition ommitted]
>PROGRAM ORIGINAL SIZE OLD SQUISH NEW SQUISH
>Turbo 1.60 52.587 K 26.858 K 23.412 K
>Flash 1.60 137.492 K 106.222 K 97.220 K
>WordPerfect (Aug 89) 204.280 K 161.726 K 151.632 K

Ok, let's assume wordperfect is a pretty average binary file. If anyone knows otherwise, please fill me (and the net) in. I observe from the numbers given that it compresses (1 - (151632 / 204280)) % or about 26%. The other examples range from ~ 29% to 56%. I am suspicious of the 55% value, but what the hay. I say this because I notice that as the files get bigger, performance drops off. This is counter-intuitive, to say the least...

Anyway, I just tried compressing GNU emacs - original 991232 bytes, compressed image 492357 bytes. Compression = (1 - (492357 / 991232)) %, or about 51%. This was done with the freeware version of 16-bit LZW compress (the same compress that comes as part of GNU) running on my 1040. I think emacs is as typical a binary as exists. (What that says about me is left as an excercise for the reader ;-).

Or /usr/local/bin/vnews, ~200K, compresses about 39% (this is done on a BSD box that's handy, but its exactly the same code on both machines). Both of these binaries are 'pretty average', I'd say. Big, but average. Notice big files work better, not worse.

Now compress is unfriendly, and cryptic, and free, and it's been around a long time, and everybody has one on their crufty old unix box, and the DOS guys have a version, and we ST guys have a version, and the minix-ST people have a version, and they all interoperate, and you can get the source code for free from damn near anybody. I can speak personally for the unix, st, and minix people, since I'm one of each. And I have one of each :-).

Whereas DC Squish works I-know-not-how (and it clearly changes with the phase of the moon), and if they've got DOS or unix or minix versions you don't mention it, and I expect the source is proprietary as all heck, and they sell binaries for money. That's private enterprise, which I support. Wholeheartedly.

But from your numbers, compress easily matches DC-squish on performance, and creams it on almost every other metric I can think of

(except user interface: honestly, compress doesn't have one). Us
old-timers, we're hard to impress. BTW, there are some clever
techniques out there - fractional huffman encoding comes to mind -
that can beat Lempel-Ziv-Walsh encoding (the "LZW" above).

Sorry to rain on your parade, but "Just the facts, ma'am, just the facts".

Ross

ps: anyone want a copy of compress? I'm suprised it hasn't come by
again on comp.binaries.atari.st - the program is _small_, about 32k.
Steven Grimm, you out there ?

r

1734. Re: official tos 1.4 release

Newsgroup: comp.sys.atari.st
Date: 1989-10-18 01:31:53 UTC
From: thurlow@convex.com
Message-ID: <2172@convex.UUCP>
Source record: 248156

strasser@eniac.seas.upenn.edu (Colin J. Strasser.) writes:
>In article <1266@cacilj.UUCP> paul@cacilj.UUCP (Paul Close) writes:
>>Oh my, a bug in RTS/CTS handling! Tsk, tsk. Forget about the zillions of
>Folks, what we have here is the bane of the consumer -- the "brand loyalist."

Not fair. I understand Paul - he's tired of someone who never stops whining, just like I am. Oh, Richard Covert's knock on the RTS/CTS bug is not too negative, but he *did* make the comment that Atari should have gone back and re-done the PROMs. To do so would be truly stupid.

My point (and as I read it, Paul's point) is that for a small bug like RTS/CTS, you don't stop delivery and start a new distribution. Doing that would do a great disservice to the people who want and need the majority of the fixes you already have. It is truly unfortunate that the bug wasn't found by alpha testing at Atari, but them's the breaks. It's maybe not good at all that they didn't acknowledge the bug right away. But you don't stop everything when you've almost got stuff that people have been waiting for for two years or more ready to come out of a three month pipeline. You have to leave some stuff for the next release sometimes.

I want those ROMs, and I can work around the RTS/CTS stuff, I suspect. What I don't wish to do is wait three more months for a different set of ROMs that fixes one more bug, because the odds are 99.5% that more bugs will be found in the interim, and we'll be right back again. If more bugs are found in the next few months, I *would* like to hear at that time that another release is planned.

Rob T
--
Rob Thurlow - Expatriate Canadian thurlow@convex.com
"From the heart of 'The Friendship State'"

1735. Re: Hey Borland, why no Turbo C for US?

Newsgroup: comp.sys.atari.st
Date: 1989-10-18 04:32:35 UTC
From: limonce@pilot.njin.net
Message-ID: <Oct.18.00.32.35.1989.28642@pilot.njin.net>
Source record: 248157

Maybe because there isn't a "real" Turbo C for the ST?

That takes some explaining.

When Borland ported Turbo Pascal to the Mac, they did a real port, hired 680x0 experts, etc. This "Turbo C for the ST" is a third-party that made a C compiler for the ST and is having it marketed by Borland in certain countries. I'm sure this third-party has put a lot of effort into making it compatible with the MS-DOS "real" Turbo C.

Now, the eighth-hand information that I've gotten (NOTE: DISCLAIMER: THIS ISN'T FIRST HAND INFORMATION) is that this third-party ST product is second rate... or at least it doesn't meet "American standards".

If this is true, I'd understand why Borland wouldn't want to get embarrassed by shipping it here. (I am, obviously, writing this from the states). Then again, maybe they just don't have the (VERY BIG) staff required to properly support a product. Then again, maybe they're shooting for a different image than the ST can provide. Then again, maybe I should stop conjecturing and post this.

-Tom
--
Drew University -- Tom Limoncelli
C M Box 1060 -- limonce@pilot.njin.net limonce@pilot.rutgers.edu
P O Box 802 -- tlimonce@drunivac.Bitnet <<<-has a "T" in it.
Madison, NJ 07940 -- 201-408-5389 ...!rutgers!njin!limonce

1736. Re: official tos 1.4 release

Newsgroup: comp.sys.atari.st
Date: 1989-10-18 06:04:56 UTC
From: dnewton@carroll1.UUCP
Message-ID: <756@carroll1.UUCP>
Source record: 248158

In article <1266@cacilj.UUCP> paul@cacilj.UUCP (Paul Close) writes:
>Just don't expect Atari to buy your software for you and code it
>into the ROMS!

I don't think we're asking Atari to buy third-party software and
burn it--we are asking them for a real _WORKING_ environment. i.e. a
move routine would have been nice, and has now been implemented. But why
wasn't it in the first place? RTS/CTS bug? Some people might need that.
Why release comm warez that are buggy?

>Oh my, a bug in RTS/CTS handling! Tsk, tsk. Forget about the zillions of
>bugs they fixed, forget about the months of development, and focus on one
>obscure bug. The reason it wasn't fixed, I'm sure, is that none of the
>developers who beta-tested even *use* RTS/CTS flow control!

Doesn't really matter, does it? ATARI sells it, Atari better make sure
that it works. Something as significant as this should be caught in
alpha. As for the months of development, that goes into any software package
meant for general consumption.

>Why don't you pay up and become a developer? Try working to make the Atari
>better instead of complaining about how bad it is?!?

Yeah, I'm sure everyone that finds a bug is a competent enough programmer
to develop their own OS patches. Get real.

>Go buy an Amiga or something and quit complaining!

Ugh. I'd sooner eat camel spit.

>>Boy, a good outline font system, aka the macintosh system, would really be
>>great for the ST!! But asking Atari for anything like that is like jumping
>>to the moon, you'll never get there!!
>Better yet, go buy a Macintosh, if they're so great! I think you'll find that
>Apple can afford the huge R&D costs for new fonts with all the money they make
>off of the Mac! (Warning: there is probably a generalization there
>somewhere :-)

How hard would it have been? They made a choice (I think the wrong one)
and now we have to make up for it with 3rd party. Besides, I hardly think
that Apple spent the huge quantities of money for "font development" that
you allude to. Most fonts are PD anyway.

>Yes, an outline font would be nice. So make one!

If it would be so nice, why don't you make one?

>I agree. Hurray for the third-party support! Think about it--how much of
>what's really useful on the IBM-PC is produced *by* IBM? Any of it?

Fortunately no. Whew 8-)

>Wrong. If it wasn't for Atari, we wouldn't have this wonderful machine that
>truley delivers "power without the price"! When the ST first came out, an
>8MHz 68000 was *power*!!! Even today, it is a respectable machine. Ever

Well, I don't know about that. I'd almost be certain that someone would
have come up with a machine with similar capabilities. IBM hasn't _totally_
destroyed people's creativity yet.

>ever priced a 25MHz 68030 machine? Come up with a figure a home hobbyist could
>afford? I didn't think so.

This is quite irrelevant, as the ST isn't a 68030 machine, nor do they
have one shipping yet. What I would suggest is a comparative study of
68000 machine, 80286 machines, and NS32016 machines. I think you'd find
there are some very interesting machines in these classes that would lay
waste to the Atari at around the same price. _And_ are expandable.

>>Rich (Proud owner of a souped up T16ed Mega ST4!!) Covert
>You don't sound very proud to me. I'm not trying to single you out

Being proud does not mean unlimited support. Indeed no, it means being
tough on whatever it is, so you can make it even _better_.

--
David L. Newton | dnewton@carroll1.UUCP | The Raging Apostle--
(414) 524-7343 (work) | dnewton@carroll1.cc.edu | for the future--
(414) 524-6809 (home) | 100 NE Ave, Waukesha, WI 53186 | for the world.

1737. Re: Problems with LASER C 2.1

Newsgroup: comp.sys.atari.st
Date: 1989-10-18 07:56:29 UTC
From: suhonen@tukki.jyu.fi
Message-ID: <1533@tukki.jyu.fi>
Source record: 248159

In article <290@nikhefh.nikhef.nl> t19@nikhefh.nikhef.nl (Geert J v Oldenborgh) writes:
>In article <1349@sdcc13.ucsd.edu>, pa1329@sdcc13.ucsd.edu (pa1329) writes:
>>
>> Turbo C will not be available for the Atari ST in the USA, as
[stuff deleted]

>So, why don't you phone a dealer in Europe, tell him your credit card number

What is their address, I'd like to write.... (don't have a telephone B-))

--
Timo Suhonen suhonen@tukki.jyu.fi
Disclaimer: The text above is from my left brain cell. The right one is for
SeX and Drugs and Rock'n Roll. Al K. Hall has eaten the others...

1738. Re: Piggiback ROMs (2 TOS versions in 1 ST)

Newsgroup: comp.sys.atari.st
Date: 1989-10-18 08:00:41 UTC
From: hase@netmbx.UUCP
Message-ID: <3619@netmbx.UUCP>
Source record: 248160

In article <CMM.0.88.624463452.cmm1@cunixa.cc.columbia.edu> cmm1@CUNIXA.CC.COLUMBIA.EDU (Christopher M Mauritz) writes:
>PC Ditto v3.01 will NOT work with TOS 1.4. I forget what the error
>says, but I think it was something like: "Does not work with this
>version of TOS" or something to that effect. Too bad there isn't a way
>to piggy back the two versions of ROMs and have a hardware switch
>between them.

No? Well, the first solution it is easy, if You have a machine with TOS in 6 ROMs.

These are xx256 JEDEC-pinout-compatible mask ROMs. So 27256 EPROMS are possible replacements.

And so are 27512. Pin 1 of the 27256 is called Vpp (programming voltage) and is to be held at +5Volts when the ROM is simply used (not programmed).
Pin 1 of the 27512 EPROMs is the necessary additional adress line.

So, get Your EPROM programmer, read in each of Your original ROMs (all twelve of them), get 12 sockets (28 pin, 600 mil EPROM sockets), a 10 kOhms resistor, a siple litte switch, some isolated wire and 6 27512 (or C512) EPROMs.

Remove pin 1 of 6 of Your sockets; this is done to isolate EPROM pin 1 from the ST circurit board. Plug in the remaining 6 sockets. See how pin 1 has lost contact to the +5Volts line. Connect all pin 1 with some wire.

Now connect the 1 kOhms resistor to pin 1 and pin 28 of one of the upper sockets. Pin 28 is the +5Volts (Vcc) power source for the ROMs.
Connect the wire to the switch and the switch to ground (pin 14 of the ROMs is ground, for example).

Now the switch switches the most significant adress line for the 512-EPROMs between ground (low) and open (10-k pullup to Vcc; high). So the switch selects "upper half" or "lower half" of the EPROM.

Burn a set of EPROMS with TOS 1.2 (or 1.0) in one half and Rainbow TOS in the other.

works fine for me :-)

Second solution: use 6 static RAMs (62256 or Nec42256 and a battery to emulate 6 ROMs.
This was done by some german freak, who published his solution in the german magazine c't. The pcb is availeble, as are the required PAL chips. This even adds a Mega-ST-compatible clock to non-Megas...

I'm still trying to find some time to get it to work... :-(

hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
Dennis had stepped up into the top seat whet its founder had died of a
lethal overdose of brick wall, taken while under the influence of a
Ferrari and a bottle of tequila. (Douglas Adams; the long dark teatime...)

1739. keyboard

Newsgroup: comp.sys.atari.st
Date: 1989-10-18 08:56:42 UTC
From: avogel@ms.uky.edu
Message-ID: <12970@s.ms.uky.edu>
Source record: 248161

Please respond to the address below, I'm just posting this for Anthony.

Do you have any idea how to fix a keyboard problem? The enter and 3 keys
on my Megas keypad are dead, I've tried to get it apart, but I cant seem to
get right to the switch. Maybe you could be of some help, or could
possibly post this to the net for me? (If it's no trouble.)

Thanks

Anthony Paul

avp@garfield.UUCP
avp@garfield.mun.cdn

1740. Turboboost with GCR

Newsgroup: comp.sys.atari.st
Date: 1989-10-18 11:46:15 UTC
From: jackin@utacs.UTA.FI
Message-ID: <761@utacs.UTA.FI>
Source record: 248162

Has anybody succeeded in using Spectre GCR with faster
processors (16Mhz) ? I would like to get my MEGA faster and
especially would like to see Spectre GCR roaming in 16 Mhz.

! Markku M{enp{{ !

1741. Re: Amiga's ad blitz

Newsgroup: comp.sys.atari.st
Date: 1989-10-18 12:18:37 UTC
From: lake@ka3ovk.uucp
Message-ID: <1989Oct18.121837.7870@ka3ovk.uucp>
Source record: 248163

In article <4669@udccvax1.acs.udel.EDU> don@vax1.acs.udel.EDU (Donald R Lloyd) writes:
>The Amiga ads were on Fox? They were supposed to be on all the networks,
>and the big "Kickoff" of them was supposed to be during last night's football
>game. I taped it & fast-forwarded through the whole thing... not one amiga
>commercial.
>

I saw an ad for Amiga during the game ... it was late ... during the
fourth quarter I believe.

1742. Re: Running from different environments

Newsgroup: comp.sys.atari.st
Date: 1989-10-18 12:25:00 UTC
From: hedger@inmet
Message-ID: <30200004@inmet>
Source record: 248164

I just got my ST so I'm a real novice, and this may seem like a really naive question but here goes: Is your program set up to use or try to use the hard disk at all? When your program was first installed was the hard drive on? At installation time is it possible that the program in question put a file on the harddisk that he needs to see to initialize and run?
Just groping.

```
=========================================================================
| |
| Keith Hedger : {...!}uunet!inmet!hedger hedger@inmet.inmet.com |
| 'It is a sad, but beautiful world.........' |
=========================================================================
```

1743. New ad for Atari

Newsgroup: comp.sys.atari.st
Date: 1989-10-18 13:03:45 UTC
From: ehh@raybed2.UUCP
Message-ID: <1391@raybed2.UUCP>
Source record: 248165

Perhaps the blitz of Atari advertising HAS begun. The latest issue of Scientific American has a double-page spread featuring Atari's Portfolio. It looks very nice.

Elston

1744. (none)

Newsgroup: comp.sys.atari.st
Date: 1989-10-18 13:38:21 UTC
From: rudi@guvaxin.UUCP
Message-ID: <8910181338.AA17643@rug12.ruginf.uucp>
Source record: 248166

Deskjet SOFT fonts

Does anyone know the defenition of the soft font format
used by the deskjet printer. I recently bought a 128K RAM
module for my printer and want to use the downloadable softfonts.

HP has got download software but that's only aviable for MS DOS.
I want to write my own softfont utilities on my ATARI. (e.g. Font
editor, and download package.) Neither the Deskjet user manual
nor the documentation of the 128 K RAM module gives any information
on the format of the fonts. I assume there is very much similarity
with the LASERJET Font format, so with a little conversion the laser
jet fonts should be usable with the deskjet.

Another question concerning Deskjet fonts : HPJOURNAL states that the
fonts in the deskjet printer are defined on a grid of 1/600". Is this
also appliciable on SOFT fonts. If so, it has to be possible to write
software that lets the printer print with a resolution of 1/600", using
softfonts !

Hope anyone could provide this information.

Rudi van Drunen. Rudi@guvaxin.ruginf.uucp

1745. printf for float types

Newsgroup: comp.sys.atari.st
Date: 1989-10-18 13:55:07 UTC
From: jlf@a.cs.wvu.wvnet.edu
Message-ID: <505@h.cs.wvu.wvnet.edu>
Source record: 248167

Which library for Sozobon C contains a printf function that will support
float types? I tried dLibs 1.2 and the %f causes the character 'f' to
be printed. I do not use the cc program to compile, assemble, and link my
programs (I have my reasons. I don't have enough time or desire to explain
why, so please, no comments on that.), but instead run hcc, top, jas, and ld.

The files I link are

dstart.o
roots.o (my program)
libm.a
dlibs12.a (I'm not exactly sure of the name I use).

Please respond by mail. No sense in wasting other people's time.
Many thanks in advance!

Jack Forester, Jr.
a.cs.wvu.wvnet.edu

1746. Event Multi & Right Mouse Buttons Example (LONG with overkill)

Newsgroup: comp.sys.atari.st
Date: 1989-10-18 14:57:55 UTC
From: achowe@tiger.waterloo.edu
Message-ID: <17337@watdragon.waterloo.edu>
Source record: 248168

About 2 years ago this question came up on the net. I still have a hard copy
of the post which I used to develop the following tit-bit on detecting the
right mouse button. Anyways it boiled down to this...

"Install your own button handler in assembler. The button value comes in
d0, save it out to a nice place, then change it to a left click no matter
what, and install the routine using vex_butv()." - Kenneth Soohoo

Long exmaple to follow......

```
--------->8------- EXAMPLE ------------>8--------------
;***
;*** Button Handler
;***
;
; Trap the mouse button state because the current handler kills or ignores
; the right mouse button. Once the state is stored chain to the old handler.

.bss
.globl _OldButHandler
.comm _OldButHandler, 4
.globl _ButState
.comm _ButState, 2
.text
.globl _NewButHandler
_NewButHandler:
tst.w d0
beq.s newbut1
move.w d0, _ButState
move.w #1, d0
newbut1:
move.l _OldButHandler, -(sp)
rts

;*** end of Button Handler

-------------->8--------- C portion ------------>8----------
/*
This example code is ripped straight out of a game I'm writing. There
is more here than necessary. But for the curious here is a good
portion of setting up a GEM application. The routines to look at
in connection with button events are: init() - right at the end,
fini() - near the top, and ChkButton() - first line. In ChkButton()
I could have tested ButState directly but then I would have had to
change M.bstate everywhere. Some code has been ripped out that is
relative only to the game itself (not GEM or buttons). Also all the
```

```
global variables have been left out too. I denote globals variables
and routines with a capital letter at the start of a name and on
and clear sub words -- eg ChkButton is global while process is local.
Dummy is global while foobar is not, MenuObj is global while snert_var
is not.

The great book on GEM programming is << Programmer's Guide to GEM >>
by Phillp Balma and William Fitler from Sybex (ISBN 0-89588-297-3).
They howver do not cover the right mouse button problem.

NOTE: This is an example only. This code will not work without further
additions and routines.
*/

int init()
{
if( Getrez() != 1 ){
form_alert( 1,
"[1][ We need MEDIUM resolution.][ Sorry ]" );
return( 5 );
}/* if */

if( appl_init() == -1 ){
return( 5 );
}/* if */

ColorGet( OldColor );
ColorSet( NewColor );

/* Prepare to load .RSC file. */
wind_update( BEG_UPDATE );
graf_mouse( HOURGLASS, NULL );

if( !rsrc_load( "example.rsc" ) ){
graf_mouse( ARROW, NULL );
form_alert( 1, "[1][Could not find| EXAMPLE.RSC][ abort ]" );
return( 4 );
}/* if */

/* Get local pointers to the principal trees */
rsrc_gaddr( R_TREE, MAIN, &MenuObj );

/* Get VDI handle and system font sizes. */
VdiHandle = graf_handle( &SysCharW, &SysCharH, &SysBoxW, &SysBoxH );

/* Open the screen as virtual workstation */
VworkOpen( &VdiHandle );
if( VdiHandle == 0 ){
return( 3 );
}/* if */

/* Find size of desktop. This is the max for any window. */
wind_get( DESK, WF_WORKXYWH, &DeskX, &DeskY, &DeskW, &DeskH );
```

```
/* Create window #1 */
GameW = wind_create( INFO, DeskX, DeskY, DeskW, DeskH );
if( GameW < 0 ){
form_alert( 1, "[1][No Windows available.][ abort ]" );
return( 1 );
}/* if */

/* Display menu-bar. */
menu_bar( MenuObj, TRUE );

/* Init info line */
strcpy( Info, Ready );
wind_set( GameW, WF_INFO, Info, 0, 0 );

/* Open window #1 to fill desk window and get it's current size. */
graf_growbox( DeskW/2, DeskH/2, 21, 21, DeskX, DeskY, DeskW, DeskH );
wind_open( GameW, DeskX, DeskY, DeskW, DeskH );
wind_get( GameW, WF_WORKXYWH,
&GameArea.g_x, &GameArea.g_y, &GameArea.g_w, &GameArea.g_h );
graf_mouse( ARROW, NULL );
wind_update( END_UPDATE );

GameInit();

/* Change mouse button handler so we can get right mouse button. */
vex_butv( VdiHandle, NewButHandler, &OldButHandler );

return( 0 );
}/* init */

void fini( code )
int code;
{
int x, y, w, h;

switch( code ){
case 0: /* normal exit */
/* Close window #1 on the display. */
wind_get( GameW, WF_CURRXYWH, &x, &y, &w, &h );
wind_close( GameW );
graf_shrinkbox( DeskW/2, DeskH/2, 21, 21, x, y, w, h );

/* Free memory used by window #1 & RSC. */
wind_delete( GameW );
menu_bar( MenuObj, FALSE );
vex_butv( VdiHandle, OldButHandler, &Dummy );

case 1: /* no windows free */
VworkClose( VdiHandle );

case 2: /* could not allocate buffers */

case 3: /* error on device */
rsrc_free();
```

```
case 4: /* could not load RCS file */
wind_update( END_UPDATE );
ColorSet( OldColor );
appl_exit();

case 5: /* wrong resolution or error on appl_init() */
}/* switch */
}/* fini */

int ChkMenu( title, item )
int title;
int item;
{
switch( title ){
case MDESK:
if( item == ABOUT ){
DoAbout();
}/* if */
break;

case MFILE:
switch( item ){
case PLAY:
break;

case QUIT:
return( TRUE );
}/* switch */
break;

case MINFO:
if( item == STATUS ){
DoStatus();
}/* if */
break;
}/* switch */
menu_tnormal( MenuObj, title, TRUE );
return( FALSE );
}/* ChkMenu */

int ChkMsg()
{
switch( Msg[0] ){
case MN_SELECTED:
return( ChkMenu( Msg[3], Msg[4] ) );

case WM_REDRAW:
DoRedraw( Msg[3], (GRECT*) &Msg[4] );
break;

case WM_TOPPED:
wind_set( Msg[3], WF_TOP, 0, 0, 0, 0 );
break;
}/* switch */
```

```
return( FALSE );
}/* ChkMsg */

void ChkButton()
{
M.bstate = ButState;
if( M.bstate & 1 ){
strcpy( Info, "left button" );
} else if( M.bstate & 2 ){
strcpy( Info, "right button" );
}/* if */
wind_set( GameW, WF_INFO, Info, 0, 0 );
}/* ChkButton */

void process()
{
for( ;; ){
Event = evnt_multi( MU_BUTTON | MU_MESAG | MU_M1,
1, 0x3, 1,
M.flag, FieldArea.g_x, FieldArea.g_y,
FieldArea.g_w, FieldArea.g_h,
0, 0, 0, 0, 0,
Msg, 0, 0,
&M.x, &M.y,
&M.bstate, &Dummy, &Dummy, &M.bclicks );

wind_update( BEG_UPDATE );

if( (Event & MU_MESAG) && ChkMsg() ){
break;
}/* if */

if( Event & MU_BUTTON ){
ChkButton();
}/* if */

if( Event & MU_M1 ){
M.flag = !M.flag;
}/* if */

wind_update( END_UPDATE );
}/* for */
}/* process */

int main()
{
int rc;

srand( SEED );
rc = init();
if( !rc ) process();
fini( rc );
return( rc );
}/* main */
```

```
achowe@tiger.waterloo.edu | "Life is not fair. Anyone who tells
_ -|-|_ _ | you different is trying to sell you
(_\ |\| | | | (_) |\| \/ | something." - The Princess Bride
___/ | disclaimer...
```

1747. Re: GDOS with outline fonts?

Newsgroup: comp.sys.atari.st
Date: 1989-10-18 15:19:11 UTC
From: covertr@force.UUCP
Message-ID: <464d79db.14a1f@force.UUCP>
Source record: 248169

In article <28181@shemp.CS.UCLA.EDU>, stephen@oahu.cs.ucla.edu (Stephen Whitney) writes:
> Has anyone heard news about the mythical GDOS + driver upgrade that will
> support outline fonts? If Atari isn't going to do it, maybe someone else
> will. Atari might even license it. Outline fonts for GDOS would mean that
> you could use one set of fonts for all screens and printers in any size
> desired. I would think that anyone who currently makes a GDOS program would
> be extremely interested in seeing this happen. The new screen driver to
> support outline fonts might even be optimized to make auto-folder patches
> unnecessary to improve VDI drawing speed.
>
> Comments anyone?
>
> --Steve Whitney

This brings up one of my pet peeves about Atari, the lousy fonts and GDOS.
And the fact that the VaporWare TT will use the existing GDOS with all of
its warts!! In fact, I haven't even heard that the TT will include GDOS
in the ROMS, which is probably for the best as it allows the user to replace
GDOS with the much better GPLUS from Codehead Software.

There have been rumors for a year or so about a new font system for the ST
which would use outline fonts (ala the Macinstosh and Postscript) but I
don't believe them.

One of the nicest features of the Steve Jobs' NeXT computer is the fact that
it uses Display PostScript to give you BOTH screen and printer Postscript fonts.
Now that would be a good reason to buy the TT, if it came with Display PS.
But, don't hold your breath!!

So, in the meantime, save your peenies and buy a real computer like the
NeXT if you want professional graphics!!

Rich Covert

1748. Mega 2 & TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1989-10-18 15:37:41 UTC
From: viljanen@cs.Helsinki.FI
Message-ID: <2706@hydra.Helsinki.FI>
Source record: 248170

Is there a trick to installing TOS 1.4 into Mega 2's?
I know a guy who has installed several ROM sets into all kinds of
ST's (520 ST - Mega 4). But only with Mega 2's he has problems;
only 1 machine worked from the 6 he has done. Other types (even Mega
4's!) have worked OK.

So, who knows what's the crucial difference between Mega 2 and Mega 4
so the same installing procedure doesn't work with Mega 2 but works
with Mega 4?

Any help appreciated.

--
"""""""

1749. RE: unsubscribe

Newsgroup: comp.sys.atari.st
Date: 1989-10-18 15:45:00 UTC
From: CANTIN%MMDEHN.SPAN@FORSYTHE.STANFORD.EDU
Message-ID: <8910192047.AA21734@ucbvax.Berkeley.EDU>
Source record: 248171

```
unsubscribe info-atari16
unsubscribe *
```

1750. Tex, LaTex

Newsgroup: comp.sys.atari.st
Date: 1989-10-18 16:25:00 UTC
From: EDGINGTC@Wabash.BITNET
Message-ID: <8910191651.AA05482@ucbvax.Berkeley.EDU>
Source record: 248172

I have been reading alot about programs called Tex and LaTex and I was just wondering what these programs are, what the do, and are the PD or shareware?

Thanks,
Chris Edgington
edgingtc@wabash.bitnet

1751. RAM upgrades for 520ST

Newsgroup: comp.sys.atari.st
Date: 1989-10-18 16:29:51 UTC
From: dmk@cbnewsi.ATT.COM
Message-ID: <956@cbnewsi.ATT.COM>
Source record: 248173

I currently have a standard 520ST that I
would like to upgrade to 2.5 Meg (I already
have the 16 1 Meg chips).

Could someone please summarize the hardware
changes required to convert a stock 520ST to
2.5 Meg? I have build hardware projects before
and would rather do the modifications myself.
Besides, the RAM chips I have are surface mount,
not DIP, so they wont work with any of the RAM
boards that I know of.

Thanks in advance,

dan k.

1752. Re: The elusive PC-DITTO II

Newsgroup: comp.sys.atari.st
Date: 1989-10-18 16:30:36 UTC
From: canada@crash.cts.com
Message-ID: <551@crash.cts.com>
Source record: 248174

In article <1989Oct17.210056.1183@sun.soe.clarkson.edu>
opielask@image.soe!clutx.clarkson.edu writes:
>
>Anyone considering purchasing PC-DITTO II might want to consider otherwise.
> [stuff deleted about how late the product is]

Avant Garde is a small operation lacking the $$ and push of much bigger corporations. The lateness of their product is due to them being pushed aside, at the production level, by bigger companies with many $$ who want *their* products fast (now!) and are willing to pay extra for it. Avant Garde doesn't have this kind of pull (push?), so they are hanging in their (complaining and pushing) and trying to speed things along.

A second reason for the lateness is the re-design of a cable to the 68000 so that this upgrade will be *completely solderless*. You might not care about this particular feature, but I (and many others) do care! The 68000 is one heck of a solder job, and the less heat in my machine the better!

>By the way, all orders had to be accompanied by a money order... So they are
>all already paid for...

And all the money is in an escrow/trust account so that Avant Garde CANNOT TOUCH IT! Because it is in such an account, if you DO want your money back you can have it in an instant! They haven't re-invested the money or used it for other purposes -- all the money is ready to be refunded, if necessary.

>If I were to recieve a pc-ditto II, I would cease to be upset (unless it did
>not work properly), and post messages telling everyone how wonderful they are.

Hang in there. Personally I think that this product is going to be worth the wait! It will do for PC emulation what FAST is doing for 16 MHz speed.

Usual disclaimer: I'm not connected with Avant Garde in any way (heck, I don't even own PC Ditto I :-). I just know ``people on the inside'' and that is what they have so say...
--
Diane Barlow Close
{nosc, ucsd}!crash!canada
canada@crash.cts.com
Free Canada -- Trade Mulroney

1753. Re: ST in USSR

Newsgroup: comp.sys.atari.st
Date: 1989-10-18 16:35:50 UTC
From: peterii@nadia.UUCP
Message-ID: <595@nadia.UUCP>
Source record: 248175

In article <758@utacs.UTA.FI> jackin@utacs.UTA.FI (Markku M{enp{{) writes:

>I have just read the article 'Computing in cold' (something like that)
>in October PCW (Personal Computer World). I have thought of USSR being
>a very attractive marketing place for Atari ST. The writer (don't remember
>his name) told that ATARI (the company) missed a big chance to make ST
>de facto in Soviet schools. That's sad. Has any one more information
>about this ? I can't see any reason why Atari still couldn't make it
>big in the USSR. If Atari is going into the American market in a big
>way in -90, why not USSR as well (competition shouldn't be too fierce :-).
>
>Just a thought. Any comments any one ?
>
>! Markku M{enp{{ (jackin) !
Yeah, i've a comment on this.

I don't think that the USSR is an attractive market place for ATARI.
The computers the Soviet Union wants to buy aren't produced by ATARI.
They need mini's and super computers and they do not have the bucks to
buy STs for their schools.
I've been twice in the USSR, i talked to many pupils and visited a couple
of schools, but i didn't meet anyone who had ever worked with a computer
(even not with a pocket-calculator; some friends of mine sold a few of those
solar powered credit card sized calculators, each worth a few bucks.
They got about 60 rubels, that is 90 dollars ! The average salary of a russian
is 150 rubels ...).

I can't imagine that the USSR would by ANY computers for their schools within
the next 5 or 10 years.

pii/West Germany

(Besides, in the GDR, there are quite a lot computer owner and user !)

--
Peter Bechtold # Th.-Mann-Str.91 # D 7000 Stuttgart 30 # West Germany
voice: +49 711 813240 # data: N/A # telex: (0402) 6101056 mac lu
..!uunet!unido!nadia!peterii # peterii@nadia.UUCP

1754. Re: TOS 1.4 Incompatibility List

Newsgroup: comp.sys.atari.st
Date: 1989-10-18 17:15:33 UTC
From: rwa@cs.AthabascaU.CA
Message-ID: <1176@atha.AthabascaU.CA>
Source record: 248176

t19@nikhefh.nikhef.nl (Geert J v Oldenborgh) writes:
>The compress.ttp which was posted in comp.binaries.atari.st does not work
>either. Does anyone have a working copy? (saves a lot of time on 1200baud)

Are you sure? Or more correctly, (I'm sure you're sure) what else
have you changed? I'm running TOS 1.4 on a 2.5 meg upgraded 1040, and
compress.ttp, taken from the net, runs like a champ. Used it this
morning to push several hundred kb back and forth to my BSD systems @
2400 baud (zmodem). I am using MWC's msh shell, no desk acc's, sm225
monitor, sh204 drive. Everything decompressed and crc'd properly.

a compress fan,
Ross

1755. Re: Quick ST screen accelerator

Newsgroup: comp.sys.atari.st
Date: 1989-10-18 17:28:44 UTC
From: w-darekm@microsoft.UUCP
Message-ID: <8103@microsoft.UUCP>
Source record: 248177

<sales pitch on>

In article <759@utacs.UTA.FI> jackin@utacs.UTA.FI (Markku M{enp{{) writes:
>
>What is the newest version of QuickSt. I have 1.2 and it works
>quite well but not with WordUp 2.0. I know that I should disable
>fast draw, but WordUp is so FAST for a while (before it crashes).
>Newest is propably shareware no more ???
>
The newest version of Quick ST is 1.6, sort of unofficially released a few weeks ago. It runs from the AUTO folder and automatically installs either color or monochrome code to save memory. It matches or comes pretty darn close to the speed of Turbo ST 1.6, and fixes two known serious bugs that Turbo ST has. Memory usage is about 20K, half of what Turbo ST uses. For 520ST users there is an even smaller version which is just slightly slower.

It will be "official" as soon as we get a proper announcement written up an released to the other online services, so at this point it is still subject to minor changes. The reason it's taking so long is because the new update covers all 8 Quick Utilities, not just Quick ST.

>Newest is propably shareware no more ???
>
Still shareware. The way the numbering scheme works with all of the Quick Utilities (Quick ST is one of 8 utilities that come in the package), is that earlier versions, numbered from 1.0 to 1.49 were released to the public as shareware. People who send in a shareware donation then get mailed the latest versions, which are numbered 1.5 and up.

If you wish to try the last versions released to the public, you should get Quick ST 1.4, which is a desk accessory, or Quick ST 1.45, which is an AUTO folder program. The public versions do not support Atari GDOS, but do work with Codehead's G+PLUS. We even released Quick ST source code, although I'm not sure if any of this stuff is still up on Usenet. It's definately up on Compuserve, GEnie, and BIX.

>So does the newest version live along WordUp (hope, hope..) ?
>Does it use blitter ?
>
By now, it probably does. Remember, the version you're trying is quite out of date. One of the local dealers around here has had Quick ST 1.6 installed on their Mega 4 for several weeks, and had only a few minor problems which are now fixed. The reason there were so many updates to Quick ST is because as soon as anyone reported a bug, we fixed it. A lot of people on Compuserve, Genie, and Usenet have responded over the last 3 or 4 months, and I personally have tried it with every version of GDOS and DTP package I could find.

It does support multiple fonts, and speeds up text string output by a factor of 12 in monochrome, and 15 in color! If you have a blitter present there will be speed ups in GEM, but the text routines do not make use of the blitter. Quick ST does work with the Turbo 16 accelerator, and gives you up to an additional 50% speed increase.

Unlike what the makers of Turbo ST claim, Quick ST is not 100% compatible with all software. To do that, it would have to be written in the eact same slow manner that TOS is written in. You have certain tradeoffs when you try to gain such speed increases. The makers of Turbo ST would have you believe that their product is 100% compatible, and although that is _almost_ true for version 1.6, earlier versions like 1.4 were plauged with problems, not to mention that they were much slower than even Quick ST 1.2.

Quick ST was first to offer things like separate mono and color versions, fast line drawing, AUTO folder versions, Hyperscreen support, multiple font support. From that we've seen recently, Turbo ST is now playing catchup in these areas and growing larger all the time.

<sales pitch off>

So, please consider the Quick Utilities and support the shareware efforts of myself and Ignac Kolenko before you buy any other programs. We have chosen to go the shareware route rather than sell this software commercially, but that doesn't mean it's free or public domain or that we don't have development costs.

- Darek

Darek Mihocka ST Xformer II back up!!--> CIS: 73657,2714
Box 2624, Station B Quick Utilities GEnie: DAREKM
Kitchener, Ontario MegaBlit SSG SPX DELPHI: DAREKM
N2H 6N2 Shareware, not Vaporware BIX: darekm
Canada Blitter chip sucks! CheapNet: ...!uw-beaver!microsoft!w-darekm
(519)-747-0386 A mind is a terrible thing to waste, so JUST SAY NO TO TOS.
Opinions expressed are my own and not those of anyone not named Darek Mihocka.

1756. Re: INFO-ATARI16 Digest V89 #524

Newsgroup: comp.sys.atari.st
Date: 1989-10-18 18:22:34 UTC
From: AKISUJAR@NUSVM.BITNET
Message-ID: <8910181822.AA06454@ucbvax.Berkeley.EDU>
Source record: 248178

I came across the discussion on PC-Speed and one message did mentioned that the PC-Speed using V30 CPU and has a socket for the Co-Processor. Does this mean that I can now run the Programs which require the Co-Pro such as: Track Load, AutoCad Released 10, etc on Atari computer. I am using the MEGA $ with Megafile 60.
Could any kind soul tell me the Address of the PC-Speed Maker in Germany? I believe that it would be less expensive to mial order it from Germany. The price in England is 349 English Pound (My Pound Sign did not work on VT 100 Emulator) and it cost nearly $400 in U.S.A.
Thanks in advance, S. Sujarittanonta, School of Architecture,
National University of Singapore.

1757. (none)

Newsgroup: comp.sys.atari.st
Date: 1989-10-18 18:24:44 UTC
From: C878025@NEUVM1.BITNET
Message-ID: <8910181824.AA06659@ucbvax.Berkeley.EDU>
Source record: 248179

```
Date: 17 October 1989, 17:16:43 DNT
From: C878025 at NEUVM1
To: info-atari16@score.stanford.edu

help
HELP
/help
/HELP
```

1758. Re: TOS 1.4 Incompatibility List

Newsgroup: comp.sys.atari.st
Date: 1989-10-18 20:01:42 UTC
From: rwa@cs.AthabascaU.CA
Message-ID: <1180@atha.AthabascaU.CA>
Source record: 248180

Just a bit more on that compress vs TOS 1.4 incompatability claim: I'm running rom-TOS 1.4 version of 6 April 1989 (my birthday, strangely enough!) and as I mentioned earlier, no problems w/ compress. Are the people having problems running floppy-based TOS 1.4 (the developers' version) on 1040's or 512's ?? You may simply be out of memory if so... compress.ttp is a small file (16 k) but a large executable (> 480 k or so). It has an absolutely huge BSS. Run size on it for details :-).

hoping this helps,
Ross

1759. INFO-ATARI16 Digest V89 #526

Newsgroup: comp.sys.atari.st
Date: 1989-10-18 20:06:45 UTC
From: I656@UNB.CA
Message-ID: <ID5820.D891018.T170646.I656@UNB.CA>
Source record: 248181

*** BUNT *****

*** BUNT ***

1760. problem with interrupt programming

Newsgroup: comp.sys.atari.st
Date: 1989-10-18 20:08:39 UTC
From: roeder@sbsvax.UUCP
Message-ID: <1154@sbsvax.UUCP>
Source record: 248182

I have a serious problem with the keyboard interrupt and the 200 Hz timer.

What i want to do is the following:
Every time when a special key (eg. ^C) is pressed (thus giving a signal to the running program) call a 'signal-handler' (which may decide to not interpret the key). The signal-handler is provided by the actual running program. Also the special key to look for is specified by this program.
This is what i already have:
A new ikbdsys-handler calls first the old ikbdsys and then tests the character returned against a global var. When the special key is recognized and several other constraints are satisfied (the running process is my own program, there is no other signal pending and the user has not specified that the next character should be interpreted literally) a global flag is set.
Another routine in the VBL-queue checks the global flag and also some other conditions (again wether act_pd is my own program and the program was in user-mode when the VBL-routine is called) and then arranges everything such that the programs signal-handler is called after the VBL-interrupt is finished (with the same SR as before, especially the program is in user mode and so not at the os-level). Before the users handler is called, pending input is consumed with Bconstat/Bconin.
Now to the problem:
When a key is pressed, ikbdsys is called. But when you hold down the key, thus getting another ^C via the keyboard repeat you don't get a new interrupt. This is because the keyboard repeat is done by the 200 Hz system-timer interrupt.

??
?? How can i get ALL characters send to the Bios before they arrive there ??
?? and before they can be (mis-)interpreted by the operating system ??? ??
??

For example, when ^C is pressed during screen output (with Fwrite), it should not be seen by the operating system (because the os would otherwise terminate the actual program).
I know already how to use etv_term to ignore ^C. But i don't want to use this, because i want to be able to interrupt a program at any time (even in the middle of a large computation) and i want also be able to continue the program after the ^C-signal (and getting another signal at once due to the keyboard repeat). With my current implementation the repeated chars get through to the user program where i have to interpret them a second time.

Does anybody out there know how to avoid this ?

Hoping for an answer
- Edgar

1761. Re: Mega 2 & TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1989-10-18 20:20:06 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.88.624745206.larserio@kyrre.uio.no>
Source record: 248183

There are som MEGA ST 2's with the ROM's at another adress than $FC0000.
The univeristy in Oslo has 50/50 of these and the "normal" MEGA ST 2's,
and on the "strange" type many programs won't work because they THINK the
ROM's is at $FC0000 (of course the ROM MAY be located anywhere but not all
follows Atari's standards..) Maybe TOS 1.4 has the same trouble ?

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

1762. GST and DRI

Newsgroup: comp.sys.atari.st
Date: 1989-10-18 20:23:56 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.88.624745436.larserio@kyrre.uio.no>
Source record: 248184

Please Help me !!!!
Can anyone out there find or make a program to convert
GST link-files to DRI link-files or at least help me on the way...

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _____________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

1763. fortran

Newsgroup: comp.sys.atari.st
Date: 1989-10-18 20:44:20 UTC
From: 4224_5132@uwovax.uwo.ca
Message-ID: <3937.253ca865@uwovax.uwo.ca>
Source record: 248185

I need help finding a GOOD fortran for my ST.

Any suggestions...?--

Andrew Semple ads@uwovax.uwo.ca
2nd Year Applied Math/Computer Science Andrew.Semple@uwovax.uwo.ca
The University of Western Ontario Semple@uwovax.BITNET
London, Ontario
Canada

1764. Re: TOS 1.4 Incompatibility List

Newsgroup: comp.sys.atari.st
Date: 1989-10-18 20:49:09 UTC
From: rlee@weaver.ads.com
Message-ID: <RLEE.89Oct18134909@weaver.ads.com>
Source record: 248186

```
| What about Eternal? I use it all the time, and am contemplating an
| upgrade to 1.4, so does anyone know if it works?

I'm using Eternal with 1.4, no problem.

However, I have my own contribution to the list -- Mousetrap under 1.4
does not prevent the mouse from crossing into the menu bar. Anyone know
of a similar program that works under 1.4?
--
RICHARD LEE rlee@ads.com or ...!{sri-spam | ames}!zodiac!rlee
415-960-7300 ADS, 1500 Plymouth St., Mtn. View CA 94043-1230
```

1765. Sozobon C GEM functions

Newsgroup: comp.sys.atari.st
Date: 1989-10-18 21:46:06 UTC
From: S61304@PRIME-A.POLY-SOUTH-WEST.AC.UK
Message-ID: <8910192047.AA21721@ucbvax.Berkeley.EDU>
Source record: 248187

(From "The Masked Rat Fink" "Computing and Informatics Yr4")

Can anybody tell me the following:

1) Did this message get through?
2) What is the latest version of Sozobon C?
3) Does it support GEM? I know it supports gemdos, bios and xbios but I
can find no reference to its GEM (AES & VDI) functions, or do those have
to be included by using the ASSEM command?

Thanks in advance

==================++==
Simon P. Chappell || JANET S61304@UK.AC.PLYMOUTH.PRIME-A
51, Amherst Road, || BITNET S61304@PRIME-A.PLYMOUTH.AC.UK
Penny-Come-Quick, || INTERNET S61304%UK.AC.PLYMOUTH.PRIME-A@NSFNET-RELAY.AC.UK
Plymouth, |+==
Devon, || DISCLAIMER : Anything said by me is the truth as far as I
England. || know and I cannot be held responsible for any offence
PL3 4HJ. || this causes, though I do apologise for any inaccuracies
Tel: (0752) 223365 || in anything written above.
==================++==

1766. Re: For Sale: Atari ST Hardware and Software (update)

Newsgroup: comp.sys.atari.st
Date: 1989-10-18 22:34:32 UTC
From: wpc@druhi.ATT.COM
Message-ID: <4438@druhi.ATT.COM>
Source record: 248188

```
----------
The supra hard disk has been sold (thanks for all the replies).
Here's what's left.
----------

Everything listed below works fine, is in good condition and has
the original manuals and disks.
Prices are listed (or best offer). I'll pay UPS shipping.

HARDWARE:

Atari 520ST CPU/Keyboard, upgraded to 1 Meg, mouse, $ 200
power supply, Timesaver clock,
Original Atari BASIC, Original Atari LOGO
Atari SF354 3 1/2" SSDD diskette drive w/power supply 40
Atari SC1224 color monitor 200

Epson FX85 (rarely used) 200

SOFTWARE/BOOK: (buy 2 & take 10% off, buy 3 and take 20% off)

PC-Intercomm (VT100 emulator) 10
Isgur Portfolio 15
Word Writer ST (easy to learn word processor) 8
Perfect Patch by Aegix (nice DX editor/librarian) 15
Star Raiders 8
The Pawn (nice graphics) 8
Leader Board 10
Shanghai 10

Sybex's Programmer's Guide to GEM, by Balma/Fitler 8

-----------
Walt Christmas
att!druhi!wpc
(303) 538-4070 (wk)
```

1767. anybody know how to "hook" into MORE?

Newsgroup: comp.sys.atari.st
Date: 1989-10-18 22:51:02 UTC
From: miken@hcr.UUCP
Message-ID: <2315@hcr.UUCP>
Source record: 248189

i am not enamoured of the "more" command. i have my own version that is more to my liking (ie. i can search forward/backward, back up a page, choose another file, ...). does anybody know of a way to call a user defined piece of code instead of the routine that gets called when i doubleclick on a file and choose "show"? or am i just fingerpainting with Prep H...

HA! (pronoun trouble!) It's not "he doesn't have to shoot you now", it's "he doesn't have to shoot ME now". Well I say he does have to shoot me now! SO SHOOT ME NOW!!!

Mike Nemeth HCR Corp. Toronto, Ont, Canada {utzoo,utai}!hcr!bugcity!miken

1768. Re: GDOS with outline fonts?

Newsgroup: comp.sys.atari.st
Date: 1989-10-19 01:20:11 UTC
From: laba-1aj@e260-1g.berkeley.edu
Message-ID: <1989Oct19.012011.1581@agate.berkeley.edu>
Source record: 248190

In article <464d79db.14a1f@force.UUCP> covertr@force.UUCP (Richard E. Covert) writes:
>
>This brings up one of my pet peeves about Atari, the lousy fonts and GDOS.
>And the fact that the VaporWare TT will use the existing GDOS with all of
>its warts!! In fact, I haven't even heard that the TT will include GDOS
>in the ROMS, which is probably for the best as it allows the user to replace
>GDOS with the much better GPLUS from Codehead Software.
>
The whole GDOS font concept is now dead in the water (actually, it was dead
earlier this decade, with those TeX metafonts.) Even the new font things
on the Apple, nice as it sounds, has some flaws. The fonts you ask for
are pulled off the disk, and if they are not there, they are built and saved
to disk. Obviously, this can result in some severe slowdowns. A better
way would be to make the letters and cache them "on the fly." But I'm
getting off the topic.

>One of the nicest features of the Steve Jobs' NeXT computer is the fact that
>it uses Display PostScript to give you BOTH screen and printer Postscript fonts.
>Now that would be a good reason to buy the TT, if it came with Display PS.
>But, don't hold your breath!!

don't worry, I won't. Though I don't understand why imagen doesn't bundle
a ultrascript previewer with US.

>
>So, in the meantime, save your peenies and buy a real computer like the
>NeXT if you want professional graphics!!
>
>Rich Covert

& John Kawakami
& laba-1aj@web.berkeley.edu
& Live each day as if it were your first

1769. TeX and Typesetting

Newsgroup: comp.sys.atari.st
Date: 1989-10-19 02:33:51 UTC
From: ehsnsr@JUPITER.NMT.EDU
Message-ID: <8910190233.AA24801@jupiter.nmt.edu>
Source record: 248191

Hey--- What are TeX, LaTeX, BibTeX? How much are they? Where can I get them?

Hey--- Are there any PD or shareware ST typesetters or page designers???

Hey--- Eric
ehsnsr@jupiter.nmt.edu

"I don't have any dumb quotes to put at the bottom." -- Eric Hobbs
---

1770. GDos & Deskjet

Newsgroup: comp.sys.atari.st
Date: 1989-10-19 03:55:53 UTC
From: nims@delta.eecs.nwu.edu
Message-ID: <1343@accuvax.nwu.edu>
Source record: 248192

Does anyone know of a GDOS driver for the HP Deskjet(Plus) printers?
PD or Commercial?

Please send email to:
nims@eecs.nwu.edu

Thanks

1771. Re: TOS 1.4, memory chips, T16...and the Mega2 STs

Newsgroup: comp.sys.atari.st
Date: 1989-10-19 06:52:50 UTC
From: hase@netmbx.UUCP
Message-ID: <3626@netmbx.UUCP>
Source record: 248193

In article <891014.11320557.073300@SFA.CP6> Z4648252@SFAUSTIN.BITNET (Z4648252) writes:
>1. What memory chips should be used for upgrading the ST2 to a ST4
> if used with the T16?

1-Megabit chips (51 1000, 41 1000) with 120 or 150 nanosecond access time; do not worry about "page mode" or "nibble mode" types: these are special, faster read/write modes for the RAMs, that are not used by the ST MCU. Any type should support the "standard" read/write cycle.

The ST timing is made for 150 ns RAMs. Faster RAMs may cause problems: the faster the RAM chip can produce/take data (read/write cycle), the faster it must go from "power down" state (about 30 to 40 Milliwatts) to "power up" state (around 300 Milliwatts). This means, the suppy current has to jump from <8 mA to ~60 mA; this leads to voltage drops on the power lines (the faster the jump, the less power left for the RAM...)
The 1985 Rev. C 520 ST+ did not cause a lot of trouble when the capacitators for each RAM were replaced with 200 nanofarads.

If You want to "recycle" the RAM chips for a new machine (there *will* be another computer in Your life!), get fast chips (70 nanosecond) and a bag of 200 nF capacitators; solder the capacitators between Vcc and Vss under the RAM socket (on solder side of the PCB); if it does not work, solder a second capacitator to every RAM chip; this gives 400 nF per chip and should be all You need.

>2. Should the chipped TOS 1.4 be transferred to fast EPROMS to gain
> maximum results from the T16?

Well, the fastest bus cycle of the 8 MHz 68000 MPU is about 250 nanoseconds long (do not have the specs at hand, maybe its a little less), so the acces of 250 ns ROM/EPROM does not require "wait states" (think about a loop, that fills all registers from memory; with "no wait" the MPU speed is the limiting factor, not the memory speed).
However, the 16 MHz MPU is twice as fast; if the memory can produce/take data at the doubled speed, You'll get no wait states, too. Of course a faster ROM is necassary to handle this speed.
200 ns ROMs/EPROMs will do it with a little trick: the acces time of EPROMS is measured from the activation of -CE (Chip Enable, low active): 250 ns after -CE the data outputs will be valid.
You can think of -CE controling a large transistor that switches the power to the chip on and off; disabled, the chip is sleeping (and taking less power, producing less heat), -CE awakes it.
Now, there is another control input, called -OE (Output Enable). This one enables the output drivers of the (awake) chip. If the chip is held awake (-CE constant low), the acces time (after activation of -OE) is a lot (!) faster than nominal speed. Its less than half the nominal acces

time.
The chip is now twice as fast: it can catch up with a MPU, that is twice as fast.

The faster adress decoding and timing is - of course - not handeled by the ST chip set. The accelerator board has to provide the new control lines.

>3. Should the Atari blitter be replaced with the newer?
Hmm. Terra incognita, data input required. :-)

hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
Dennis had stepped up into the top seat whet its founder had died of a lethal overdose of brick wall, taken while under the influence of a Ferrari and a bottle of tequila. (Douglas Adams; the long dark teatime...)

1772. Re: Link format

Newsgroup: comp.sys.atari.st
Date: 1989-10-19 07:02:40 UTC
From: hase@netmbx.UUCP
Message-ID: <3627@netmbx.UUCP>
Source record: 248194

In article <2058@pkmab.se> daniel@pkmab.se (Daniel Deimert) writes:
>And I think that MWC can produce DRI format files, but I'm not sure.

No. It can convert them to MWC format. A one way ticket.

>Maybe Alcyon C?

Yes. The DRI C compiler does produce DRI object files, indeed.

hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
Dennis had stepped up into the top seat whet its founder had died of a
lethal overdose of brick wall, taken while under the influence of a
Ferrari and a bottle of tequila. (Douglas Adams; the long dark teatime...)

1773. Re: Calendar Layout Around the World

Newsgroup: comp.sys.atari.st
Date: 1989-10-19 07:56:42 UTC
From: robing@galadriel.bt.co.uk
Message-ID: <389@galadriel.bt.co.uk>
Source record: 248195
Cross-posted to: comp.sys.ibm.pc,comp.sys.atari.st,sci.astro

In article <9953@cadnetix.COM>, by terrell@cadnetix.COM:
>
> Internationalization of Computer Software (CALENDARS)
>
[deleted]
>
> I have another question, about calendars: which day should be in the
> leftmost column? Is Sunday always in the leftmost column everywhere? Is
> Sunday always in the leftmost column in the USA? If the answer is no -
> which other day(s) should be in the leftmost column: Monday? Just
> Monday?
>
> Thanks in advance,
>
> Eric Terrell

I've just looked at some U.K (England, Scotland, Wales & N. Ireland)
calendars. One has columns, leftmost Monday. The majority have ROWS
topmost Monday. The only one that starts on a Sunday is from
Motorola.

E.G (Jan 89)
M 2 9 16
T 3 10 17
W 4 11 18 ....

Hope this helps

Robin Gape

robing@uk.co.bt.galadriel

1774. Re: Hey Borland, why no Turbo C for US?

Newsgroup: comp.sys.atari.st
Date: 1989-10-19 09:03:32 UTC
From: robert@duttnph.tudelft.nl
Message-ID: <946@dutrun.UUCP>
Source record: 248196

In article <Oct.18.00.32.35.1989.28642@pilot.njin.net> limonce@pilot.njin.net (Tom Limoncelli) writes:
>When Borland ported Turbo Pascal to the Mac, they did a real port,
>hired 680x0 experts, etc. This "Turbo C for the ST" is a third-party
>that made a C compiler for the ST and is having it marketed by Borland
>in certain countries. I'm sure this third-party has put a lot of
>effort into making it compatible with the MS-DOS "real" Turbo C.

The company which sells Turbo C for the ST in Europe was called
"Heimsoeth" and NOW calls itself BORLAND GmbH. I assume that Borland
in the US does know about it.
Secondly the code for the parser on the ST is the same code used for the
compiler on the PC.

>Now, the eighth-hand information that I've gotten (NOTE: DISCLAIMER:
>THIS ISN'T FIRST HAND INFORMATION) is that this third-party ST product
>is second rate... or at least it doesn't meet "American standards".

OK let's have some "American standards" :-) (this is going to be fun)
Laser C
Lattice C
Word Perfect for the ST (buggy !!!!)
All "good ol' American" compilers are inferior to the Turbo C compiler.
Not because of the all American parser of Turbo C blows them out of the water,
but because the people in Germany have put a considerable amount of effort
of making a code generator which produces good and fast code.

>If this is true, I'd understand why Borland wouldn't want to get
>embarrassed by shipping it here.

Maybe because they cannot make such a fine product with a giant staff.

> (I am, obviously, writing this from
>the states). Then again, maybe they just don't have the (VERY BIG)
>staff required to properly support a product. Then again, maybe
>they're shooting for a different image than the ST can provide.
>Then again, maybe I should stop conjecturing and post this.

I am obviously writing from Europe (The Netherlands) and I have the
compiler installed on my computer.
The only other compiler I sometimes use is Mark Williams C (only for the
source level debugger), but when BORLAND GmbH releases the Turbo C source
level debugger somewhere at the end of this year, I will also abandon that
compiler.

I must emphasize that I do not work for Borland in Germany or get any money
for this from anyone. The AIM-people bought it for development of the

program and it gave the best performance of all C compilers we tested
(MWC, Laser C, Megamax C, Lattice C).
I am VERY pleased with this product, and I think people in the States
should also profit from the excellent software which is developed in
other countries. The Atari ST is a very popular computer here and it is
somewhat logical that also very much software gets released here.
So don't be afraid, pick up the phone, call Borland in Germany, tell them
you want their compiler and try it for yourself!
The phonenumber is in one of my previous articles.

Robert

1775. Re: Turbo C (was Re: Problems with

Newsgroup: comp.sys.atari.st
Date: 1989-10-19 09:40:16 UTC
From: glk01126@uxa.cso.uiuc.edu
Message-ID: <111500044@uxa.cso.uiuc.edu>
Source record: 248197

How about size and execution time benchmarks?
Laser C is fast, but Sozobon C has incredibly
smaller filesize.

-Spieu!

1776. SPUFILE 2.0, C questions

Newsgroup: comp.sys.atari.st
Date: 1989-10-19 09:40:20 UTC
From: glk01126@uxa.cso.uiuc.edu
Message-ID: <111500042@uxa.cso.uiuc.edu>
Source record: 248198

Hammering out SPUFILE 2.0, I need some tech advice.

1) Does Malloc(-1L) not work properly?
I get various values after deleting a wide array
(Mfree) of buffers, e.g. 16304 free. Then after
creating another of size ca. 512, I get back to
the normal 100K+ value. ??? Is it my program?
(probably)

2) Is there anyway to register a continual pressing of
a dialog button without an event_multi to check
position and state of the mouse, then checking
if it is in button area?

3) Is there a problem reading from PC format disks. Some work,
others give some bs when doing fsfirst(), fsnext().

4) Using Laser C 2.0.

People interested in SPUFILE 2.0, send your requests. It is
a shareware program I have written with a gem interface. It
reads files from a variety of types of disks including Aladin
1/2 sided, Magic Sac 1/2 Sided, Atari/PC 1/2 Sided or Spectre
1 sided disks and holds as many as fit in memory. It then
writes them back to any of the above type disks on command.
Like two continual file selectors, one with files in memory,
the other with files on disk. If Dave Small is interested, I'll
add Spectre two sided support and send it two him for distribution.

Does anyone have the necessary c-code and instructions to turn
it into a DA also?

Thanks in advance.

-Spieu!
Gregory Mathias Lemperle-Kerr
(Looks like University of Illinois)

1777. Re: SPUFILE 2.0, C questions

Newsgroup: comp.sys.atari.st
Date: 1989-10-19 09:40:24 UTC
From: glk01126@uxa.cso.uiuc.edu
Message-ID: <111500043@uxa.cso.uiuc.edu>
Source record: 248199

ADDENDUM to note:

Files written to STdisk if read from mac are
FILENAME.MAC
FILENAME.MRS
FILENAME.MIN

the .MIN file contains the original mac name (now converted
to 8 chars, uppercase) along with finder info and attribute bits.

If the R box is selected, .RSC or .MRS files with the same
FILENAME portion will automatically be read along with the
FILENAME.EXT file. In addition if the FILENAME.MIN file is
in the directory, it will be parsed for its information.

When written to a mac disk, an ST file will be converted to
filename (lower case) and the RSC included if there is one.
(I don't know if there is any use for that unless macGEM comes
out).

Deleting files from disk or memory is an option as well as a
move selector which deletes the selected files from memory
after copying to disk.

Any other options any one would like to see? Information on
the current 'checked in' disk is also shown as well as free
space, block size, total space, free memory and files in memory.
10 files of disk and memory each are shown on the screen at once.
It only runs in monochrome now. Any requests for color? The
resource seems messed up in medium, don't know why. Used RSCTOC.TTP
from terminator.

-Spieu!

1778. Re: (no more) Portfolio info requested

Newsgroup: comp.sys.atari.st
Date: 1989-10-19 10:07:21 UTC
From: ardvar!krs@stag.UUCP
Message-ID: <1989Oct19.100721.21157@stag.UUCP>
Source record: 248200

[rutgers!amadeus.wr.tek.com!brandonl (Brandon G. Lovested) writes...]
>
> Then where should a Portfolio discussion reside?
>
>
I would imagine that since it is a PC clone (of sorts) it should
probably belong in the PC newsgroups. Since I am not interested
in these I am unable to get more specific.

I gave some thought before I posted my message, and could see no
reason why a PC clone should be in an ST newsgroup (even though
it is distributed by Atari).

I could be wrong...

- Kent Schumacher
ardvar!krs@stag.UUCP

1779. Re: Turbo C

Newsgroup: comp.sys.atari.st
Date: 1989-10-19 10:07:22 UTC
From: ardvar!krs@stag.UUCP
Message-ID: <1989Oct19.100722.21156@stag.UUCP>
Source record: 248051

[pa1329@sdcc13.ucsd.edu (pa1329) writes...]
>
> Turbo C will not be available for the Atari ST in the USA, as
> Borland has no plan to sell this product in the USA market. I
> remember Borland even denied the existence of ST Turbo C. As far
> as Atarians in the USA are concerned, Turbo C is not a product, so
> forget about it. Thus
> we only have choices between Mark W. C and Laser C.

Manx(Aztec?), Lattice, HiSoft, and Prospero will be sad to hear this.
Hippo and Alcyon probably won't care. I don't have any idea what
the authors of Sozobon or the porters of GCC will think. ;^)

Has anyone in the USA tried importing ST Turbo C? Does anyone know of
any mail order outfits in Canada that sell it?

- Kent Schumacher
ardvar!krs@stag.UUCP

1780. Re: Turbo C

Newsgroup: comp.sys.atari.st
Date: 1989-10-19 10:08:25 UTC
From: ardvar!krs@stag.UUCP
Message-ID: <1989Oct19.100825.21264@stag.UUCP>
Source record: 248052

[robert@duttnph.tudelft.nl (Robert de Vries) writes...]
> [...stuff deleted]
> At this moment version 1.1 is released with support for the f68881 floating
> point coprocessor. In december they release a sourcecode level debugger.
> [...stuff deleted...] With assembler (the developers version) it costs 340 DM
> ($ 160)
>
> I hope this gives a little more attention to this compiler, which deserves it
> completely.
>
> Robert.

Could someone please go into some detail about the programming environment
that Turbo C offers. Does it have a built in editor, or are you allowed
to substitute your own (without an unacceptable loss of features). Is
it a CLI environment (like MWC) or a GUI. If it has a build in editor,
is it gem based, does it allow marking blocks with the mouse (like Laser C),
does it allow multiple windows, macros, ...?

For whatever reason, it doesn't look like we are going to get this program
distributed in the USA, and hence I'm not going to be able to base my
decision to purchase it on magazine reviews or store demo's.

(Oh, yeah - any comment on the documentation and 'ANSI-ness' of the compiler
would be appreciated).

Thanks

- Kent Schumacher /* "A member of STdNET- */
ardvar!krs@stag.UUCP /* The ST developers network */

1781. FOR SALE = THIS SHOULD NOT HAVE BEEN SENT

Newsgroup: comp.sys.atari.st
Date: 1989-10-19 10:39:02 UTC
From: as@castle.ed.ac.uk
Message-ID: <763@castle.ed.ac.uk>
Source record: 248053

Once is annoying, 5 or 6 times in a few months is TOO MUCH.

(1) Some people have to pay for their news feeds =>
sending Ads outside the appropriate news groups is unsolicited junk mail
that costs the *reciever* money. You wouldn't FAX it to some-one
don't stick it in a non-ads newsgroup.

(2) IF YOU DON'T KNOW HOW TO RESTRICT DISTRIBUTION TO THE BIT OF
THE WORLD WHERE THE PRICE IS IN LEGAL TENDER - DON'T SEND.

Long-distance bandwidth is limited and also costs money. Junk mail
makes funding agencies twitchy. An Ad for North American ST (the
vast majority of offenders I'm afraid) is about as useful in Europe,
Australia, New Zealand, Iceland, Venezuela, ... as an Ad for a spare
left-hand drive Haggis outside Scotland.

The bandwidth wastage is amplified by the stream of frustrated
complaints :-(

Come on folk, lets have some consideration round here,
USENET is what it is precisely because ``net'' = ``the world''
rather than ``my backyard''.

Andrew Stevens

1782. Re: Hey Borland, why no Turbo C for US?

Newsgroup: comp.sys.atari.st
Date: 1989-10-19 11:10:53 UTC
From: as@castle.ed.ac.uk
Message-ID: <765@castle.ed.ac.uk>
Source record: 248054

You can certainly exclude ``lack of quality'' as a reason why Borland aren't marketing Heimsoeth's Turbo-C outside Germany. It has become something of a hot property on the ripped-off softwate circuit in this country *despite* being in German. What have seen of ripped-off copies suggests it is probably the best C compiler / environment around for the ST at the moment.

Good editor,effective shell, good debugger, a decent assembler, a stand-alone compiler and linker for command line work, narry a bug, fast compilation, fast code, ...

This is a class package (made in W.Germany?). I can only encourage those hardy ST anglo-american ST users who're going to buy it anyway to do so. The software is pretty much self-documenting anyway - even with menu's in German. I can only assume Borland's reluctance to market this *product* (only a bit of tech. translation required to sell) is due some brand of technical or national chauvinism. It is, after all, a well known fact that people in the old-world can't understand computers. Big-important-serious-business-expensive-company-itis may also play a role.

Andrew Stevens

PS
How about organising a short English summary of the manual over the net? Evidence of honest ownership would of course have to be supplied to the translator. I'd be happy to do the translating but can't afford Turbo yet (Sozobon for a few months more). If anyone is interested in loaning a manual please e-mail. IT WILL NOT BE PHOTO-COPIED ETC - turn-around 1 week.

1783. Re: Hey Borland, why no Turbo C for US?

Newsgroup: comp.sys.atari.st
Date: 1989-10-19 12:11:23 UTC
From: roland@pcsbst.UUCP
Message-ID: <1111@pcsbst.UUCP>
Source record: 248055

Let me add some corrections & explanations concerning Turbo C ST
(I use it, and I have talked to the people at Borland Germany)

limonce@pilot.njin.net (Tom Limoncelli) writes:

>When Borland ported Turbo Pascal to the Mac, they did a real port,
>hired 680x0 experts, etc. This "Turbo C for the ST" is a third-party
>that made a C compiler for the ST

Partly true: TC ST started as a independent developpement, but has been
taken over by Borland Germany; at least the stand-alone CPP and the
parser part are said to be _now_ (replaced by) direct ports of TC PC.
(You can see this by TC STs ability to (optionally) recognize
keywords like 'far' or 'huge'.)
Code generation, editor et. are independent products.

>and is having it marketed by Borland in certain countries.

Borland is not a single entity: Borland GmbH, the German distributor
of Turbo software incl. TC ST, is - I think - quite independent of
Borland USA (they just switched their name, which was "Heimsoeth GmbH"
before).
Borland US doesn't make ST software, Borland GmbH does.

[By the way, since TC ST is priced very low, dealers have only a
small margin, so they often do not carry it (or have outdated versions).
I got mine via mailorder (really: I called them, they _reserved_ my item,
so 3 days later(!) I could drop in and fetch it) from Borland GmbH,
and they do international mailorders too. I think there is an english
speaking version of program+manual+onlinehelp available.]

>Now, the eighth-hand information that I've gotten (NOTE: DISCLAIMER:
>THIS ISN'T FIRST HAND INFORMATION) is that this third-party ST product
>is second rate... or at least it doesn't meet "American standards".

Nooo. There have been some bugs in version 1.00 - You wouldn't have
thought so :-) - but now version 1.10 is out and ok.
TC ST is a better compiler than I dared to dream of before!
(Ok, I have some personal objections against their integrated editor,
so I don't use it, preferring Tempus instead.)

>Then again, maybe they just don't have the (VERY BIG)
>staff required to properly support a product. Then again, maybe
>they're shooting for a different image than the ST can provide.
^^^^^^^^^^^^^^^^^^^^^^^^^^^ in the USA !

Remember, there are vast differences in the image the ST got in the US and in Europe: here you find STs almost everywhere in the scientific and technical sector (see this article about the brand new lab equipment - they use a ST to controll it; see the picture of the famous Prof. VeryImportant at his working place - and the ST on his desk; GEC recently proudly presented their new LCD car display showing a digitized odometer - but what are those little drawer icons near the left edge :-) You get the picture.

I know that You believe You understand what You think I said, but I'm not sure You realize that what You heard is not what I meant.

Roland Rambau

rra@cochise.pcs.com, {unido|pyramid}!pcsbst!rra, 2:507/414.2.fidonet

1784. reviving HPdeskjet cartridges

Newsgroup: comp.sys.atari.st
Date: 1989-10-19 12:52:08 UTC
From: idh@NABLA.ELECTRICAL-ENGINEERING.UMIST.AC.UK
Message-ID: <8910191352.a003368@nabla.electrical-engineering.umist.ac.uk>
Source record: 248056

Unfortunatley the time I discovered my Deskjet cartridge needed refilling was when it ran out. It was reported earlier that such cartridges are poor candidates for refilling. The problem being that they become unreliable, in particular they may work immediatley after refilling, but not the next day. Why ?. I thought it may be due to a bubble of air forming beneath the gauze filter that lies above the printing element that forms as the cartidge finishes it's last drop of ink. (It runs out quite suddenly). To cure the problem I removed the top, took out the sponge and washed the cartidge and sponge in water. Next I put some ink (Parker permanent black 'Quink' seems OK) into a saucer and put the print head in it, then sucked on the top of the cartridge till ink came through the gauze. (This is why its a good idea to wash the cartrige, otherwise you may get ink on your face with comical effect). Next the sponge went back in place after being squeezed dry & more ink was injected into it till the surface of the sponge appeared damp when squashed slightly. The cartridge has worked reliably since (about a week now).

Disclaimer: I can't say that this will work with, (or be good for) your printer. It seems OK with mine.

1785. Re: INFO-ATARI16 Digest V89 #524

Newsgroup: comp.sys.atari.st
Date: 1989-10-19 13:03:04 UTC
From: mgh1@cbnewsl.ATT.COM
Message-ID: <2356@cbnewsl.ATT.COM>
Source record: 248057

In article <8910181822.AA06454@ucbvax.Berkeley.EDU>, AKISUJAR@NUSVM.BITNET ("S. Sujarittanonta") writes:
> I came across the discussion on PC-Speed and one message did mentioned that
> the PC-Speed using V30 CPU and has a socket for the Co-Processor. Does this

Correction.....I wrote the article about PC-Speed and I said it might contain a socket for a co-processor. Well, I went back for a second look and that second socket is just that a second socket. It is not attached to the board so I guess it is not for a co-processor. Sorry if I might have misled anyone. I looked briefly at the instructions and could not find out what the extra socket was for. Maybe someone else has a better idea.

Matt Hetman

1786. Re: INFO-ATARI16 Digest V89 #526

Newsgroup: comp.sys.atari.st
Date: 1989-10-19 13:25:33 UTC
From: MEGGIN@vm.epas.utoronto.ca
Message-ID: <89Oct19.093002edt.57666@ugw.utcs.utoronto.ca>
Source record: 248058

I heard a rumour that Borland offered Atari US a fully English version of Turbo C for something like $1m. They have no interest in marketing it themselves in a small market like the NA ST market. Of course, you can imagine that Atari US was not ready to dig deep for a single ST program. Can anyone from Atari US confirm or deny?

By the way, will the German distributor ship to NA? If some clever soul would publish an English book on how to use Turbo C (not, mind you, a translation), perhaps we could make do with a German version. Personally, I don't mind reading German anyway.

David Megginson MEGGIN@VM.EPAS.UTORONTO.CA

1787. Sovjetskie ST

Newsgroup: comp.sys.atari.st
Date: 1989-10-19 13:31:01 UTC
From: MEGGIN@vm.epas.utoronto.ca
Message-ID: <89Oct19.093236edt.57352@ugw.utcs.utoronto.ca>
Source record: 248059

Atari did try to market to the USSR, from what I've heard. The problem was that GDOS was not really ready yet, and all of the cyrillic stuff was a weak hack. I understand that a Danish/British computer called Thor, which does work well with cyrillic, has taken a lot of the USSR market.

David Megginson MEGGIN@VM.epas.utoronto.ca

1788. troff for that ST?? Does it exist?

Newsgroup: comp.sys.atari.st
Date: 1989-10-19 13:33:06 UTC
From: romwa@gpu.utcs.utoronto.ca
Message-ID: <1989Oct19.093306.5288@gpu.utcs.utoronto.ca>
Source record: 248060

Hi,

I am looking for troff for my 1040. Does anyone know of such
a beast. I realize with the traffic on *TeX in this newsgroup
this will be unlikely, but what the heck.

BTW when I went to school you could learn troff by printing
the 'man' pages while for TeX you had to buy the books. As a
student, cheaper decisions are always the easiest :{) (I lost
my glasses hence grin is no longer 8{) for me...).

advTHANKSance

Pavneet Arora
...!utgpu!rom!pavneet

Royal Ontario Museum
100 Queen's Park
Toronto, Ontario
M5S 2C6
(416) 586-5626

1789. Re: TOS 1.4 Incompatibility List

Newsgroup: comp.sys.atari.st
Date: 1989-10-19 14:01:39 UTC
From: iadt3tb@prism.gatech.EDU
Message-ID: <2633@hydra.gatech.EDU>
Source record: 248061

In article <RLEE.89Oct18134909@weaver.ads.com> rlee@weaver.ads.com (Richard Lee) writes:
}
}However, I have my own contribution to the list -- Mousetrap under 1.4
}does not prevent the mouse from crossing into the menu bar. Anyone know
}of a similar program that works under 1.4?
}--
It didn't work on the Mega Roms either. "Mouser" did work on the
Mega maybe it will work on the Rainbow TOS. It was in volume04 of the
comp.binaries.atari.st.
Cheers,
Terry

--
T. Terrell Banks uucp: { 'insert a backbone name here' }!gatech!prism!iadt3tb
Georgia Insitute of Technology - I.S.A. Internet: iadt3tb@prism.gatech.edu
190 Third Street NW Bitnet : iadt3tb@gitvm1
Atlanta, Georgia 30332-0185

1790. IMG Scan, FONTZ!, NeoDesk II FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1989-10-19 14:08:50 UTC
From: hendrick@fozzy.UUCP
Message-ID: <835@fozzy.UUCP>
Source record: 248062

```
1.) IMG Scan and Image Pro.............$42
(Image Pro is a separate application
which provides filtering and cleanup
for IMG Scanned images; it's part of
this offer. Don't need them anymore
since I bought the Migraph scanner.)

2.) FONTZ!.............................$15
(I've used FONTZ! to change Amiga
and Mac fonts to Atari-usable fonts
for DEGAS, etc. Works well for that.
But now I mostly use Calamus.)

3.) NeoDesk II.........................$25
(New Version. I'll miss it, but it
doesn't work with Calamus.)

>>> ...or take all 3 items for $75! <<<

(BTW: In case this reaches beyond the U.S.:
the prices listed are U.S. dollars.)

All have the original disks, packaging,
and documentation.

If you're interested in one of the items,
but don't feel the price is fair, make an
offer. I'll pay the shipping on any purchase
over $20.

Send E-mail, or call my house after work:
Home phone (6PM-10PM Central time): (214) 727-3898
(I have 2 young children, so please don't call
after 10PM. Thanks.)

Regards,
Bill
```

1791. Summary: Spectre GCR (Where do I get it)

Newsgroup: comp.sys.atari.st
Date: 1989-10-19 14:15:12 UTC
From: swimmer@fbihh.UUCP
Message-ID: <315@fbihh.UUCP>
Source record: 248063

I recieved quite a bit of mail from my question, here's a summary:

In Germany the firm: Fearn & Musik in Stuttgart sells it, but
I dont think they are allowed to sell the ROMS.

Better is:
HiSoft
The Old School
Greenfield
Bedfordshire
MK45 5DE
Tel.: (0525) 718181
and they seem to sell the ROMS as well (I need them as well).

Thanks to all who replied.

Cheers, Morton

--
.morton swimmer..odenwaldstr. 9..2000.hamburg.20..frg..tel.: +49 40 4910247.
...........subnet: messy@mcshh.UUCP..eunet: swimmer@fbihh.UUCP.............
..i am a camera with its shutter open, quite positive. some day all of this.
.will have to be developed, carefully printed, fixed..christopher isherwood.

1792. ATARI adverts

Newsgroup: comp.sys.atari.st
Date: 1989-10-19 14:24:31 UTC
From: ramsiri@blake.acs.washington.edu
Message-ID: <4110@blake.acs.washington.edu>
Source record: 248064

I am certainly NOT going to buy one, but I couldn't avoid
the full page business section ad for the Portfolio (shown actual size).
Well done ATARI!

-kevin
ramsiri@blake.acs.washington.edu

1793. Re: Piggiback ROMs (2 TOS versions in 1 ST)

Newsgroup: comp.sys.atari.st
Date: 1989-10-19 14:32:10 UTC
From: lawrence@techpub1.iscs.com
Message-ID: <2644@iscuva.ISCS.COM>
Source record: 248065

In article <3619@netmbx.UUCP> hase@netmbx.UUCP (Hartmut Semken) writes:
>In article <CMM.0.88.624463452.cmm1@cunixa.cc.columbia.edu> cmm1@CUNIXA.CC.COLUMBIA.EDU (Christopher M Mauritz) writes:
>>PC Ditto v3.01 will NOT work with TOS 1.4. I forget what the error
>>says, but I think it was something like: "Does not work with this
>>version of TOS" or something to that effect. Too bad there isn't a way
>>to piggy back the two versions of ROMs and have a hardware switch
>>between them.
>

Really? A friend of mine has both TOS 1.4 and PC Ditto v3.01 and Ditto runs
with no problems. He has a 520ST with an EZ-RAM upgrade to 1 Meg.

1794. Re: Turboboost with GCR

Newsgroup: comp.sys.atari.st
Date: 1989-10-19 14:51:33 UTC
From: dlm@druwy.ATT.COM
Message-ID: <4399@druwy.ATT.COM>
Source record: 248066

in article <761@utacs.UTA.FI>, jackin@utacs.UTA.FI (Markku M{enp{{) says:
> Has anybody succeeded in using Spectre GCR with faster
> processors (16Mhz) ? I would like to get my MEGA faster and
> especially would like to see Spectre GCR roaming in 16 Mhz.

The Spectre GCR works with all of the currently available 16
Mhz processor upgrades. Just don't expect it to run twice as fast,
most of the upgrades only offer about a 5% performance increase. The
upgrades are really limited by the low performance of the memory in the
ST (low compared to a 16 Mhz CPU). As far as I know only one of the
upgrades supplies a large performance boost since it has 32K of cache
memory, that allows the CPU to run at 16 Mhz with no wait states most
of the time. With the cache the performance increase can be as large
as 100%, the average boost is about 50%.

Dan Moore
AT&T Bell Labs
Denver
dlm@druwy.ATT.COM

1795. printers

Newsgroup: comp.sys.atari.st
Date: 1989-10-19 15:25:00 UTC
From: AMEIJ@vax.oxford.ac.UK
Message-ID: <8910200715.AA00711@ucbvax.Berkeley.EDU>
Source record: 248067

Hello fellow ST chums,

Anyone know a good way of making an HPLJ+ the gem installed printer so
that VIP Pro can print graphs on it?

Jan Ameij,
Oxford University Department of Applied Metaphysics,
janet: ameij@uk.ac.oxford.vax
other: oh come on, surely everyone can get to _Oxford_, dammit.

1796. Re: Mega 2 & TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1989-10-19 15:36:05 UTC
From: covertr@force.UUCP
Message-ID: <4652906b.14a1f@force.UUCP>
Source record: 248068

In article <2706@hydra.Helsinki.FI>, viljanen@cs.Helsinki.FI (Lea Viljanen) writes:
> Is there a trick to installing TOS 1.4 into Mega 2's?
> I know a guy who has installed several ROM sets into all kinds of
> ST's (520 ST - Mega 4). But only with Mega 2's he has problems;
> only 1 machine worked from the 6 he has done. Other types (even Mega
> 4's!) have worked OK.
>
> So, who knows what's the crucial difference between Mega 2 and Mega 4
> so the same installing procedure doesn't work with Mega 2 but works
> with Mega 4?
>
> Any help appreciated.
> Lea 'LadyBug' Viljanen ____ University of Helsinki, Finland

Lea, there is a problem with replacing the 2 chip TOS 1.2 with a 6 chip
TOS 1.4. In some, not all but enough, Mega STs you need to replace the
74LS373 ics with 74 AS 373. repeat place the LS with AS. AS have a higher fan out
and can drive the additional load presented by the additional 4 EPROMS.

This is a kludge and is known by Atari, but it has to been done when you
install the new TOS if they fail.

Good luck..

Richard (Thw Whiner (tm)) Covert

1797. Re: Event Multi & Right Mouse Buttons Example (LONG with overkill)

Newsgroup: comp.sys.atari.st
Date: 1989-10-19 15:48:28 UTC
From: covertr@force.UUCP
Message-ID: <46529b7f.14a1f@force.UUCP>
Source record: 248069

In article <17337@watdragon.waterloo.edu>, achowe@tiger.waterloo.edu (anthony howe) writes:
> About 2 years ago this question came up on the net. I still have a hard copy
> of the post which I used to develop the following tit-bit on detecting the
> right mouse button. Anyways it boiled down to this...
>
> "Install your own button handler in assembler. The button value comes in
> d0, save it out to a nice place, then change it to a left click no matter
> what, and install the routine using vex_butv()." - Kenneth Soohoo
>
> Long exmaple to follow......
>
> achowe@tiger.waterloo.edu | "Life is not fair. Anyone who tells
> _ -|-|_ _ | you different is trying to sell you
> (_\ |\| | | | (_) |\| \/ | something." - The Princess Bride
> ___/ | disclaimer...

Thanks to Anthony Howe for his fine example of right button processing.
I wish that more examples of tricky ST programming would be posted
on this newsgroup.

In particular, I would like to hear from other people who have tried
the 'vdit' program posted awhile ago. 'vdit' was an example in loading
GDOS fonts, but it didn't appear to work. I would like to write a small
utility to print out a sample of each GDOS font in your collection.
So, I need to be able to load and unload GDOS fonts (both screen and
printer) and then dump a sample to the printer.

Any ideas out there??

Richard (The Whiner (tm)) Covert

1798. further to my comments on DC squish

Newsgroup: comp.sys.atari.st
Date: 1989-10-19 16:24:56 UTC
From: rwa@cs.AthabascaU.CA
Message-ID: <1184@atha.AthabascaU.CA>
Source record: 248070

I've gotten a lot of mail about my response to Larry Rymal's note (<891013.16005173.072949@SFA.CP6> from Z4648252@SFAUSTIN.BITNET). Whew! So now I know what DC squish exists for.

OK, I fell into the trap of only reading one posting before posting a reply. A moderately critical one, too. But go back and read the original article yourselves - Larry doesn't say anywhere that DC squish exists to create self unpacking compressed executables. I guess I was just sorta supposed to guess that, or read his mind, or know it already, or something 1/2 :-).

But he did talk a lot about the compression ratios and the interface. There's a table of before-and-after sizes, and so on. So I thought, "Hey, this thing is a compression utility. Let's compare it to the old standby." And as a compression utility, the performance is in my opinion not worthy of Major Wow Reviews. If it's not a compression utility, then of course comparision to a compression utility is meaningless. I'll let each of you make your own decision on that point.

So as something to make living on floppy-based systems bearable, I completely agree that DC Squish sounds like a winner. I guess I'm out of touch (been a _long_ time since I tried to do anything on a flop based system - at least seven years, I think). So no more mail on this subject please. The offer of compress stands.

Ross

1799. Re: TOS 1.4 Incompatibility List

Newsgroup: comp.sys.atari.st
Date: 1989-10-19 16:53:16 UTC
From: paul@cacilj.UUCP
Message-ID: <1269@cacilj.UUCP>
Source record: 248071

In article <1312@argus.UUCP> ron@argus.UUCP (Ron DeBlock) writes:
>Rdydisk, the reset-proof ramdisk that comes with Mark Williams C
>doesn't work. Oh, well, there are plenty of other ramdisks out
>there.

Don't give up on Rdy just yet! Mine works perfectly. I have MWC 3.0.6.

I have a 1040 upgraded to 2.5 MB running the official (i.e. non-developer)
TOS 1.4.
--
Paul Close paul@cacilj.CTS.COM ...!{uunet, ucsd, crash}!cacilj!paul

The Obi-wan Kenobi method: "Use the Source, Luke" -Jim Fulton

1800. Re: INFO-ATARI16 Digest V89 #528

Newsgroup: comp.sys.atari.st
Date: 1989-10-19 16:55:58 UTC
From: AKISUJAR@NUSVM.BITNET
Message-ID: <8910191655.AA05780@ucbvax.Berkeley.EDU>
Source record: 248072

Hello from Singapore,
Are you really serious about the Atari ST emulator for Amiga?
If it is really existed, could you please let me have the address of the
source which you obtain this program.

As Singapore is not as far from Australia as U.S.A perhap the program which
you suspect damaging in transit could arrived here without damage.

Your earlier reply would be most appreciative. One of my colleague will be
going to Western Astralia (Perth) in a month time. He could collect the
program disk for me. Thank in advance,
S. Sujarittanonta
School of Architecture
National University of Singapore.

1801. Re: Turboboost with GCR

Newsgroup: comp.sys.atari.st
Date: 1989-10-19 17:15:29 UTC
From: paul@cacilj.UUCP
Message-ID: <1270@cacilj.UUCP>
Source record: 248073

In article <761@utacs.UTA.FI> jackin@utacs.UTA.FI (Markku M{enp{{) writes:
>Has anybody succeeded in using Spectre GCR with faster
>processors (16Mhz) ? I would like to get my MEGA faster and
>especially would like to see Spectre GCR roaming in 16 Mhz.

Yes, Spectre GCR will work nicely with a faster processor. Apparently, the Turbo16 (FAST by Jim Allen) board will speed up Spectre by a very noticeable amount. It will allow you to play sound at the same speed as the macs! My info is from Mark Booth, sysop for the GEnie Gadgets by Small RT. I'm pretty sure he said it is just a hair slower with Turbo16 than the equivalent macintosh 16MHz board.

Don't know about the other 16MHz boards.
--
Paul Close paul@cacilj.CTS.COM ...!{uunet, ucsd, crash}!cacilj!paul

The Obi-wan Kenobi method: "Use the Source, Luke" -Jim Fulton

1802. To power down, or not to power down.(also key clicks)

Newsgroup: comp.sys.atari.st
Date: 1989-10-19 17:44:54 UTC
From: allegro@sunpix.UUCP
Message-ID: <932@callegro.UUCP>
Source record: 248074

Hi,
I just have two simple questions.....

First: I have a standard 520 St w/40 meg supra HD. will I get more life
out of my drive if I leave it on all the time (except during
storms, o'course) or is it okay two power it down when I'm not
using the system ? (I power up 2 to 3 times a day).
Should/could I leave the whole system on all the time ?
I'd really like to know so's I can keep my HD going for years
and years and years and yea...(bap!!!)

Second: After I've been typing for Oh...say 10 mins or so the key click
sound gets louder then dies, maybe to fade in and out a few times
but mostly it stays quite until I power down then back up (reset
don't do a thing). Is this my sound chip(whatever they named it)
or are the key clicks some other hardware?

--
uucp: mcnc!rti!sunpix!steve or mcnc!rti!sunpix!allegro |Stephen McKay Matson
"FRODO LIVES!!" COLORADO DREAMS | Brand new daddy ! :^)
---------- I knew I left Calif for a reason.....Good luck folks!

1803. Re:color programs in hi-res

Newsgroup: comp.sys.atari.st
Date: 1989-10-19 17:50:24 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.88.624822624.larserio@kyrre.uio.no>
Source record: 248075

I posted a program called COLOREMU.ARC to comp.binaries
It's slow, but it works for me....
Some of you had problems with it, but its worth a try

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

1804. ATARI TTP

Newsgroup: comp.sys.atari.st
Date: 1989-10-19 17:53:36 UTC
From: JALKIO@cc.helsinki.fi
Message-ID: <1003@cc.helsinki.fi>
Source record: 248076

Does anybody know details of the Atari TTP? In the latest issue of the Personal Computer World - a british magazine - there was a newsflash that told about the TTP.

It was said to have two VME-interfaces and with a 60 MB hard disk and a monochrome monitor (resolution 1280x960) it would cost only 1200-1300 pounds!!!

The article saithe machine was intended to be a "home" version of the TT.

1805. DVI to Epson Program

Newsgroup: comp.sys.atari.st
Date: 1989-10-19 18:26:16 UTC
From: #JMKLAS@WMMVS.BITNET
Message-ID: <8910200709.AA00183@ucbvax.Berkeley.EDU>
Source record: 248077

Does anybody have a copy of DVIEPS.xxx (xxx = PRG, TOS, TTP... whatever) that they could send me or tell me where to find? This program is supposed to dump a file in .DVI (device independent) format to an Epson printer. Please resond directly to me. Thanks!

<John>

$JMKLAS@WMMVS.bitnet

1806. Re: Blown motherboard???

Newsgroup: comp.sys.atari.st
Date: 1989-10-19 18:46:47 UTC
From: pat@cscnj.csc.COM
Message-ID: <428@cscnj.csc.COM>
Source record: 248078

In article <2277@eagle.wesleyan.edu>, cdixon@eagle.wesleyan.edu writes:
> I took it to the local repair place and they said it was probably a blown
> mother board but they couldn't fix it (they just fix IBMs). I sent my machine
> to an authorized service place, and I'm still waiting for the verdict.
> Anyways, does anyone know roughly how much it would cost if it is a blown
> mother board? If so, is my machine totalled???

My power supply once went bad and sent 20 volts thru the 5 volt line.
Fried half the chips on the board. The service people didn't even try
to fix it. Instead, it cost me about $200 for a new one. But they had
to send the old one back to Atari and I had to wait a month or so.

On the plus side, my original ST was a very early model without RF.
The replacement was a little more up to date, so now I could videotape
my adventures on Time Bandits. Yay.

--
8=8 if my employer agrees with any of the above, _R_E_M_E_M_B_E_R_:
--<-@ I TAKE IT BACK! Republocrat
=8(/\/) is not the
8=======8 rutgers!cscnj!pat (201)-562-6533 only choice

1807. (none)

Newsgroup: comp.sys.atari.st
Date: 1989-10-19 19:11:51 UTC
From: WOODALLP@VAX1.COMPUTER-CENTRE.BIRMINGHAM.AC.UK
Message-ID: <8910200705.AA29700@ucbvax.Berkeley.EDU>
Source record: 248079

Hello People,
I recently saw mentioned (by Peter Szymonik) a program El-Cal
for mathematical use, is this a native ST program or does it require Spectre to
run it under Macintosh mode. I am very interested in this and would like any
info going.

Secondly, are there any good repositories of GDOS fonts out
there, as I am a little short at the moment? The ideal solution would be a
prog which converts Pub Partner/Pagestream fonts to GDOS ones, this would
enable a full set to be produced for screen and printer from one vector font,
does such a beast exist? If so where can I get it from. Any solutions would
need to be mail accessible as I cannot FTP from the UK.

Thanks for all the help.....Phil Woodall

WOODALLP@UK.AC.BHAM.VAX1

1808. Twister & TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1989-10-19 19:13:30 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <10069@stag.math.lsa.umich.edu>
Source record: 248080

I was curious, supposedly TOS 1.4 was going to fix the timing
problems with floppy disk I/O. (Seek w/ verify instead of plain old seek, etc.)
Well, just fyi, from Quick Index 1.5: using double sided disks formatted
at 80 tracks and 10 sectors per track, I get:

Normal Twister
GEMDOS 100 100
file creation
DMA speed 100 181

So I guess I'll keep on formatting my floppies with the Twisted sector
skewing...
--
-=- PrayerMail: Send 100Mbits to holyghost@father.son[127.0.0.1]
and You Too can have a Personal Electronic Relationship with God!

1809. Problem with LaTeX and letter.sty

Newsgroup: comp.sys.atari.st
Date: 1989-10-19 19:21:14 UTC
From: csrobe@CS.WM.EDU
Message-ID: <8910191921.AA18486@cs.wm.edu>
Source record: 248081

Greetings-

We have just installed newer versions of TeX and LaTeX on our Sun
network and we've noticed a problem with writing letters using the
LaTeX style file. I appears that the new version does not place
any vertical space between the \closing and the \signature for
a person's handwritten signature. We take the same file and run
it through our old LaTeX and it works as expected.

I have also seen the problem in the C TeX version that is on the
ATARI ST using the same style file.

Here are the version statements from the OLD stuff:

This is TeX, Version 2.0 for Berkeley UNIX (preloaded format=lplain 87.2.1)
LaTeX Version 2.09 - Released 19 April 1986
Document Style 'letter'. Released 21 July 1985

Here are the new version numbers:

This is TeX, C Version 2.95 (no format preloaded)
LaTeX Version 2.09 <4 Aug 1988>
Document Style 'letter'. Released 21 July 1985

Can someone please tell us how to solve this problem? Do we need a newer
style file, a patch or what?

Many thanks!
-c
-=- Charles S. Roberson ARPANET: csrobe@cs.wm.edu -=-
-=- VA Remote Sensing Study UUCP: ...!uunet!cs.wm.edu!csrobe -=-
-=- Dept of Comp. Sci. Compu$erve: 71500.2056@compuserve.com -=-
-=- College of William and Mary BIX: csrobe -=-
-=- Williamsburg, VA 23185 Ma Bell: (804) 253-4393 -=-

Fur Fact: In 1987, U.S. mink farmers reported that 450,000 animals died
due to heat stress.

1810. More Internationalization of Software

Newsgroup: comp.sys.atari.st
Date: 1989-10-19 19:39:27 UTC
From: terrell@cadnetix.COM
Message-ID: <9995@cadnetix.COM>
Source record: 248082
Cross-posted to: comp.sys.ibm.pc,comp.sys.atari.st

More "Internationalization of Software" questions:

I: Computer Printers

It's clear that European paper sizes are different than in the US.
However, what about popular computer printers: do they tend to
(at least by default) print pages of 66 lines by 80 columns?

What are the dimensions of the tractor feed paper that is loaded in
the printers?

II: Software Documentation & Orthography

How does documentation differ in Europe? Do US software developers go
to the trouble of converting to British spelling? Do British users
resent it when they don't? Or perhaps the users don't care?

Note that I'm talking only about the documentation. It's clear that
(for example) a spelling checker would have to be converted to British
orthography.

Does US software/documentation usually get translated for countries that have
relatively small user communities (e.g. Sweden)? If the answer is "No",
would translation of a product give it a great competitive advantage
over a similar, but non-translated product?

Is there a big market for third-party native-language software
documentation? In the US there's a big market for third-party software
documentation because pirates don't like reading loose xerox copies, and so
much software documentation isn't very good in the first place.

III: Product Introduction

After reading several overseas computer mags, I get the impression that
(to be sarcastic) Europe is used as a beta-test site for US-developed
software. I own SPRINT 1.0 which I believe is the most recent version
available domestically, while users in Europe are using version 1.5.
I've seen other cases... Does the European user community tend to get
US products before their counterparts in the US? If so, is there a bias
against US products due to buggy initial versions of software being
offered first in Europe? Or do European users appreciate the chance to
work with more recent versions of software?

Once again, thanks in advance.

I will try to post a summary of this dialog. Unfortunately, the results
of this discussion two months ago have been dropped into the bit-bucket.

Terrell

1811. Re: SPUFILE 2.0, C questions

Newsgroup: comp.sys.atari.st
Date: 1989-10-19 20:14:52 UTC
From: wallace@oldtmr.dec.com
Message-ID: <1322@engage.enet.dec.com>
Source record: 248083

In article <111500042@uxa.cso.uiuc.edu>, glk01126@uxa.cso.uiuc.edu writes...
> 1) Does Malloc(-1L) not work properly?
This only returns the size of the largest chunk of free memory. So if you have holes in your free memory (non-contiguous) then it will return a number smaller than the total of all free memory.

Ray Wallace
(INTERNET,UUCP) wallace@oldtmr.enet.dec.com
(UUCP) ...!decwrl!oldtmr.enet!wallace
(INTERNET) wallace%oldtmr.enet@decwrl.dec.com

1812. Re: Atari ST DMA to SCSI conversion

Newsgroup: comp.sys.atari.st
Date: 1989-10-19 20:49:00 UTC
From: weber_w@apollo.HP.COM
Message-ID: <4653a8ee.20b6d@apollo.HP.COM>
Source record: 248084

In the referenced article ben@cit5.cit.oz (Nino Benci) writes:
>Can anyone please help me with info on converting the Atari ST DMA port
>to something which looks and operates like a SCSI port.

The Atari DMA port (ACSI) isn't SCSI. Its layout of the command block does not reserve the first byte for the OPCODE, but instead places the target logical unit number in the high 4 bits and the opcode in the low 4 bits of the first byte. There are also differences in the physical connection, but I'm doing this from (very hazy) memory and don't wish to mislead you.

I believe that the best approach for you would be to use either the ICD disk controller or the Berkley Micros Systems 200 disk controller. I KNOW that the BMS 200 will permit you to issue full SCSI commands, and I suspect that the ICD board will also permit that (assumption is based on ICD's tape backup system requiring SCSI commands not permitted in the ACSI scheme).

I haven't any information on how to purchase either of these in Australia. I would, of course, be willing to purchase one here for you if you will fly me there to hand-deliver it :-)

...walt...
Walt Weber Hewlett Packard NARC @ Apollo Systems Division
(508) 256-6600 x8315 People's Republic of Massachusetts
-The views expressed herein are personal, and not binding on ANYONE-

1813. ATARI ST ARCHIVES

Newsgroup: comp.sys.atari.st
Date: 1989-10-19 22:28:01 UTC
From: pa1412@sdcc13.ucsd.edu
Message-ID: <1374@sdcc13.ucsd.edu>
Source record: 248085

I have been off the net for some time. Where are the latest archives
for ATARI ST. (ftp, uucp, etc).

Thanks

1814. ATARI ST ARCHIVES

Newsgroup: comp.sys.atari.st
Date: 1989-10-19 22:29:57 UTC
From: pa1412@sdcc13.ucsd.edu
Message-ID: <1375@sdcc13.ucsd.edu>
Source record: 248086

Last post didn't get my .signature file.

1815. ARCHIVES

Newsgroup: comp.sys.atari.st
Date: 1989-10-19 22:32:27 UTC
From: pa1412@sdcc13.ucsd.edu
Message-ID: <1376@sdcc13.ucsd.edu>
Source record: 248087

Where are ftp'able ATARI ST archives.

Maybe this time my signature file will be in my posting.

John Clark
jclark@ucsd.edu
pa1412@iugrad2.ucsd.edu
ucsd!scubed!irt!clark
--
John Clark
jclark@ucsd.edu
pa1412@iugrad2.ucsd.edu
ucsd!scubed!irt!clark

1816. Re: printf for float types

Newsgroup: comp.sys.atari.st
Date: 1989-10-19 22:41:44 UTC
From: piet@cs.ruu.nl
Message-ID: <1719@ruuinf.cs.ruu.nl>
Source record: 248088

In article <505@h.cs.wvu.wvnet.edu>, jlf@a.cs (Jack L Forester) writes:
`Which library for Sozobon C contains a printf function that will support
`float types? I tried dLibs 1.2 and the %f causes the character 'f' to
`be printed.

I have a modified version of printf that does floating point. I use it with
GCC and the floating point lib of John Dunning, but I don't know why it
shouldn't work with sozobon.

I found a printf bug today, and have not yet tested it. When ready I can
either mail it or post it.
--
Piet van Oostrum, Dept of Computer Science, University of Utrecht
Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands.
Telephone: +31-30-531806 Internet: piet@cs.ruu.nl
Telefax: +31-30-513791 Uucp: uunet!mcsun!hp4nl!ruuinf!piet

1817. Re: official tos 1.4 release

Newsgroup: comp.sys.atari.st
Date: 1989-10-19 23:51:10 UTC
From: towns@atari.UUCP
Message-ID: <1734@atari.UUCP>
Source record: 248089

in article <4634aec9.14a1f@force.UUCP>, covertr@force.UUCP (Richard E. Covert) says:
>
> The problem Greg is that you just plain and simply can't count on
> Atari for support!! If Atari was going to support the ST, why didn't Atari
> license GPLUS from Charles Johnson and include it in TOS 1.4??
>
> Why didn't Atari make any improvments in GDOS for TOS 1.4?? I have over
> 3 megs of GDOS fonts for my SLM804 and if it wasn't for Charles Johnson's
> GPLUS I wouldn't use any of them!! The GDOS support in TOS, even TOS 1.4,
> is almost zero compared to what GPLUS offers. And GPLUS has been out for
> a year now, so Atari could have licensed it from Charles Johnson.
>
> And Atari didn't even want to admit that there was a bug in the serial
> port code in TOS 1.4 until the Canadian hacker showed Atari the actual
> bug in the code. Pretty responsive of Atari, huh?? And this is for an OS
> that has been under development for 2 years!! After 2 years, you would think that
> Atari would have it right!!!
>
> Boy, a good outline font system, aka the macintosh system, would really be
> great for the ST!! But asking Atari for anything like that is like jumping
> to the moon, you'll never get there!!
>
> I like the third party support starting to appear for the ST. My favorite
> product is the Turbo16 product from FAST TECHNOLOGY. T16 really speeds up
> my Mega ST!! It is great!!!
> So, lets support the good 3rd party enhancments to the ST and hope that
> things will get better IN SPITE OF ATARI!!
>
> Rich (Proud owner of a souped up T16ed Mega ST4!!) Covert

First, TOS 1.4 is a product. GDOS is a product. They are COMPLETELY
independent of each other.

As for the serial port, We found the problem and we fixed it via the
TOS 1.4 patch. Unfortunately, it was not found until after the release of
the ROMs. To verify this, we did not receive a single SPR on this problem
from the developers that had the Beta version of TOS 1.4 or any reports
from anyone until AFTER the ROMs had been finalized.

But, the end result is that the problem was reported, we looked into it,
found there was a problem, fixed it, and released a patch program via the
Networks and Dealer Network. What more do you want from us??

-- John Townsend ames!atari!towns
Atari Corporation

1818. TT

Newsgroup: comp.sys.atari.st
Date: 1989-10-20 00:56:39 UTC
From: ramsiri@blake.acs.washington.edu
Message-ID: <4116@blake.acs.washington.edu>
Source record: 248090

I do NOT mean to offend anyone by talking about 386 boxes...
but I can't believe I am the only one sitting anxiously
waiting for the much-too-long awaited USA announcement of the TT.
Of course, I KNOW i am not.

Opposite the Portfolio ad I saw this morning, there was an ad for
the following:

80386 (NOT the "SX")
25Mhz
1MB RAM (expandable to 8 MBytes)
1.2 MB floppy
101 Enhanced keyboard
Serial and Parallel ports
VGA color monitor and card
8 expansion slots (1 x 32 ; 5 X 16 ; 2 x 8)
60 MB 32ms Hard Drive

Price: $1995.00 (delivery: 3 days)

Granted, it doesn't run TOS 1.4 ... but it EXISTS!

Thinking I might keep the ol' ST in the basement studio and
put a 25Mhz Unix box in my office.

Unless, of course, ATARI offers the TT at a price I can't refuse!

No flame against ATARI... just a hanging around a few moments longer
for THE ANNOUNCEMENT before I move on....

1819. Paradox Enterprises Inc.

Newsgroup: comp.sys.atari.st
Date: 1989-10-20 01:14:42 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <2703@water.waterloo.edu>
Source record: 248091

I have heard of a company called Paradox Enterpirses Inc., in Tucson,
Arizona, who apparently produces software for the ST.

I would be interested in hearing from anyone who has experience
with any of their products.
--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@water.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

1820. Asking Again Please: Which W/Prcsr / DTP Package on ST Supports Laserjet Printers: Thanks

Newsgroup: comp.sys.atari.st
Date: 1989-10-20 01:40:10 UTC
From: ia4@CUNIXD.CC.COLUMBIA.EDU
Message-ID: <8910200140.AA23331@cunixd.cc.columbia.edu>
Source record: 248092

WHICH W/PRCSR AND DTP PACKAGE ON ST SUPPORTS HP LASERJET ?
- - - - - - - - - -

Subject says it all....pleasadvise.

Also, are Laserjet (II P) drivers available for 1st Word or Microsoft Write,
Easy Draw or Publishing Partner? Where and how?

Thanks in advance

Imran

1821. Re: PROGRAM COSTS

Newsgroup: comp.sys.atari.st
Date: 1989-10-20 02:58:09 UTC
From: alan@km4ba.UUCP
Message-ID: <303@km4ba.UUCP>
Source record: 248093

In article <1989Oct16.133930.21837@utfyzx.uucp> harrison@utfyzx.UUCP (David Harrison) writes:
>
>Generalising these numbers, we might conclude that it is people who
>think good software should cost less the $100 that are "just plain ..."
>--

Actually, I conclude that the problem lies with the way Lotus wrote their software..... They welded the sw to the HW platform, which not only made ports difficult, but helped make "compatibility" into the curse of the PC-DOS world. (100 man-years to port is the price you pay for squeezing that extra bit of performance out of IBM's sluggard son)

Even Lotus's current products show the old school attitude when compared to Excel & others.. (I canned Lotus at 2.0?) Excel is virtually device independant compared to lotus. I have no sympathy for applications that insist on reinventing the user interface. It will prob be running on 4 or more O/S (Including unix) while lotus is still working on the latest rev. for dos.

Not that Excel is the perfect sw package (Just better than most :->), but in most cases, the more rules (O/S, bios, etc) you break, the more trouble you will have porting.... (every programmer knows this, we just do it anyway!)

So.... I *do* believe that good sw can be cheap & portable!
(and *no*, I do not work for a SW company :->)

>David Harrison | "God does not play dice with
>Dept. of Physics, Univ of Toronto | the universe." -- Einstein
>UUCP: uunet!attcan!utgpu!utfyzx!harrison | "Quit telling God what to
>BITNET: HARRISON@UTORPHYS | do." -- Niels Bohr

Alan Barrow "I am not a computer person......
..!gatech!kd4nc!km4ba!alan but I play one on TV......"

1822. An Atari Colour Monitor For Sale

Newsgroup: comp.sys.atari.st
Date: 1989-10-20 03:25:13 UTC
From: saggy@contact.uucp
Message-ID: <1989Oct19.232516.279@contact.uucp>
Source record: 248094
Cross-posted to: comp.sys.atari.st,na.forsale,ont.micro,ont.general,biz.comp.hardware,comp.misc

A friend in Guelph, who commutes to Mississauga, has his colour monitor for the ST for sale. If interested, call 519-821-1821 and ask for Terry.

Saggy, aka Tom Weller.

1823. Archives? (ME TOO!)

Newsgroup: comp.sys.atari.st
Date: 1989-10-20 04:48:41 UTC
From: ehsnsr@JUPITER.NMT.EDU
Message-ID: <8910200448.AA21303@jupiter.nmt.edu>
Source record: 248095

in article 14701, pa1412@sdcc13.ucsd.edu asks for the addresses of ftp
sites for the ST. Could whoever responds to that letter post it to the net...
I would like to know about them, too.

Thanks

Eric
ehsnsr@jupiter.nmt.edu

1824. TT vs 386 boxes

Newsgroup: comp.sys.atari.st
Date: 1989-10-20 05:18:42 UTC
From: cmm1@CUNIXA.CC.COLUMBIA.EDU
Message-ID: <CMM.0.88.624863922.cmm1@cunixa.cc.columbia.edu>
Source record: 248096

Well, unless you are a diehard Atari fan (I know, there are still a few left), I would advise you to buy the 25mhz 386 now (if you do indeed need it now). Besides, if you want to use it for work you would be much better off with an industry standard 386 rather than the TT (if it ever does hit the market). You'll be able to get software for nearly every application at reasonable cost and not have to worry about the lagging support of Atari Corp and vaporware promises. It is really to bad. The 68030 is such a nice mpu compared to the Intel mpu's. (add ^ an o here) Besides, who needs another workstation with non-industry standard 16 bit slots. C'mon...what a waste...Although I would like to see the TT fly, I don't think you will see it happen (That is IF you ever see a TT up close and personal...Ha!)

Now that I've got my own little 68030 worksation (named after a popular red fruit <grin>) and have it actually in front of me (yes, you can actually see and touch it!), I can't believe how slow my ST seems in comparison. All I use my ST for now is Air warrior and an occasional game. Best of luck in your computer search!

Chris Mauritz

------------------------------+--------------------------
Chris Mauritz |Where there's a BEER,
cmm1@cunixa.cc.columbia.edu |there's a plan.
(c)All rights reserved. |
Send flames to /dev/null |Need I say more?
------------------------------+--------------------------

1825. Re: Hey Borland, why no Turbo C for US?

Newsgroup: comp.sys.atari.st
Date: 1989-10-20 06:14:38 UTC
From: suhonen@tukki.jyu.fi
Message-ID: <1560@tukki.jyu.fi>
Source record: 248097

In article <Oct.18.00.32.35.1989.28642@pilot.njin.net> limonce@pilot.njin.net (Tom Limoncelli) writes:

>is second rate... or at least it doesn't meet "American standards".
What are these American standards??

Timo
--
Timo Suhonen suhonen@tukki.jyu.fi
Disclaimer: The text above is from my left brain cell. The right one is for SeX and Drugs and Rock'n Roll. Al K. Hall has eaten the others...

1826. Re: Calendar Layout Around the World

Newsgroup: comp.sys.atari.st
Date: 1989-10-20 06:17:31 UTC
From: suhonen@tukki.jyu.fi
Message-ID: <1561@tukki.jyu.fi>
Source record: 248098
Cross-posted to: comp.sys.ibm.pc,comp.sys.atari.st,sci.astro

In article <9953@cadnetix.COM> terrell@cadnetix.COM () writes:

>I have another question, about calendars: which day should be in the
>leftmost column? Is Sunday always in the leftmost column everywhere? Is
>Sunday always in the leftmost column in the USA? If the answer is no -
>which other day(s) should be in the leftmost column: Monday? Just
>Monday?
Al least in Finland Monday is the leftmost column.

Timo
--
Timo Suhonen suhonen@tukki.jyu.fi
Disclaimer: The text above is from my left brain cell. The right one is for
SeX and Drugs and Rock'n Roll. Al K. Hall has eaten the others...

1827. Re: ST in USSR

Newsgroup: comp.sys.atari.st
Date: 1989-10-20 06:30:35 UTC
From: suhonen@tukki.jyu.fi
Message-ID: <1562@tukki.jyu.fi>
Source record: 248099

In article <595@nadia.UUCP> peterii@nadia.UUCP (Peter Bechtold) writes:
>In article <758@utacs.UTA.FI> jackin@utacs.UTA.FI (Markku M{enp{{) writes:
>
>
>I can't imagine that the USSR would by ANY computers for their schools within
>the next 5 or 10 years.
They DO have IBM-compatibles in (technical)schools. At the time I bought my
520ST (In the early 1986), you weren't allowed to sell a ST to USSR. I think
it was because of the Motorola prosessor. At that time it was too much 'high-
tech'...

Timo

--
Timo Suhonen suhonen@tukki.jyu.fi
Disclaimer: The text above is from my left brain cell. The right one is for
SeX and Drugs and Rock'n Roll. Al K. Hall has eaten the others...

1828. Re: TT vs 386 boxes

Newsgroup: comp.sys.atari.st
Date: 1989-10-20 06:56:07 UTC
From: stephen@oahu.cs.ucla.edu
Message-ID: <28320@shemp.CS.UCLA.EDU>
Source record: 248100

In article <CMM.0.88.624863922.cmm1@cunixa.cc.columbia.edu> cmm1@CUNIXA.CC.COLUMBIA.EDU (Christopher M Mauritz) writes:
>Well, unless you are a diehard Atari fan (I know, there are still a few
>left), I would advise you to buy the 25mhz 386 now (if you do indeed
>need it now). Besides, if you want to use it for work you would be
>much better off with an industry standard 386 rather than the TT (if it
>ever does hit the market). You'll be able to get software for nearly
>every application at reasonable cost and not have to worry about the
>lagging support of Atari Corp and vaporware promises.

However, I'm not independently wealthy. Not only will the TT be cheaper than its fruity computer equivalent, but I can save my _substantial_ software (not to mention programming time) investment and continue to use my hard disk without hacking it to bits first.

> It is really to
>bad. The 68030 is such a nice mpu compared to the Intel mpu's. (add ^
>an o here) Besides, who needs another workstation with non-industry
>standard 16 bit slots. C'mon...what a waste...Although I would like to
>see the TT fly, I don't think you will see it happen (That is IF you
>ever see a TT up close and personal...Ha!)

You're right about the 68030. I'm not going to buy an Intel chip based machine. Yecccch! Even though the 80386 _can_ have a flat address space, about 95% of the machines out there are running 8086s so the software people don't yet have much incentive to write '386 enhanced software.

>Now that I've got my own little 68030 worksation (named after a popular
>red fruit <grin>) and have it actually in front of me (yes, you can
>actually see and touch it!), I can't believe how slow my ST seems in
>comparison. All I use my ST for now is Air warrior and an occasional
>game. Best of luck in your computer search!
>

Sure, Mac IIx, cx, and ci machines are nice. They're also _really_ expensive. If the TT truly has VME slots (yes, they _are_ a standard, even at 16 data bits)and SIMM-based memory along with 512k of ROM space, it will be quite user expandable. We'll be able to plug in new and better graphics cards, run UNIX with hardware memory protection (built into the '030), and expand our memory quite effectively. With the SCSI port, we'll have cheap hard disks, and the built-in video modes are nothing to sneeze at.

>Chris Mauritz
>
>------------------------------+--------------------------
>Chris Mauritz |Where there's a BEER,

```
>cmm1@cunixa.cc.columbia.edu |there's a plan.
>(c)All rights reserved. |
>Send flames to /dev/null |Need I say more?
>-----------------------------+--------------------------
```

Who's flaming? I just don't have the option you chose available to me. If I weren't a student, I might buy whatever they use at work, but I enjoy being different anyway... :-)

--Steve

1829. Turbo-C

Newsgroup: comp.sys.atari.st
Date: 1989-10-20 07:16:40 UTC
From: schiers@imdm.uke.uni-hamburg.dbp.DE
Message-ID: <252
Source record: 248001

Hello,

mail to chad@decwrl.dec.com bounces, so, since this might be of
american interest, I send it to the list. It is an information
about price and availability of Turbo-C for Atari ST in Germany.

------------ original mail to chad starts here ------------
Hi,

in Germany, Borland products are sold from many firms, but the
original distributer is Heimsoeth in Munich.

Heimsoeth Software GmbH & Co. KG
Lindwurmstrasse 88
8000 Muenchen 2
++49-89-72010-201 or
-202

The price is DM 228,- (about $115,-) for the Compiler and DM 342,- (about
$170,-) for Compiler, Assembler and Debugger, but I am not sure, whether
the debugger is already available.

If you are interessted, I can send you address and phone number of the
firm in Munich, which ported the whole thing.

CU Carsten.

+---+
| University of Hamburg, F.R. of Germany, University Hospital Eppendorf |
| Department of Computer Science in Medicine |
+---+
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+---+
| Carsten Schiers |
| DFNet: schiers@imdm.uke.uni-hamburg.dbp.de |
| Usenet: unido!imdm.uke.uni-hamburg.dbp.de!schiers |
| Bitnet: schiers%imdm.uke.uni-hamburg.dbp.de@dfngate |
| Internet: schiers%imdm.uke.uni-hamburg.dbp.de@relay.cs.net |
+---+

1830. Re: FOR SALE = THIS SHOULD NOT HAVE BEEN SENT

Newsgroup: comp.sys.atari.st
Date: 1989-10-20 07:36:06 UTC
From: neil@cs.hw.ac.uk
Message-ID: <3515@brahma.cs.hw.ac.uk>
Source record: 248002

In article <763@castle.ed.ac.uk> as@castle.ed.ac.uk (A Stevens) writes:
> ... as an Ad for a spare left-hand drive Haggis outside Scotland.

Actually Both hands can be used on any haggis. It is only which way round
the hill you are travelling that dictates which hand you use.

:-) * 10^3 and sorry about the bandwidth.

+---+
! DISCLAIMER: Unless otherwise stated, the above comments are entirely joking !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "spam spaM spAM sPAM SPAM, lovely SPAM" !
+---+

1831. Malloc - what it really does (was: Re: SPUFILE 2.0, C questions)

Newsgroup: comp.sys.atari.st
Date: 1989-10-20 08:21:34 UTC
From: klute%trillian.irb@unido.uucp
Message-ID: <1680@laura.UUCP>
Source record: 248003

In article <1322@engage.enet.dec.com> wallace@oldtmr.dec.com (Ray Wallace) writes:
>In article <111500042@uxa.cso.uiuc.edu>, glk01126@uxa.cso.uiuc.edu writes...
>> 1) Does Malloc(-1L) not work properly?
>This only returns the size of the largest chunk of free memory. So if you have
>holes in your free memory (non-contiguous) then it will return a number
>smaller than the total of all free memory.

From what I have found out Malloc (-1L) returns the *sum* of the
sizes of *all* free memory chunks. So, what you should not do
without further checking is as follows:

```
buffer_size = Malloc (-1L);
buffer_address = Malloc (buffer_size);
```

This will not work as intended because the second Malloc will
result in a pointer to the largest available chunk only, not to
all the free memory, because the latter is not neccessarily
contingous! So the buffer located at 'buffer_address' does not
have a size of 'buffer_size' but of some smaller value. The
real buffer size you can estimate by adding another statement
to those above:

```
real_buffer_size = buffer_size - Malloc (-1L);
```

Disclaimer: I still use TOS 1.0.

Dipl.-Inform. Rainer Klute klute@trillian.irb.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ ...uunet!mcvax!unido!klute
D-4600 Dortmund 50 |\|\ Tel.: +49 231 755-4663

1832. Re: fortran

Newsgroup: comp.sys.atari.st
Date: 1989-10-20 09:22:15 UTC
From: chris@tadhg.newcastle.ac.uk
Message-ID: <1989Oct20.092215.25888@newcastle.ac.uk>
Source record: 248004

In article <3937.253ca865@uwovax.uwo.ca> 4224_5132@uwovax.uwo.ca writes:
>I need help finding a GOOD fortran for my ST.
>
>Any suggestions...?--
>
>---
>Andrew Semple ads@uwovax.uwo.ca
>2nd Year Applied Math/Computer Science Andrew.Semple@uwovax.uwo.ca
>The University of Western Ontario Semple@uwovax.BITNET
>London, Ontario
>Canada

I'v used Prospero's Fortran for several years now, and find it
reasonable. One of the good things is the ease by which code can
ported too and from the PC without any changes if you use
their PC compiler as well.

The compiler is not the fastest around, but produces tight
code. The actual workbench is v.good, and I find it very
productive. The latest 'toolbox' from Prospero gives even
greater flexibility to this environment. They also have
MC68881 support as well.

Hope this helps

Chris.

I only use the product, I don't have shares in the company.

+-=--=--=--=--=--=--=--=--=--=--=--=--=--+--=--=--=--=--=--=--=--=--=--=--=--=

1833. Sozobon with GEM

Newsgroup: comp.sys.atari.st
Date: 1989-10-20 09:40:53 UTC
From: glk01126@uxa.cso.uiuc.edu
Message-ID: <111500045@uxa.cso.uiuc.edu>
Source record: 248005

Does anyone know of a complete gemlib? Gemfast doesn't seem
to work completely, i.e. very buggy. They fix_objects routine
doesn't work, one of the routines is not implemented?

Gemlib.zoo doesn't seem to compile correctly with Sozobon.
Is someone using Sozobon with GEM? Please leave a message
as to which library you are using (or e-mail).

Thanks,
-Spieu!
Gregory Kerr

1834. Re: Turbo C (was Re: Problems with LASER C 2.1)

Newsgroup: comp.sys.atari.st
Date: 1989-10-20 09:42:36 UTC
From: alex@hpgnd.HP.COM
Message-ID: <4280002@hpgnd.HP.COM>
Source record: 248006

/ hpgnd:comp.sys.atari.st / pa1329@sdcc13.ucsd.edu (pa1329) / 4:10 pm Oct 16, 1989 /

> Thus we only have choices between Mark W. C and Laser C.

And then ... which of these Two would you advise me to buy ??

1835. Re: Turbo C

Newsgroup: comp.sys.atari.st
Date: 1989-10-20 11:07:42 UTC
From: robert@duttnph.tudelft.nl
Message-ID: <947@dutrun.UUCP>
Source record: 248007

In article <1989Oct19.100825.21264@stag.UUCP> ardvar!krs@stag.UUCP (Kent Schumacher) writes:
[... stuff deleted ...]
>Does it have a built in editor, or are you allowed
>to substitute your own (without an unacceptable loss of features).
It is has a built-in editor, but I don't know if you can substitute your own.
I don't think so at least.
>Is it a CLI environment (like MWC) or a GUI.
Both.
>If it has a build in editor, is it gem based, does it allow marking blocks
>with the mouse (like Laser C), does it allow multiple windows, macros, ...?
It is GEM-based, you can mark blocks with your mouse, multiple windows, no
macros.
>(Oh, yeah - any comment on the documentation and 'ANSI-ness' of the compiler
>would be appreciated).
Full fledged ANSI. I love it.

Robert.

1836. Re: Hey Borland, why no Turbo C for US?

Newsgroup: comp.sys.atari.st
Date: 1989-10-20 11:23:20 UTC
From: peterii@nadia.UUCP
Message-ID: <598@nadia.UUCP>
Source record: 248008

In article <1357@sdcc13.ucsd.edu> pa1038@sdcc13.ucsd.edu (Jon McCarty) writes:
>In article <1547@hiatus.dec.com> chad@norge.enet.dec.com (chad leigh) writes:
>>
>>I'm going to Germany in January and would like to get Turbo C for my ST. What
>>is a fair price for it and where in Frankfurt, Stuttgartm or Munich is the best
>>place to buy it?

I know a place in Stuttgart, it's SCHREIBER, the biggest ATARI store in the
area.
Just ask someone in Stuttgart, or look in the local telephone directory.
(Or call me when you are in Stuttgart ..., number in my signature !)

>>Does it work on US ROMS or TOS 1.4?
It works with TOS 1.4, i don't what about the US-versions.

>>Thanks
Oh, no trouble.

>I'd be very interested in ordering Turbo C from overseas. I'm also assuming
>Heismoth (sp?) is a German outfit. So my question is do they only
>have the docs & dialogs in German, or do they also have a
>British-English (the goofy one with all the U's) version
I don't need that --> I don't know !
But the company which sells the Borland products in Germany is calles
HEIMSOETH located in Munich (they don't have a shop there, Chad ...)

pii

--
Peter Bechtold # Th.-Mann-Str.91 # D 7000 Stuttgart 30 # West Germany
voice: +49 711 813240 # data: N/A # telex: (0402) 6101056 mac lu
..!uunet!unido!nadia!peterii # peterii@nadia.UUCP

1837. Re: Running from different environments

Newsgroup: comp.sys.atari.st
Date: 1989-10-20 13:10:59 UTC
From: lake@ka3ovk.uucp
Message-ID: <1989Oct20.131059.463@ka3ovk.uucp>
Source record: 248009

In article <30200004@inmet> hedger@inmet writes:
>
>I just got my ST so I'm a real novice, and this may seem like a really
>naive question but here goes: Is your program set up to use or try to
>use the hard disk at all? When your program was first installed was the
>hard drive on? At installation time is it possible that the program in
>question put a file on the harddisk that he needs to see to initialize
>and run?
>Just groping.
>
>

Thanks for your help. No, it's nothing like any of that. The program
reads and writes files but it just uses whatever it was booted on ...
floppy or hd. There's something else.

It appears I'm just groping, also.

If you have any other thoughts, pass them on please.

Marshall
lake@ka3ovk

1838. Free RAM Comparison

Newsgroup: comp.sys.atari.st
Date: 1989-10-20 13:15:43 UTC
From: lake@ka3ovk.uucp
Message-ID: <1989Oct20.131543.648@ka3ovk.uucp>
Source record: 248010

Does anyone know if there is a difference in the amount of free RAM
on a stock 520ST vs a stock 520STFM?

Marshall Lake
lake@ka3ovk

1839. REFILLING HP DeskJet Cartridges cont...

Newsgroup: comp.sys.atari.st
Date: 1989-10-20 14:53:20 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <891020.08531954.007196@SFA.CP6>
Source record: 248011

It was mentioned that a cartridge was brought back to life which
was totally exhausted, i.e., no ink at all, totally dry. The author
mentioned that he was under the impression that such cartridges were
previously mentioned to be poor candidates for "recharging" due to
air pockets on the sponge, etc. His efforts, the removal of the top,
I believe and the washing out of the sponge resulted in his cartridge
coming back to life.
Ok.... the reason that I mentioned, several months back, that
exhausted cartridges were poor candidates was that they tend to be
'confused' on their siphon effect. Certain areas on the sponge
will be dry while other areas will be wet. This condition will remain
even when two ounces of ink have been added. Due to the concentration
of ink in certain areas, a "track" will form providing a quick access
way to the nozzles. The user ends up getting a dripping effect.
Really working with a dry cartridge by removing the top and washing
out the sponge will get rid of the dry areas, thus killing the siphon
effect. The cartridge will be restored.
As always, such restoration attempts involve some risk. The
cartridge is not "meant" to be restored and the nozzles have a certain
life cycle. Also, ink from a brand relatively unknown should never be
used. Hewlett Packard does not endorse (major understatement)
the refills, i.e., poor quality ink will result in crusting, thus
clogging up the priming tube.
Restoration of these expensive cartridges will extend their life
considerably. I've been on the same cartridge for several months.

Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

1840. Re: For Sale: Atari ST Hardware and Software

Newsgroup: comp.sys.atari.st
Date: 1989-10-20 15:07:45 UTC
From: timcc@csv.viccol.edu.au
Message-ID: <2513@csv.viccol.edu.au>
Source record: 248012

I have now seen about a dozen "For Sale" messages in comp.sys.atari.st since it started flowing into Australia again about a month ago.

I'm sure the newsgroup flows into other parts of the world, too, so could all those who are selling their hardware or software PLEASE MAKE USE OF THE DISTRIBUTION HEADER.

This prevents people who are not able to buy your wares, or are unlikely to due to the prohibitive cost of transportation, being subjected to what is for them noise.

If you were fully considerate of the subscribers to comp.sys.atari.st when advertising, you would use a distribution that mentions an area enclosing where you live, and having boundaries that are no more than a 3 hour drive away, as you are unlikely to sell to someone who cannot see what you are offering. Such a distribution might be named after the city or state in which you live. If you live in Los Angeles, for example, you probably have a newsgroup called "la.forsale". If this is the case, you could post your message to comp.sys.atari.st and la.forsale with a distribution of "la".

Please, consider that Usenet is not an infinite resource, and a noise posting reduces the value of a newsgroup.

See the regular postings in news.announce.newusers for more.
--
Tim Cook, Systems Administrator, Victoria College Computer Services

1841. Re: official tos 1.4 release

Newsgroup: comp.sys.atari.st
Date: 1989-10-20 15:17:44 UTC
From: saj@chinet.chi.il.us
Message-ID: <9826@chinet.chi.il.us>
Source record: 248013

In article <2172@convex.UUCP>, thurlow@convex.com (Robert Thurlow) writes:
> I want those ROMs, and I can work around the RTS/CTS stuff, I suspect.
> What I don't wish to do is wait three more months for a different set
> of ROMs that fixes one more bug, because the odds are 99.5% that more
> bugs will be found in the interim, and we'll be right back again. If
> more bugs are found in the next few months, I *would* like to hear at
> that time that another release is planned.
>
> Rob T

Atari could do something to make a lot of us happy, and get a huge marketing advantage with people who love their computers (blush) by announcing right now that at some specific date in the moderate future the specifications for TOS 1.8 will be frozen. All bugs known to Atari as of that date will be addressed; all new features will have been chosen by then. After that, it's up to the programmers. Sure, people will start getting impatient about 6 months after the drop-dead date, but that's about when the internal alpha testing should be starting, and that's a nice thing to be able to announce. Who knows, by having a definite freeze date, the development might even be helped.
Steve J.

1842. Re: (none)

Newsgroup: comp.sys.atari.st
Date: 1989-10-20 16:02:44 UTC
From: pa1329@sdcc13.ucsd.edu
Message-ID: <1379@sdcc13.ucsd.edu>
Source record: 248014

Why not some ST developers work together to develop a
outline-font-based GDOS? If the version can b e accepted by all
developers as a standard, who cares what Atari think? It can be
used by any ST developers in their program, and Atari's attitude
will not be a problem.
Outline font technology has existed in the ST since pub. partner was
released. Meanwhile many other companies still struggle with the Atari
GDOS. There is no need to continue using that junk.

1843. 386 vs the TT

Newsgroup: comp.sys.atari.st
Date: 1989-10-20 16:06:00 UTC
From: 01659@AECLCR.BITNET
Message-ID: <8910210938.AA01163@ucbvax.Berkeley.EDU>
Source record: 248015

Several users on my site have fast 386 machines. The problem is that most codes do not support memory beyond 640K. Thus, a 4 meg 386 has over 3 megs of useless RAM.

PC people are always proud of fast 386's. With the lack of a common interface for applications (Word Perfect, dBASE, LOTUS, ChiWriter, etc.have no relationship to one another) huge amounts of time are wasted trying to pass data between applications. Who the hell cares if a number crunch takes 7 seconds instead of 21 when it takes 1/2 hour to move the result to a second application. Until PCs have a dominant common interface that allows rapid passing of data between appplications PCs will remain the dogs of the computing world.

A survey has shown that in business, the average number of applications used by PC users is 1, the average by Mac users is 4. Why? Learning one PC appl does not tell you anything about the next. Learning one Mac appl or one GEM appl totally prepares you for the next ones. Sorry PC users, speed of processing is not the only determinant of productivity!

1844. Re: TT vs 386 boxes

Newsgroup: comp.sys.atari.st
Date: 1989-10-20 16:22:34 UTC
From: stefan@db7.CS.Concordia.CA
Message-ID: <1376@clyde.Concordia.CA>
Source record: 248016

Gee now Chris, If only Apple would come out with a true multitasking OS
for your $10 000 PC.

```
*****************************************************************************
* *
* My lady friend does lots of wonderful things for me, and all at once!! *
* *
* Stefan Buchholz *
*****************************************************************************
```

1845. Re: ST in USSR

Newsgroup: comp.sys.atari.st
Date: 1989-10-20 16:32:24 UTC
From: dnewton@carroll1.UUCP
Message-ID: <767@carroll1.UUCP>
Source record: 248017

In article <595@nadia.UUCP> peterii@nadia.UUCP (Peter Bechtold) writes:
>I can't imagine that the USSR would by ANY computers for their schools within
>the next 5 or 10 years.

The Russians have been using Apple][+ clones in their schools for some
time now, and are starting to use PC clones.

--
David L. Newton | uunet!marque!carroll1!dnewton | The Raging Apostle--
(414) 524-7343 (work) | dnewton@carroll1.cc.edu | for the future--
(414) 524-6809 (home) | 100 NE Ave, Waukesha WI 53186 | for the world.

1846. Re: Turboboost with GCR

Newsgroup: comp.sys.atari.st
Date: 1989-10-20 16:46:00 UTC
From: matthews@umd5.umd.edu
Message-ID: <5496@umd5.umd.edu>
Source record: 248018

In article <761@utacs.UTA.FI> jackin@utacs.UTA.FI (Markku M{enp{{) writes:
>Has anybody succeeded in using Spectre GCR with faster
>processors (16Mhz) ? I would like to get my MEGA faster and
>especially would like to see Spectre GCR roaming in 16 Mhz.
>
>! Markku M{enp{{ !

I used Spectre (NOT GCR) with the JRI 16Mhz board no problems. I imagine the GCR will work as well -- I'll let you know if otherwise when my GCR comes [and my friend doesn't mind me borrowing his ST again].

Mike

1847. what to do with changed vectors on changing resolution

Newsgroup: comp.sys.atari.st
Date: 1989-10-20 16:58:50 UTC
From: me@dude.pcs.com
Message-ID: <ME.89Oct20165850@dude.pcs.com>
Source record: 248019

I have the following problem:

An accessory I wrote changes the mouse input vector for a mouse speeder.
It saves the old vector, takes the mouse movement, mangles the data
and passes them on.

So far so good, you even can uninstall it.

But if I change resolutions in color mode (e.g. low rez -> medium rez),
the acc gets loaded again and has no way to detect, that it had already
been started (at least not if I don't check for the system dependent
value of the old vec).
So the machine hangs when it tries to install itself again with the
already changed vector - it points to a piece of code that got removed
on changing the rez. (or am I wrong in that ?)

If I remove the acc before switching the resolutions, everything is ok,
but there should be a way to do it more elegant.

So my question is: What do other accessories, that change system vectors
in that case ?
--
Christian Siebert - me@dude.PCS.COM for the World, me@dude.PCS.DE for Europe

1848. Re: (none) GDOS & Outline Fonts

Newsgroup: comp.sys.atari.st
Date: 1989-10-20 17:38:16 UTC
From: soohoo@cory.Berkeley.EDU
Message-ID: <18593@pasteur.Berkeley.EDU>
Source record: 248020

In article <1379@sdcc13.ucsd.edu> pa1329@sdcc13.ucsd.edu (pa1329) writes:
>
>Why not some ST developers work together to develop a
>outline-font-based GDOS? If the version can b e accepted by all
>developers as a standard, who cares what Atari think? It can be
>used by any ST developers in their program, and Atari's attitude
>will not be a problem.
>Outline font technology has existed in the ST since pub. partner was
>released. Meanwhile many other companies still struggle with the Atari
>GDOS. There is no need to continue using that junk.

Yes, outline fonts are a really cool idea.
Yes, the are a whole HECK of a lot of work to implement.
Probably gonna be hard to convince the people who make Pub.Partner to
part with their outline fonts, as they are the only ones (that I know
of) out there... They pretty much corner the market.

So, who designs the fonts? Who do we get the fonts from, certainly not
Adobe... ;-} And then, what about the algorithm for scaling, that's
worth a lot of money, people make their living off of that...

Ok, so if you want outline fonts, wouldn't it make a whole HECK of a lot
of sense to make the system GDOS compatible? That way, all the existing
programs can continue to use fonts the way they always did...
BUT how do you fix programs like MicroSoft Write (and MANY others) that
inquire of the system what font sizes are available?

Here's the problem: Outline Fonts enable any point size to be created.
GDOS thinks only certain point sizes exist. Thus _currently_ a program
polls to find out the sizes available, and limits the user to those
sizes. As the Outline GDOS, what font sizes do you report on inquiry?
You've _really_ got _anything_, so why limit the system, but then how
does a program that allows the user to select from font sizes handle
the now unlimited number of sizes . Certainly not in the current
schema of "pick a size", as they can legally pick _any_ size.

Anyway, just some thoughts on Outline Fonts and GDOS.
I'm really preassuming that the Outline GDOS must stay GDOS compatible
and not break existing software, otherwise, I suppose one could throw
out all the currently available GDOS software...

--Kenneth "kens" Soohoo (soohoo@cory.Berkeley.Edu)
Atari Hacker (Atari's Hacker...)
"It could be worse, you could get hit by a bus..."
My opinions are my OWN, _not_ necessarily Atari's. But "hey", who knows?

1849. Re: Turbo C

Newsgroup: comp.sys.atari.st
Date: 1989-10-20 18:05:44 UTC
From: paul@cacilj.UUCP
Message-ID: <1271@cacilj.UUCP>
Source record: 248021

I, too, would like info on Turbo-C. When it was first announced, I thought people were saying it had a unique calling sequence: basically the first two arguments were passed in registers! Is this true? If so, can someone please give me more details on which registers, etc? I'm trying to use Turbo-C object files, but I don't have Turbo-C. I can hack something with gcc if I know which registers, etc.

Thanks,
--
Paul Close paul@cacilj.CTS.COM ...!{uunet, ucsd, crash}!cacilj!paul

The Obi-wan Kenobi method: "Use the Source, Luke" -Jim Fulton

1850. Re: CACHEXXX, (FATs, etc.)

Newsgroup: comp.sys.atari.st
Date: 1989-10-20 18:07:07 UTC
From: apratt@atari.UUCP
Message-ID: <1735@atari.UUCP>
Source record: 248022

Ritzert@DMZRZU71.BITNET writes:

>According to Allan, XXX must be exactly equal to the size of the FAT.

Please, this is a gross misunderstanding. If it *had* to be exactly equal to anything, we would have written it to compute that thing when it ran.

What I said is that there's little point in making XXX GREATER than the sum of the FAT sizes.

>Related question: is it possible with tos14 to increase the cluster >size, i.e. shorten the FATs dramatically and thus speed up the hd even >further? Will CACHEXXX support such a configuration?

TOS 1.4 FAT handling is so fast, you wouldn't notice. My God, it's DOZENS of times faster than TOS 1.2 FAT handling, and certainly acceptably fast in its own right! When the FAT is entirely cached, a Dfree() call on a 16MB partition takes under a second! That's fast enough for me.

HDX on release 3.01 of the Atari Hard Disk Utilities disk allows you to create partitions greater than 16MB in size. It accomplishes this by making "sectors" on the disk appear to be larger than 512 bytes. A cluster is always two sectors, but larger sectors means more data per cluster, and therefore fewer FAT entries. Not all disk utilities use Getbpb() to find out how big a sector is, so they won't all work with this kind of partition. For maximum compatibility, therefore, this feature only kicks in on large (>16MB) partitions.

CACHEXXX *does* support the larger sector size. No other cache program can, because it doesn't know where to look to find the sector size it should use. Don't use any other cache program if you have any partition >16MB created by this HDX.

FYI: on the disk labelled 3.01 you will find HDX's version number is 3.00 and AHDI's version number is 3.01. If you use HINSTALL to make your hard disk bootable, the version number you will see when it boots is 3.01. This is all well and good. If your hard disk driver, whether installed by HINSTALL or loaded from your AUTO folder as AHDI.PRG, says it's version 3.00, GET THE UPDATE. AHDI and bootable disks version 3.00 are DEADLY to data.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

1851. Re: CACHEXXX

Newsgroup: comp.sys.atari.st
Date: 1989-10-20 18:15:45 UTC
From: paul@cacilj.UUCP
Message-ID: <1272@cacilj.UUCP>
Source record: 248023

In article <891016190627.373581@DMZRZU71-UNI-MAINZ--GERMANY> Ritzert@DMZRZU71.BITNET writes:
->
-> recently Allan Pratt told us about the existance of a FAT-Cache called
-> CACHEXXX.PRG. I have seen an early version of this program (supplied
-> with the first beta release of TOS1.4) running. It speeded up disk
-> accesses very significantly compared to standard TOS1.4.

-> o where to get it.

I got it off a local BBS. It came with other goodies such as MACCEL2 (a mouse accelerator), MAKEFAST (to set/clear the don't-clear-bss bit), and assorted patches. I will send the file to comp.binaries.atari.st, so everyone can use them. BTW, most of the programs are directly from Atari, and all work flawlessly with TOS 1.4. More than you can say for most cache programs! Good job Atari!

-> oo adjusting the XXX correctly.
->
-> According to Allan, XXX must be exactly equal to the size of the FAT.

Actually, its more like XXX should be *at most* equal.... If the cache is there, it will get used. XXX can be whatever you like or have the memory for. I have a 68 meg drive, and I'm not about to dedicate ~300k for a cache! I use around 150k, and it still speeds things up very nicely. I suspect even much less would do in a pinch.

-> How do I compute XXX exactly? What happens when the FAT size (in kB) is
-> not even? Example: my Seagate ST296N (slowww) contains 4 partitions of
-> 21.2 each. Their FATs take 81 sectors (1 sector = 0.5 kB), hence 40.5 kB.
-> Do I have to take into account the sizes of all the inactive logical
-> devices (floppies, hd partitions), too? (I run AHDI 3.01).

You also need to take into account the number of sectors used by root directories in each partition. Heck, live a little and use 50! It won't hurt.

-> Of course, comments of Atari officials on this subject are appreciated
-> very much.

This info is indirectly from Atari. Read the docs that come with CACHExxx (when you get them :-) and see.

Hope this helps. Look for the rainbow utilities in comp.binaries.atari.st!
--
Paul Close paul@cacilj.CTS.COM ...!{uunet, ucsd, crash}!cacilj!paul

The Obi-wan Kenobi method: "Use the Source, Luke" -Jim Fulton

1852. Re: ST in USSR

Newsgroup: comp.sys.atari.st
Date: 1989-10-20 18:43:35 UTC
From: kirkenda@psueea.uucp
Message-ID: <1828@psueea.UUCP>
Source record: 248024

In article <595@nadia.UUCP> peterii@nadia.UUCP (Peter Bechtold) writes:
>In article <758@utacs.UTA.FI> jackin@utacs.UTA.FI (Markku M{enp{{) writes:
>
>>I have just read the article 'Computing in cold' (something like that)
>>in October PCW (Personal Computer World). I have thought of USSR being
>>a very attractive marketing place for Atari ST. The writer (don't remember
>>his name) told that ATARI (the company) missed a big chance to make ST
>>de facto in Soviet schools.
>
>I've been twice in the USSR, i talked to many pupils and visited a couple
>of schools, but i didn't meet anyone who had ever worked with a computer
>(even not with a pocket-calculator; some friends of mine sold a few of those
>solar powered credit card sized calculators, each worth a few bucks.
>They got about 60 rubels, that is 90 dollars ! The average salary of a russian
>is 150 rubels ...).
>
>I can't imagine that the USSR would by ANY computers for their schools within
>the next 5 or 10 years.

I saw an article in Newsweek(?) about 8 months ago (?) about the USSR and microcomputers. It seems that some Russians are concerned about the growing "hacker gap" -- Soviet children aren't as computer literate as Western children.

And, although schools don't have the money to buy computers, there are a *few* Soviet citizens and groups that can. In particular, one of the Soviet chess champs bought a roomful of computers for the use of the children in his neighborhood.

>>>> AND THE COMPUTERS HE BOUGHT WERE ATARI STs! <<<<

Also, the Soviets are in the market to buy *thousands* of IBM clones for their universities. (A friend of a friend submitted a bid to supply them; he didn't get the sale, though.)
-- Steve Kirkendall
...uunet!tektronix!psueea!jove!kirkenda
or kirkenda@cs.pdx.edu

1853. Re: (none) GDOS & Outline Fonts

Newsgroup: comp.sys.atari.st
Date: 1989-10-20 19:23:25 UTC
From: phoenix@ms.uky.edu
Message-ID: <12993@s.ms.uky.edu>
Source record: 248025

In article <18593@pasteur.Berkeley.EDU> soohoo@cory.Berkeley.EDU.UUCP (Ken "nmi" Soohoo) writes:
>Yes, outline fonts are a really cool idea.
>So, who designs the fonts? Who do we get the fonts from, certainly not
>Adobe... ;-} And then, what about the algorithm for scaling, that's
>worth a lot of money, people make their living off of that...
Why _not_ Adobe? They've placed their Type I fonts in the public domain, I understand. You'd get a recognized standard and lots of proven-ground technology (in an area where proven-ground tech is good) right off the bat.
>BUT how do you fix programs like MicroSoft Write (and MANY others) that
>inquire of the system what font sizes are available?
Have the system throw a standard set of point sizes back? And when a particular size is requested, generate a pixel image. Not fast, but functional - and not necessarily as slow as you might think, either. I've seen other applications do it that way, and it's not too bad.
>I'm really preassuming that the Outline GDOS must stay GDOS compatible
>and not break existing software...
If it's reasonably written, the above system might save a lot of headaches. Then again, maybe not; I don't know GDOS.
- R'ykandar.
--
| R'ykandar Korra'ti, Editor, LOW ORBIT | phoenix@ms.uky.edu | CIS 72406,370 |
| Elfinkind, Unite! | phoenix@ukma.bitnet | PLink: Skywise | QLink: Bearclaw |

1854. Re: TT vs 386 boxes

Newsgroup: comp.sys.atari.st
Date: 1989-10-20 19:51:55 UTC
From: covertr@force.UUCP
Message-ID: <46587ca5.14a1f@force.UUCP>
Source record: 248026

In article <CMM.0.88.624863922.cmm1@cunixa.cc.columbia.edu>, cmm1@CUNIXA.CC.COLUMBIA.EDU (Christopher M Mauritz) writes:
> Well, unless you are a diehard Atari fan (I know, there are still a few
> left), I would advise you to buy the 25mhz 386 now (if you do indeed
> need it now). Besides, if you want to use it for work you would be
> much better off with an industry standard 386 rather than the TT (if it
> ever does hit the market). You'll be able to get software for nearly
> every application at reasonable cost and not have to worry about the
> lagging support of Atari Corp and vaporware promises. It is really to
> bad. The 68030 is such a nice mpu compared to the Intel mpu's. (add ^
> an o here) Besides, who needs another workstation with non-industry
> standard 16 bit slots. C'mon...what a waste...Although I would like to
> see the TT fly, I don't think you will see it happen (That is IF you
> ever see a TT up close and personal...Ha!)

Not only are 80386 PC computers available there have been some really great prices in misc.forsale for 25 MHZ 80386 computers with 1024 x 768 x 16colors color graphics. something beyond the power of a TT, I believe. Also, the ads I have seen indicate that the 80386 PCs have 32 bit, 16 bit, and 8 bit motherboard busses, so can use a whole spectrum of IBM PC plugin boards (things like hard disk on a card, internal modems, additional serial i/o, eprom burners, geez just all sorts of things that Atari customers are too cheap to want to buy!!).

I am waiting for UNIX Sys V with X Windows to hit it big on the IBM PCs.
I expect my next computer will be an Intel 80486 with UNIX and X Windows.
And plenty of card slots.

So, that kinda leaves Atari and the VaporWare TT/P (for Plastic, sheez what a great name for a computer. A Plastic computer. Oh boy!!) for someone else to buy!!

>
> Now that I've got my own little 68030 worksation (named after a popular
> red fruit <grin>) and have it actually in front of me (yes, you can
> actually see and touch it!), I can't believe how slow my ST seems in
> comparison. All I use my ST for now is Air warrior and an occasional
> game. Best of luck in your computer search!
>
> Chris Mauritz

Actually, Chris Mauritz has a valid point that no one at Atari can deny.
That is
DELIVERY
DELIVERY
DELIVERY

Atari announces a product and then Cries "FCC!! FCC!! FCC!!" as if no other computer maker is subjected to testing by the FCC. Only Atari has to be delayed by FCC testing!! So, Atari announces a product and months (or years in the case of the CD ROMS!!) go by and no delivery. And finally when they do deliver it is much less then the announced product. The Mega ST is an example of this. The Blitter is less powerful then it was promised. And even the DMA port isn't buffered, so you can overload it if you use a couple of hard drives and the Atari laser printer. Some robust business computer that Mega turned out to be!!

So, from past experience we can expect a CHEAP 68030 machine from Atari that won't be expandable and will be margin in other aspects.

Godd luck Atari!!

Richard (The Whiner (tm)) Covert

P.S. As much as I am disappointed by the TT and what it implies about Atari I still like my ST better then a Mac. In that regard I like to close my posts with a description of a program that I like about the ST.

This message ends with my endorsement of the WERCS Resource Construction Set marketed by MICHTRON. It is very easy to use to build RSC files for a whole host of langauges. WERCS has a utility to convert DEGAS pictures into icons that can be included in your RSC. WERCS has a TEST mode where you can see if your buttons work. WERCS can convert RSC from other RSC editors. All in all, I find WERCS to be an excellent tool for the ST programmer!!

rec

1855. Re: Games for Sale

Newsgroup: comp.sys.atari.st
Date: 1989-10-20 19:55:22 UTC
From: gilmore@vms.macc.wisc.edu
Message-ID: <2590@dogie.macc.wisc.edu>
Source record: 248027

In article <1989Oct16.214846.8337@agate.berkeley.edu>, c60c-4af@e260-4a.berkeley.edu (Teh Kao Yang) writes...

>Thanks for all those replies to my message. However the games have
>all been sold. Boy did they go quick!

>Teh Kao Yang

Quite so... even though your 'or best offer' clause didn't seem to make it into your posting.

Sorry, folks, but this gentleman sent me email saying that I could purchase the items in question, as I was the first respondant to his posting. His next message told me that he would not sell me those items. I do not object to persons wishing to sell items for their best offer, but I would quite prefer that this information appear in the post.

+---+
| Kitakaze Tatsu Raito Neil Gilmore internet:gilmore@macc.wisc.edu |
| Jararvellir, MACC, UW-Madison bitnet: gilmore@wiscmac3 |
| Middle Kingdom Madison, Wi |
+---+

1856. RE: INFO-ATARI16 Digest V89 #538

Newsgroup: comp.sys.atari.st
Date: 1989-10-20 20:43:00 UTC
From: CANTIN%MMDEHN.SPAN@RICEVM1.RICE.EDU
Message-ID: <8910210940.AA01298@ucbvax.Berkeley.EDU>
Source record: 248028

```
unsubscribe info-atari16
signoff
```

1857. Gem messages

Newsgroup: comp.sys.atari.st
Date: 1989-10-20 20:47:48 UTC
From: mtp@ukc.ac.uk
Message-ID: <2845@harrier.ukc.ac.uk>
Source record: 248029

Hello,
Has anyone ever managed to send a message to a desk accessory in GEM?
It always bombs out whenever I send a message to any but the process that is
sending the message (the ap_id returned by appl_open()).

E.G.

```
:
ap_wid = appl_find("MYACC "); /* This bit works */
gets(message); /* Unimportant */
appl_write(ap_wid,strlen(message),message); /* This crashes */
:
```

However if appl_find is given the name of the current process then this
code works fine.

It is not the desk accessory that is at fault as it works perfectly with system
messages sent by the AES.

Anyone tried anything similar at any time?

Any information would be appreciated, probably replying by e-mail would be
best to avoid boring everyone!

Much appreciated:
Matthew

****
Janet: mtp@uk.ac.ukc
phg445@uk.ac.ukc.saturn@uk.ac.ukc

1858. Software/HD case/mouse

Newsgroup: comp.sys.atari.st
Date: 1989-10-20 21:37:58 UTC
From: ins_bac@jhunix.HCF.JHU.EDU
Message-ID: <3021@jhunix.HCF.JHU.EDU>
Source record: 248030

```
Software for ST for sale..all complete with documentation no boxes
Gunship ......... 15$
Flight Simulator II ...........15$
High Roller ...................10$
Winter Challenge ..............10$
or take them all for 40 bucks

Hardware
Hard Drive Case enclosure, with power supply and fan SHOEBOX type (long)
allows for two hh drives or one FH. ..... .. 75$

For atari ST specifically
One made in japan 1985 mouse, good condition, one teflon runner on bottom
is wearing out ......20$

COntact me thru e-mail or phone.
ins_bac@jhunix.UUCP
ins_bac@jhunix.HCF.JHU.EDU
.. !uunet!mimsy!aplcen!jhunix!ins_bac

301-467-4223 (ask for A.J.)
----------------------------
```

1859. Re: DVI to Epson Program

Newsgroup: comp.sys.atari.st
Date: 1989-10-20 23:25:29 UTC
From: charlop@blake.acs.washington.edu
Message-ID: <4131@blake.acs.washington.edu>
Source record: 248031

In article <8910200709.AA00183@ucbvax.Berkeley.EDU> #JMKLAS@WMMVS.BITNET writes:
>Does anybody have a copy of DVIEPS.xxx (xxx = PRG, TOS, TTP... whatever) that
>they could send me or tell me where to find? This program is supposed to
>dump a file in .DVI (device independent) format to an Epson printer.
>Please resond directly to me. Thanks!
>
><John>
>
>$JMKLAS@WMMVS.bitnet

Could someone one please send it to me also. I have an Epson EX-800 with
the color option kit. It would be very helpful to me while writing my Ph.D.
dissertation, since printing to a laser would be very difficult for me (not
to mention expensive).

Thanx in advance.

--
Aaron the Alchemist
Charlop@uwachem.washington.edu

"Yes, I really am a honest-to-goodness alchemist" Me

1860. Re: keyboard

Newsgroup: comp.sys.atari.st
Date: 1989-10-20 23:34:29 UTC
From: rodney@aragon.UUCP
Message-ID: <3650@aragon.UUCP>
Source record: 248032

In article <12970@s.ms.uky.edu> avogel@ms.uky.edu (Andrew Lee Vogel) writes:
>Do you have any idea how to fix a keyboard problem? The enter and 3 keys
>on my Megas keypad are dead, I've tried to get it apart, but I cant seem to
>get right to the switch. Maybe you could be of some help, or could
>possibly post this to the net for me? (If it's no trouble.)

If you don't manage to get things right by repairing the keyboard,
you can just plug a DEC-Keyboard to the RS232C, and put "Deckey.tos"
into your AUTO folder. It works quite well.

Greetings,
Rodne<y
--
Rodney Volz - Klugestrasse 12 - 7000 Stuttgart 1 - FRG
============> ...mcvax!uunet!unido!gtc!aragon!merkur!rodney <==============
rodney@merkur.uucp * rodney@jolnet.ORPK.IL.US * rodney@aragon.uucp
_____________ ==> Unix? Christ, get me out of here!!! <== _____________/

1861. Re: TOS 1.4 Incompatibility List

Newsgroup: comp.sys.atari.st
Date: 1989-10-20 23:37:32 UTC
From: rodney@aragon.UUCP
Message-ID: <3651@aragon.UUCP>
Source record: 248033

In article <825@lzaz.ATT.COM> hcj@lzaz.ATT.COM (HC Johnson) writes:
>In article <23158@cup.portal.com>, Matthew_Eric_Seitz@cup.portal.com writes:
>I have two systems a 2.5 meg 1040 and a 1 meg 520. The 1040 with BMS-x00

sorry - I just read about you 2.5 meg 1040ST; I own a 1040 and
an old 520 (upgraded to 1 meg). Is it possible, to put the
RAM from my old machine into my 1040ST?

-Rodney
--
Rodney Volz - Klugestrasse 12 - 7000 Stuttgart 1 - FRG
============> ...mcvax!uunet!unido!gtc!aragon!merkur!rodney <==========
rodney@merkur.uucp * rodney@jolnet.ORPK.IL.US * rodney@aragon.uucp
_____________ ==> Unix? Christ, get me out of here!!! <== ____________/

1862. Sound Digitizer for the ST (need recommandation)

Newsgroup: comp.sys.atari.st
Date: 1989-10-20 23:52:30 UTC
From: jtang@orion.oac.uci.edu
Message-ID: <3531@orion.cf.uci.edu>
Source record: 248034

Could someone please be so kind and recommand some Sound Digitizer for the atari ST computer?? I don't really know much about sound digitizing and what's a good digitizer, so some explaination as to why is very helpful.

thank you all very much.

james

Usenet: jtang@orion.oac.uci.edu
Bitnet: JWTang@UCIVMSA.BITNET

1863. TOS 1.4 AUTO bug

Newsgroup: comp.sys.atari.st
Date: 1989-10-21 00:09:12 UTC
From: fortinp@bcara13.bnr.ca
Message-ID: <122@bnrgate.bnr.ca>
Source record: 248035

Has anyone else experienced the following problem?

I installed TOS1.4 in my Mega 2. After booting up the system
I installed NeoDesk 2.05 and used the new AUTO feature in the
"Install Application" to make NeoDesk auto-start on bootup.

Next, I re-booted my system and NeoDesk auto-started as
expected. I then double-clicked on UniTerm and was greeted
with two bombs. OK, only two changes to my environment:
TOS 1.4 and Install Application AUTO versus using STARTGEM.
I removed the AUTO install feature and re-booted. Then, I
started NeoDesk 2.05 by double-clicking on NEOMASTR.PRG and
got my favorite desktop. Then double-clicked on UniTerm as
before and everything is fine. I repeated all of the above,
and it seems to me that there is a bug in the TOS1.4 AUTO-
start feature.

I also talked to others in our club who have experienced
similar two bomb crashes when using this new "feature".

Atari?

Cheers,
Pierre Fortin
Ottawa, Canada

1864. Re: ST in USSR

Newsgroup: comp.sys.atari.st
Date: 1989-10-21 00:46:55 UTC
From: stank@anvil.WV.TEK.COM
Message-ID: <5073@orca.WV.TEK.COM>
Source record: 248036

In article <595@nadia.UUCP> peterii@nadia.UUCP (Peter Bechtold) writes:
.
.
.
>I don't think that the USSR is an attractive market place for ATARI.
>The computers the Soviet Union wants to buy aren't produced by ATARI.
>They need mini's and super computers and they do not have the bucks to
>buy STs for their schools.
>I've been twice in the USSR, i talked to many pupils and visited a couple
>of schools, but i didn't meet anyone who had ever worked with a computer
>(even not with a pocket-calculator; some friends of mine sold a few of those
>solar powered credit card sized calculators, each worth a few bucks.
>They got about 60 rubels, that is 90 dollars ! The average salary of a russian
>is 150 rubels ...).
>
>I can't imagine that the USSR would by ANY computers for their schools within
>the next 5 or 10 years.
>

I agree that it is unlikely that the Soviet Union offers much potential for Atari sales, but for different reasons than Peter gives. I believe the IBM PC class of personal computer has become the accepted standard for personal computing in the USSR. An article in the New York Times business section (Oct. 1, 1989, "Soviet Plant, U.S. Managers") told of a contract awarded to Phoenix Group International, the firm is to build some 12,000 PC AT compatible computers here in the U.S. and will setup an assembly plant in Pensa that will deliver the remainder of a total 6 million computers by 1994. The article said that 3 million computers were slated to go to schools and the other 3 million were to go to factories and offices. The article also mentioned that Siemens A.G. currently has a contract to supply 300,000 personal computers for Soviet schools.

The article went on to say that a PC class machine sells for 30,000 - 50,000 rubles in the USSR and is typically "junk", the new PC's in the Phoenix deal are expected to sell for 100,000 rubles. When asked if such a high price might invite price competition, the article claimed a Soviet official said "What's competition?"

One other interesting note was that the Soviet Union would pay the split in profits from the joint venture to Phoenix Group by providing chemicals, scrap steel, and other goods to Austrian Laenderbank for sale in the West, as a means of generating hard currency. Sheesh, the things 'ya gotta do to make a buck these days. OK, so the article said the deal was worth as much as $8 billion.

stank
US Mail: Stan Kalinowski, Tektronix, Inc., Interactive Technologies Division
PO Box 1000, MS 61-028, Wilsonville OR 97070 Phone:(503)-685-2458
e-mail: {ucbvax,decvax,allegra,uw-beaver}!tektronix!orca!stank
or stank@orca.WV.TEK.COM

1865. Re: TT vs 386 boxes and Apple

Newsgroup: comp.sys.atari.st
Date: 1989-10-21 00:47:03 UTC
From: JALKIO@cc.helsinki.fi
Message-ID: <1035@cc.helsinki.fi>
Source record: 248037

In article <28320@shemp.CS.UCLA.EDU>, stephen@oahu.cs.ucla.edu (Stephen Whitney) writes:
>
> Sure, Mac IIx, cx, and ci machines are nice. They're also _really_ expensive.
> If the TT truly has VME slots (yes, they _are_ a standard, even at 16 data bits)and
SIMM-based memory along with 512k of ROM space, it will be quite user
> expandable. We'll be able to plug in new and better graphics cards, run
> UNIX with hardware memory protection (built into the '030), and expand our
> memory quite effectively. With the SCSI port, we'll have cheap hard disks, and
> the built-in video modes are nothing to sneeze at.
>

I think exactly the same way! To me, it is very significant that Atari
can really make computers affordable. For example, a ST costs less than
a third of the price of a MAC, at least here in Finland - and THAT is
something to think about...

Where does all the extra money the Apple takes go? You can even emulate
a MAC with a ST faster than a real MAC. I hope (and believe) that the TT
will be the first truly affordable machine for Unix-usage.

It takes no effort to make a good but expensive computer. It is much more
difficult to make a computer that is as good but many times cheaper!
I think that's one of the reasons for why there still are some atarians
on this planet....

Jouni

1866. BBS Announcement

Newsgroup: comp.sys.atari.st
Date: 1989-10-21 01:57:25 UTC
From: ROEDERT@ARIZVM1.BITNET
Message-ID: <8910240704.AA05605@ucbvax.Berkeley.EDU>
Source record: 248038

A BBS giving anyone with a modem access to the programs/files from the Usenet comp.binaries.atari.st group will begin operation on Monday, October 23, 1989.
This BBS will be operative from 10PM to 6AM, Mountain Standard Time, 7 Days a week. The number for the BBS is:

(602)578-9115

Currently, all of Volume 1 of the archives is available for downloading. Approximately 1 additional Volume per week will be added until the Files area is as current as possible.

Please distribute this message to local, non-Usenet ST boards as much as possible to let everyone know that they no longer need access to Usenet to acquire comp.binaries.atari.st files.

Thank you.

Timothy Roeder
SYSOP

1867. GDOS, PP and outline fonts

Newsgroup: comp.sys.atari.st
Date: 1989-10-21 03:01:46 UTC
From: MEGGIN@vm.epas.utoronto.ca
Message-ID: <89Oct20.230647edt.57387@ugw.utcs.utoronto.ca>
Source record: 248039

Actually, there is only one package using outline fonts on the ST, but it's Calamus and not Publishing Partner. PP uses some rather pathetic outline fonts on the printer, but it still uses raster fonts for the screen. Furthermore, Calamus uses real, licensed Compugraphic fonts.

Besides, what's all this about? Apple is still developing its outline font system. Certainly, a Mac can output to a Postscript device which uses outline fonts, but so can an ST or IBM. Right now, Macs use raster fonts just like GDOS, except the output resolution is not as good on the imagewriter (I imagine). The only system I know of with outline fonts is the NeXT, and the __only__ full DTP package with outline screen fonts is still Calamus (Mac users, turn green with envy!!!!!).
David Megginson, Centre for Medieval Studies, Toronto

1868. Re: High-speed modems and the Atari ST

Newsgroup: comp.sys.atari.st
Date: 1989-10-21 03:05:10 UTC
From: logic@wet.UUCP
Message-ID: <696@wet.UUCP>
Source record: 248040

In article <4649c632.14a1f@force.UUCP> covertr@force.UUCP (Richard E. Covert) writes:
>
>US Robotics has had an outstanding offer to BBS Sysops, and also to USENET
>Node Adminstrators. In brief you can buy an USR 9600 HST modem for the low
>price of $495.00. This has made the USR 9600 HST very popular with ST BBS
>sysops. The the majority of ST BBSes which use a 9600 baud modem use the
>USR 9600 HST. So, just call around and look for ST BBSes which are 9600
>buad and you can talk to lots of folks!!
>

If you think that the Sysop Program from USR is outstanding, wait til you
take a look at the Dealer Demo Program from USR. It'll blow you off your
feet.

Currently, all USR Courier HSTs shipped are 14400 bps. The 9600 bps HSTs
had been discontinued for some time now.

>
>Your transmission speed depends greatly on the quality of the phone line, but
>1625 cps sounds typical for that modem. You won't get that high on some
>boards though. Some of the loss can be attributed to the TOS, it just can't
>handle data that quickly off of the serial port.
>

Actually, 1625 cps is not typical for the 14.4 HST. The USR manual itself
lists 1740 cps as typical when using HST mode and MNP level 4. Some have
reported on the HST Echo cps ratings as high as 2000.

>That is typical also for Y-modem transfers. The only program that I know of that
>gets >>800 cps for uploads is ST TERM, with its built in Z-modem protocol.
>

I was using Zmodem. That's why I wanted to know if Ymodem-G would improve
on that dismal cps rating. Currently, the best I can get is ~900 cps using
Ymodem while in v.32 mode. Interestingly enough, Zmodem gives me worse
throughput when I use it to upload.

>
>I have had my USR 9600 HST for 6 months and have found that it is very reliable,
>and has paid back it costs via lower phone bills already!! And USR has sent me
>to updates (firmware) to it already for free!! That's good support!!
>
>Rich Covert

It's a good modem, that's for sure. I am trouble by the reports of
incompatibilities though. It seems that the Dual Standard has trouble
connecting to some modems at 2400 bps and even some modems at 9600 bps

(v.32). The frequent firmware updates are troubling also. I bought my modem less than a month ago and I find that my firmware is two or more revisions behind already!

By the way, a small nitpick. The USR Courier HSTs are not 9600 'baud', they're 2400 'baud'. :-)

--
Henry Kwan | AppleLink: D0690
FWB, Inc. | CompuServe: 71320,1034
2040 Polk St. Ste 215 | Internet: claris!wet!logic@ames.arc.nasa.gov
San Francisco, CA 94109 | UUCP: {claris,hoptoad,lamc,ucsfcca}!wet!logic

1869. Re: TOS 1.4 AUTO bug

Newsgroup: comp.sys.atari.st
Date: 1989-10-21 03:25:24 UTC
From: charlop@blake.acs.washington.edu
Message-ID: <4137@blake.acs.washington.edu>
Source record: 248041

In article <122@bnrgate.bnr.ca> fortinp@bcara13.bnr.ca (Pierre Fortin 1573589) writes:
>Has anyone else experienced the following problem?
>
>I installed TOS1.4 in my Mega 2. After booting up the system
>I installed NeoDesk 2.05 and used the new AUTO feature in the
>"Install Application" to make NeoDesk auto-start on bootup.
>
>Next, I re-booted my system and NeoDesk auto-started as

I also have had a problem with the autoboot command. I installed my
Terminal emulation program AnsiGraf to autoboot. However, when I my
computer boots, the program can't access the modem. If I exit the program
and restart it from my hd, it works fine. Also when I exit from the program
after it has autobooted, my desktop comes up in the default colors not the
ones defined in my desktop. I have to call up the control panel from
MultiDesk to reset the colors.

Anything Atari?

On TOS 1.4 incompatibility. It seems that OmniRes will not work with TOS
1.4. Anybody have a new OMNIRES.INF that will work with 1.4.
I have version 3.01, maybe I wasn't informed of an update.
--
Aaron the Alchemist
Charlop@uwachem.washington.edu

"Yes, I really am a honest-to-goodness alchemist" Me

1870. Re: official tos 1.4 release

Newsgroup: comp.sys.atari.st
Date: 1989-10-21 05:37:05 UTC
From: saj@chinet.chi.il.us
Message-ID: <9831@chinet.chi.il.us>
Source record: 248042

In article <1734@atari.UUCP>, towns@atari.UUCP (John Townsend) writes:
>
> As for the serial port, We found the problem and we fixed it via the
> TOS 1.4 patch. Unfortunately, it was not found until after the release of
> the ROMs. To verify this, we did not receive a single SPR on this problem
> from the developers that had the Beta version of TOS 1.4 or any reports
> from anyone until AFTER the ROMs had been finalized.
>
> But, the end result is that the problem was reported, we looked into it,
> found there was a problem, fixed it, and released a patch program via the
> Networks and Dealer Network. What more do you want from us??

At the risk of seeming picky, I'd like a few things from a company whose president announced the release of new operating system ROMs in front of developers and press at Spring COMDEX. I'd like my dealer (Software Plus, a local Chicago-area chain) to get decent supplies of ROMs. I'd like those ROMs to be honest-to-pete mask programmed ROMs by now, not PROMs or (heaven help us) EPROMs. I'd like to be able to buy a Mega with the new operating system installed as original equipment. That's a fair fraction of what I want from Atari.
Is there any special reason why the TOS 1.4 rollout is going so fitfully? Suggestions that it's going smoothly will be cheerfully laughed at. Suggestions that ROMs always have startup problems this bad will be greeted with incredulity.
Steve J.

1871. Turbo-C

Newsgroup: comp.sys.atari.st
Date: 1989-10-21 09:37:42 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <8910201209.AA00783@freya.math.dmswwu>
Source record: 248043

Just to clarify the situation: the menus of TURBO-C ARE english! Only documentation and online-help are in German. Perhaps some publishing company should offer an english documentation for Turbo-C?

Julian Reschke

1872. Turbo C, Gulam and the stack

Newsgroup: comp.sys.atari.st
Date: 1989-10-21 12:14:21 UTC
From: MEGGIN@vm.epas.utoronto.ca
Message-ID: <89Oct21.081817edt.57405@ugw.utcs.utoronto.ca>
Source record: 248044

Turbo C does use the stack strangely, but you can force a function to use a normal ST stack with the keyword `cdecl' (also found in MSC and TC on the IBM). For example, if you are trying to call Gulam from TC, use a prototype for the function pointer like this:

```
int cdecl (*sysptr)(char * cmdline);
```

Then, whenever you call (*sysptr)(), it will place its argument on the regular stack. Remember to get the value of sysptr from SHELL_P, and that SHELL_P is in protected memory, so you will have to go into supervisor mode to look at it.

David Megginson, Centre for Medieval Studies, Toronto

1873. YACC

Newsgroup: comp.sys.atari.st
Date: 1989-10-21 16:37:32 UTC
From: allegro@sunpix.UUCP
Message-ID: <938@callegro.UUCP>
Source record: 248045

Is there a yacc for the St?

also do the Atari Big Wigs ever read this news group? If they do I'd like to
tell them that they are about to lose a die hard Atari user if they lie
to us one more time about new hardware. Come on guys get with it.
--
uucp: mcnc!rti!sunpix!steve or mcnc!rti!sunpix!allegro |Stephen McKay Matson
"FRODO LIVES!!" COLORADO DREAMS | Brand new daddy ! :^)

I knew I left Calif for a reason.....Good luck folks!

1874. TT vs 386 box and flames

Newsgroup: comp.sys.atari.st
Date: 1989-10-21 16:52:26 UTC
From: cmm1@CUNIXA.CC.COLUMBIA.EDU
Message-ID: <CMM.0.88.624991946.cmm1@cunixa.cc.columbia.edu>
Source record: 248046

I logged on this morning to find a pleasant boxful of flames about my previous post. The overwhelming argument was "Gee, why I could buy 2 TT's for the price of one Mac IIcx [nobody touched the subject of my post...the fact that 80386 25mhz machines are comparable in price]...ad nauseum....

Well, sure! That lil' TT will save you tons of money! As a matter of fact, you won't have to spend a dime on it cause you'll probably never see it. Now that's what I call a bargain. Hehe, you could put that 2.5K in the bank and earn interest. (Gee, Atari is actually doing us all a favor...How nice of them :-)) This whole argument for the cheapness aspect of the TT is like saying "Hey, why should I waste my money on a Corvette now, when I hear through the grapevine that Hyundai is working on this new nifty sportscar? Of course, I've never seen one and the company only produces cheap cars now with little or no support. What the hell, sounds like a bargain to me?"

Meanwhile, back at the ranch, JoShmoe can buy a 25mhz 386 box with super VGA, hard disk and all the niceties (yes, even unix) for about 3-3K. AND he can buy it NOW when he needs it. <If you don't actually NEED the power, you might as well wait for the <snicker> TT>.

Chris Mauritz

p.s. If this sounds like Atari bashing <grin>, I guess it is.

```
------------------------------+--------------------------
Chris Mauritz |Where there's a BEER,
cmm1@cunixa.cc.columbia.edu |there's a plan.
(c)All rights reserved. |
Send flames to /dev/null |Need I say more?
------------------------------+--------------------------
```

1875. Re: TT vs 386 boxes and Apple

Newsgroup: comp.sys.atari.st
Date: 1989-10-21 16:57:39 UTC
From: ramsiri@blake.acs.washington.edu
Message-ID: <4145@blake.acs.washington.edu>
Source record: 248047

In article <1035@cc.helsinki.fi> JALKIO@cc.helsinki.fi (Varsinainen sikapossu kuoli t{n{{n.) writes:
>In article <28320@shemp.CS.UCLA.EDU>, stephen@oahu.cs.ucla.edu (Stephen Whitney) writes:
>>
>
>a MAC with a ST faster than a real MAC. I hope (and believe) that the TT
>will be the first truly affordable machine for Unix-usage.
>
>difficult to make a computer that is as good but many times cheaper!
>on this planet....
>
> Jouni

I originally simply posted an ad I saw for a 25Mhz 386 box, 8 expansion slots, VGA color high res monitor and card, 60 meg 1:1 hard drive, floppy, keyboard, 1meg RAM for $1995.00 ... and correct me if I am wrong, there are several flavors of UNIX to choose from that should indeed run on this machine. I don't understand why people such as Jouni say: " first truly affordable machine for Unix-usage; ... as good but MANY TIMES cheaper..". Does Jouni know something that I don't know? Has ATARI announced a price for the TT? Is it MANY TIMES cheaper than $1995.00 ? WIll ATARI support their Unix SYS V as well as they have supported TOS? Hmm...I guess only ATARI can tell us for sure, and since their lips are sealed, it's hard to read them....

-kevin
ramsiri@blake.acs.washington.edu

1876. Spectre GCR availability?

Newsgroup: comp.sys.atari.st
Date: 1989-10-21 20:01:42 UTC
From: BHOLMES@WAYNEST1.BITNET
Message-ID: <8910220705.AA04829@ucbvax.Berkeley.EDU>
Source record: 248048

Is anyone shipping Spectre GCR yet?

Brian Holmes
CSC Operating Systems & Communications

SNAIL : Wayne State University, 5925 Woodward, Detroit MI 48202 U.S.A.
BITNET : BHOLMES@WAYNEST1
INTERNET : Brian_Holmes@UM.CC.UMICH.EDU
UUCP : {UMIX|ITIVAX}!WAYNE-MTS!BRIAN_HOLMES

1877. Re: fortran

Newsgroup: comp.sys.atari.st
Date: 1989-10-21 22:20:14 UTC
From: stailey@iris613.gsfc.nasa.gov
Message-ID: <517@dftsrv.gsfc.nasa.gov>
Source record: 248049

In article <3937.253ca865@uwovax.uwo.ca> 4224_5132@uwovax.uwo.ca writes:
>I need help finding a GOOD fortran for my ST.

The only good FORTRAN is a dead FORTRAN.

INET stailey@iris613.gsfc.nasa.gov
UUCP {backbone}!dftsrv!iris613!stailey

1878. Re: TT vs 386 boxes and Apples

Newsgroup: comp.sys.atari.st
Date: 1989-10-21 22:24:21 UTC
From: JALKIO@cc.helsinki.fi
Message-ID: <1049@cc.helsinki.fi>
Source record: 248050

In article <46587ca5.14a1f@force.UUCP>, covertr@force.UUCP (Richard E. Covert) writes:
> In article <CMM.0.88.624863922.cmm1@cunixa.cc.columbia.edu>, cmm1@CUNIXA.CC.COLUMBIA.EDU (Christopher M Mauritz) writes:
>> Well, unless you are a diehard Atari fan (I know, there are still a few
>> left), I would advise you to buy the 25mhz 386 now (if you do indeed
>> need it now). Besides, if you want to use it for work you would be
>> much better off with an industry standard 386 rather than the TT (if it
>> ever does hit the market). You'll be able to get software for nearly
>> every application at reasonable cost and not have to worry about the
>> lagging support of Atari Corp and vaporware promises. It is really to
>> bad. The 68030 is such a nice mpu compared to the Intel mpu's. (add ^
>> an o here) Besides, who needs another workstation with non-industry
>> standard 16 bit slots. C'mon...what a waste...Although I would like to
>> see the TT fly, I don't think you will see it happen (That is IF you
>> ever see a TT up close and personal...Ha!)

What makes the 386 an industry standard? As far as I know, there are
very few programs especially for it. The more people keep supporting only the
PC-line (XT, AT, 386...), the more technology has to go along the
same traditional tracks.

I have got every program I've needed for my Atari ST this far. Usually they
are more user-friendly than their PC-counterparts. I think it is stupid to
speculate about if the TT is coming or not. They have already introduced
it in Germany. (And if it wouldn't come, Atari could soon be in bankrupt
or something...)
>
>
> Not only are 80386 PC computers available there have been some really great
> prices in misc.forsale for 25 MHZ 80386 computers with 1024 x 768 x 16colors
> color graphics. something beyond the power of a TT, I believe.

How come that is beyond the power of a TT? For even the ST is NOW
available a graphics card with resolution 1280x1024 with 16 colours from
palette of 262144. And this is not the only one. I doubt a 25MHz 386 is
any faster than a TT.

> Also, the ads
> I have seen indicate that the 80386 PCs have 32 bit, 16 bit, and 8 bit
> motherboard busses, so can use a whole spectrum of IBM PC plugin boards (things
> like hard disk on a card, internal modems, additional serial i/o, eprom
> burners, geez just all sorts of things that Atari customers are too cheap
> to want to buy!!).
>
What's so important in having INTERNAL modems, etc... You can buy all

off those devices for ST's and TT's, too.

> So, that kinda leaves Atari and the VaporWare TT/P (for Plastic, sheez what
> a great name for a computer. A Plastic computer. Oh boy!!) for someone else to
> buy!!

Can't you make up better arguments that ones that are based on a computer's
name?
>
>>
>> Now that I've got my own little 68030 worksation (named after a popular
>> red fruit <grin>) and have it actually in front of me (yes, you can
>> actually see and touch it!), I can't believe how slow my ST seems in
>> comparison. All I use my ST for now is Air warrior and an occasional
>> game. Best of luck in your computer search!
>>
>> Chris Mauritz

Why compare an Apple with 68030 to an ST?!?! Compare a MAC to a ST and
compare their price, too! A ST costs only less than a third of a rival
MAC, at least here in Finland. You can still emulate a MAC with a ST
even faster than a real MAC. Where does all that extra money Apple takes go?

> So, from past experience we can expect a CHEAP 68030 machine from Atari that won't
> be expandable and will be margin in other aspects.
>
How come won't be expandable??? You can even expand a ST very well, even
if it doesn't actually have ANY card slots... By the way, remember MIDI,
too.

I think Atari has done a great job bringing computers affordable. Even
if I should wait for my new computer a bit longer, it's worth the effort
because I can get it many times cheaper than from other manufacturers.
I, for my part, will always support economic technology....

Jouni Alkio
University of Helsinki, Finland

1879. MIDI advice sought

Newsgroup: comp.sys.atari.st
Date: 1989-10-21 23:27:33 UTC
From: brandonl@amadeus.WR.TEK.COM
Message-ID: <490@wrgate.WR.TEK.COM>
Source record: 247851

My desire is to get into music composition, not having any formal training.
I have looked at a few keyboards, and have found the Roland D-5 to be
sufficient for my needs (8 voices plus drums). Now, the hard part.

Realizing the rivalry between Amiga and Atari exists, I ask those of you
with some experience with both machines to help someone to decide the
"best path for my particular needs."

I am aware, also, that both Commodore and Atari will have new machines out
soon. This may be under the category of sci-fi, though.

In any case, I shy away from small systems, like the A500, for future support
reasons, and the fact I will necessarily need large memory (~1 MB RAM to
begin with).

I am afraid, however, that local support of both machines is spotty here
in Portland, Oregon. Sure, there's PC's (dull, number-crunching-intensive
machines), and there's MAC's (too overpriced). Is there an optimum solution?
Money is, of course, an issue. A few grand is ok for a music system, CPU,
a word processor, and a couple games. But for amounts over that, I think I
will simply crawl back into my shell and wait for cheaper times ahead.

Thank you so much.

```
==============================================================================
|
Brandon G. Lovested | "I will not be pushed, filed, stamped,
| indexed, briefed, debriefed, or numbered!
brandonl@amadeus.WR.TEK.COM | My life is my own."
|
==============================================================================
```

1880. Re: More Internationalization of Software

Newsgroup: comp.sys.atari.st
Date: 1989-10-21 23:34:57 UTC
From: bl@infovax.UUCP
Message-ID: <302@infovax.UUCP>
Source record: 247852
Cross-posted to: comp.sys.ibm.pc,comp.sys.atari.st

In article <9995@cadnetix.COM> terrell@cadnetix.COM () writes:
>
>II: Software Documentation & Orthography
>
>Does US software/documentation usually get translated for countries that have
>relatively small user communities (e.g. Sweden)? If the answer is "No",
>would translation of a product give it a great competitive advantage
>over a similar, but non-translated product?

Larger packages, like word some word processors, speard-sheets, integrated packages etc get translated if the market justifies it. Programming languages, programmers editors and special utilities usually don't since professional programmers know english well anyway, and the market is smaller (by comparison). As for DOS itself, IBM translates all DOS documentation, and all text strings in the programs themselves, to Swedish (and all other national languages too). To me it's a nuisance, since I prefer english. It looks so ridiculous in swedish many times, and sometimes the translations aren't right either. So I always try to get the english language versions, but it seems DOS 'in english' is getting hard to find on the swedish market.

In general, I think it's a definite competitive edge here to have docs and prompts in the national language in question.

About the rest of Europe, I know that in France it is regulated *by law* that in order to sell a computer product there, documentation in french *must* be available. I don't know how the law is obeyd - my company does export to France (both hardware and software) with english docs...

As for population sizes for those who don't know, we're about 8 million people here in Sweden, and there are about 55 million in France. Both countries cover approximately the same land area.

>III: Product Introduction
>
>After reading several overseas computer mags, I get the impression that
>(to be sarcastic) Europe is used as a beta-test site for US-developed
>software. I own SPRINT 1.0 which I believe is the most recent version
>available domestically, while users in Europe are using version 1.5.

But is Borland an American company? The original Turbo PASCAL was written by a danish guy (who admittedly now lives in the US). And (I may be very wrong about this but) isn't the company which owns Borland based in Sweden? I think I've seen something like that somewhere (but I think development - most of it - is actually done in the US). Further I know that Swedish Borland International has more or less forbidden US Borland to export to

swedish distributors, since SW Borland wants Borland products in Sweden to have swedish docs. Therefore to get english docs, I had to buy my Turbo C Professional package from abroad (actually from Logicsoft in Holland). Isn't it weird?

But to answer your question, I don't think Europe gets earlier releases than the US. Rather, the introduction of the same packages are probably done at the same time, or maybe somewhat later here.

-- Bjorn

--
====================== InfoVox = Speech Technology ======================
Bjorn Larsson, INFOVOX AB : ...seismo!mcvax!kth!sunic!infovax!bl
Box 2503 : bl@infovox.se
S-171 02 Solna, Sweden : Phone (+46) 8 735 80 90

1881. Strange Keyclicks

Newsgroup: comp.sys.atari.st
Date: 1989-10-22 00:18:00 UTC
From: SML108@PSUVM.BITNET
Message-ID: <89294.201800SML108@PSUVM.BITNET>
Source record: 247853

Hello out there once again, I have been working on a video game which reads the joystick port via event reporting. It seems to work just fine, but occasionall y, mving and holding the joystick causes a series of keyclick noises as if I was holding down a key, and in fact, Bconin will detect keyclicks at the same time (repetitive for as long as I hold the joystick in whatever position it was in when it started making the keyclick noises)
This does not occur on a friend's 1040ST. Here comes the big question (Anyone at Atari listening): My keyboard was replaced several months back before I started working on this game, it was originally a C070240-011, and is now a C070075-011. Could this somehow have a slight compatiblity problem with my computer which would only manifest itself at VERY odd times ?
This problem also occurs when I play the game Falcon.....

Scott Le Grand

1882. On-Line Magazine Mailing List

Newsgroup: comp.sys.atari.st
Date: 1989-10-22 03:23:31 UTC
From: gl8f@bessel.acc.Virginia.EDU
Message-ID: <2152@hudson.acc.virginia.edu>
Source record: 247854

Three oneline magazines are available via a mailing list. They
are:
ZMagazine (Atari 8bit)
ST ZMagazine (Atari ST)
ST Report (Atari ST)

If you are interested in subscribing to these magazines, please send
me mail (do _not_ post an article) asking to be added. All 3
magazines are weekly and run 40k to 80k in length.

Back issues are (allegedly) available via anonymous FTP from the
Terminator archive.

Greg Lindahl Apprentice Quantum Mechanic

1883. Re: Turboboost with GCR

Newsgroup: comp.sys.atari.st
Date: 1989-10-22 04:20:16 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <10074@stag.math.lsa.umich.edu>
Source record: 247855

In article <5496@umd5.umd.edu> matthews@umd5.umd.edu (Mike Matthews) writes:
%In article <761@utacs.UTA.FI> jackin@utacs.UTA.FI (Markku M{enp{{) writes:
%>Has anybody succeeded in using Spectre GCR with faster
%>processors (16Mhz) ? I would like to get my MEGA faster and
%>especially would like to see Spectre GCR roaming in 16 Mhz.
%>
%>! Markku M{enp{{ !
%
%I used Spectre (NOT GCR) with the JRI 16Mhz board no problems. I imagine
%the GCR will work as well -- I'll let you know if otherwise when my GCR
%comes [and my friend doesn't mind me borrowing his ST again].
%
%Mike

I saw a message from Dave Small on Compuserve the other day, saying that
Spectre runs about 45% faster with the FAST Technologies Turbo16 board.
12MHz, I guess I could live with it... }-)
--
-=- PrayerMail: Send 100Mbits to holyghost@father.son[127.0.0.1]
and You Too can have a Personal Electronic Relationship with God!

1884. Re: GDOS, PP and outline fonts

Newsgroup: comp.sys.atari.st
Date: 1989-10-22 08:03:20 UTC
From: stephen@oahu.cs.ucla.edu
Message-ID: <28373@shemp.CS.UCLA.EDU>
Source record: 247856

In article <89Oct20.230647edt.57387@ugw.utcs.utoronto.ca> MEGGIN@vm.epas.utoronto.ca (David Megginson) writes:
[deleted]

>Besides, what's all this about? Apple is still developing its outline
>font system. Certainly, a Mac can output to a Postscript device which
>uses outline fonts, but so can an ST or IBM. Right now, Macs use
>raster fonts just like GDOS, except the output resolution is not as
>good on the imagewriter (I imagine). The only system I know of with
>outline fonts is the NeXT, and the __only__ full DTP package with
>outline screen fonts is still Calamus (Mac users, turn green with
>envy!!!!!).
> David Megginson, Centre for Medieval Studies, Toronto

The big advantage that the Mac has over the ST that could be corrected by outline screen and printer fonts is that the Mac can load and unload fonts as needed because of its automatically ejecting floppies (Insert System Disk). The ST loads all of its fonts when a program asks for them, but if you need to check fonts sizes on the printer fonts, you have to load evey one of them into memory. In addition, the Mac uses the same bitmapped fonts (albeit in different sizes) to do printer output so you don't have two different 12 point fonts stored in memory.

Imagine how mnay Imagine how many fonts you could load if you just needed one outline for each typeface! Even with a large cache, we'd win.

If anyone knows what the Mac does in better detail, feel free to correct me.
Steve Whitney "It's never _really_ the last minute" ())_-_(())
UCLA Comp. Sci. Grad. Student | (* *) |
Internet: stephen@cs.ucla.edu UCLA Bruin--> { _@_/ }
GEnie: S.WHITNEY `-----'

1885. Re: More Internationalization of Software

Newsgroup: comp.sys.atari.st
Date: 1989-10-22 13:20:28 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.88.625065628.larserio@kyrre.uio.no>
Source record: 247857

All version of 1st Word are translated to norwegian anyway :-)
The users want it it norwegian, even TOS is translated....
The documentation too... Timeworks DTP and Calamus too...

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

1886. Re: TT vs 386 boxes and Apple

Newsgroup: comp.sys.atari.st
Date: 1989-10-22 13:40:39 UTC
From: JALKIO@cc.helsinki.fi
Message-ID: <1060@cc.helsinki.fi>
Source record: 247858

In article <4145@blake.acs.washington.edu>, ramsiri@blake.acs.washington.edu (Enartloc Nhoj) writes:
> In article <1035@cc.helsinki.fi> JALKIO@cc.helsinki.fi (Varsinainen sikapossu kuoli t{n{{n.) writes:
>>In article <28320@shemp.CS.UCLA.EDU>, stephen@oahu.cs.ucla.edu (Stephen Whitney) writes:
>>>
>>
>>a MAC with a ST faster than a real MAC. I hope (and believe) that the TT
>>will be the first truly affordable machine for Unix-usage.
>>
>>difficult to make a computer that is as good but many times cheaper!
>>on this planet....
>>
>> Jouni
This article (which includes that text) wasn't really intended to be sent.
It was the first time I used MICROEMACS-editor, so I must have made
something wrong when the message really did somehow get into rnews.
I wrote a new one and it is the valid one.
>
>
> I originally simply posted an ad I saw for a 25Mhz 386 box, 8 expansion
> slots, VGA color high res monitor and card, 60 meg 1:1 hard drive, floppy,
> keyboard, 1meg RAM for $1995.00 ... and correct me if I am wrong,
> there are several flavors of UNIX to choose from that should indeed
> run on this machine. I don't understand why people such as Jouni
> say: " first truly affordable machine for Unix-usage; ... as good
> but MANY TIMES cheaper..". Does Jouni know something that I don't
> know? Has ATARI announced a price for the TT? Is it MANY TIMES cheaper
> than $1995.00 ? WIll ATARI support their Unix SYS V as well as they
> have supported TOS? Hmm...I guess only ATARI can tell us for sure,
> and since their lips are sealed, it's hard to read them....
>
The price comparisons I've are between the Apples and Ataris because
they are very much same technology. I admit that such a 386-system is
quite cheap.

Atari HAS announced a price for the TT in Germany: 6500DM for a TT with
a 30MB hard-disk and a monochrome VGA-monitor and 2 MB RAM.

I have also read that Atari would announce a TTP in England - cost: 1300
pounds with 1280x960monitor and a 60MEG hard-disk. (This is not as sure
as the German information, though.)

I have also read that atari would announce a version of Unix for about
300 dollars.

I know that Atari supports Europe more than the US. I can imagine why...

Jouni -not flaming, only telling facts- Alkio

1887. Spectre GCR and Teac Drives

Newsgroup: comp.sys.atari.st
Date: 1989-10-22 15:46:06 UTC
From: synth@NCoast.ORG
Message-ID: <1989Oct22.154606.895@NCoast.ORG>
Source record: 247859

Does anyone know if the Spectre GCR will work with modified-to-run-on-the-ST Teac disk drives? I have my doubts, because I could not get the Discovery Cartridge, which appears to modify the drive speed in a similar manner as the GCR, to work with my Teac drive. If it doesn't work, is there a way to fix things so it does?

-Steve

Steve Juhasz
synth@ncoast.org
ncoast!synth@hal.cwru.edu
uunet!hal.cwru.edu!ncoast!synth

1888. SPECTRE GCR: it's heeeerrrreee....

Newsgroup: comp.sys.atari.st
Date: 1989-10-22 16:56:24 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <891022.10562398.008900@SFA.CP6>
Source record: 247860

An unexpected joy arrived at my location this week, the Spectre GCR.
And yes...it is all as advertised and talked about. Sound works GREAT,
and the floppy access on real Mac disks is ok, particularly in speed.
Indeed, one MACer friend on mine said that the floppy access is faster
on the GCR than it is on his SE. Overenthusiasm? Nope, it really is.
Improvements over the Spectre 128 from the "Dumb Joe End User" point
of view: Ability to run System 6.03, actual usable sound via SoundMaster,
Mac floppy use, right mouse button (used as a shift key) use, Turbo Disk
Mode. Of course there are scads of bug fixes and other things that
are largely unseen to Joe End User.
Turbo Disk Mode needs to be mentioned. For those of us using that
awful Seagate 296n hard drive mechanism, this is a real plus. The 296n
is respectively fast, in spite of its ROM bug that chokes it, but in
order to use it with the Spectre, it sometimes needs to go into slow
SCSI mode as determined by Spectre's setup menu. Although Dave says
that slow SCSI is not THAT slow, it is noticeable to me. Idiot that I
am, I like to keep things pushed til they fry.
Page 133 of the manual shows a listing of the special function keys
that include access to the Turbo Disk Mode. With this mode, one can
turn it on and off at will. For those of you not experiencing the lovely
problem of the 296n, what happens is that you will be informed that a
file can either not be read or written to. With Turbo Disk Mode, all
will be right with the world. It is quite rare, at least for me, for
the problem to creep up.
Mac floppy access needs to be mentioned also. As most on the net
know, this poor Mega2 of mine has been fried many times due to everything
from lightning crashes to 'lord only knows what'. Shame that I didn't
take advantage of the old exchange rate that Atari had on their equipment.
Shame on Atari! Their prices were the main reason that I elected to go
with Atari rather than Apple.
Anyway, my Mega floppy reads Mac disks just fine. It is a known fact
that my floppy mechanism is all but brain dead. But, it still reads the
Mac floppies! Insert a Mac disk in, ANY Mac disk, whether it is direct
from Apple or from a real Mac. On my Mega, it takes two passes (about
a total of three seconds is consumed) and then I'm reading Mac files.
Once the directory is up, then access is instantaneous and FAST! The only
problem that I'm encountering is my ability to write to a Mac disk. My
near brain dead floppy drive just doesn't like that, in spite of an adjustment
included on the GCR. For me, at least for now, this is a minor problem.
Reading the disks are mainly what I need.
Ah, two other features need to be mentioned: LAUNCH.PRG and
the new TRANSVERTER. LAUNCH.PRG allows you to literally /AUTO/ launch
Spectre without your having to go through the Spectre utility program.
LAUNCH reads the configuration file and shoots you directly into "Mac"

mode. Slick, eh?
TRANSVERTER is improved, allowing direct reads of Mac floppies (MFS only) and increased partition number access--a big plus.
IMpressed? You betcha! If you are still waiting on Spectre GCR, hang in there...it is on the way. Spectre GCR is an incredible product and an incredible improvement over Spectre 128. EVEN THE MANUAL IS GREAT--YEP, IT IS IMPROVED.

Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

1889. Re: TT vs 386 boxes and Apples

Newsgroup: comp.sys.atari.st
Date: 1989-10-22 17:31:07 UTC
From: scksnsr@nmtsun.nmt.edu
Message-ID: <3364@nmtsun.nmt.edu>
Source record: 247861

cmm1@CUNIXA.CC.COLUMBIA.EDU (Christopher M Mauritz) writes:
Well, unless you are a diehard Atari fan (I know, there are still a few
left), I would advise you to buy the 25mhz 386 now (if you do indeed
need it now). Besides, if you want to use it for work you would be
much better off with an industry standard 386 rather than the TT (if it
ever does hit the market). The 68030 is such a nice mpu compared
to the Intel mpu's.

That's for certain. The context is much nicer!

[...]
Besides, who needs another workstation with non-industry
standard 16 bit slots.

Got that right.

<1049@cc.helsinki.fi> JALKIO@cc.helsinki.fi
(Varsinainen sikapossu kuoli t{n{{n.) responds:
What makes the 386 an industry standard? As far as I know, there are
very few programs especially for it. The more people keep supporting only
the PC-line (XT, AT, 386...), the more technology has to go along the
same traditional tracks.

I don't know about Finland, but here there are more PC's on desktops for the
small business and home user than loose paperclips :-). Seriously, the
amount of PC's abound is sickening. If it's not an industry standard,
tell me what is. Besides, you said more people supporting one line,
the more technology has to go along the same tracks ... doesn't this
sound like industry standardization?

(Varsinainen sikapossu kuoli t{n{{n.) continues:
I have got every program I've needed for my Atari ST this far. Usually
they are more user-friendly than their PC-counterparts. I think it is stupid
to speculate about if the TT is coming or not. They have already introduced
it in Germany. (And if it wouldn't come, Atari could soon be in bankrupt
or something...)

I also have just about every program I've needed for my Atari ST, too.
Almost every. There are things for our SUNs that I wouldn't mind having,
but my biggest hang up is the fact that the same programs available on
other machines are so much more powerful, nicer, AVAILABLE, and supported.

If Atari's listening, Varsinainen's made a good point within parentheses
above. I'm not sure if bankrupt is the word. Maybe lynched by its user
base (excluding the fanatics).

Richard Covert writes:
Not only are 80386 PC computers available there have been some really great prices in misc.forsale for 25 MHZ 80386 computers with 1024 x 768 x 16colors color graphics. something beyond the power of a TT, I believe.

(Varsinainen sikapossu kuoli t{n{{n.) responds:
How come that is beyond the power of a TT? For even the ST is NOW available a graphics card with resolution 1280x1024 with 16 colours from palette of 262144. And this is not the only one. I doubt a 25MHz 386 is any faster than a TT.

Or just get a SUN 3/260 or a Sparcstation, a blow both away. Much more expensive, true. But SunOS UNIX is truly superb. Also, I know of a few 25MHz 386's that could beat a TT.

Richard Covert continues:
Also, the ads
I have seen indicate that the 80386 PCs have 32 bit, 16 bit, and 8 bit motherboard busses, so can use a whole spectrum of IBM PC plugin boards (things like hard disk on a card, internal modems, additional serial i/o, eprom burners, geez just all sorts of things that Atari customers are too cheap to want to buy!!).

To which Varsiinainen replies:
What's so important in having INTERNAL modems, etc... You can buy all off those devices for ST's and TT's, too.

Just take a look at my desk, and you'll see the advantage of INTERNAL stuff. I've got my 1040 sitting on it. A huge cable comes out for my external disk drive, which is also propped up vertically against the wall behind the desk; I've got another cable coming out to the Atari EXTERNAL harddrive that's too big for 20 Meg, and sounds like a 747 during takeoff. Then I've got another cable coming out to my EXTERNAL modem. And, finally, cables going out to my printer and my two monitors. It's a mess! If my 1040 were more like a Mega (which is also too small), and if I could put the harddrive, diskdrive, and modem all inside it on CARDS, I'd just have to worry about hiding the cable for the printer---and that's easy by just throwing it behind the bloody CPU box with its nice INTERNAL cards.

Covert continues:
So, that kinda leaves Atari and the VaporWare TT/P (for Plastic, sheez what a great name for a computer. A Plastic computer. Oh boy!!) for someone else to buy!!

To which Varsinainen replies:
Can't you make up better arguments that ones that are based on a computer's name?

Richard is not saying the the name of the bloody thing is something that should be taken into account. He's merely making an editorial comment about Atari's choice to call the TT/P the `Plastic.' I agree with him:
Oh boy! A Plastic computer!

Chris writes:
Now that I've got my own little 68030 worksation (named after a popular red fruit <grin>) and have it actually in front of me (yes, you can actually see and touch it!).

Varsinainen says:
Why compare an Apple with 68030 to an ST?!?! Compare a MAC to a ST and compare their price, too! A ST costs only less than a third of a rival MAC, at least here in Finland. You can still emulate a MAC with a ST even faster than a real MAC. Where does all that extra money Apple takes go?

Chris is not comparing an Apple II to an ST. In fact, I don't know of any Apple II that has a 68030. He OBVIOUSLY means his Mac. Get a clue :-)
And my ST can NEVER beat the nearby Mac II in terms of speed or graphics.

Richard says:
So, from past experience we can expect a CHEAP 68030 machine from Atari that won't be expandable and will be margin in other aspects.

Sounds right. When I was still a fanatic, I was convinced that the Atari was the most powerful computer out for the price. For only a few hundred dollars more (I had the money) I could have gotten (ack) an Amiga (oh no!). Or something that has support. Dare I say it? Yes, a Mac.

Varsinainen replies:
How come won't be expandable??? You can even expand a ST very well, even if it doesn't actually have ANY card slots... By the way, remember MIDI, too.

Sure I guess you can expand an ST `very well,' but it isn't easy. You just don't lift the cover a drop in a card. You lift the cover, desolder a chip, patch a jumper, solder a socket, pay through the nose for parts, and labor if you don't know how.

I remember MIDI. That's about the only thing Atari's got going for the ST line.

I avoid Intel like the plague, but my next Motorola box will NOT be Atari.

Yes, the ST's are inexpensive. That's great. If you want it now, though, forget it. And support? I've sent out all the warranty cards I could from my Atari stuff, and I've never gotten a single brochure from Atari, or a newsletter, or anything. I wonder if there's anybody back there. Authorized repair centers? We don't need no stinking authorized repair centers!

Just remember:

(Power Without the Price) = (You Get What You Pay For)

Pipe flames to /dev/null.

1890. Re: TT vs 386 box and flames

Newsgroup: comp.sys.atari.st
Date: 1989-10-22 17:41:14 UTC
From: 4224_5132@uwovax.uwo.ca
Message-ID: <3962.2541c37a@uwovax.uwo.ca>
Source record: 247862

In article <CMM.0.88.624991946.cmm1@cunixa.cc.columbia.edu>, cmm1@CUNIXA.CC.COLUMBIA.EDU (Christopher M Mauritz) writes:

> Well, sure! That lil' TT will save you tons of money! As a matter of
> fact, you won't have to spend a dime on it cause you'll probably never
> see it. Now that's what I call a bargain. Hehe, you could put that
> 2.5K in the bank and earn interest. (Gee, Atari is actually doing us
> all a favor...How nice of them :-)) This whole argument for the
> cheapness aspect of the TT is like saying "Hey, why should I waste my
> money on a Corvette now, when I hear through the grapevine that Hyundai
> is working on this new nifty sportscar? Of course, I've never seen one
> and the company only produces cheap cars now with little or no support.
> What the hell, sounds like a bargain to me?"

I have no idea why you think the TT is 'vapourware'. Didn't you see the article in Z*net on how everyone who saw it in England loved it. I mean there was one right in front of them!

Back off!

If you require further clarification, I will dig out my copy and transcribe it so that you may be convinced.

Andrew Semple ads@uwovax.uwo.ca
2nd Year Applied Math/Computer Science Andrew.Semple@uwovax.uwo.ca
The University of Western Ontario Semple@uwovax.BITNET
London, Ontario
Canada

1891. <None>

Newsgroup: comp.sys.atari.st
Date: 1989-10-22 17:43:25 UTC
From: 4224_5132@uwovax.uwo.ca
Message-ID: <3963.2541c3fe@uwovax.uwo.ca>
Source record: 247863

In article <517@dftsrv.gsfc.nasa.gov>, stailey@iris613.gsfc.nasa.gov (Ken Stailey) writes
> The only good FORTRAN is a dead FORTRAN.
>

Tell that to my professors...

Andrew Semple ads@uwovax.uwo.ca
2nd Year Applied Math/Computer Science Andrew.Semple@uwovax.uwo.ca
The University of Western Ontario Semple@uwovax.BITNET
London, Ontario
Canada

1892. MIDI

Newsgroup: comp.sys.atari.st
Date: 1989-10-22 17:44:00 UTC
From: 01659@AECLCR.BITNET
Message-ID: <8910240703.AA05531@ucbvax.Berkeley.EDU>
Source record: 247864

The Atari Dealers (at least in Canada) get a list of MIDI software in their dealer books. The list contains over 200 titles. For the user looking for MIDI options, contact a dealer or Atari to get a copy of the list; then you will see that the ST is a great choice for MIDI.

RE: the new machines from Atari and Amiga, my understanding is that limited quantities of the 1040STE are available in Canada - I do not know about the US.

1893. Re: Spectre GCR availability?

Newsgroup: comp.sys.atari.st
Date: 1989-10-22 18:34:26 UTC
From: kerchen@iris.ucdavis.edu
Message-ID: <5679@ucdavis.ucdavis.edu>
Source record: 247865

In article <8910220705.AA04829@ucbvax.Berkeley.EDU> BHOLMES@WAYNEST1.BITNET (Brian Holmes) writes:
>Is anyone shipping Spectre GCR yet?
>

Yes, I just saw it here in the Davis (Calif.) area for $250 (+tax) and $150 for the 128K roms. The dealer had two or three of them. He also had the Magic Sac+ for $35 (64K roms included). A bit of a difference in price, I must say.

Paul Kerchen | kerchen@iris.ucdavis.edu

1894. Re: TT vs 386 boxes and Apples

Newsgroup: comp.sys.atari.st
Date: 1989-10-22 19:17:12 UTC
From: stephen@oahu.cs.ucla.edu
Message-ID: <28378@shemp.CS.UCLA.EDU>
Source record: 247866

FYI, I just read on GEnie that the name of the "TT" is to be the MegaStation.
Sounds a lot nicer that TT. Give it a name that's at least a real word.

Steve Whitney "It's never _really_ the last minute" ((●))_-_((●))
UCLA Comp. Sci. Grad. Student | (* *) |
Internet: stephen@cs.ucla.edu UCLA Bruin--> { _@_/ }
GEnie: S.WHITNEY `-----'

1895. Obscure Bug in Uniterm

Newsgroup: comp.sys.atari.st
Date: 1989-10-22 19:46:00 UTC
From: AMEIJ@vax.oxford.ac.UK
Message-ID: <8910230703.AA13728@ucbvax.Berkeley.EDU>
Source record: 247867

Dear Pals,

I have recently been using my beloved atari as a terminal, with Uniterm v2.0c, to enter a C program which happens to need the word OBSERVER fairly often. I noticed that if I type <shift>S <shift><anything else> too fast, Uniterm runs the string I have assigned to F1, which is my dial-up routine for the Cluster here. Has anyone else noticed this bizarre sort of behaviour?

Jan Ameij,
Oxford University Department of Applied Metaphysics,
ameij@uk.ac.oxford.vax

PS Occasionally Uniterm blats into help screen with the menu for "transfer" dangling down and no cursor, and needs a reboot. Anyone met this?

PPS I still think Uniterm is the best terminal program I have seen, and I include the ROM's in DEC VT340's

1896. Re: TT vs 386 boxes and Apples

Newsgroup: comp.sys.atari.st
Date: 1989-10-22 20:24:57 UTC
From: gl8f@astsun8.astro.Virginia.EDU
Message-ID: <2156@hudson.acc.virginia.edu>
Source record: 247868

In article <3364@nmtsun.nmt.edu> scksnsr@nmtsun.nmt.edu (Sean Kelly) writes:

[A large flame, deleted.]

> Pipe flames to /dev/null.

Why don't we all follow this advice? The TT is not out in user hands
yet, so we don't know what the price or performance is yet.

Pipe flame postings to /dev/null also.

-- greg

Greg Lindahl
gl8f@virginia.edu I'm not the NRA.

1897. Re: 386 vs the TT

Newsgroup: comp.sys.atari.st
Date: 1989-10-22 21:05:27 UTC
From: pim@cti-software.nl
Message-ID: <1603@ctisbv.cti-software.nl>
Source record: 247869

01659@AECLCR.BITNET (Greg Csullog) writes:

>Several users on my site have fast 386 machines. The problem is that most
>codes do not support memory beyond 640K. Thus, a 4 meg 386 has over 3 megs
>of useless RAM.

You talk about the limitations of PC's, but you really mean those of MS-DOS.
There are ways of making a 386 PC very useful; installing MS-DOS on it
is not one of them.

--
Pim Zandbergen internet : pim@cti-software.nl
CTI Software BV uucp : ..!uunet!ctisbv!pim
Laan Copes van Cattenburch 70 phone : +31 70 542302
2585 GD The Hague, The Netherlands fax : +31 70 512837

1898. Re: official tos 1.4 release

Newsgroup: comp.sys.atari.st
Date: 1989-10-22 22:05:38 UTC
From: fischer-michael@CS.YALE.EDU
Message-ID: <3162@cs.yale.edu>
Source record: 247870

In article <1734@atari.UUCP> towns@atari.UUCP (John Townsend) writes:
>But, the end result is that the problem was reported, we looked into it,
>found there was a problem, fixed it, and released a patch program via the
>Networks and Dealer Network. What more do you want from us??

How about posting the patch to comp.binaries.atari.st?

==
| Michael Fischer |
| Arpanet: <fischer-michael@cs.yale.edu> |
| Bitnet: <fischer-michael@yalecs.bitnet> |
| UUCP: <fischer-michael@yale.UUCP> |
==

1899. Re: TT vs 386 boxes and Apples

Newsgroup: comp.sys.atari.st
Date: 1989-10-22 22:14:01 UTC
From: stefan@db7.CS.Concordia.CA
Message-ID: <1380@clyde.Concordia.CA>
Source record: 247871

> [blah blah blah hahaha my pc cost $10000 blah blah blah]
>is working on this new nifty sportscar? Of course, I've never seen one
>and the company only produces cheap cars now with little or no support.
> What the hell, sounds like a bargain to me?"

Why pick on these religious Atari freaks, are you a religious Mac freak?
You made the same mistake they made 3 yrs ago when they bought an ST.
You won't feel it now, but you will in the summer of 92'. What is the
word of the future? EXPANDABILITY. That's why I chose the Amiga...

>Meannwhile, back at the ranch, JoShmoe can buy a 25mhz 386 box with
>super VGA, hard disk and all the niceties (yes, even unix) for about
>3-3K. AND he can buy it NOW when he needs it. <If you don't actually
>NEED the power, you might as well wait for the <snicker> TT>.

>Chris Mauritz

>p.s. If this sounds like Atari bashing <grin>, I guess it is.

You wouldn't be able to show your face in comp.sys.amiga because you'd be
stepped on by Amix's that are outperforming your pc at 1/2 the price...

```
*******************************************************************************
* *
* My lady friend does lots of wonderful things for me, and all at once!! *
* *
* Stefan Buchholz *
*******************************************************************************
```

1900. Re: TT vs 386 boxes and Apples

Newsgroup: comp.sys.atari.st
Date: 1989-10-22 22:28:49 UTC
From: moreno@umn-cs.CS.UMN.EDU
Message-ID: <16476@umn-cs.CS.UMN.EDU>
Source record: 247872

I think that this argument regarding what machine is better is going nowhere. It seems that some people like their computer the same way they like their children: blindly. There is no question that you get more crunch for your money in the IBM world NOW. You can pick up a 12Mhz AT compatible with a 30Mb hard disk for $1200. You can also get the famous hot 386 box for under $2000. Atari prices just aren't what they used to be. The world changes. I don't program the way I used to. Now, instead of assembler, I use C. If I want to have fun, I use LISP. Let me tell you that I have the nicest ST lisp in the world and does not hold a candle to PC-Scheme. Therefore, for me, (* I am not saying for everyone *) a hot PC is a better machine. This was not the case a few years ago.

If you feel that you must uphold the Atari name, please go to your nearest Tramiel temple (i.e. Atari dealer) and give a donation.

Andres

P.S. If the famed TT does beat the price/performance of the 386 box *and* I can get good software support for it, I am willing to eat my words, but until then, let me propose you look at the facts.

1901. Re: Spectre GCR availability?

Newsgroup: comp.sys.atari.st
Date: 1989-10-22 22:48:24 UTC
From: scott@cs.odu.edu
Message-ID: <SCOTT.89Oct22184824@oswy.cs.odu.edu>
Source record: 247873

> Yes, I just saw it here in the Davis (Calif.) area for $250 (+tax) and $150
> for the 128K roms. The dealer had two or three of them. He also had
> the Magic Sac+ for $35 (64K roms included). A bit of a difference in
> price, I must say.

I got one at the WAACE event for $29.
There was another for $35.

reason: no instructions.

no problem... the first one I bought came with instructions..

ps: I didn't get the second one because I was too overwhelmed with
``I WANT EVERYTHING!'' so I spread my money as best as I could.

pps: I just saw a hard drive for $80 on the net... THAT got my attention!

--

Scott D. Yelich scott@cs.odu.edu [128.82.8.1]
After he pushed me off the cliff, he asked me, as I fell, ``Why'd you jump?''

1902. Re: GDOS, PP and outline fonts

Newsgroup: comp.sys.atari.st
Date: 1989-10-22 22:57:26 UTC
From: steve@thelake
Message-ID: <1989Oct22.225726.29430@stag.UUCP>
Source record: 247874

[stephen@oahu.cs.ucla.edu (Stephen Whitney) writes...]
> In article <89Oct20.230647edt.57387@ugw.utcs.utoronto.ca
> MEGGIN@vm.epas.utoronto.ca (David Megginson) writes:
> [deleted]
>
>>Besides, what's all this about? Apple is still developing its outline
>>font system. Certainly, a Mac can output to a Postscript device which
>>uses outline fonts, but so can an ST or IBM. Right now, Macs use
>>raster fonts just like GDOS, except the output resolution is not as
>>good on the imagewriter (I imagine). The only system I know of with
>>outline fonts is the NeXT, and the __only__ full DTP package with
>>outline screen fonts is still Calamus (Mac users, turn green with
>>envy!!!!!).
>> David Megginson, Centre for Medieval Studies, Toronto
>
> The big advantage that the Mac has over the ST that could be corrected by
> outline screen and printer fonts is that the Mac can load and unload fonts
> as needed because of its automatically ejecting floppies (Insert System
> Disk). The ST loads all of its fonts when a program asks for them, but if you
> need to check fonts sizes on the printer fonts, you have to load evey one of
> them into memory. In addition, the Mac uses the same bitmapped fonts
> (albeit in different sizes) to do printer output so you don't have two
> different 12 point fonts stored in memory.

Floppies? (shudder...) You mean automatically jamming floppies, don't you?
It's *so* much fun digging a floppy out of a Macintosh with a paper clip.

> Imagine how mnay Imagine how many fonts you could load if you just needed one
> outline for each typeface! Even with a large cache, we'd win.
>

As David pointed out, the ST already has an excellent publishing system
with outline fonts.

It would be great if Ditek (the folks who publish Calamus worldwide) would
spin off the screen/font management system as a module that could be
employed by other programs.

By the way, whatever happened to the desktop publishing program Atari
Corp. was supposed to be developing using Deskset and Compugraphic
technology? I've seen sample output, but I've never seen an announcement
of availability.

Steve Yelvington, up at the lake in Minnesota
... pwcs.StPaul.GOV!stag!thelake!steve (Usenet)
... {playgrnd,moundst,class68}!thelake!steve (Citadel)

1903. Re: Tos 1.4 - Two Versions?

Newsgroup: comp.sys.atari.st
Date: 1989-10-22 23:27:00 UTC
From: calvin.bruner@canremote.uucp
Message-ID: <89102304303152@masnet.uucp>
Source record: 247875

I was talking to my dealer (one of the largest in Canada) and he informed me that Atari Canada was waiting for the "new version" of Tos 1.4 to come in. As I was certain that Atari had said that there was only one version of Tos 1.4 (other than developer disk version?) I queried him further. He assured me that they were waiting for a new version of Tos 1.4?? Does anyone know anything about this? What were the changes, or am I, and my dealer mistaken?
---
* Via ProDoor 3.1R

1904. Re: official tos 1.4 release

Newsgroup: comp.sys.atari.st
Date: 1989-10-22 23:51:56 UTC
From: nemeth@gpu.utcs.utoronto.ca
Message-ID: <1989Oct22.195156.14155@gpu.utcs.utoronto.ca>
Source record: 247876

What I find annoying is that ROMs that fix bugs in the operating system that was promised years ago is costing me $100. Surely Atari could afford to foster some loyalty by offering a "nominal" trade in price for ROMs. The mac os is essentially free (you can buy an official disk for $45) and I wonder how the copywrite would affect TOS. Are updates to TOS separately copywrited? If I own a copy of TOS 1.0, am I legally entitled to make an updated copy to 1.4?
/leonard

1905. Appletalk

Newsgroup: comp.sys.atari.st
Date: 1989-10-23 02:03:54 UTC
From: pa1562@sdcc13.ucsd.edu
Message-ID: <1398@sdcc13.ucsd.edu>
Source record: 247877

Is there anything that will put an ST on an appletalk
network. I Saw discussion re the GCR but did not see a definitive
answer. I DON'T CARE ABOUT MAC EMULATION ALL I WANT IS APPLETALK AND
DRIVERS. Is ther an RS--232 Bridge and source for drivers? Is the
only way to buy a used Mac128K?!?
Any comments appreciated
Sinc,
C. Squibby Breyman
squibby@do.ucsd.edu

1906. Re: TT vs 386 boxes and Apples

Newsgroup: comp.sys.atari.st
Date: 1989-10-23 02:05:54 UTC
From: SML108@PSUVM.BITNET
Message-ID: <89295.220554SML108@PSUVM.BITNET>
Source record: 247878

On the subject of all this TT controversy, I've finally decided to add my 12 1/2 cents. Yeah Atari has been a glorious band of idiots ever since the 1040ST but even if it takes them another 6 months to get it out, the TT is an INCREDIBLE machine for the price. A comparably equipped 68030 Amiga will run you $4500 (Hint, buy a a MAC II for $500 more with hard drive). I am very disappointed in its graphic capabilities, but sheesh, the base computer will onyl be around $1500. This guarantees its survival as this is just as incredible as the ST when it came out. Even with Commodore's huge advertising blitz, the junkola Amiga 500 with 512K of memory is being pushed for $100 less than a 1040ST with monitor. I know what I'd buy.... Now before I get Commodore flamed, I LIKE THE AMIGA ! However, the 500 is garbage, the 520ST of the Amiga line, only slightly worse (I use a 2000 myself). Oh well, I have spoken my bit.....

1907. net access

Newsgroup: comp.sys.atari.st
Date: 1989-10-23 03:25:41 UTC
From: small@netsys.netsys.COM
Message-ID: <17456@netsys.netsys.COM>
Source record: 247879

hi all....

I just received word that the system that I use to
access the net will be shutting down next week. I need to
find out how one goes about getting access to the well or
the portal or some other system that has net access......

Any help will be greatly appreciated....

thankx

willy small
small@netsys.COM

1908. TT's, flames, etc

Newsgroup: comp.sys.atari.st
Date: 1989-10-23 04:56:56 UTC
From: cmm1@CUNIXA.CC.COLUMBIA.EDU
Message-ID: <CMM.0.88.625121816.cmm1@cunixa.cc.columbia.edu>
Source record: 247880

I forgot who said that the TT was "available," but I could not help but snicker. I think the poor fellow mentioned something about the machine being shown at some show and the users raved about it, etc...ad nauseum. As I recall, the Atari CD ROM player was also shown to a wide-eyed and bushy-tailed group of enthusiasts SEVERAL YEARS AGO and where is it today? When the product is in a store where I can see/touch/buy (HAH!) it, then it is available. Until then it is vapor hype. Sure any clever fellow with a bit of money and some brains can put together a couple of nifty prototypes and show them around and brag, but production is another matter all together. I think Atari has shown their bungling ways long enough. Some people will just have to get hit over the head with a 520ST power supply before they see the light.

It is worth noting, however, that Atari DID produce a nifty little MS-DOS (albeit DOS 2.1) box for PeeCee lovers and you CAN ACTUALLY purchase it. AND they did produce a nifty little handheld vieo game. Just goes to show you where their priorities lie. Hell, if there is more money to be made by making little gadgets instead of computers then why waste their time on the ST at all? It is/was a great computer, but the lack of support and lagging development has been dragging the ST line to the technological basement. Ahhh, but I still like it for Air Warrior. :-) Now, off into my ME262 I go. Wheeee!

Chris Mauritz


```
------------------------------+--------------------------
Chris Mauritz |Where there's a BEER,
cmm1@cunixa.cc.columbia.edu |there's a plan.
(c)All rights reserved. |
Send flames to /dev/null |Need I say more?
------------------------------+--------------------------
```

1909. Re: Re: TT vs 386 boxes and Apples

Newsgroup: comp.sys.atari.st
Date: 1989-10-23 05:31:32 UTC
From: ritchie@hpldola.HP.COM
Message-ID: <11830059@hpldola.HP.COM>
Source record: 247881

>Why compare an Apple with 68030 to an ST?!?! Compare a MAC to a ST and
>compare their price, too! A ST costs only less than a third of a rival
>MAC, at least here in Finland. You can still emulate a MAC with a ST
>even faster than a real MAC. Where does all that extra money Apple takes go?

Well, right now it is going to repair their buildings. A friend of mine
in Sunnyvale said that he had heard that 60% of their buildings had been
damaged by the quake.
Dave

1910. Re: TT's, flames, etc

Newsgroup: comp.sys.atari.st
Date: 1989-10-23 06:00:16 UTC
From: gl8f@astsun9.astro.Virginia.EDU
Message-ID: <2161@hudson.acc.virginia.edu>
Source record: 247882

In article <CMM.0.88.625121816.cmm1@cunixa.cc.columbia.edu> cmm1@CUNIXA.CC.COLUMBIA.EDU (Christopher M Mauritz) writes:

> I forgot who said that the TT was "available," but I could not help but
> snicker.

So much for flames to /dev/null. Listen, do you remember when earlier this year, and Atari spokesman said, "Ok, we're going to do a better job this time." Since then, they have announced:

1) The Porfolio. Shipping in the US.
2) The Stacy. Shipping in Europe.
3) The PC4. Shipping in europe? Samples in the US?
4) The ATW. Shipping in europe? Samples in the US?
5) The TT.
6) The STE.
7) The Lynx.

Sounds like they have been doing a better job than in the past. Tell you what, why don't we postpone this discussion for 4 months. If, at that point, Atari hasn't delivered the TT or STE or Lynx, then flame them for it once. Then shut up.

We'll all be much happier.

Greg Lindahl
gl8f@virginia.edu I'm not the NRA.

1911. Re: Problem with LaTeX and letter.sty

Newsgroup: comp.sys.atari.st
Date: 1989-10-23 06:46:40 UTC
From: suhonen@tukki.jyu.fi
Message-ID: <1767@tukki.jyu.fi>
Source record: 247883

In article <8910191921.AA18486@cs.wm.edu> csrobe@CS.WM.EDU (Chip Roberson) writes:
...
>any vertical space between the \closing and the \signature for
>a person's handwritten signature.

[text deleted]

>Document Style 'letter'. Released 21 July 1985
^^^^^^^^^^^^
You are in need of new version of letter.sty -file. I get the same problem
last summer with old letter.sty -file and new version LaTeX.

Timo Suhonen
--
Timo Suhonen suhonen@tukki.jyu.fi
Disclaimer: The text above is from my left brain cell. The right one is for
SeX and Drugs and Rock'n Roll. Al K. Hall has eaten the others...

1912. Computer Aesthetics (Re: 386 vs the TT)

Newsgroup: comp.sys.atari.st
Date: 1989-10-23 07:32:25 UTC
From: laba-1aj@web-4a.berkeley.edu
Message-ID: <1989Oct23.073225.10313@agate.berkeley.edu>
Source record: 247884

In article <8910210938.AA01163@ucbvax.Berkeley.EDU> 01659@AECLCR.BITNET (Greg Csullog) writes:
>
>A survey has shown that in business, the average number of applications
>used by PC users is 1, the average by Mac users is 4. Why? Learning one
>PC appl does not tell you anything about the next. Learning one Mac appl
>or one GEM appl totally prepares you for the next ones. Sorry PC users,
>speed of processing is not the only determinant of productivity!

I think it's finally sinking in to the big micro computer software developers that there is much to be said for standards and regular interfaces. Programs should be written to act alike. Unfortunately, this did not happened in the MS-DOS world since there were no written standards for user interfaces. This is where Apple had an edge. It's not that the programs were intrinsically easy to use; it's just that for the most part, the programs all seemed to be born of the same mother and acted similarly. Unix users see this too. Even though unix is supposed to be a user hostile environment, there are some de-facto standards regarding command line args and key bindings that make using the programs fairly easy to remember.

More, on a divergent topic:
The only nice looking interface environment for micros is the Mac's. All others are ugly poseurs. The thing that gets my goat is that for very little money (~$10000) Atari, Commodore, and Microsoft could all have had beautiful graphics and nice fonts for their windowing environments.

Now you (John/Jane Q. Tightcode) might be saying "the graphics aren't as important as the speed." Well, I have some news for you: you are wrong. The graphics are the user's view of the machine. They determine how valuable the machine is to the user. I don't doubt that the Mac's good looks make user think that the $2K she/he just threw down for a Plus was actually worth it. (We can laugh at how much Mac buyers are overcharged, but the buyers are satisfied. If there are luxury cars, why not luxury computers.)
& John Kawakami
& laba-1aj@web.berkeley.edu
& Live each day as if it were your first

1913. Re: TT vs 386 boxes and Apple

Newsgroup: comp.sys.atari.st
Date: 1989-10-23 07:34:01 UTC
From: mboen@nixpbe.UUCP
Message-ID: <585@nixpbe.UUCP>
Source record: 247885

ramsiri@blake.acs.washington.edu (Enartloc Nhoj) writes:

[...]

>I originally simply posted an ad I saw for a 25Mhz 386 box, 8 expansion
>slots, VGA color high res monitor and card, 60 meg 1:1 hard drive, floppy,
>keyboard, 1meg RAM for $1995.00 ... and correct me if I am wrong,
>there are several flavors of UNIX to choose from that should indeed
>run on this machine. I don't understand why people such as Jouni
>say: " first truly affordable machine for Unix-usage; ... as good
>but MANY TIMES cheaper..". Does Jouni know something that I don't
>know? [...]

OK, so a 25 MHz 386 box comes at $1995.00 (in the US, i guess). But it
is probably delivered with MS-DOS, for that price. Is it MS-DOS 3.x or
MS-DOS 4.x? Most certainly it won't be OS/2. And even more certainly it
won't be a UNIX system.

So the question arises: How much is SCO Xenix in the US? How much do you
have to pay for SCO UNIX (who wants SCO Xenix if they can have SCO Unix).
Does Microport still sell and how much do you have to pay for that? And
how about those Unixes as far as X-Windows is concerned?

However, since the prices for the TT with Unix and X-Windows isn't known
yet, how can you truly compare?

Conclusion: If you need POWER WITHOUT THE PRICE NOW, look for a 386 box
but don't expect to get a cheap Unix system out of it. If you need POWER
regardless of price then go for a workstation typt thing with Unix and
maybe X-Windows. If you can wait, then you might as well see what a TT
with Unix and X windows costs and what performance it yields.

Martin

P.S.: Unix is a registered trademark of AT&T
P.P.S.: All of the above are MY opinions.

--
Email: in the USA -> ...!uunet!philabs!linus!nixbur!mboening.pad
outside USA -> {...!mcvax}!unido!nixpbe!mboening.pad
Paper Mail: Martin Boening, Nixdorf Computer AG, DS-CC22,
Pontanusstr. 55, 4790 Paderborn, W.-Germany

1914. Portfolio

Newsgroup: comp.sys.atari.st
Date: 1989-10-23 08:44:21 UTC
From: klute%trillian.irb@unido.uucp
Message-ID: <1681@laura.UUCP>
Source record: 247886

In article <2161@hudson.acc.virginia.edu> gl8f@astsun.astro.Virginia.EDU (Greg Lindahl) writes:
>1) The Porfolio. Shipping in the US.

And in Europe. I saw it some weeks ago in a computer shop here
in Dortmund (West-Germany) for DM 798,-.

Dipl.-Inform. Rainer Klute klute@trillian.irb.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ ...uunet!mcvax!unido!klute
D-4600 Dortmund 50 |\|\ Tel.: +49 231 755-4663

1915. Re: DVI to Epson Program

Newsgroup: comp.sys.atari.st
Date: 1989-10-23 09:32:46 UTC
From: gjh@otter.hpl.hp.com
Message-ID: <570036@otter.hpl.hp.com>
Source record: 247887

You really don't want to do this ... I've got an Epson-compatible printer and tried EPSDVI --- yes, it worked, but it took so long to print a page, I never printed more than that one page.

It's not so much that the dog can sing in tune, it's that it can sing at all!

Graham
======

Graham Higgins | Phone: (0272) 799910 x 24060
Hewlett-Packard Labs | gray@hpl.hp.co.uk
Bristol | gray%hplb.uucp@ukc.ac.uk
U.K. | gray@hplb.hpl.hp.com

Disclaimer: My opinions above are exactly that, mine and opinions.

1916. Re: More Internationalization of Software

Newsgroup: comp.sys.atari.st
Date: 1989-10-23 10:29:35 UTC
From: exspes@gdr.bath.ac.uk
Message-ID: <1989Oct23.102935.10422@gdt.bath.ac.uk>
Source record: 247888
Cross-posted to: comp.sys.ibm.pc,comp.sys.atari.st

In article <9995@cadnetix.COM> terrell@cadnetix.COM () writes:
>
>More "Internationalization of Software" questions:
>
>I: Computer Printers
>
>It's clear that European paper sizes are different than in the US.
>However, what about popular computer printers: do they tend to
>(at least by default) print pages of 66 lines by 80 columns?
>
Depends how you define popular. Most 'home-level' printers I've seen
default to 8-1/2x11 (US size) paper (or 9-1/2x11 counting the tractor
strips. This size paper also tends to be cheaper. Some people, like
me, find it annoying.

'Serious use' printers tend to (at least switch selectably) default to
A4, as that is the customary size for business correspondence, binders,
etc. A4 is really sized in metric, but as a near-enough approximation
A4 computer paper is 8-1/4x11-2/3 inches. The 11-2/3 is slightly wrong
for A4, but means that the paper works neatly in a printer with a 6 lpi
line throw. 80 columns wide is good enough (anyone who really needs
more margin will handle that when they format things) but 66 lines is
wrong -- A4 is 70 lines long.

Again because of the split market, A4 tractor paper is more expensive
than US size in the UK. A lot of this, though is because A4 is only
easily available in high-grade 'letter quality' paper, while 8-1/2x11
is available in junk 'listings' grade. Still, if you are going to do
any serious business- oriented software, WPs, etc, you've got to cater
for A4. It's painfully tedious otherwise. But, you have to leave in
8-1/2x11 support as well, for the low-budget users.

>II: Software Documentation & Orthography
>
>How does documentation differ in Europe? Do US software developers go
>to the trouble of converting to British spelling? Do British users
>resent it when they don't? Or perhaps the users don't care?
>
US developers don't normally seem to convert the docs. Since I'm bilingual,
(US and UK :-) I tend not to care too much. Just be careful to keep the
doc and the program consistent. Don't change the doc to talk about your
'COLOUR' command in BASIC if the BASIC interpreter still insists on your
using 'COLOR'.

More importantly is to be consistent. What's REALLY annoying is docs (or software) which SOMETIMES use British spelling and sometimes US. Then you never know where you are.

>Note that I'm talking only about the documentation. It's clear that
>(for example) a spelling checker would have to be converted to British
>orthography.
>
Do note, though, that it should be CONVERTED. A lot of companies simply ADD British spellings to their US dictionary. That seriously compromises their usefulness, as the US spellings, most of which are WRONG in the UK, get left in and accepted.

>Is there a big market for third-party native-language software
>documentation?
>
Yes, for complicated packages e.g. Lotus 1-2-3, WordPerfect, Word, etc. Mostly for 3rd-party stuff designed to explain them to non-computer folk.
>
>III: Product Introduction
>
>After reading several overseas computer mags, I get the impression that
>(to be sarcastic) Europe is used as a beta-test site for US-developed
>software. I own SPRINT 1.0 which I believe is the most recent version
>available domestically, while users in Europe are using version 1.5.
>I've seen other cases... Does the European user community tend to get
>US products before their counterparts in the US? If so, is there a bias
>against US products due to buggy initial versions of software being
>offered first in Europe? Or do European users appreciate the chance to
>work with more recent versions of software?
>
This may simply be due to there being something like 3 times as many STs in Europe as in the US.
--
Paul Smee | JANET: Smee@uk.ac.bristol
Computer Centre | BITNET: Smee%uk.ac.bristol@ukacrl.bitnet
University of Bristol | Internet: Smee%uk.ac.bristol@nsfnet-relay.ac.uk
(Phone: +44 272 303132) | UUCP: ...!mcvax!ukc!gdr.bath.ac.uk!exspes

1917. Re: Piggiback ROMs (2 TOS versions

Newsgroup: comp.sys.atari.st
Date: 1989-10-23 10:39:00 UTC
From: andreas@nixpbe.uucp
Message-ID: <24100004@nixpbe>
Source record: 247889

```
/* Written 3:32 pm Oct 19, 1989 by lawrence@techpub1.UUCP in nixpbe:comp.sys.atari.st */
/* ---------- "Re: Piggiback ROMs (2 TOS versions " ---------- */
In article <3619@netmbx.UUCP> hase@netmbx.UUCP (Hartmut Semken) writes:
>In article <CMM.0.88.624463452.cmm1@cunixa.cc.columbia.edu> cmm1@CUNIXA.CC.COLUMBIA.EDU
(Christopher M Mauritz) writes:
>>PC Ditto v3.01 will NOT work with TOS 1.4. I forget what the error
>>says, but I think it was something like: "Does not work with this
>>version of TOS" or something to that effect. Too bad there isn't a way
>>to piggy back the two versions of ROMs and have a hardware switch
>>between them.
>
^^^
```

1918. Re: MIDI advice sought

Newsgroup: comp.sys.atari.st
Date: 1989-10-23 12:53:00 UTC
From: hedger@inmet
Message-ID: <30200005@inmet>
Source record: 247890

Both the Atari ST and the Amiga are fine for MIDI processing, but I would recommend the Atari and heres why:

1) Built in MIDI ports.
2) Price (1040st,mono monitor = @800.00)
3) Software Availability- There is a LOT of music software available for the ST. I don't think this is true for the Amiga. I know that there has been more and more stuff appearing for the Amiga lately, but there isn't near as much music software available for it as for the ST.

==
| |
| Keith Hedger : {...!}uunet!inmet!hedger hedger@inmet.inmet.com |
| 'It is a sad, but beautiful world.........' |
==

1919. TT vs the 386

Newsgroup: comp.sys.atari.st
Date: 1989-10-23 13:58:00 UTC
From: 01659@AECLCR.BITNET
Message-ID: <8910240704.AA05589@ucbvax.Berkeley.EDU>
Source record: 247891

One netter replies:

>You talk about the limitations of PC's, but you really mean those of MS-DOS.
>There are ways of making a 386 PC very useful; installing MS-DOS on it
>is not one of them.

Unfortunately, most users are not like netters and have enough trouble dealing with DOS never mind systems like UNIX (one local 'expert' spent 3 days installing UNIX on his 386, what chance does the average basic user have?). In addition, MOST software for PCs runs under DOS and UNIX users use bridges to run DOS codes.

Netters, do not lose sight of the fact that you do not represent the majority of computer users who (i) are intimidated by PCs (ii) cannot cope with DOS and (iii) do not stand a chance in hell with UNIX. Telling the minimally skilled user how to run one application is an uphill battle - telling him how to move data across unrelated applications on a PC is a major challenge, and asking him to handle UNIX on his own is not worth the effort.

1920. Re: anybody know how to "hook" into MORE?

Newsgroup: comp.sys.atari.st
Date: 1989-10-23 14:02:45 UTC
From: ignac@electro.UUCP
Message-ID: <1135@electro.UUCP>
Source record: 247892

In article <2315@hcr.UUCP> miken@hcr.UUCP (Mike Nemeth) writes:
>i am not enamoured of the "more" command. i have my own version that
>is more to my liking (ie. i can search forward/backward, back up a
>page, choose another file, ...). does anybody know of a way to call
>a user defined piece of code instead of the routine that gets called
>when i doubleclick on a file and choose "show"? or am i just fingerpainting
>with Prep H...

ya, this is actually easier than you most people think. simply use some sort of desktop.inf editor (ie: QUIKINF.PRG, a fine Quick Utility) to edit the installed applications for your machine. simply pick your favorite text editor as the installed application, and set the application mask to be what ever document you want to look at: ie: if you want to look at all *.C *.H, *.DOC and *.TXT files using TEMPUS.PRG, simply install tempus.PRG as the installed application and for each installation give it one the above search masks. once you re-install that desktop.inf file (ie: reboot, or exit from QUIKINF.PRG), you can then click on any *.DOC file (or any of the masks you set up in the desktop.inf file) and TEMPUS.PRG will automatically come up with the file loaded for you. simple, eh!!!

--
=====Ignac A. Kolenko (The Ig) watmath!watcgl!electro!ignac=====
co-author of QuickST, and the entire line of Quick Shareware!!!!
"I don't care if I don't win, 'cause I don't care if I fail"
from 'Youth Of Today' by SUBURBAN DISTORTION

1921. Mac vs ST prices

Newsgroup: comp.sys.atari.st
Date: 1989-10-23 14:21:00 UTC
From: 01659@AECLCR.BITNET
Message-ID: <8910240704.AA05597@ucbvax.Berkeley.EDU>
Source record: 247893

I have an 1040 at work and a Mega 2 at home. I also have been using Spectre GCR for a month. Recently, two new employees joined my work group and they asked for recommendations on micros to buy. After I gave them the following:

```
System 1 System 2
-------- --------
Mega 2 + SM124 Mac SE with 4 meg RAM
- 720K floppy - 1.4 Meg floppy (reads DOS disks)
- 60 meg HD - 40 meg HD
- Spectre GCR - Appletalk
-------------- ----------------
CDN $4150 CDN $4500
```

the only recommendation possible was go with the Mac; the ST + GCR has absolutely no price advantage to speak of (STACY + GCR however, has a big price advantage over the Mac portable).

The Mega 2 costs $800 more than a 1040, the Mega 4 costs almost $1500 more. That's a $700 premium for 2 megs (the 1 -> 4 meg upgrade for the SE is $400)

I have quoted corporate prices which are VERY agressive for the Mac. I do not know how street prices compare.

Without Appletalk and with little or no price difference (even without GCR factored in) the ST is hard to sell to management here. Only the ST's very large price difference from the Mac (in the past) got STs in the door. Now, the door is closing as Mac pricing is dropped. I can buy a 1 meg Mac Plus for $1285 and upgrade it to 4 megs for a total cost of $1685. A Mega 4 would cost me about $700 more! Yikes!

I love my ST but the Mac option sure looks good.

1922. Re: Sound Digitizer for the ST (need recommandation)

Newsgroup: comp.sys.atari.st
Date: 1989-10-23 14:46:48 UTC
From: patrick@hpmcaa.mcm.hp.com
Message-ID: <760012@hpmcaa.mcm.hp.com>
Source record: 247894

Take a look in the July '89 issue of STart. Three digitizers were reviewed.

Along with the review is some preliminary Sound Digitizing information.

Units Reviewed:

ST Sound Digitizer - Navarone
ST Replay 4 - Michtron
DigiSound/Pro - Alpha

-Patrick
patrick@hpmcaa.mcm.hp.com

1923. press release from Atari

Newsgroup: comp.sys.atari.st
Date: 1989-10-23 14:51:26 UTC
From: 4224_5132@uwovax.uwo.ca
Message-ID: <3969.2542ed2e@uwovax.uwo.ca>
Source record: 247895

Taken from Z*net newswire, August 1989...

"Atari Newswire Update

Press release from Atari: To all Atari Owners:

....

Premiering at the Dusseldorf Atari Fair, the TT, with the Motorola MC68030 processor, moves the ST family into the 32 bit realm, achieving a significant increase in computing power with full TOS compatibility. Our goal for the TT was to design an expandable computer that would combine ST compatibility with superior resolution, more computing power, and improved sound generating abilities. At the heart of the TT is a 16MHz MC68030 processor, which allows a high degree of 68000 compatability, while operating at a higher clock speed and providing streamlined internal operations which make it even faster. The 68030 has built in 256 byte instruction and data caches, and an internal Memory Management Unit. Next to it on the board is a socket for an optional math coprocessor (MC68881/MC68882). Memory on the TT is a full 32 bits wide, both the ST RAM which is shared by the video logic, and TT RAM which is not shared. These factors combine to result in a memory bandwidth that is four times greater and program execution speeds up to 17 times faster than on the ST.

In both hardware and software, the TT is compatible with the ST. All hard-ware registers are in the same location as they are on the ST. The ST video modes work the same way on both TT and ST, because they are organized in memory the same way on both machines. Most important for ST compatability is the operating system in the TT: TOS. With TOS as the TT operating system, existing programs can automatically use the improved resolutions of the new video modes, as well as the larger colour palette, without any changing of the software. All this ST compatability has the obvious benefit of allowing TT owners to take advantage of the large and growing base of ST software.

In addition to the three ST video modes, the TT has two new colour video modes available on it VGA monitor: 640 horizontal by 480 vertical resolution with 16 colours, 320 horizontal by 480 vertical with 256 colours. With a high resolution monochrome monitor, a 1280 by 960 monochrome mode is available. All the colour modes use a new, expanded 4096 colour palette which is also available in the ST modes. Even ST monochrome (640x400) is actually a two colour mode on TT; we call it "duochrome."

The improved sound system uses stereo 8-bit PCM (Pulse Code Modulation). This allows the TT to function as a digital tape player. The hardware also includes an automatic variable low pass filter, a stereo balance control and bass and treble tone controls. This sound is mixed through the internal

speaker as well as being output via two RCA phono jacks located on the back of the machine. These features, combined with the high powered computing capbilities of the 16 MHz 68030 allow the TT to produce a wide range of high quality sounds. In keeping with the design goal of expandability, the TT has all of the ports familiar from the ST: MIDI, parallel, serial, and the Atari ACSI DMA port (for Atari hard disks, laser printers or CD-ROM). The TT also includes a 25 pin SCSI port. One of the four TT serial ports can be configured as an industry standard medium speed SDLC network port. Of course, the machine also provides an internal speaker, a clock with battery backup, and a Mega ST compatible keyboard with ports for mouse and joystick.

In addition to the expansion capabilities provided by the TT's external interfaces, the TT is expandable internally as well. The housing can hold an internal hard disk and add-in memory cards. These memory cards allow the standard 2 megabyte TT to be expanded to 8 megabytes, or as much as 26 megabytes when 4 Mbit DRAM chips become avaliable.

Another example of internal expandability is the slot for a single standard "Eurocard" style VME card. This slot allows use of any of the large number of existing VME expansion cards. Some of the VME expansion options currently available include memory expansion, Earthnet and other network boards, coprocessors, graphics boards, and data aquisition (A/D and D/A converters). Already planned for TT VME expansion are an Earthnet board for networking, I/O port expansion, and graphic extensions.

The work-station like capabilities of the TT will be complemented by an optional industry standard operating system. UNIX system V is being ported for the TT. Also available will be X windows as well as an X windows based graphic user interface, giving TT owners all the benefit of UNIX without all of the difficulties usually encountered. Here is a listing of TT specifications:

+ ST compatible operating system, giving TT an extensive software library

+ ST compatible hardware, including all ST interface ports

+ Three new graphics modes: 1280 x 640 pixels high resolution monochrome, 640 x 480 pixels with 16 colours, and 320 x 480 pixels with 256 colours

+ All colour graphics modes use an expanded 4096 colour palette

+ 16 MHz Motorola MC 68030 processor

+ Socket for optional MC68881/MC68882 math coprocessor

+ DMA with built in SCSI and ASCI ports

+ Two serial ports, expandable to four ports

+ Parallel interface

+ Detachable keyboard + Internal "Eurocard" VME socket (A24/D16)

+ Internal hard disk option

+ 8 bit stereo PCM sound

+ 2 Mbytes RAM, expandable to 8 Mbytes (26 Mbytes with 4 Mb DRAM)

+ Real time clock with battery backup

+ Network capable hardware

The Atari TT continues the Atari tradition of delivering Power Without The Price! We reserve the right to change technical specifications without notice. UNIX is a registered trademark of AT&T.

August, 1989, Atari Corporation, 1196 Borregas Ave., Sunnyvale, CA 94086, (408)745-2000"

This article appears exactly as it was in Z*net, August 1989.
The '....' indicator represents material omitted on Atari's release of Rainbow TOS. It is also availiable on request.
All spelling errors are my own.

Andrew Semple ads@uwovax.uwo.ca
2nd Year Applied Math/Computer Science Andrew.Semple@uwovax.uwo.ca
The University of Western Ontario Semple@uwovax.BITNET
London, Ontario
Canada

1924. Re: TT vs 386 box and flames

Newsgroup: comp.sys.atari.st
Date: 1989-10-23 15:01:35 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <1449@syma.sussex.ac.uk>
Source record: 247896

From article <3962.2541c37a@uwovax.uwo.ca>, by 4224_5132@uwovax.uwo.ca (Andrew Semple):
> I have no idea why you think the TT is 'vapourware'. Didn't you see the
> article in Z*net on how everyone who saw it in England loved it. I mean
> there was one right in front of them!
>

Sad, to say, seeing a machine at a show doesn't mean it's going to be purchasable in the near future! The Atari CD-ROM drive was not only shown in 1987, it made the front cover of the UK's leading personal computer magazine (Personal Computer World, December 1987 - I kept the review to chuckle over every few months). The CD-ROM drive, to my knowledge, is still not being sold in the UK - certainly I've not seen any adverts for it in any ST magazine. (I did hear that some were on sale in Germany, but I can't confirm that. Anyone?)

Now, my guess is that the TT WILL be marketed in the not too distant future, but that doesn't necessarily follow from its being shown at a computer exhibition. (Just to emphasise the point, at the PC Show this year, Atari were again showing Hyperchart, a presentation graphics program that's a port of Davrelle graphics for the PC. I first saw this at a show in June 88. The rep from the company that wrote the program, Soft Image Systems, said the port was finished a year ago, but Atari UK, who have the marketing rights, have been procrastinating.)

Me, I'd settle for TOS 1.4 ROMs at the moment. Atari UK is still not shipping them to dealers and ordinary users. At the PC Show at the end of September I showed Atari UK's Bob Katz the postings by Ken Badertscher about availability, and got the nice reply, "Ken works in R&D, and the difference between R&D and reality is at least four months."

Bob K did say the TT would start shipping here about the end of November. Maybe. I'd love to see it happen, just as I'd love to see the Stacy in the shops before Christmas.

I managed to crash (= freeze) the TT on show by going into low-res, opening the 'about..' dialog box to see the 'rainbow' effect and moving the mouse. Hope that one gets fixed by release time!

Graham
--
Graham Thomas, SPRU, Mantell Building, U of Sussex, Brighton, BN1 9RF, UK
JANET: grahamt@uk.ac.sussex.syma EARN/BITNET: grahamt@syma.sussex.ac.uk
ARPA: grahamt%syma.sussex.ac.uk@nsfnet-relay.ac.uk

UUCP: grahamt@syma.uucp Phone: +44 273 686758

1925. Life with Atari

Newsgroup: comp.sys.atari.st
Date: 1989-10-23 15:13:44 UTC
From: 4224_5132@uwovax.uwo.ca
Message-ID: <3970.2542f26a@uwovax.uwo.ca>
Source record: 247897

This letter was a response to a fellow with whom I discussed Atari's (mis)fortunes. I think I'll post it.

I, as anyone, will admit that Atari has had some lame ducks that stayed on the development shelf gathering dust. But based on the prior three years track record, I am willing to believe that Atari R&D has their act together. I remember when the 520 was announced. I had my reservations, that computer meant that Atari had to drop an entire train of thought. No more 8 bit. Just 16 bit. I was amazed when it came out. Then the 1040. Then the Mega line, a real jump. Then the (cheap, good quality) laser printer. Then the transputer (an AFFORDABLE parrallel prcessing unit for END-USER's). Porfolio and STacy following soon. Now there is a Transputer workstation. It goes on and on, all the while, spurring companies like Wordperfect Corp. and others to support it. Atari has had no easy task over the last three to five years, I think they have done pretty well. It is time we get over the stigma of Atari being a 'neophyte' company. They seem to be holding their own, progressing. Doesn't every company have it's own white elephants? Don't you know anyone who owns an Apple Lisa?.....

Regards,

Andrew Semple ads@uwovax.uwo.ca
2nd Year Applied Math/Computer Science Andrew.Semple@uwovax.uwo.ca
The University of Western Ontario Semple@uwovax.BITNET
London, Ontario
Canada

1926. Deskjet SOFT fonts

Newsgroup: comp.sys.atari.st
Date: 1989-10-23 15:43:24 UTC
From: rudi@guvaxin.UUCP
Message-ID: <8910231543.AA22068@rug11.ruginf.uucp>
Source record: 247898

** 2nd Call **

Does anyone know the format the HP Deskjet printer uses for it's
softfonts ?? Neither the user manual of the printer, nor the info
on the 128 KRAM module you need for using softfonts gives enough
info to write my own downloader, and fonteditor on the atari.

HP does supply a software package, but thats's intended to run under
MS-DOS, and i am not using PC ditto.

Hope someone can help me.

Rudi van Drunen. Rudi!guvaxin.uucp

1927. Running an ST with SPECTRE over AppleTalk

Newsgroup: comp.sys.atari.st
Date: 1989-10-23 16:44:20 UTC
From: BHOLMES@WAYNEST1.BITNET
Message-ID: <8910240703.AA05472@ucbvax.Berkeley.EDU>
Source record: 247899

You might try using ASYC-Appletalk to connect an ST to Apple-talk.
This requires a dedicated Mac with modem and an ST with modem
and Spectre. I believe you can get it from MACSERVE@PUCC
I've never tried it, but I think it should work since it only
uses the modem port to connect the calling machine into apple-talk.

Brian Holmes
CSC Operating Systems & Communications

SNAIL : Wayne State University, 5925 Woodward, Detroit MI 48202 U.S.A.
BITNET : BHOLMES@WAYNEST1
INTERNET : Brian_Holmes@UM.CC.UMICH.EDU
UUCP : {UMIX|ITIVAX}!WAYNE-MTS!BRIAN_HOLMES

1928. Autostarting NeoDesk, Spectre GCR, STuff (long)

Newsgroup: comp.sys.atari.st
Date: 1989-10-23 16:44:20 UTC
From: steveg@SPARTA.COM
Message-ID: <8910231644.AA08476@Heisenberg.sparta.com>
Source record: 247900

I think the problem people are having with running NeoDesk as an autorun program under TOS 1.4 is desk accessory related. One user mentioned MultiDesk as part of his configuration. I too use MultiDesk, and know for a fact that it can present problems with an autorun NeoDesk. What you need to do is use STARTPRG.PRG (look in the EXTRAS folder on your NeoDesk distribution disk). This program looks for and (makes use of) extra information in the STARTGEM.INF file (STARTGEM is NOT used). Essentially, STARTPRG.PRG waits for all desk accessories to initialize (like MultiDesk loading in other .ACCs., etc.) and then fires up NeoDesk.

The only problem I've had with this is with SuperBoot 5.5 (an excellent sharware autofolder/acc/gdos/etc orginazation program) in that it's tied to using STARTGEM for autorun programs. Even with all STARTGEM entries for function keys and the defaults set empty, it ALWAYS creates a new STARTGEM.INF file on bootup. The solution is to make your STARTGEM.INF file (with necessary STARTPRG info) READ ONLY. This prevents SuperBoot from writing over it. Unfortunately, this means you can no longer dynamically choose your autoboot program, though you could probably edit STARTPRG to change the name of it's INF file and then use SuperBoot's "other file" facility.

While I'm rambling on, I'd like to mention that I too received my Spectre GCR recently. Everything works fine with one exception - I am having a little trouble WRITING to Mac disks, but I haven't tried adjusting the thing yet either. Interesting though, my "known good" Mac disk they provided me with for intial testing was damaged - 3 real Macs also could NOT read a file on the disk (anyone want to mail me the DISKPARAM init?).

Re: TT vs. 386
Don't forget the TT can also run all your current TOS software. Well, it could if you could get one... :-)

Personally, I think TT vs 386 / Atari vs Amiga / etc. has gotten out of hand. Each machine has its own strengths and weaknesses in the areas of available s/w, h/w cost, support, etc. The more I read, the more I'm beginning to see Atari is not alone with their product problems. Ask a Mac person about the Imagewriter LQ... In the end though, I'd like to suggest that everyone just go out and buy the system they like best and quietly go off and use the thing for something besides posting flames.

Steve Goldstein steveg@saic.com

Disclaimer: That's not what I said.

1929. Re: anybody know how to "hook" into MORE?

Newsgroup: comp.sys.atari.st
Date: 1989-10-23 17:55:58 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440068@hplsla.HP.COM>
Source record: 247901

i am not enamoured of the "more" command. i have my own version that
is more to my liking (ie. i can search forward/backward, back up a
page, choose another file, ...). does anybody know of a way to call
a user defined piece of code instead of the routine that gets called
when i doubleclick on a file and choose "show"?

I have a way to do this, but it's pretty kludgy. First, let me state I am
doing this is in Neodesk 2.04; I haven't tried it in the TOS desktop. Even in
Neodesk, I don't think this is supposed to work. So here's what I did. I
first installed my preferred "more" as an application for two file suffixes.
The problem is, that's not enough, I need about a dozen suffixes. So, I
edited the neodesk.inf file and found the line that installed the
application. I duplicated this line as much as I needed immediately below the
existing line, and changed the suffixes in the duplicate lines. Well, what do
you know, but it worked - have my preferred more installed for a dozen
suffixes! I've been doing this for a couple of months, and nothing has gotten
upset about it yet.

Well, I know you can *try* to do the same thing to the TOS desktop.inf file,
but I have no idea if it will work.

Disclaimer: The opinions expressed herein are those solely of the author,
who has no pecuniary interest in the companies mentioned.

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%%%

1930. Re: TT vs 386 boxes and Apple

Newsgroup: comp.sys.atari.st
Date: 1989-10-23 18:11:00 UTC
From: rehrauer@apollo.HP.COM
Message-ID: <46673978.20b6d@apollo.HP.COM>
Source record: 247902

[Thanks to the person within Atari who answered some of my rather hostile questions some weeks back. I meant to thank you then, but I was busy, our network's newsfeed has been undergoing brain-surgery recently, etc, etc -- so your message expired here before I could. Sigh. I appreciated that you took the time to respond.]

In article <1060@cc.helsinki.fi> JALKIO@cc.helsinki.fi (INFINITY EVERYWHERE) writes:
>Atari HAS announced a price for the TT in Germany: 6500DM for a TT with
>a 30MB hard-disk and a monochrome VGA-monitor and 2 MB RAM.
>
>I have also read that Atari would announce a TTP in England - cost: 1300
>pounds with 1280x960monitor and a 60MEG hard-disk. (This is not as sure
>as the German information, though.)
>
>I have also read that atari would announce a version of Unix for about
>300 dollars.

I've read many things that Atari "will do" or "has done". In early 1986 Jack Tramiel was quoted in an interview with START magazine as saying that the "68020-based TT" would be shipping "within a few months". I don't believe he suggested a price.

Also in early 1986, the Atari CD-ROM drive was announced, although they did leave themselves the out that it wouldn't be shipped until it could be "priced appropriately".

The Atari laser printer was originally to have been (rumor said, although I believe some of those rumors originated within Atari) an "under $1,000 (list-price) printer".

Believe it, not when you can merely see and touch it, but when your order for one is filled and you *OWN* it. Until then, it's all merely interesting hearsay -- not only the "What" and "When", but also the "If" and "How Much".

>I know that Atari supports Europe more than the US. I can imagine why...

Why? Explain, please. Presumably Europe is more tolerant of vapor?

--
>>"Aaiiyeeee! Death from above!"<< | Steve Rehrauer, rehrauer@apollo.hp.com
"Flee, lest we be trod upon!" | The Apollo Computer Division of H.P.

1931. Re: ST in USSR

Newsgroup: comp.sys.atari.st
Date: 1989-10-23 18:14:42 UTC
From: mn@atari.UUCP
Message-ID: <1736@atari.UUCP>
Source record: 247903

In article <767@carroll1.UUCP> dnewton@carroll1.UUCP (Dave 'C is cool, but what about LOGO?' Newton) writes:
>In article <595@nadia.UUCP> peterii@nadia.UUCP (Peter Bechtold) writes:
>>I can't imagine that the USSR would by ANY computers for their schools within
>>the next 5 or 10 years.
>
> The Russians have been using Apple][+ clones in their schools for some
>time now, and are starting to use PC clones.
>
A few months ago on '60 Minutes' they had a short piece on computer
hobbyists in the Soviet Union. One scene showed a fellow drinking a Russian
logo Pepsi while hacking away on a 1040ST.

| Michael Nowicki N6LUU Atari Corp,Sunnyvale CA {ames!atari!mn} |
|.....|
| char *disclaimer="Views expressed are my own, not my employer's"; |

1932. Re: Computer Aesthetics (Re: 386 vs the TT)

Newsgroup: comp.sys.atari.st
Date: 1989-10-23 18:29:16 UTC
From: dnewton@carroll1.UUCP
Message-ID: <779@carroll1.UUCP>
Source record: 247904

In article <19890ct23.073225.10313@agate.berkeley.edu> laba-1aj@web-4a.UUCP (John Kawakami) writes:
>The only nice looking interface environment for micros is the Mac's.

Do you consider the NeXT a micro, seeing as how it's a ton cheaper than a Compaq 386/33? I think the NeXT _interface_ blows the Mac's away.

>Now you (John/Jane Q. Tightcode) might be saying "the graphics aren't
>as important as the speed." Well, I have some news for you: you are
>wrong. The graphics are the user's view of the machine. They determine
>how valuable the machine is to the user. I don't doubt that the Mac's
>good looks make user think that the $2K she/he just threw down for a
>Plus was actually worth it. (We can laugh at how much Mac buyers are
>overcharged, but the buyers are satisfied.

This is pretty sad. Great, I got a Mac Plus with its _wonderous_ user interface. Unfortunately, it takes a lifetime to re-calc a spreadsheet, find things, etc. good grief, a little 8-MHz 68000 simply can't handle the interface alone, let alone any applications. I wouldn't buy a Mac (at least not a little one) if my life depended on it. A IIx approaches, a IIci is the slowest one I'd buy. But it's kinda expensive.
Graphic capability _does_ _not_ determine the usefullness of the machine. If this was true, I guess IBM wouldn't even have a machine now, would they? It took them up til now to come up with a reasonable graphics standard that's outdated. But you'll note the machine is still used a little.
I guess the old Altair-8800 wasn't useful, 'cuz the only graphics it had were a bunch o' little red lights. Forget that it was extremely important in bringing computers to people. The old Apple][, forget it. No graphics to speak of. (Unmatched in its time of course, but ignore that for now.) And _please_ forget nearly every straight Unix box _ever_ created, 'cuz most Unix stuff doesn't have too many graphics.
Now that I think about it, I guess you're right. Sorry. (Sarcasm.)

>& Live each day as if it were your first

If I did that, I'd be screaming, getting spanked by someone in white, vomiting Pablum, belching, and sleeping all the time. Hey wait a minnit...

--
David L. Newton | uunet!marque!carroll1!dnewton | The Raging Apostle--
(414) 524-7343 (work) | dnewton@carroll1.cc.edu | for the future--
(414) 524-6809 (home) | 100 NE Ave, Waukesha WI 53186 | for the world.
"

1933. Sozobon GEM bindings

Newsgroup: comp.sys.atari.st
Date: 1989-10-23 18:51:00 UTC
From: S61304@PRIME-A.POLY-SOUTH-WEST.AC.UK
Message-ID: <8910240700.AA05188@ucbvax.Berkeley.EDU>
Source record: 247905

(From "The Masked Rat Fink" "Computing and Informatics Yr4")

Many thanks to all those replying about Sozobon GEM bindings, I'll look through yyour Email's and get back to you if I have problems.

Rat.

==========++==========
Simon P. Chappell || JANET S61304@UK.AC.PLYMOUTH.PRIME-A
51, Amherst Road, || BITNET S61304@PRIME-A.PLYMOUTH.AC.UK
Penny-Come-Quick, || INTERNET S61304%UK.AC.PLYMOUTH.PRIME-A@NSFNET-RELAY.AC.UK
Plymouth, |+==========
Devon, || DISCLAIMER : Anything said by me is the truth as far as I
England. || know and I cannot be held responsible for any offence
PL3 4HJ. || this causes, though I do apologise for any inaccuracies
Tel: (0752) 223365 || in anything written above.
==========++==========

1934. Re: Malloc - what it really does (was: Re: SPUFILE 2.0, C questions)

Newsgroup: comp.sys.atari.st
Date: 1989-10-23 19:29:10 UTC
From: apratt@atari.UUCP
Message-ID: <1737@atari.UUCP>
Source record: 247906

klute%trillian.irb@unido.uucp (Rainer Klute) writes:

>wallace@oldtmr.dec.com (Ray Wallace) writes:
>From what I have found out Malloc (-1L) returns the *sum* of the
>sizes of *all* free memory chunks.

This is emphatically not the case, and never has been.

The original answer was right: it returns the size of the LARGEST
SINGLE CHUNK of free memory. A common way to find out how much memory
there is in the system is to call Malloc(-1L) many times, each time
allocating a chunk of the size it returns, until it returns zero.
Then you report the answer and Mfree() all the chunks you allocated.

Of course, Malloc(-1) is evil if you're in a multi-tasking environment,
because in the time between the Malloc(-1) and actually allocating the
block of the size it reported, you could be preempted and somebody else
might allocate that block away from you! This is only one of a whole
class of problems which a multitasking TOS would have to address: the
single-thread, global, I-own-the-machine nature of TOS applications.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

1935. Re: TOS 1.4 AUTO bug

Newsgroup: comp.sys.atari.st
Date: 1989-10-23 19:34:18 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440069@hplsla.HP.COM>
Source record: 247907

I, too, have a Mega ST2 with TOS 1.4, and I run Neodesk 2.04 as an AUTO application. I do not use UNITERM, but I am seeing some similar sorts of things, I think, and in my comm program as well. Everything went okay in the past week since the TOS 1.4 upgrade until yesterday, when I had *5* "random" system crashes. This is a very rare problem in my experience.

One crash occured when I double-clicked HDUTIL.PRG 4.1.8 - the disk access began, and whammo, address error. Three times I had address errors in Interlink (one in the middle of a 200K GENIE download). But two of these were using the buffer editor, and I have had that crash before). These three crashes were followed by subsequent crashes on cold reboot (keyboard-invoked). It took two cold reboots to get things running again. The fifth crash was when I tried to extract from a file archive. After reboot, it worked just fine. Did I mention - these were all address errors!!!

I have two suspicions at this point - a hardware problem (oooh noooo!!!) or maybe I am experiencing some residual effects of having set the "fast" bit in just about everything I use. (That, in fact, is the first thing I am going to do, unset the fast bit in Neodesk, Hdutils & Interlink. I don't think I set it in arc, though I'll check.)

So, I would also like to know if any of the Atari folk have a suggestion!

Disclaimer: The opinions expressed herein are those solely of the author, who has no pecuniary interest in the companies mentioned.

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%%%

1936. Re: TT, 386, Apple

Newsgroup: comp.sys.atari.st
Date: 1989-10-23 19:36:07 UTC
From: JALKIO@cc.helsinki.fi
Message-ID: <1086@cc.helsinki.fi>
Source record: 247908

->In article <3364@nmtsun.nmt.edu>, scksnsr@nmtsun.nmt.edu (Sean Kelly) writes:
> cmm1@CUNIXA.CC.COLUMBIA.EDU (Christopher M Mauritz) writes:
>
>> <1049@cc.helsinki.fi> JALKIO@cc.helsinki.fi
>> (Jouni Alkio) responds:
>> What makes the 386 an industry standard? As far as I know, there are
>> very few programs especially for it. The more people keep supporting only
>> the PC-line (XT, AT, 386...), the more technology has to go along the
>> same traditional tracks.
>>
-> I don't know about Finland, but here there are more PC's on desktops for the
-> small business and home user than loose paperclips :-). Seriously, the
-> amount of PC's abound is sickening. If it's not an industry standard,
-> tell me what is. Besides, you said more people supporting one line,
-> the more technology has to go along the same tracks ... doesn't this
-> sound like industry standardization?
>
We sure have tons of PC's here in Finland. I was talking about 386
specific software and there is not very much of it! The TT will be ST
compatible, just like the 386 is PC-compatible, and MAC II is
MAC-compatible! I think it won't take
very long, when there is as much TT specific software as there is 386
specific software. By the way, I can use a lot of PC- or MAC-software on
the ST, too. The coin (the industry standardization) has, as always, two
sides. The good one is that you can get a lot of software. The bad one
is the dependence on old technology. The same problem is with ST's and
TT's, too - but the PC is older standard.

> (Jouni Alkio) continues:
> I have got every program I've needed for my Atari ST this far. Usually
> they are more user-friendly than their PC-counterparts. I think it is stupid
> to speculate about if the TT is coming or not. They have already introduced
> it in Germany. (And if it wouldn't come, Atari could soon be in bankrupt
> or something...)
>
-> I also have just about every program I've needed for my Atari ST, too.
-> Almost every. There are things for our SUNs that I wouldn't mind having,
-> but my biggest hang up is the fact that the same programs available on
-> other machines are so much more powerful, nicer, AVAILABLE, and supported.

If I have a program for my computer, isn't it available?!?!? Could you
give an example of a program more powerful on a PC (in the same
price-range, not a 386, for example)?
>
> Jouni Alkio:

> What's so important in having INTERNAL modems, etc... You can buy all
> off those devices for ST's and TT's, too.
>
-> Just take a look at my desk, and you'll see the advantage of INTERNAL stuff.
-> I've got my 1040 sitting on it. A huge cable comes out for my external disk
-> drive, which is also propped up vertically against the wall behind the desk;
-> I've got another cable coming out to the Atari EXTERNAL harddrive that's too
-> big for 20 Meg, and sounds like a 747 during takeoff. Then I've got another
-> cable coming out to my EXTERNAL modem. And, finally, cables going out to
-> my printer and my two monitors. It's a mess! If my 1040 were more like
-> a Mega (which is also too small), and if I could put the harddrive, diskdrive,
-> and modem all inside it on CARDS, I'd just have to worry about hiding the
-> cable for the printer---and that's easy by just throwing it behind the bloody
-> CPU box with its nice INTERNAL cards.

I like having various devices on my desk. This doesn't mean that I
couldn't use them. I admit that some people like emptier desks - and
it's also practical in the offices, for example. For me, it's a matter
of taste. It's not my fault if you have bought a noisy hard-disk. You
are free to choose. Or do you mean that a PC-case would prevent the
hard-disk from being so noisy?!?!?

>
>> Chris writes:
>> Now that I've got my own little 68030 worksation (named after a popular
>> red fruit <grin>) and have it actually in front of me (yes, you can
>> actually see and touch it!).
>
> Jouni says:
> Why compare an Apple with 68030 to an ST?!?! Compare a MAC to a ST and
> compare their price, too! A ST costs only less than a third of a rival
> MAC, at least here in Finland. You can still emulate a MAC with a ST
> even faster than a real MAC. Where does all that extra money Apple takes go?
>
-> Chris is not comparing an Apple II to an ST. In fact, I don't know of any
-> Apple II that has a 68030. He OBVIOUSLY means his Mac. Get a clue :-)
-> And my ST can NEVER beat the nearby Mac II in terms of speed or graphics.

Wait a minute, I didn't write anything about Apple II (and if I did, I
meaned Apple MAC II, of course)! I just didn't like the
speed comparison between A 68030 APPLE AND A 68000 ST, it is unfair! OF
COURSE a MAC II is technically much better than a ST - you could as well
compare a MAC II with a supercomputer... It makes no sense comparing
computers in completely other price-ranges.
>
>> Richard says:
>> So, from past experience we can expect a CHEAP 68030 machine from Atari
>> that won't be expandable and will be margin in other aspects.
>
> Sounds right. When I was still a fanatic, I was convinced that the Atari
> was the most powerful computer out for the price. For only a few hundred

> dollars more (I had the money) I could have gotten (ack) an Amiga (oh no!).
> Or something that has support. Dare I say it? Yes, a Mac.

What do you relly mean by that support? I wouldn't pay much extra money
for getting some brochures, for example. One fact is, that you are
slightly in another position as I - Europe is Atari's first marketing
area for computers, as far as I know.
>
> Jouni replies:
> How come won't be expandable??? You can even expand a ST very well, even
> if it doesn't actually have ANY card slots... By the way, remember MIDI,
> too.
>
-> Sure I guess you can expand an ST `very well,' but it isn't easy. You just
-> don't lift the cover a drop in a card. You lift the cover, desolder a chip,
-> patch a jumper, solder a socket, pay through the nose for parts, and labor
-> if you don't know how.

It doesn't have to be so easy if you are a bit handy. It would be nice
if I just could insert the cards in their sockets, but it really doesn't
matter very much for me.
>
-> Yes, the ST's are inexpensive. That's great. If you want it now, though,
-> forget it. And support? I've sent out all the warranty cards I could
-> from my Atari stuff, and I've never gotten a single brochure from Atari,
-> or a newsletter, or anything. I wonder if there's anybody back there.
-> Authorized repair centers? We don't need no stinking authorized repair
-> centers!

As I said before in this article, I wouldn't like to pay much extra for
some brochures.

*** NOTE: I changed the text "Varsinainen ..." to my real name "Jouni
Alkio". The first "name" was not a name (I didn't know that it would
represent a name, at all...) Sorry.***

Jouni Alkio

1937. Atari Lynx & Announcements vs. shippings

Newsgroup: comp.sys.atari.st
Date: 1989-10-23 19:45:06 UTC
From: JALKIO@cc.helsinki.fi
Message-ID: <1087@cc.helsinki.fi>
Source record: 247909

Would somebody, please, tell me something about the Atari Lynx? I don't even know what it is.

I have seen an article saying that Atari has promised not to announce new products before than 90 days before the beginning of shipping to customers. (This should be the fact with the TT, too.) I hope they'll keep their word. The TT has been announced in Germany, so it should be shipping in about two months, I think. (First in Europe, perhaps.)

Jouni Alkio

1938. Re: TT vs 386 boxes and Apples

Newsgroup: comp.sys.atari.st
Date: 1989-10-23 20:01:41 UTC
From: david@bdt.UUCP
Message-ID: <162@bdt.UUCP>
Source record: 247919

[It's probably stupid to get in the middle of this but, oh well,
here I go again. :-)]

One thing I haven't seen brought up in this debate yet is the idea
of "shrink-wrapped configuration". What I mean by that is the way
somebody can buy a 386 box and the necessary boards and software to
set it up in a certain configuration using "over the counter" stuff
that is easy to get from a wide assortment of vendors and is generally
well supported.

I go into a lot of companies to do consulting where there are a bunch
of different types of computers, mostly running Unix. The thing about
PC-type 386 boxes is that you can get almost ANYTHING for the damned
things. Buy a box, somebody's Unix, an ethernet card, a SCSI card,
a graphics card, a scanner card, etc. etc. and you've got a usable
workstation - all with "plug-and-go" stuff, in a usable package.
You've got your PC on your net with your Suns etc. all with relatively
inexpensive and well supported products - and you have a wide choice
of vendors - and it actually works.

From the Atari die-hards in the peanut gallery, you'll hear "yea but you
can do that with the Atari too!". No way. I don't ever see Atari
getting the kind of 3rd party software/hardware support we have here
in the USA (maybe none of this applies to Europe, I don't know) for
the PC-type 386 boxes. As much as I *hate* the Intel junk and PC's
in general, I have to admit that there's no beating them in this area.

A TT with some limited connectivity and 3rd party support will sell
to a limited audience. There's a lot of catching up to do and I
just don't see Atari spending the resources to do it here in the USA.

Every year Sig says "I'm sorry for the poor support in the USA last
year... This year we are Really going after the US market." Hasn't
anyone tired of this yet? Does anybody still believe Atari gives
a damn about the US market? Why should they? The US market couldn't
give a damn about them.
--
David Beckemeyer (david@bdt.UUCP) | "Lester Moore - Four slugs from a .44
Beckemeyer Development Tools | no Les, no more."
478 Santa Clara Ave. Oakland, CA 94610 | - Headstone at Boot Hill
UUCP: {uunet,ucbvax}!unisoft!bdt!david | Tombstone, AZ

1939. MINIX for the ST ??????

Newsgroup: comp.sys.atari.st
Date: 1989-10-23 21:07:00 UTC
From: hedger@inmet
Message-ID: <30200006@inmet>
Source record: 247910

So, is MINIX available for the ST ? If so how can I get it?
thanks in advance,

```
=========================================================================
| |
| Keith Hedger : {...!}uunet!inmet!hedger hedger@inmet.inmet.com |
| 'It is a sad, but beautiful world.........' |
=========================================================================
```

1940. Leave it on or turn it off ???

Newsgroup: comp.sys.atari.st
Date: 1989-10-23 21:17:00 UTC
From: hedger@inmet
Message-ID: <30200007@inmet>
Source record: 247911

I need to know what you ST users out there do when you're not using your ST. I have some friends who advocate leaving the computer and hardisk turned on, and others who say to turn them off. What do you guys do ?

```
=========================================================================
| |
| Keith Hedger : {...!}uunet!inmet!hedger hedger@inmet.inmet.com |
| 'It is a sad, but beautiful world.........' |
=========================================================================
```

1941. Re: TT's, flames, etc

Newsgroup: comp.sys.atari.st
Date: 1989-10-23 22:10:38 UTC
From: ramsiri@blake.acs.washington.edu
Message-ID: <4167@blake.acs.washington.edu>
Source record: 247912

In article <2161@hudson.acc.virginia.edu>, gl8f@astsun9.astro.Virginia.EDU (Greg Lindahl) writes:
> In article <CMM.0.88.625121816.cmm1@cunixa.cc.columbia.edu> cmm1@CUNIXA.CC.COLUMBIA.EDU (Christopher M Mauritz) writes:
>
> > I forgot who said that the TT was "available," but I could not help but
> > snicker.
>
>
> 1) The Porfolio. Shipping in the US.
> 2) The Stacy. Shipping in Europe.
> 3) The PC4. Shipping in europe? Samples in the US?
> 4) The ATW. Shipping in europe? Samples in the US?
> 5) The TT.
> 6) The STE.
> 7) The Lynx.
>
> Sounds like they have been doing a better job than in the past. Tell
> you what, why don't we postpone this discussion for 4 months. If, at that
> point, Atari hasn't delivered the TT or STE or Lynx, then flame them for
> it once. Then shut up.
^^^^^^^
That's not nice...

> We'll all be much happier.
> Greg Lindahl

Four more months! That's all? Let's see...???? I can wait that, easily!
After all, i've waited since June of '86 when my dealer told me
that ATARI was coming out with the TT and that it would stick on the
back of my 1040ST. So that will be less than 4 years total!
Not bad ATARI!

"Sounds like they have been doing a better job..."

BTW: does it matter to anyone in the USA or in CANADA
what is being shipped in Europe?
Turbo C by Borland lives in Europe...
Lots of neat stuff hangs out in Europe...
May not be a bad place to live, either....

-kevin

alright.. don't everyone start sending me EMIgration papers...

Why do I get the feeling that the people who are flaming me
for not having a TT on my desk own stock in ATARI?

1942. WANTED-- used DX/TX Editor Librarian software for Atari 1040ST 2meg

Newsgroup: comp.sys.atari.st
Date: 1989-10-23 23:28:57 UTC
From: tas@sequent.UUCP
Message-ID: <23777@sequent.UUCP>
Source record: 247913
Cross-posted to: comp.sources.wanted,comp.sys.atari.st,rec.music.synth,rec.music.makers,sqnt-public.msgs,misc.wanted

I'm posting this for a friend:

Looking for software for Atari 1040ST. DX/TX Editor Librarian used and in
good condition.

If you know of anyone wanting to sell this software, please e-mail me, or call

Michael Lewis
(503) 287-1662 anytime

Thanks for your help!
Theresa
tas@sequent.UUCP

1943. DEC RD53 hard disk on an ST?

Newsgroup: comp.sys.atari.st
Date: 1989-10-24 00:30:58 UTC
From: MBERNAR@ERENJ.BITNET
Message-ID: <8910240705.AA05654@ucbvax.Berkeley.EDU>
Source record: 247914

Has anyone connected the mech from a DEC RD53 hard disk to an ST? The mech which holds 30MB or so, is made by Quantum an I'm told that it is ST-506 compatible. It seems to me that these drives should be adaptable to an ST using an ACSI-SCSI interface along with an Adaptek controller. Right?

Recommendations would be appreciated.

Regards,
Marcelino Bernardo
mbernar@erenj.bitnet
bernardo@erevax.bitnet

1944. Re: anybody know how to "hook" into MORE?

Newsgroup: comp.sys.atari.st
Date: 1989-10-24 01:35:49 UTC
From: wsflinn@watcgl.waterloo.edu
Message-ID: <12054@watcgl.waterloo.edu>
Source record: 247915

In article <1135@electro.UUCP> ignac@electro.UUCP (Ignac Kolenko) writes:
>In article <2315@hcr.UUCP> miken@hcr.UUCP (Mike Nemeth) writes:
>>i am not enamoured of the "more" command. i have my own version that
>>is more to my liking (ie. i can search forward/backward, back up a
>>page, choose another file, ...). does anybody know of a way to call
>>a user defined piece of code instead of the routine that gets called
>>when i doubleclick on a file and choose "show"? or am i just fingerpainting
>>with Prep H...
>
>
>ya, this is actually easier than you most people think. simply use some sort
>of desktop.inf editor (ie: QUIKINF.PRG, a fine Quick Utility) to edit
>the installed applications for your machine. simply pick your favorite text
>editor as the installed application, and set the application mask to be
>what ever document you want to look at: [etc.]

This method is mainly satisfactory, but suffers from one major drawback:
the program must load from disk before it runs. I no longer have anywhere
near enough memory to keep a ram disk installed, but I do have enough to
store a TSR that provides a decent 'more' and print utility. The supplied
'more' utility runs directly from ROM ... can something in desktop.inf be
changed to tell it to run some code from a different place?

Cheers,

--
Me: Scott Flinn / "If it doesn't fit, force it.
Domain: wsflinn@watcgl.waterloo.edu / If it breaks, then it didn't
UUCP: watmath!watcgl!wsflinn / fit anyway."

1945. Re: ST in USSR

Newsgroup: comp.sys.atari.st
Date: 1989-10-24 03:27:41 UTC
From: sbrown@bgsuvax.UUCP
Message-ID: <5044@bgsuvax.UUCP>
Source record: 247916

I have finally decided to throw in my two cents on this discussion.
The (I believe) 1988 Atari Corporate report to the stockholders stated that
the Atari was availible off the shelf in the Soviet Union. I am going down
to the University Library to get the report so that I can type that section
in. BTW: It may not be the 1988 stockholders report, it is probably one of
the early '89 quarterly reports.

I know, its vague. If you have access to Shareholders reports you
may want to read them to get an idea of how much Atari does sell.

- Scott F. Brown

```
*******************************************************************************
* - Death is part of the ecosystem, that doesn't mean that you should *
* enjoy it. *
* *
* -Scott F. Brown *
* *
* sbrown@andy.bgsu.edu.uucp *
*******************************************************************************
```

1946. Re: Sound Digitizer for the ST (need recommandation)

Newsgroup: comp.sys.atari.st
Date: 1989-10-24 03:41:03 UTC
From: drp9500@ultb.UUCP
Message-ID: <1469@ultb.UUCP>
Source record: 247917

Probably the best one out right now is DIGISOUND PROFESSIONAL ($149) it allows for high quality sampling that can be played either through the monitor or back through the cart. The software is good and easy to use, taking full GEM advantage. Sample rates are flexible ranging from 8 to 40. Documentation is GREAT showing you just how to use the samples in programs also gives you a byte by byte breakdown of the header info of teh samples. Great technical support from Alpha Systems. I own Digisound and Pro Sound Designer and Digisound just blows it away!!

Hope I helped....Bob

BTW all the digitizers that are below $200 are 8BIT!!! to get much better sound quality you should use 16BIT digitizers but they run from $500 and up!!!! But if that is what you are looking for, call Hybrid Arts and get the info on A.D.A.P. II, this digitizer kicks ass!

1947. Routines for sprite

Newsgroup: comp.sys.atari.st
Date: 1989-10-24 04:24:35 UTC
From: dle@cory.Berkeley.EDU
Message-ID: <18737@pasteur.Berkeley.EDU>
Source record: 247918

Hi,
Has anyone written routines to manipulate sprites? If so, could you
please give me the source code. Your help is appreciated.

Duy (dle@cory.Berkeley.EDU)

1948. more internationalization of software

Newsgroup: comp.sys.atari.st
Date: 1989-10-24 07:02:23 UTC
From: C878025@NEUVM1.BITNET
Message-ID: <8910231612.AA10789@ucbvax.Berkeley.EDU>
Source record: 247920

Date: 23 October 1989, 16:55:12 DNT
From: C878025 at NEUVM1
To: info-atari16@ucbvax.berkeley.edu

About Softeware documentation.
The programs that sells good, tends to get translated. Many PC programs gets tanslated, and fewer for the ST. Programs like DEGAS SIGNUM and 1.ST WORD are all translated to danish. I'm not sure if the translation is really needed, because the ST users in Denmarks is mostly non-pro. compared to the PC users. Therefore many of them is used to reading english manuals and using english programs, while many users in buissines are not used to this. I think ATARI Denmark translates these program, to attrackt buissines users. If you are making a com. program i think that a translation is a must.

About the printers.
The people i know who own a printer (including my self) all use US standard tractor paper. But most buissines documents or letters are written on A4 size paper.

1949. Re: Spectre GCR availability?

Newsgroup: comp.sys.atari.st
Date: 1989-10-24 07:04:24 UTC
From: AKISUJAR@NUSVM.BITNET
Message-ID: <8910240704.AA05575@ucbvax.Berkeley.EDU>
Source record: 247921

B Holme ask if the Spectre GCR is available yet?

I sent a message to Dan Moore 2 days ago because I cannot contact Dave Small (his Bitnet address is so complicate that I don't kow how to fill it in the UserID and NodeID).

Dan mentioned to me that (I sure that he would not mind I'm qouting his message) he met Dave on 19 October and had told that Spectre GCR has been shipping out to those pre-orders for at least 4 Weeks. Gadgets by Small just received another production run of the cartridge (few hundred pcs) and now busy stuffing them into the boxs. Dan also does not know when they will finish clearing the pre-order lot. I have ordered 4 Pcs of Spectre GCR since July and still keep watching for the Federal Express man to apprear at my front door.
S. Sujarittanonta, School of Architecture, National University of Singapore.

1950. Re: TT vs 386 box and flames

Newsgroup: comp.sys.atari.st
Date: 1989-10-24 08:22:11 UTC
From: neil@cs.hw.ac.uk
Message-ID: <3561@brahma.cs.hw.ac.uk>
Source record: 247922

In article <1449@syma.sussex.ac.uk> grahamt@syma.sussex.ac.uk (Graham Thomas) writes:
> The CD-ROM drive, to
>my knowledge, is still not being sold in the UK - certainly I've not
>seen any adverts for it in any ST magazine. (I did hear that some
>were on sale in Germany, but I can't confirm that. Anyone?)

Nope. But I will say that 'available in Europe' hardly ever means that a
product is 'available in the UK'

>Now, my guess is that the TT WILL be marketed in the not too distant
>future, but that doesn't necessarily follow from its being shown at a
>computer exhibition. (Just to emphasise the point, at the PC Show
>this year, Atari were again showing Hyperchart, a presentation
>graphics program that's a port of Davrelle graphics for the PC. I
>first saw this at a show in June 88. The rep from the company that
>wrote the program, Soft Image Systems, said the port was finished a
>year ago, but Atari UK, who have the marketing rights, have been
>procrastinating.)

More Atari UK war crimes! What do these people do all day?

>Me, I'd settle for TOS 1.4 ROMs at the moment.

Me too!

> Atari UK is still not
>shipping them to dealers and ordinary users. At the PC Show at the
>end of September I showed Atari UK's Bob Katz the postings by Ken
>Badertscher about availability, and got the nice reply, "Ken works in
>R&D, and the difference between R&D and reality is at least four
>months."

I don't believe that there is much communication between Atari UK and Atari US
since Atari UK act so backward. I remember telling them about Madmac and ALN!

Ken said that mine and other similar net articles about Atari UK had been sent
to the appropriate Atari Corp executives. Shortly after that the support we
got from Atari UK doubled! Double nothing! (I'm not getting at you Ken)

>Bob K did say the TT would start shipping here about the end of
>November. Maybe. I'd love to see it happen, just as I'd love to see
>the Stacy in the shops before Christmas.

An Atari UK mouthpiece once said that it would cost 1200 quid too.

>I managed to crash (= freeze) the TT on show by going into low-res,
>opening the 'about..' dialog box to see the 'rainbow' effect and
>moving the mouse. Hope that one gets fixed by release time!

Ah now that IS Ken's department.

>Graham
>--
>Graham Thomas, SPRU, Mantell Building, U of Sussex, Brighton, BN1 9RF, UK
> JANET: grahamt@uk.ac.sussex.syma EARN/BITNET: grahamt@syma.sussex.ac.uk
> ARPA: grahamt%syma.sussex.ac.uk@nsfnet-relay.ac.uk
> UUCP: grahamt@syma.uucp Phone: +44 273 686758

If any other Atari ST developers in the UK reading this newsgroup think they
get adequate support from Atari UK will they please identify themselves.
I am keen to know what makes you so special in their eyes.

Were you a TOS 1.4 beta tester?
Have you got an 6/4/89 Rainbow TOS chipset + developer release notes?
Have you been offered upgrades to Madmac, ALN or even db?
Do you now have S.A.L.A.D,
The Pexec cookbook,
modern circuit diagrams (not a 1985 520ST),
Mega expansion port docs
Maths co-processor docs
Mega clock docs
When did you last get a developers newsletter (whoops sorry, I meant corner
stapled photocopy)
What do you now know about the STE specific hardware, the Stacey and the TT?

Still think you're getting adequate support?

+---+
! DISCLAIMER: Unless otherwise stated, the above comments are entirely my own !
! !
! "I think all right thinking people in this country are sick and tired of !
! being told that ordinary decent people are fed up in this country with !
! being sick and tired. I'm certainly not and I'm sick and tired of being !
! told that I am!" - Monty Python !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK !
+---+

1951. Re: Calendar Layout Around the World

Newsgroup: comp.sys.atari.st
Date: 1989-10-24 08:55:38 UTC
From: ct@dde.dk
Message-ID: <716@Aragorn.dde.dk>
Source record: 247923
Cross-posted to: comp.sys.ibm.pc,comp.sys.atari.st,sci.astro

terrell@cadnetix.COM writes:

>I have another question, about calendars: which day should be in the
>leftmost column? Is Sunday always in the leftmost column everywhere? Is
>Sunday always in the leftmost column in the USA? If the answer is no -
>which other day(s) should be in the leftmost column: Monday? Just
>Monday?

I believe there is an international standard (made some time in the
mid-1970s) stating that the first day of the week is Monday.

Very un-Biblical.

As usual, the English-speaking countries have decided not to follow
the international standard. :-) I don't blame them, this one is quite
silly.
--
Claus Tondering
Dansk Data Elektronik A/S, Herlev, Denmark
E-mail: ct@dde.dk or ...!uunet!mcvax!dkuug!dde!ct

1952. Re: anybody know how to "hook" into MORE?

Newsgroup: comp.sys.atari.st
Date: 1989-10-24 09:04:20 UTC
From: decouty@irisa.fr
Message-ID: <1635@irisa.irisa.fr>
Source record: 247924

In article <1135@electro.UUCP> ignac@electro.UUCP (Ignac Kolenko) writes:
|
[...]
|
| ya, this is actually easier than you most people think. simply use some sort
| of desktop.inf editor (ie: QUIKINF.PRG, a fine Quick Utility) to edit
| the installed applications for your machine. simply pick your favorite text
| editor as the installed application, and set the application mask to be
| what ever document you want to look at: ie: if you want to look at all *.C
| *.H, *.DOC and *.TXT files using TEMPUS.PRG, simply install tempus.PRG as
| the installed application and for each installation give it one the above
| search masks. once you re-install that desktop.inf file (ie: reboot, or exit
| from QUIKINF.PRG), you can then click on any *.DOC file (or any of the
| masks you set up in the desktop.inf file) and TEMPUS.PRG will automatically
| come up with the file loaded for you. simple, eh!!!
|
As for me, I have added the following line to desktop.inf:
#F FF 04 c:\bin\filespy.prg@ *.*@

and, each time i click on a not-executable file, filespy is called
automatically and displays this file. Unfortunately, you can't see
another file using f6 funcion key from filespy because mouse is not activated.

So, I have installed filespy as a GEM app, suffix: *. Now, I can use f6
function key, BUT BUT... I have no more executable files! All files are
displayed by filespy! I can't even de-install filespy.prg as it is no
more an exec file! Fortunately, i have not saved this desktop, so a
reboot has corrected this trouble.

My question is: is there a way to specify all files except PRG, APP,
TTP, TOS?
|
| --
| =====Ignac A. Kolenko (The Ig) watmath!watcgl!electro!ignac=====
| co-author of QuickST, and the entire line of Quick Shareware!!!!
| "I don't care if I don't win, 'cause I don't care if I fail"
| from 'Youth Of Today' by SUBURBAN DISTORTION

Bertrand DECOUTY	EMAIL : decouty@irisa.fr, decouty@irisa.uucp
IRISA - INRIA	{uunet,mcvax,inria}!irisa!decouty
Campus de Beaulieu	PHONE : +33 99 36 20 00
F-35042 Rennes Cedex - FRANCE| FAX : +33 99 38 38 32	TELEX: 950473 UNIRISA

1953. Re: More Internationalization of Software

Newsgroup: comp.sys.atari.st
Date: 1989-10-24 09:30:42 UTC
From: exspes@gdr.bath.ac.uk
Message-ID: <1989Oct24.093042.9562@gdt.bath.ac.uk>
Source record: 247925
Cross-posted to: comp.sys.ibm.pc,comp.sys.atari.st

One little thing I forgot to mention in my reply yesterday, in which I explained the size of A4 tractor feed (80 col by 70 lines is near enough). If you are writing something where 'beautiful page formatting' doesn't really matter, like say a compiler which produces printable listing files, and you don't want to special-case A4 support, there is still a little trick which makes life easier for users of A4 paper.

That is, simply, to end your page with a FormFeed character, rather than counting lines and skipping to EOF using NewLines. Sure, a printer setup for A4 will then waste 4 lines per page, but at least each page will really be on a page rather than slowly creeping across the folds. People writing docfiles which are intended to be printed out by the user could well consider this idea as well.

--
Paul Smee | JANET: Smee@uk.ac.bristol
Computer Centre | BITNET: Smee%uk.ac.bristol@ukacrl.bitnet
University of Bristol | Internet: Smee%uk.ac.bristol@nsfnet-relay.ac.uk
(Phone: +44 272 303132) | UUCP: ...!mcvax!ukc!gdr.bath.ac.uk!exspes

1954. Re: Life with Atari

Newsgroup: comp.sys.atari.st
Date: 1989-10-24 10:30:51 UTC
From: JALKIO@cc.helsinki.fi
Message-ID: <1097@cc.helsinki.fi>
Source record: 247926

>In article <3970.2542f26a@uwovax.uwo.ca>, 4224_5132@uwovax.uwo.ca (Andrew Semple) writes:

---Part of the text deleted---

> Atari has had no easy task over the last three
> to five years, I think they have done pretty well. It is time we get over
> the stigma of Atari being a 'neophyte' company. They seem to be holding their
> own, progressing. Doesn't every company have it's own white elephants?
> Don't you know anyone who owns an Apple Lisa?........

That's right! One important point to think about when blaming Atari for
being slow is: It is much more difficult to design a computer which
costs, say 1000$, than one that costs 2000$ (if both of these are about
as effective and are using the same CPU). Atari can't let out a computer
which still is too expensive to be "Power without the Price". And, as Andrew
already wrote, Atari HAS brought very varied and original products lately.
For example, the portfolio is said to be the smallest PC in the world.
(I must be sounding like an Atari salesman...)

Jouni Alkio

1955. Re: TT vs 386 boxes and Apple

Newsgroup: comp.sys.atari.st
Date: 1989-10-24 10:36:44 UTC
From: mi@chyde.uwasa.fi
Message-ID: <1003@chyde.uwasa.fi>
Source record: 247927

Many writers have again written and argued about different machines. I would say that computer is a machine, not a toy or god. You seem to take this branch very religiously, believing to Atari TT or MacIntosh or "Industry standard" or whatever.

Only comment from me is that every machine or operating system that breaks monopolies are supportable. If Atari TT runs unix, msdos and MacIntosh, I'll buy it any day. I don't have Atari, yet.

It would be reasonable to use best machine to each purpose, not machine I "believe" in.

It's quite useless to write articless like yours. Post system is allready overloaded and we don't need this kind of garbage to fill our machines.

PS. These opinions are my own.

--
****
* Matti Inkinen e-mail mi@chyde.uwasa.fi *
* University of Vaasa inkinen@vakk.uwasa.fi *
* Finland voice 358-(9)61-248302 *

1956. Graphics interfaces

Newsgroup: comp.sys.atari.st
Date: 1989-10-24 13:17:00 UTC
From: 01659@AECLCR.BITNET
Message-ID: <8910250702.AA02215@ucbvax.Berkeley.EDU>
Source record: 247928

One netter used the argument that graphics interfaces are not important and the proof was that there a zillions of PCs without such interfaces.

Unfortunately, business leaders felt that if you gave an employee a computer, he would be able to use it effectively because computers are so powerful. What business types did not realize is that the PC, with its lack of a human tolerable interface, would cost them incredible amounts of $$$$ in training, re-training, re-training.....

At my workplace, we have over 400 PCs, 150+ Macs and just under 100 Ataris. To support PC users, there are dBASE courses, Word Perfect courses, LOTUS courses etc. Why?, no common interface. There are NO Mac or Atari specific courses because they're not needed - we do quite all right without them.

Any PC user who quotes "286/33MHz" to you does not understand or refuses to accept the concept that moving data between appl is just as important as using appl (except for the poor PC user who only knows one appl.).

In research, more time is spent doing reports than number crunching. For handling data and report generation, the PC cannot touch the Mac.

1957. 386's, TT's, a machine I want

Newsgroup: comp.sys.atari.st
Date: 1989-10-24 13:39:45 UTC
From: winston@fjcnet.GOV
Message-ID: <211@fjcp60.GOV>
Source record: 247929

I've been reading a lot of the messages in this group lately and one thing is clear - while the rest of the computing world has progressed into the late 80's, Atari is still stuck with early 1980's technology. One of the reasons I bought my ST was it's price - it afforded me the same computing capability as a Mac (and a 6mhz AT) for a much lower price. In many ways, I got what I paid for - a lack of programs that I'd really like to use. Sure there's Word Perfect, a couple of decent C compilers, and some really terrific PD programs. There are even good CAD and DTP applications available. Still, have you ever noticed that even some of the most used programs on the ST (Flash is a glaring example) is feature deficient when compared to programs available on other machines?

I've always wanted a nice Lisp interpreter/compiler/development system for the ST. On the MS-DOS world, there's PC-Scheme, which is just one heck of a system (and it's affordable). On the Mac, I use Allegro CL and MacScheme+Toolsmith, both excellent products. On the ST, you have Cambridge Lisp (okay, so it's a lot slower than other Lisp implementations out there, when using the interpreter). While the initial investment with regards to procuring an ST is low, most of the cost of owning a computer is spent on the time spent using it. Without adequate software support, the nicest machine will only gather dust.

I don't have an ST now, although I've kept a lot of my old ST software. I bought an Amiga a little later than my ST and while Commodore has not been much better at letting the world know what a neat little computer it has in the Amiga, I find that I could do a lot of things with the Amiga that I could not do with the ST (e.g. I can compile CLIPS, NASA's expert system shell with Lattice C; none of the ST compilers I own [Laser C, Mark Williams, Prospero] can do this). Lately, I've even seen some ads for the Amiga on national TV (as well as promotional video tapes on some local software and hardware houses). I have seen ads for the Portfolio, but what does that have to do with the ST? Or the TT (after reading the specs of this machine, I could not believe I waited four years for something that "advanced"). I have a Mac IIcx at work - something tangible I can use with software that I use and need. How many people do you think will write software for the TT (at least here in the U.S.). Do you think Word Perfect Corporation will be out there in the front line releasing their latest software for the ST/STE/TT?

The bottom line is, the best deal available on the computing world are the myriads of 386 boxes available NOW. You can buy Unix for it now and get some good PD development tools. And if you're desperate, you can even run MS-DOS. If Intel CPU's are not your bag, the Mac IIcx and IIci are really nice boxes with tons of software available.

I guess count me as another disillusioned ex-ST user.

Winston "a computer is just a tool" Llamas

1958. Re: TT vs 386 box and flames

Newsgroup: comp.sys.atari.st
Date: 1989-10-24 14:10:34 UTC
From: 4224_5132@uwovax.uwo.ca
Message-ID: <3978.2544351b@uwovax.uwo.ca>
Source record: 247930

In article <1449@syma.sussex.ac.uk>, grahamt@syma.sussex.ac.uk (Graham Thomas) writes:>
>
> Sad, to say, seeing a machine at a show doesn't mean it's going to be
> purchasable in the near future! The Atari CD-ROM drive was not only
> shown in 1987, it made the front cover of the UK's leading personal
> computer magazine (Personal Computer World, December 1987 - I kept
> the review to chuckle over every few months). The CD-ROM drive, to
> my knowledge, is still not being sold in the UK - certainly I've not
> seen any adverts for it in any ST magazine. (I did hear that some
> were on sale in Germany, but I can't confirm that. Anyone?)
>
I entirely agree. But one would have to admit that there is a big
difference in money spent between a CD-ROM or a graphics package, than
the money spent on a new line of computer (well, enhancement at least).
If a company is going to sink a couple years and a couple million dollars
into developing a computer they think the market wants, why would you
then think someone inside would sabotage it's release. This is the way
everyone talked before the release of the Mega line (not so much the ST).
No one thought Atari had the balls to release a computer that might, even
in the littlest way, be expandable. I'm sure there are HUNDREDS of ideas,
some of them good I bet, that get left behind every year. The TT is not
one of them.
>
> I managed to crash (= freeze) the TT on show by going into low-res,
> opening the 'about..' dialog box to see the 'rainbow' effect and
> moving the mouse. Hope that one gets fixed by release time!
>
Awsome...

Andrew Semple ads@uwovax.uwo.ca
2nd Year Applied Math/Computer Science Andrew.Semple@uwovax.uwo.ca
The University of Western Ontario Semple@uwovax.BITNET
London, Ontario
Canada

1959. Re: TT's, flames, etc

Newsgroup: comp.sys.atari.st
Date: 1989-10-24 14:19:14 UTC
From: 4224_5132@uwovax.uwo.ca
Message-ID: <3979.25443723@uwovax.uwo.ca>
Source record: 247931

In article <4167@blake.acs.washington.edu>, ramsiri@blake.acs.washington.edu (Enartloc Nhoj) writes:> ^^^^^^^
>
> After all, i've waited since June of '86 when my dealer told me
> that ATARI was coming out with the TT and that it would stick on the
> back of my 1040ST. So that will be less than 4 years total!
> Not bad ATARI!
>
You fell for that old one?!! There is a difference between rumor and
an idea about to come to market.

> Why do I get the feeling that the people who are flaming me
> for not having a TT on my desk own stock in ATARI?

All I ask for is that we give Atari as many fair chances as possible. If
Atari goes down in flames, it is because of bad management and no support
from the public. If the public supports, the bad management usually works
out. If the public doesn't support, bye bye Atari, bye bye new ideas,
bye bye change....

Andrew Semple ads@uwovax.uwo.ca
2nd Year Applied Math/Computer Science Andrew.Semple@uwovax.uwo.ca
The University of Western Ontario Semple@uwovax.BITNET
London, Ontario
Canada

1960. More on Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1989-10-24 15:02:01 UTC
From: steveg@SAIC.COM
Message-ID: <8910241502.AA03205@NARNIA.SAIC.COM>
Source record: 247932

Here's a quick update on the Spectre GCR. I had an enlightening conversation yesterday with Doug Wheeler, who informed me that a run of the Mac format PD disks distributed with the GCR have problems around tracks 1 thru 5. Thus the 'known good' disk is bad, but you should be able to read 95% of the disk. Thus before you go off and start adjusting the pot in the GCR, try reading and writing to some other disks. You may find that you're calibrated fine.

For those who do need to tweak the beast, there is a 'problem' with the imbedded GCR test software in that some test functions will only operate on drive B:. Doug explained that basically the code was for internal testing, and that they had debated whether or not to let people have access to it. In this light, I can understand the limitation, but be forewarned, the "t", "T", "c", and "C" test commands go straight to drive B:, and try to format IMMEDIATELY!. If you have only one floppy, the code will report errors and get caught in an infinite loop. There are other test options available that will work fine on a single floppy system (or in my case, where the 2nd floppy is 5-1/4").

Please don't take the above out of context. The GCR is a good product. And based on my conversation yesterday, the support is outstanding - taking the time to explain not only what the problem was but WHY things work that way - seems their test machine is a two floppy 520 - test program in drive A:, disk to format in drive B:.

Disclaimer: I am in no way affiliated with Dave Small or Gadgets by Small, except as a satisfied Magic Sac/Translator One/Spectre 128/
Spectre GCR owner.

P.S. Translator One for sale - any offers?

1961. Does a graphic interface slow a machine?

Newsgroup: comp.sys.atari.st
Date: 1989-10-24 15:07:35 UTC
From: MEGGIN@vm.epas.utoronto.ca
Message-ID: <89Oct24.111444edt.57651@ugw.utcs.utoronto.ca>
Source record: 247933

Whoa! I won't embarass anyone by naming names, but someone in this newsgroup recently suggested that a Mac takes a long time to recalculate a spread-sheet because the 8mhz 68000 chip is already busy with the interface. Wrong.

When a Mac is recalculating a spreadsheet, or doing any other computational chore, the processor is dedicated only to the programmer's code and any interrupts (such as mouse movement). It is not worrying about drawing windows or handling menus until the user calls a system function. If the spreadsheet is slow, it's bad coding. The interface has little to do with it.

David Megginson, Centre for Medieval Studies, Toronto

1962. NeoDesk, Shel_fix and CRICIT

Newsgroup: comp.sys.atari.st
Date: 1989-10-24 15:16:00 UTC
From: 01659@AECLCR.BITNET
Message-ID: <8910250703.AA02336@ucbvax.Berkeley.EDU>
Source record: 247934

Codes that call other codes (e.g Signum calling its printer routines, EasyDraw calling OUTPRINT.PRG) needed shel_fix to work properly. Yes, I use shel_fix and it works - except on CRICIT. CRICIT editor will not call CRICIT register and vice versa if these codes were launched from NeoDesk. They work properly when launched from the standard desktop.

Anyone know why (Dan Wilga, are you out there?)?

1963. Pleeeeaaaasssssseeeee, Atari!

Newsgroup: comp.sys.atari.st
Date: 1989-10-24 15:45:17 UTC
From: jlf@a.cs.wvu.wvnet.edu
Message-ID: <512@h.cs.wvu.wvnet.edu>
Source record: 247935

If there are any executives (or anyone else, for that matter) at Atari reading this, WHEN ARE WE GOING TO SEE THE TT RELEASED? WHAT IS HOLDING YOU GUYS UP?!?!?! You have a bunch of us here on the net drooling over the specs of this machine that has only been seen in that fantasyland called Europe. If you have the machines on your desks, why won't you release them to therest of the US.

I want a machine with an '030! I'd rather rip off my finger and toenails than buy a Mac IIcx (even if I could afford one!), because I'd eventually want to program the blasted thing. I won't complain if Unix System V is not released with it immediately. I want to play around with the '030.

I'm down on my knees begging! Let's put the wheels in motion and get this machine out the door. I want a machine with an '030. I WANT A TT NOW (or as soon as you can get the machine into production, or yesterday, whichever is sooner.)

I dare you to release the TT in the US!

#include <disclaimer>
jlf@a.cs.wvu.wvnet.edu

1964. 82 tracks, twister, etc.

Newsgroup: comp.sys.atari.st
Date: 1989-10-24 16:03:11 UTC
From: krieg@jupiter.uucp
Message-ID: <1295@mrsvr.UUCP>
Source record: 247936

I have a few questions about disks and disk formatting for the ST.

1) I use Universal Item Selector II and it has an option for formatting disks. They offer a format scheme known as Twister format. What is this? Why would I want to use it? Can all drives read it?

2) I have both the Atari single-sided and double-sided drives. Both of these drives allow me to format up to 82 tracks, but they can't seem to read past the 80th track. Should this be? Why can it format out to 82 but only read up to 80? I'm confused. If I formatted with Twister, could I read up to the 82nd track?

3) Are there any 3rd party drives that support 1.4M disks? By suuport I don't mean that they will format them to 800K but to the full 1.4M mark.

In conclusion, I'd like to state that I'm sick of all the TT/386/Apple bashing. Let's stick to ST information, etc. for a while.

--
==
= The Marvel Historian A. Krieg =
= G.E. Medical Systems - CT - New Berlin, WI =
= USENET: krieg@jupiter.med.ge.com =
==
= "Landing gear, landing gear, landing gear. =
= Have a beer, shut the door." - Howard Borden =
==

1965. Re: Life with Atari

Newsgroup: comp.sys.atari.st
Date: 1989-10-24 16:11:51 UTC
From: covertr@force.UUCP
Message-ID: <466bd5b7.14a1f@force.UUCP>
Source record: 247937

In article <3970.2542f26a@uwovax.uwo.ca>, 4224_5132@uwovax.uwo.ca (Andrew Semple) writes:
>
> This letter was a response to a fellow with whom I discussed Atari's
> (mis)fortunes. I think I'll post it.
>
> I, as anyone, will admit that Atari has had some lame ducks that stayed
> on the development shelf gathering dust. But based on the prior three years
> track record, I am willing to believe that Atari R&D has their act together.

So, just *WHAT* has ATARI released in the last 3 years??
First, they came out with the Mega ST line. The Megas could have been a great chance for Atari to increase color graphics and/or sound (ala the VaporWare 1040STE). the Mega could have been a chance for Atari to provide a wide open computer with plenty of open card slots. The Mega could have been a chance for Atari to fix some hardware problems (like why didn't Atari add a DMA port buffer so that you can drive 2 external harddrives AND the SLM804 laser printer?). The Mega could have been expandable from 2 megabytes to 4 megabytes. The BLitter chip could have had ALL of the features that were originally promised 3 years ago. Needless to say, none of these things were done, and the Mega was promised to be a "Business" computer, so they should have been done. Cost would be a minor consideration when buying a Top Of The Line computer.

> I remember when the 520 was announced. I had my reservations, that computer
> meant that Atari had to drop an entire train of thought. No more 8 bit.
> Just 16 bit. I was amazed when it came out. Then the 1040. Then the Mega
> line, a real jump.

The Mega was a great improvement over the other STs. I even bought one.
But, the Mega is NOT a great computer. It lacks any real new features except a detached keyboard, a Blitter chip and a TOS to control the Blitter chip.

> Then the (cheap, good quality) laser printer.

Yes, the SLM804 is a CHEAP laser printer. And that is it only marketable feature. NOTHING has been done by Atari to support the SLM804 in over 18 months. No new Diablo 630 Emulator, no Epson Emulator, no new GDOS driver, no new anything. And don't bring up UltraScript because that wasn't written by Atari. US was written by Imagen, bless them!!

Just try using that SLM804 on the Gadget's By Small SPECTRE 128/GCR. The best you can get is 144 dpi printing w/o resorting to UltraScript. so much for the Quality and Versatility of the SLM804.

And now that HP has released the LaserJet IIP for $995.00, I just wonder how many SLM804s will be sold. I know that I would buy the HP printer before buying the SLM804 if I was to buy a laser printer today.

> Then
> the transputer (an AFFORDABLE parrallel prcessing unit for END-USER's).

Well, I don't know what continent you live BUT the ATW is NOT being sold
here in the US. I do understand that Canadians and English folks can buy
it. So, maybe the ATW is not VaporWare, though the US hasn't seen it yet.

> Porfolio and STacy following soon. Now there is a Transputer workstation.

right, there is Portfolio. But, Portfolio was designed and built by DIP,
a British company. Atari is JUST amrketing it. Just like Atari markets that
expensive line of calculators! Boy, I will bet you are proud of those
calculator also, hih?

And just *WHERE* is the STacy?? Is it selling in Europe?? Is it selling
in Canada?? I *KNOW* that you can't buy the STacy in the United States.
So, as far as I am concerned the STacy is just more Tramiel VaporWare.

> It goes on and on, all the while, spurring companies like Wordperfect Corp.
> and others to support it.

Ah, Word Perfect. Did you know that WP dropped development of the ST version
of WP because of non-existant support from Atari?? Did you know that the
Atari FANASTIC CHEAP SLM804 laser printer in NOT a supported printer by
WP?? that's because of all of the bugs in the SLM804's Diablo Emulator,
which of course hasn't been updated in over 18 months!! So, WP dropped
the SLM804. And it looks like Atari has also!!

As far as other companies supporting the Atari: where are Microsoft, Lotus,
WORDSTAR, Dbase?? where are all of the IBM software companies?? If the
ST was a viable market those companies, and more, would be fighting to
grab a piece of the ST market. Nope, none of them are marketing ANY ST
software. That speaks volumes for the US ST market!!

> Atari has had no easy task over the last three
> to five years, I think they have done pretty well. It is time we get over
> the stigma of Atari being a 'neophyte' company. They seem to be holding their
> own, progressing. Doesn't every company have it's own white elephants?
> Don't you know anyone who owns an Apple Lisa?........

No, but I know of the Mac SE, the Mac SE/30, the Mac II, the Mac IIx, the
Mac IIcx, the Mac IIci, etc. and then all of the Compaqs, and IBM pcs. Etc.
all of which are first class computers.

>
> Regards,
>
> --
> Andrew Semple ads@uwovax.uwo.ca
> 2nd Year Applied Math/Computer Science Andrew.Semple@uwovax.uwo.ca
^^^^^^^^
> The University of Western Ontario Semple@uwovax.BITNET
> London, Ontario
> Canada

Oh, that explains it!! An experienced computer engineer with YEARS of real world experience!! And andrew lives in Canada, so he gets new Atari stuff before us lower Americans!!

Well, I am sorry to continue flaming Atari BUT messages like the above from folks just get my goat!! I like my STs better than any other, but I refuse to follow the Atari party line any longer. I will keep my ST for years, but will NEVER buy another Atari product!!

********** GOOD NEWS SECTION **********
As part of my continuing efforts, I would like to talk about the the game OIDS. I don't always just respond to USENET messages, I sometimes play games. And OIDS is an old game that I still find addicting!! You fly a small spaceship blasting enemies on the ground and in space. Some enemies fly at you and fire at you. Some enemies are stationary. You must resuce little men from jails by blasting the jails but not them!! You get an extra spaceship for each 8 men that you rescue. Your spaceship is very mobile, and the play is fast and furious!! And you can design your own OIDS galaxies with the builtin editor. All in all a great little game. I like it!
****

richard covert

1966. the ST and the HP DJ+

Newsgroup: comp.sys.atari.st
Date: 1989-10-24 16:22:11 UTC
From: keithr@vice.ICO.TEK.COM
Message-ID: <4269@vice.ICO.TEK.COM>
Source record: 247938

A short while ago there was a lot of discussion on problems the DJ+ was having with the ST (or the ST was having with the DJ+). I have a DJ (no +) and have had no problems, but my church is getting ready to purchase a DJ+ for their ST. Is there anything special that should be done in connecting it to the ST? Maybe just as a precaution?

Thank you for your help,

Keith
keithr@icogem3.ICO.TEK.COM

1967. Re: TT vs the 386

Newsgroup: comp.sys.atari.st
Date: 1989-10-24 17:14:57 UTC
From: pim@cti-software.nl
Message-ID: <1606@ctisbv.cti-software.nl>
Source record: 247939

01659@AECLCR.BITNET (Greg Csullog) writes:

>One netter (me) replies:

>>You talk about the limitations of PC's, but you really mean those of MS-DOS.
>>There are ways of making a 386 PC very useful; installing MS-DOS on it
>>is not one of them.

[comments about the second statement deleted]

I suppose my second statement was an opinion, that made
my first statement less clear, namely that PC != MS-DOS

--
Pim Zandbergen internet : pim@cti-software.nl
CTI Software BV uucp : ..!uunet!ctisbv!pim
Laan Copes van Cattenburch 70 phone : +31 70 542302
2585 GD The Hague, The Netherlands fax : +31 70 512837

1968. Re: anybody know how to "hook" into MORE?

Newsgroup: comp.sys.atari.st
Date: 1989-10-24 17:17:17 UTC
From: leilabd@syma.sussex.ac.uk
Message-ID: <1452@syma.sussex.ac.uk>
Source record: 247940

miken@hcr.UUCP (Mike Nemeth) writes:
>
> i am not enamoured of the "more" command. i have my own version that
> is more to my liking (ie. i can search forward/backward, back up a
> page, choose another file, ...). does anybody know of a way to call
> a user defined piece of code instead of the routine that gets called
> when i doubleclick on a file and choose "show"?

I enclose details of how to do this originally posted by Moshe Braner
when he posted his version of more some years ago:

----------Start of excerpt----------
Submitted-by: braner@tcgould.tn.cornell.edu (Moshe Braner)
Posting-number: Volume 1, Issue 41
Archive-name: more

To judge from mail I've been getting, it is time for a repost of MORE.TTP.
This is a little utility to print text files to the screen or a printer.
See the doc file, or invoke MORE with an empty command line for brief help.
I have replaced the desktop "SHOW/PRINT" thing (ugh!) so that when
I double-click on a document it is shown via MORE. To do that I
modified the desktop.inf file. The last lines of it now say:

...
#T 00 07 02 FF BLACK HOLE@ @
#F FF 04 C:\BIN\MORE.TTP@ *.*@
#D FF 01 @ *.*@
#G 03 FF *.APP@ @
#G 03 FF *.PRG@ @
#F 03 04 *.TOS@ @
#P 03 04 *.TTP@ @

Works like a charm. I just wish MORE would work from inside the Laser C
shell -- I don't know why it does not.
----------End of excerpt----------

Maybe Mike should consider submitting his version of more to the
binaries/sources group. I like and use Moshe's version but it only
allows one file to be inspected per invocation. Another alternative is
less but the ST version doesn't expand wildcards (and neither does
TOS) which is frustrating.
--
Leila Burrell-Davis, Computing Service, University of Sussex, Brighton, UK
Tel: +44 273 678390 Fax: +44 273 678335 JANET: leilabd@uk.ac.sussex.syma
INTERNET: leilabd%syma.sussex.ac.uk@nsfnet-relay.ac.uk
BITNET: leilabd@syma.sussex.ac.uk UUCP: leilabd@syma.uucp

1969. For sale : GAMES

Newsgroup: comp.sys.atari.st
Date: 1989-10-24 17:26:14 UTC
From: gert@prls.UUCP
Message-ID: <27163@prls.UUCP>
Source record: 247941

I have the following Atari/ST games for sale. All with original package and documentation. $10 per game or best offer. Will split shipping costs for long distance.

Barbarian
SUNDOG
Oids
Star Raiders
Crystal castles
Time Bandits
Starglider

Gert Slavenburg (UUCP : ..!pyramid!prls!gert)
days : (408) 991-4517
eves : (415) 965-3036

1970. Re: Sony MFP-11 3.5 drive for ST?

Newsgroup: comp.sys.atari.st
Date: 1989-10-24 17:38:18 UTC
From: chad@norge.dec.com
Message-ID: <1569@hiatus.dec.com>
Source record: 247942

I have had bad luck with a sony mechanism I bought from them (jameco).
It will read but not write. Somebody else I believe had similar problems
on the net. I sent the mechanism back to them and they said it
checked out on their PCs fine.

Anybody wants mine can have it for $55 including a 99% complete PC
installation kit -- only thing missing from the kit is a 5 1/4"
faceplate -- has cage, power and card edge adapters.

Chad

chad@norge.enet.dec.com

work 603 - 881-1914
home 508 - 433-2108

1971. ICD FAST Tape Backup

Newsgroup: comp.sys.atari.st
Date: 1989-10-24 17:45:07 UTC
From: covertr@force.UUCP
Message-ID: <466c291a.14a1f@force.UUCP>
Source record: 247943

I need to backup my 130 meg hard drives on my Mega ST4 and
am interested in hearing from anyone about the ICD FAST Tape
Backup. I understand that it lists for about $900. But, the
tapes are 150 megabytes and cost about $30 (US dollars).

the 44 megabyte removable sysquest drive can be added to
my Toad computers hard drive for an addtional $700, but the
cartridges are $110 each. and they are only 44 meg each. so, while the
ICD FAST Tape is more expensive I would save in the long run on the
tapes. The bad thing is that the tapes are slower then the removable
drive cartridge and can't be used as online storage. If the removable
cartridges sold for about $30 I would go with it.

so, does anyone have the ICD FAST Tape backup??

What do you think of it?

How reliable are the tapes?

Can you do a file by file backup (backup an entire partition file by
file)?

Can you restore an individual file from tape??

What is the shelf life of the tapes?? Can I store them for years
w/o losing data?

Please post your experiences with either the removable drive cartridge
or with the ICD FAST Tape unit.

Thanks.

Richard Covert

1972. What micros are available in France?

Newsgroup: comp.sys.atari.st
Date: 1989-10-24 17:47:06 UTC
From: leilabd@syma.sussex.ac.uk
Message-ID: <1453@syma.sussex.ac.uk>
Source record: 247806
Cross-posted to: eunet.general,comp.sys.atari.st,comp.sys.ibm.pc

I have been asked by some not very wealthy (English) friends who live in France to advise them on buying a micro. They aren't likely to want to bring it back to the UK, but they will want to get hold of documentation in English. They would want to use it for word processing and maybe a bit of simple (Basic?) programming. They also have two small children who may at some stage be exposed to computers at school but I don't know what if any computers they use in French schools.

My current thoughts, given their (small) budget, tend towards either a PC XT clone which is also available in the UK (so that English documentation could be obtained) or an Atari 520ST (likewise).

I don't need to be told about the relative merits of PCs and STs and I certainly don't want to start a religious war, but if anyone knows anything about the availability of machines in France or what machines are used in French schools, I would be very interested to hear. (BTW, my friends live in SW France, near Pau.)

I'll summarise replies to the net if appropriate.

Leila
--
Leila Burrell-Davis, Computing Service, University of Sussex, Brighton, UK
Tel: +44 273 678390 Fax: +44 273 678335 JANET: leilabd@uk.ac.sussex.syma
INTERNET: leilabd%syma.sussex.ac.uk@nsfnet-relay.ac.uk
BITNET: leilabd@syma.sussex.ac.uk UUCP: leilabd@syma.uucp

1973. Re: Atari Lynx & Announcements vs. shippings

Newsgroup: comp.sys.atari.st
Date: 1989-10-24 18:20:32 UTC
From: apratt@atari.UUCP
Message-ID: <1739@atari.UUCP>
Source record: 247944

JALKIO@cc.helsinki.fi (Jouni Alkio) writes:
>Would somebody, please, tell me something about the Atari Lynx? I don't
>even know what it is.

Lynx is a handheld game system. It has a 2" color LCD screen, sound, a joystick-like controller, and the ability to link multiple Lynxes (hence the name, pronounced "links") for many people to play games with or against each other.

It also has built-in hardware for such normally time-consuming operations as multiplying and scaling of sprites (that is, changing the size of a part of the picture).

It is similar in concept to Nintendo's Game Boy, but MUCH cooler: besides the hardware assist for some operations, Lynx is in color, not black and white, and you can only connect two Game Boys, while you can connect 8 or more Lynxes together.

As for delivery dates for Lynx and TT, don't ask me: I just work here. (I am in engineering, not production or marketing: I simply don't know the answers to questions like "when will it ship?")

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

1974. Re: press release from Atari

Newsgroup: comp.sys.atari.st
Date: 1989-10-24 18:27:33 UTC
From: apratt@atari.UUCP
Message-ID: <1740@atari.UUCP>
Source record: 247945

4224_5132@uwovax.uwo.ca (Andrew Semple) writes:
>Taken from Z*net newswire, August 1989...
> "Atari Newswire Update
> Press release from Atari: To all Atari Owners:

Boy, talk about getting the straight scoop! All this information is accurate and mostly complete: I couldn't find a single error or glaring omission. Consider this my personal stamp of approval on the description of the TT contained in that press release. (As my signature states, I do not speak for Atari Corp., only for me.)

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

1975. (none)

Newsgroup: comp.sys.atari.st
Date: 1989-10-24 18:29:00 UTC
From: KRUEGERM@GRIN1.BITNET
Message-ID: <8910250705.AA02524@ucbvax.Berkeley.EDU>
Source record: 247946

HELP

1976. Re: Tos 1.4 - Two Versions?

Newsgroup: comp.sys.atari.st
Date: 1989-10-24 18:38:37 UTC
From: apratt@atari.UUCP
Message-ID: <1741@atari.UUCP>
Source record: 247947

calvin.bruner@canremote.uucp (CALVIN BRUNER) writes:

>I was talking to my dealer (one of the largest in Canada) and he
>informed me that Atari Canada was waiting for the "new version" of Tos
>1.4 to come in.

There is only one released version of TOS 1.4. All others are "test"
releases, "developer" releases, or "beta" releases (as in beta-test).
I don't know the date of the official TOS 1.4 release; I will ask John
Townsend to post the date you should find in the ROMs so you'll all
know if you've got the official version.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

1977. terminator

Newsgroup: comp.sys.atari.st
Date: 1989-10-24 18:39:52 UTC
From: allegro@sunpix.UUCP
Message-ID: <952@callegro.UUCP>
Source record: 247948

Is terminator still down ??
--
uucp: mcnc!rti!sunpix!steve or mcnc!rti!sunpix!allegro |Stephen McKay Matson
"FRODO LIVES!!" COLORADO DREAMS | Brand new daddy ! :^)

I knew I left Calif for a reason.....Good luck folks!

1978. Re: anybody know how to "hook" into MORE?

Newsgroup: comp.sys.atari.st
Date: 1989-10-24 18:43:25 UTC
From: jbww@ukc.ac.uk
Message-ID: <2864@harrier.ukc.ac.uk>
Source record: 247949

it would appear to be time to post parts of
a discussion that has appeared here before ....

deskLESS.see.Z

Jan 22 11:05 1987 Page 1

There is more that can be done to modify the behaviour of
the ST desktop than appears to be gernerally realised, so hope
that the following notes are of use. Any information from those
that can shed further light would be nice.

Desktop.inf contains
plain ascii text, and the names of installed applications can be
edited to include path information.
There are other useful modificaions that can be made, to configure
the behaviour of the desktop.

Recently, people have queried whether it was possible to do anything
about the action of the desktop, when displaying/printing a file.
This is particularly relevant now that LESS is available.
The few lines of desktop.inf before the application instalation
information are :

```
#F FF 04 @ *.*@
#D FF 01 @ *.*@
#G 03 FF *.APP@ @
#G 03 FF *.PRG@ @
#F 03 04 *.TOS@ @
#P 03 04 *.TTP@ @

#P 03 04 d:\DUMP.TTP@ *.BAS@
```

The action of the desktop is clearly to try matching a 'double-clicked'
file against these templates, IN REVERSE ORDER.
Once a match has been made, the desktop then takes either the specified
action, or if none, the default action.

[Thus if the bottom template is changed to @ *.*@ then an attempt will
be made to dump ALL files. Interestingly, not only will .prg (etc)
files not be executed, they will also not be displayed as executables
on the desktop.]

If no other match is found, the top line wakes up the see/print
alert box that so incenses many people.
The simple solution is just to insert the name of one's favourite
display routine, as below. This will then ensure that any

non-executable is then read using the facilities of LESS, (thus ending
that sinking feeling, as the crucial paragraph that one was looking for
flashes off the top of the page.)
(Printing is best handled by a proper configurable printer spooler.

#F FF 04 d:\LESS.TTP@ *.*@
#D FF 01 @ *.*@
#G 03 FF *.APP@ @
#G 03 FF *.PRG@ @
#F 03 04 *.TOS@ @
#P 03 04 *.TTP@ @

J.B.Webber
Physics Lab.,
University of Kent. jbww@ukc.ac.uk

From mcvax!seismo!lll-crg!lll-lcc!vecpyr!amd!pesnta!hplabs!ucbvax!UHUPVM1.BITNET!ACS1
9 Fri May 23 13:26:25 BST 1986

In response to someones query about the desktop.inf.... tah dah -----
Everything you always wanted to know about desktop.inf, but were afraid to
ask. Below is a typical desktop.inf file (with a few changes added for
examples). Below each line is a definition of what each value represents.

#a000100
This is the first desk accessory, the rs232 config. Each 0 represents the
first column of buttons on the set rs232 config dialog box. The first
0 is column 1 row 1, the second 0 is coumn 1 row 2, etc. A 1 value
indicates that a button in the second column was chosen.

#b000000
This is the set printer config. It works the same way as the rs232 config.

#c77700070006000700552005055522207705570750555077031111103
This is the color palette. The color value is set using 3 digits at a time,
representing the red, green and blue values. The 3111103 at the end deals
with the keyboard repeat rate, and sensitivity. (None of the above three
will do anything if the associated desk accessory is not loaded)

#d
This is apparently reserved for a fourth accessory, and does nothing at
this time (so far as I can see).

#E C4 02 (#E=Extras)
This is two things. The first value has to do with both the Set Preference
dialog and the mouse double click rate. The byte is broken down as follows
with the indicated bit set performing the noted action:

Bit 7 6 5 4 3 | 2 1 0
Value 128 64 32 16 8 | 4 2 1
displays sorted sorted confirm confirm | double click rate
TEXT by by deletes copies | all three bits, values
(if not set size date | may only be from 0-4

displays \ / | 5-7 will turn off the
icons) both bits | mouse buttons
sort by
type

If neither bit 5 or 6 is set the sort is by name

The second value is 03 for hi rez, 02 for medium rez, or 01 for low rez.

#W 00 00 02 0B 2A 0B 08 A:*.*@ (#W=Window)
#W 00 01 0A 01 45 09 08 A:\TEST.C*.*@
#W 00 00 0E 09 2A 0B 08 A:*.INF@
#W 00 00 0F 0A 2A 0B 00 @
The above four are the window defs. The first number is how far over the horizontal slider is, the second is the vertical slider. The third number is the x coordinate of the left hand side of the window (this takes on even values, with odd values the same as next lowest even value). The fourth number is the y coordinate (this takes single increments). The fifth and sixth numbers are the width and height, respectively. The last number indicates where on the screen the window will open from. (The window opens with a different shape and from a different place with each number, but when

you close the window, it will go to another place on the screen. I have not hacked at this long enuf to figure it out.) A zero or FF will not open the window. The text indicates which drive's contents will be displayed. If the drive does not exist, the window won't open, ie. drive bits not set. Also, if the display validation is omitted, the window won't open.
The second def above will display the contents of the folder TEST.C, while The third def above will open a window, and only display the .INF files on drive A. If you close and open the window, the files will display as defined in the file and program defs below. (NOTE: this only applies to icon images, every file will display in text -- except if the file bits are marked to be hidden, system, volume, read/write and whatever other bits there are, in which case it won't display at all, but if it is read only, it will display -- strange HUH?) The bottom-most open window in the list will be the active window.

#M 00 02 00 FF D FLOPPY DISK@ @ (#M=iMage (?))
#M 00 00 00 FF A DRIVE A@ @
#M 00 01 00 FF B FLOPPY DISK@ @
These describe the icon attributes. The first two numbers are the column and row position of the icon. The column can be from 0-7, the row 0-3. The third number determines the icon image which will be displayed. The image number is the same for this and the remaining defs in desktop.inf, as follows:

0= disk drive (drawer) 1= folder (sub-directory) 2= trash can
3= executable file (.PRG, .TOS, or .TTP) 4= text (stack of papers)

The fourth value doesn't seem to do anything, but must be a place holder for an unimplemented function. The single letter is the drive identifier, and

the text is the drive name. The first @ indicates the end of the drive name.
The second @ does nothing, but we can speculate as described below for the
file identifiers. The order in the list determines the visual heirarchy
of the icons, ie. which will display on top when moved over another icon.

#T 00 03 02 FF BLACK HOLE@ @ (#T=Trash)
This is the same as the disk drive. If you move a disk drive identifier
below this in the list, it will display on top of the trash if moved to the
same location. The trash has no identifier letter, but you can put one in.

#F 03 04 @ *.INF@ (#F=Files)
#D FF 01 @ *.C@ (#D=Directories)
These two determine which type of file or directory will be displayed, when
displayed as icons. The first line will make GEM display only .INF files
for use with the SHOW, PRINT, CANCEL alert box. If you delete this line,
no icons will be shown for any file, except as defined below for programs.
The second line does the same for sub-directories, only .C

1979. TOS 1.4 Incompatibility List: Populous

Newsgroup: comp.sys.atari.st
Date: 1989-10-24 18:49:26 UTC
From: colas@trinidad.inria.fr
Message-ID: <267@mirsa.inria.fr>
Source record: 247950

Yes, Most of the greatest ST games do not work with TOS 1.4: Populous, dungeon master, Falcon, Rick Dangerous...

At least there are some good news: It is only the PROTECTION on populous which crashes, my original do not work, but my cracked copy I have for everyday use works perfectly (I try never to use originals, as a power cut will fry the disk inside a ST drive...)

bad news: even the cracked versions of falcon and DM do not work.

1980. Re: Gem messages - this works

Newsgroup: comp.sys.atari.st
Date: 1989-10-24 19:23:26 UTC
From: jbww@ukc.ac.uk
Message-ID: <2865@harrier.ukc.ac.uk>
Source record: 247951

```
In article <2845@harrier.ukc.ac.uk> mtp@ukc.ac.uk (M.T.Paley) writes:
>Hello,
> Has anyone ever managed to send a message to a desk accessory in GEM?
>It always bombs out whenever I send a message to any but the process that is
>sending the message ( the ap_id returned by appl_open() ).
>
> E.G.
> :
> ap_wid = appl_find("MYACC "); /* This bit works */
> gets(message); /* Unimportant */
> appl_write(ap_wid,strlen(message),message); /* This crashes */
> :
>
>However if appl_find is given the name of the current process then this
>code works fine.
>
>It is not the desk accessory that is at fault as it works perfectly with system
>messages sent by the AES.
>
>Anyone tried anything similar at any time?
>
> Matthew
>
>Janet: mtp@uk.ac.ukc
> phg445@uk.ac.ukc.saturn@uk.ac.ukc

O.K. I have both an answer and a question :
(hence the posting - I hope the info will be of use to some,
I hope that someone can answer my query.

The following code I wrote appears to work as expected :

It wakes up a desk accessory by sending it an AC_OPEN message.
Note :
first it uses appl_find to get the handle,
then writes a 16 Byte message to it;
for the accessory to actually get a chance to do anything
appl_yield must be called (Tos 1.4),
or event_timer with a delay of zero
- note 32 bits : event_timer(0) will crash. (I know !)

The format of the message depends on the message, but if the
standard event_multi is to process it should contain
between 6 and 16 Bytes : i.e. the first 3 ints must be present.
If it is longer, then appl_read must be used to process it.
```

My question concerns th 4th int in Mssg (a 1) : for AC_OPEN, this should be "the number of the accessory (on the menu bar)" - how do I establish this ? Is it the same as the acc_handle (also a 1) ? (An accessory only realy needs to check this if it is installing more than one entry on the menu bar.)

WORKS : (excuse mixed ints, Bytes)

```
wake_acc()

{
int acc_handle, res ;
int Mssg[8] = { AC_OPEN, handle, 0, 1, 0,0,0,0 } ;
acc_handle = appl_find("ANACLOCK");
res = appl_write(acc_handle, 16, Mssg );
evnt_timer(0,0);

}
```

Hope this helps people (if I have erred, please say - I have read what I can, but the sheer surprise when something like this works ....)

cheers
beau webber jbww.@ukc.ac.uk

P.S.
why is it one knows more of what is happening at the other end of the world, than at the other end of the building ?

1981. Re: Leave it on or turn it off ???

Newsgroup: comp.sys.atari.st
Date: 1989-10-24 20:13:43 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440070@hplsla.HP.COM>
Source record: 247952

```
|
|I need to know what you ST users out there do when you're not using your
|ST. I have some friends who advocate leaving the computer and hardisk turned
|on, and others who say to turn them off. What do you guys do ?
|
|----------
```

The actual effect of turning the computer and monitor on and off is small enough to ignore. Electronics and crt's have come a long way since the days that it was uniformly recommended to leave equipment on all the time. In fact, unless you use a screen-saver, a modern crt will probably provide better service if you turn it off when not in use (to avoid phosphor burn-in).

But the hard drive is a different story. Like a car, acceleration and braking (e.g. turning it on and off) are what really causes the wear. Cruising at highway speed causes little wear! So, you do not want to be turning you hard drive on and off ten times day.

So, what I do is leave the computer on for the remainder of the day after I start using it. I use a screen saver, Neodesk has one, and so does MACCELLII.PRG which someone recently mentioned they were going to post. When I retire for the day, I shut it off (I hate the noise). I anticipate being able to buy a TT long before I have a problem!

Disclaimer: The opinions expressed herein are those solely of the author, who has no pecuniary interest in the companies mentioned.

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%%%

1982. Re: Printer questions

Newsgroup: comp.sys.atari.st
Date: 1989-10-24 20:23:31 UTC
From: pegram@uvm-gen.UUCP
Message-ID: <1315@uvm-gen.UUCP>
Source record: 247953

From article <46482ed3.20b6d@apollo.HP.COM>, by rehrauer@apollo.HP.COM (Steve Rehrauer):
> In article <1312@engage.enet.dec.com> wallace@oldtmr.dec.com (Ray Wallace) writes:
>>In article <30200003@inmet>, hedger@inmet writes...
>>>Does the ST use a standard printer interface ?
>>
>>Yes. It uses the standard "Centronics Parallel Printer Interface".
>
> If the question referred to the software end of things, the "print screen"
> desktop function (ALT-HELP, isn't it?) assumes an Epson-compatible. Does
> anyone know if there's a "sanctioned" way to make the ST assume otherwise?
> Did the foolish Atari printer-control accessory (which didn't stay on my
> boot-disk long) allow this? I seem to recall it had options for something
> along those lines...
>
> (I have an Epson-compatible; I'm just curious...)
Excuse all the garbage, but this is the first time that I've
contributed to this net. The answer to your question is yes, one can
substitute another driver for the default called up by Alt-Help. In
fact Tom Hudson published his program to do just that in the first
issue of Start. It steals the Alt-Help vector and allows the use of a
DEGAS printer driver (resident) instead. In Start magazine #3 Hudson
also published a DEGAS printer driver creation program that allows for
the creation of a lot of drivers. It might be tricky to use on laser
printers and almost certainly wouldn't work with the Atari laser.
Bob Pegram @uvm.edu

PS
Anybody ever figure out why Atari said the printer should be Epson
compatible, but it can only dump properly (correct linefeed size) when
in IBM graphics printer mode? (or do I have really strange early ROMs?)
RBPIII

1983. Re: Gem messages

Newsgroup: comp.sys.atari.st
Date: 1989-10-24 20:36:59 UTC
From: jg@hpldola.HP.COM
Message-ID: <11830060@hpldola.HP.COM>
Source record: 247954

>Any information would be appreciated, probably replying by e-mail would be
>best to avoid boring everyone!

No, please respond here! This kind of discussion is PERFECT for this group.
(And besides I have a related question :-)

I don't know the answer to the original question, but I have one that may
provide a pointer to the answer.

What goes into message[1]?

Is it ap_wid? What does it do (I've never used message[1] for anything)?

-Joe Gilray

1984. Re: TT's, flames, etc

Newsgroup: comp.sys.atari.st
Date: 1989-10-24 20:48:28 UTC
From: ramsiri@blake.acs.washington.edu
Message-ID: <4183@blake.acs.washington.edu>
Source record: 247955

In article <3979.25443723@uwovax.uwo.ca> 4224_5132@uwovax.uwo.ca (Andrew Semple) writes:
> All I ask for is that we give Atari as many fair chances as possible. If
>Atari goes down in flames, it is because of bad management and no support
>from the public. If the public supports, the bad management usually works
>out. If the public doesn't support, bye bye Atari, bye bye new ideas,
>bye bye change....
>
>--
>2nd Year Applied Math/Computer Science Andrew.Semple@uwovax.uwo.ca

Do they teach logic in your math department?

After that, sign up for a business class...
They should off a course in basic economics
at your university...

If they don't, just stop and think a bit...

I like your spirit, however...

-ramsiri@blake.acs.washington.edu

1985. Analog ends in December

Newsgroup: comp.sys.atari.st
Date: 1989-10-24 21:31:17 UTC
From: hcj@lzaz.ATT.COM
Message-ID: <835@lzaz.ATT.COM>
Source record: 247956
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In case you subscribe, you may want to know that Analog will cease
publication in Dec 1989.

Howard C. Johnson
ATT Bell Labs
att!lzaz!hcj
hcj@lzaz.att.com

1986. Re: Re: TT vs 386 boxes and Apples

Newsgroup: comp.sys.atari.st
Date: 1989-10-24 21:45:19 UTC
From: lsr@Apple.COM
Message-ID: <4881@internal.Apple.COM>
Source record: 247957

In article <11830059@hpldola.HP.COM> ritchie@hpldola.HP.COM (Dave Ritchie) writes:
> Well, right now it is going to repair their buildings. A friend of mine
> in Sunnyvale said that he had heard that 60% of their buildings had been
> damaged by the quake.

Untrue. 50% of Apple's buildings were fully operational on the Thursday after the earthquake, and all but one are operational as of Monday.

Larry Rosenstein, Apple Computer, Inc.
Object Specialist

Internet: lsr@Apple.com UUCP: {nsc, sun}!apple!lsr
AppleLink: Rosenstein1

1987. Re: official tos 1.4 release

Newsgroup: comp.sys.atari.st
Date: 1989-10-24 21:48:44 UTC
From: depeche@quiche.cs.mcgill.ca
Message-ID: <1622@calvin.cs.mcgill.ca>
Source record: 247958

In article <15579@netnews.upenn.edu> strasser@eniac.seas.upenn.edu.UUCP (Colin J. Strasser.) writes:
>In article <1266@cacilj.UUCP> paul@cacilj.UUCP (Paul Close) writes:
>
>>Why don't you pay up and become a developer? Try working to make the Atari
>>better instead of complaining about how bad it is?!?
>
>It's ATARI's job to make its products work correctly, not its users'.
>
Why should a USER PAY for the privilege of fixing bugs that Atari Employees
are being paid to do, and evidently can't do?
If I was fixing Atari's bugs, I would expect to be paid for it!

Well, that's my two cents worth.....

--
S. Alan Ezust aka "Depeche Modem" depeche@calvin.cs.mcgill.ca
McGill University Computer Science Disclaimer: I claim everything!
Montreal, Quebec, Canada (je pense que....) je me souviens
"This kind of pornography is a matter of artistic creativity"

1988. Software/HD case/mouse

Newsgroup: comp.sys.atari.st
Date: 1989-10-24 21:52:13 UTC
From: ins_bac@jhunix.HCF.JHU.EDU
Message-ID: <3045@jhunix.HCF.JHU.EDU>
Source record: 247959
Cross-posted to: misc.forsale,comp.sys.atari.st

Software for ST for sale..all complete with documentation no boxes
Gunship .... 15$
Flight Simulator II ....15$
High Roller ....10$
Winter Challenge ....10$
or take them all for 40 bucks

Hardware
Hard Drive Case enclosure, with power supply and fan SHOEBOX type (long)
allows for two hh drives or one FH. .... 75$
14 deep X 7 wide X 5 height (beige)

For atari ST specifically
One made in japan 1985 mouse, good condition, one teflon runner on bottom
is wearing out ......20$

COntact me thru e-mail or phone.
ins_bac@jhunix.UUCP
ins_bac@jhunix.HCF.JHU.EDU
.. !uunet!mimsy!aplcen!jhunix!ins_bac

301-467-4223 (ask for A.J.)

1989. Atari 1040 ST for sale

Newsgroup: comp.sys.atari.st
Date: 1989-10-24 21:55:13 UTC
From: ins_bac@jhunix.HCF.JHU.EDU
Message-ID: <3046@jhunix.HCF.JHU.EDU>
Source record: 247960
Cross-posted to: misc.forsale,comp.sys.atari.st,comp.sys.ibm.pc,comp.sys.mac.hardware

For Sale or Trade for PC clone.

Complete Atari Package
-Atari 1040ST computer
features
800k DS drive internal capable of reading MS-DOS and TOS disks
mouse
1 megabyte of memory (1024k)
-Atari Sm-124 Monochrome Monitor
high resolution, fine dot pitch monitor
-20 disks of PD utilities, games, applications to start up with
some original, most PD.

computer is capable of fine MAC emulation -ith commerical package called
Spectre GCR and will emulate PC a AT speed with Norton SI rating of 3.0
with package called PC-ditto II. Excellent machine, these two packages
are not included.

Sell for 650 dollars or trade for PC clone or Dual standard USRobotics HST .

please contact the seller at his beeper
at 305-353-5303 for fast response. or e-mail me and I will relay the message.
thanks

btw when you call the beeper, type in the Area code+phonenumber where you can
be reached.

Ajay Choudhri
ins_bac@jhunix.UUCP
ins_bac@jhunix.HCF.JHU.EDU
.. !uunet!mimsy!aplcen!jhunix!ins_bac
C&P telephone 301-467-4223. (Ask for A.J.)

1990. Re: Laser C and FAST Problems

Newsgroup: comp.sys.atari.st
Date: 1989-10-24 22:01:10 UTC
From: depeche@quiche.cs.mcgill.ca
Message-ID: <1624@calvin.cs.mcgill.ca>
Source record: 247961

In article <5784@merlin.usc.edu> jjung@nunki.usc.edu (John Jung) writes:
>
> Now for my problem. I have Laser C 2.0 on the hard drive, and I use it fairly
>frequently. The problem is, whenever I do hard drive access with Laser C,
>occassionally, the mouse will die on me, in that I can't move the mouse
>pointer. Sometimes, the mouse's death is only minor, and I can use the keyboard
>controls to control the pointer and leave Laser C, and sometimes the death is
>major and nothing will move the mouse, in which case I simply have to reboot
>the whole system.
>
> I have noticed that before the mouse dies, a string of characters (same
>character in the string, but not the same character all the time) comes out on
>the active Laser C window, and then Laser C pops up a dialog saying that I
>should hit a key that is recognized by Laser C. Then the mouse dies.
>

I sometimes have the same problem, only less frequently now that I am not using TURBODOS by Dominique Laurent and Atari France. I have Laser C 2.1 by the way. Does anyone have a program which works like TURBODOS but has less compatibility problems? I like it and until I get TOS 1.4 I could use a HD speedup program.

Anyway, my advice to you is to get rid of any memory resident programs which could possibly cause compatibility problems, such as ramdisks, speedup programs, etc. Especially if you are using the original NOV 20 1985 ROMS.

I have a different problem though - whenever I GOTO a line, I lose the mouse pointer... I can still do stuff with the mouse but I can't see where it is pointing. I sent MEGAMAX a letter telling them this and haven't gotten a response yet. This also happens with search/replace...

By the way, thanks to all who informed me that TUrbo C is available on the ST. Actually I knew this already, but there are two factors which prevent me from buying it.

1] The manual's in German and I don't know German.
2] It is TC 1.1 and does not include a SLDB which I really use a lot on Laser C 2.1

Once it is available on this wonderful continent of ours (tounge in cheek, please note), and if I don't get any results from Megamax, Inc. I plan to TRASH this damned compiler and go Borland all the way (I hope someone from Megamax is reading this - I need SUPPORT - that is what I pay $$$ for, and you just got another $50 from me last month for the new version, so I expect results....)

--
S. Alan Ezust aka "Depeche Modem" depeche@calvin.cs.mcgill.ca
McGill University Computer Science Disclaimer: I claim everything!
Montreal, Quebec, Canada (je pense que....) je me souviens
"This kind of pornography is a matter of artistic creativity"

1991. ST Flowcharting program wanted

Newsgroup: comp.sys.atari.st
Date: 1989-10-24 22:02:17 UTC
From: covertr@force.UUCP
Message-ID: <466d0f07.14a1f@force.UUCP>
Source record: 247962

This message is really meant for folks over in England
or Europe.

Does anyone know of a good flowcharting CASE type program
for the ST?? I want something that I can use to make flowcharts
in high rez (using the ST monochrome monitor) and then print out
on the Atari SLM804 laser printer. Even a GDOS based program
would be acceptable as I have a 4 meg Mega st. I program in C
and really need something like that. A program to gnerate data
flow diagrams would be nice also.

I read in a UK magazine about such a program, but my local dealer
hasn't been able to get any info about it.

Please post the program name, features, and publisher so that I
can buy it.

If there isn't a ST program, does anyone know of a Macintosh program
that would work on the GBS Spectre software?? and that generates PostScript
output files (the only way to get decent printouts on the SLM804 with
Spectre is to dump them as PS files and then export them to ST, and then
to print them out with UltraScript.).

Thanks very much.

Richard Covert

1992. unsubscribe

Newsgroup: comp.sys.atari.st
Date: 1989-10-24 22:10:00 UTC
From: UI0T@DKAUNI2.BITNET
Message-ID: <"89-10-24-15:10:41.61*UI0T"@DKAUNI2.BITNET>
Source record: 247963

You wrote:
> unsubscribe info-a16 Peter Besmens
Send this command to your nearest LISTSERV.

Thomas Koenig UI0T@DKAUNI2.BITNET
UI0T%DKAUNI2.BITNET@CUNYVM.CUNY.EDU
(soon: new address, old machine) UI0T@IBM3090.RZ.UNI-KARLSRUHE.DE

1993. Printer spooler

Newsgroup: comp.sys.atari.st
Date: 1989-10-24 23:16:05 UTC
From: laba-1aj@WEB.berkeley.edu
Message-ID: <1989Oct24.231605.26688@agate.berkeley.edu>
Source record: 247964

Is there a printer spooler that operates like the unix printer spooler:
it prints all the files in a directory, sequentially by date/time. With
a hard disk, this could be a better spooler than one that eats up a chunk
of RAM and doesn't support queueing and de-queueing (via file deletes).

A somewhat related question: How does GEM feel about TSRs and ACCs opening,
using, closing, and deleting files? I've read that they should not do such
things. What about file buffer space: is there a way to increase the number
of files allowed open?

& John Kawakami
& laba-1aj@web.berkeley.edu
& Live each day as if it were your first

1994. Re: Tos 1.4 - Two Versions?

Newsgroup: comp.sys.atari.st
Date: 1989-10-25 00:32:41 UTC
From: apratt@atari.UUCP
Message-ID: <1745@atari.UUCP>
Source record: 247965

calvin.bruner@canremote.uucp (CALVIN BRUNER) writes:
> I was talking to my dealer (one of the largest in Canada) and he
> informed me that Atari Canada was waiting for the "new version" of Tos
> 1.4 to come in.

Your dealer is on bad drugs. There is only one official, released version of TOS 1.4. Any others are "beta-test" or "developer" releases, and as such are not supported by Atari. (Besides, the fact that we came out with the final release after these implies that there were things that needed fixing - do you want a (more) buggy version?)

The date in the OS header of the released version is 4/16/1989. You can see the date if you dump four bytes of memory starting at $FC0018; the date shows up as 04 16 19 89 in hex (for the right version).

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

1995. Re: Mac vs ST prices

Newsgroup: comp.sys.atari.st
Date: 1989-10-25 00:41:12 UTC
From: JALKIO@cc.helsinki.fi
Message-ID: <1108@cc.helsinki.fi>
Source record: 247966

In article <8910240704.AA05597@ucbvax.Berkeley.EDU>, 01659@AECLCR.BITNET (Greg Csullog) writes:
>
> The Mega 2 costs $800 more than a 1040, the Mega 4 costs almost $1500 more.
> That's a $700 premium for 2 megs (the 1 -> 4 meg upgrade for the SE is $400)
>
> I have quoted corporate prices which are VERY agressive for the Mac. I do
> not know how street prices compare.
>
> Without Appletalk and with little or no price difference (even without GCR
> factored in) the ST is hard to sell to management here. Only the ST's very
> large price difference from the Mac (in the past) got STs in the door. Now,
> the door is closing as Mac pricing is dropped. I can buy a 1 meg Mac Plus for
> $1285 and upgrade it to 4 megs for a total cost of $1685. A Mega 4 would
> cost me about $700 more! Yikes!
>
> I love my ST but the Mac option sure looks good.

I don't like Mega ST pricing either. But you could as well upgrade your Atari 1040ST to 4 megs. I guess it wouldn't cost you more than upgrading a 1 MEG Mac to 4 MEG. It's only the memory chips that cost. Were the prices for the ST-system street prices? If they were, the comparison makes no sense. You should then have chosen street prices for the Mac-system, too.

Jouni Alkio

1996. Re: TOS 1.4 Incompatibility List: Populous

Newsgroup: comp.sys.atari.st
Date: 1989-10-25 00:53:58 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <10079@stag.math.lsa.umich.edu>
Source record: 247967

In article <267@mirsa.inria.fr> colas@trinidad.inria.fr (Colas Nahaboo) writes:
>Yes, Most of the greatest ST games do not work with TOS 1.4: Populous,
>dungeon master, Falcon, Rick Dangerous...
>
>At least there are some good news: It is only the PROTECTION on
>populous which crashes, my original do not work, but my cracked copy
>I have for everyday use works perfectly (I try never to use originals, as a
>power cut will fry the disk inside a ST drive...)
>
>bad news: even the cracked versions of falcon and DM do not work.

I don't know about Rick Dangerous, but I've been playing Dungeon Master
and Falcon with no problems on my system with the 1.4 ROMs installed. I
also play off copies, not the originals, but these disks haven't been
cracked. The big reason for copying these was that the original disks
couldn't be read on my machine. (Funky drive speeds.)

I've also been playing Operation Counterstrike (the Falcon Mission disk)
without any problems.
--
-=- PrayerMail: Send 100Mbits to holyghost@father.son[127.0.0.1]
and You Too can have a Personal Electronic Relationship with God!

1997. Why Atari?

Newsgroup: comp.sys.atari.st
Date: 1989-10-25 01:08:48 UTC
From: JALKIO@cc.helsinki.fi
Message-ID: <1109@cc.helsinki.fi>
Source record: 247968

I just want to tell you why am I using an Atari.

First of all, it is supported enough for my usage. There are some options for almost every application. There are much more programs and hardware devices to choose from in the PC-world, though. The reason for why I haven't got a PC is that I'm used to my system. I think the operating system is effective and robust. I guess many people get used to their own system and it is hard to change the hardware completely. This leads to many flames. Some flames are resonable, though. If somebody makes a non-objective comparison, for example, I think it should be noted (whatever the computer)!

Another reason for having a ST is the MIDI. I'm making music with synthesizers. ST is the cheapest and the most reasonable computer for MIDI-usage (at least I think so).

Third: When I bought my ST, it was at least three times cheaper than a comparable Mac. I don't know about the US prices, but the situation is still much the same here in Finland. AND if the TT will cost 1300 pounds, it will be quite a bit cheaper than a comparable Mac. (Well, the Finnish prices are high for all computers. I bought my ST from England. It should have paid twice the price if I had bought it from Finland).

Fourth: You can get very nice emulators for the ST. There are now two usable PC-emulators and two usable MAC-emulators.

I have notified, that ST's are most supported in Germany. I have subscribed a German ST-Magazine - they make lots of different devices and programs for the ST especially in Germany.

By the way, I think that the US ST-magazines aren't very good. What do you think of them? At least they have only few serious articles.

Jouni Alkio

1998. computer purchase decision

Newsgroup: comp.sys.atari.st
Date: 1989-10-25 01:12:24 UTC
From: brandonl@amadeus.WR.TEK.COM
Message-ID: <519@wrgate.WR.TEK.COM>
Source record: 247969

Well, after examining the response to my MIDI question, the general
chatter in the comp.sys.atari.st news, and, more than any other single
person, Richard Covert, I have decided *not* to buy an Atari anything.

Atari has had its head stuck [...] since before I used to sell the 800/400's
eight years ago. I have no doubt that there are innovative people working
at Atari, but the _machine_ that is the structure of the company is slow,
inefficient, and lacks focus.

BUSINESS__
Atari will *never* be considered a business computer. They shouldn't attempt
to wear that label. They could, however, actively `interface' with what's
going on in the business world in order to support those users who require
both what the Atari is good at, as well as business-type applications (e.g.:
spreadsheets).

Atari has a name for games; an arena they've been thrown out of by Nintendo.
Atari has a name for graphics, though not quite as good as Amiga, & Mac II.
Atari has a name for sound. MIDI built in is a nice feature, but unless this
is your exclusive use, there are better systems out (even in terms of
cost-effectiveness). These shortcomings can all be overcome, though. TT? ATW?

THE_CRUX__
What Atari also has a name for (over 8 years) is poor support, both for the
users/developers, and the stores who sell their products. Let's focus on the
business & marketing people, as well as whatever Tramiel is `in charge'. This
general area is where the heart of the problem lies. And frankly, yes, I do
think I could do better. Judging from the talk here, so do many others.

Marketing has done a very bad job. With no focus, what is their target?
It is possible to design and build a wonderful, wonderful system, but the
engineers don't decide what to build. That's under the direction of the
upper echelon.

RECAPPING__
Well, I didn't want this to be a novella. I just thought a better focus
for criticism (well deserved) would be the "decision makers."
Simply put:

Atari,

You blew it.

==========
|
Brandon G. Lovested | "I will not be pushed, filed, stamped,
| indexed, briefed, debriefed, or numbered!

brandonl@amadeus.WR.TEK.COM | My life is my own."
|
==========

1999. FORTRAN

Newsgroup: comp.sys.atari.st
Date: 1989-10-25 01:27:00 UTC
From: UI0T@DKAUNI2.BITNET
Message-ID: <"89-10-24-18:27:20.32*UI0T"@DKAUNI2.BITNET>
Source record: 247970

dftsrv!iris613!stailey@ames.arc.nasa.gov (Ken Stailey) writes:
> The only good FORTRAN is a dead FORTRAN.
I don't like FORTRAN very much either, but, after working with it for almost a year, I have come to realize that there are reasons why it still survives today. It is a very powerful tool for numerical work (COMPLEX type, different precision for sin, cos ect. (am I flaming C? Perhaps I am)), and if one maintains strict programming discipline, it is possible to write structured and legible code in it. It is possible to write useful and portable programs within the standard (something that still has to happen to C), and there is a huge amount of numerical software written in it. It is also inelegant and bug-prone in certain areas (array passing, COMMON blocks, few control statements), but a good compiler can help a lot with that.
(I didn't start working with FORTRAN on my own accord, but because I had to - working on a IBM mainframe for which there IS no other decent compiler here at the computer center).
In reply to the question about FORTRAN for the ST: I heard that Prospero FORTRAN is very good (it implements the full FORTRAN77 - standard), but I haven't tried it myself yet.

Thomas Koenig UI0T@DKAUNI2.BITNET
UI0T%DKAUNI2.BITNET@CUNYVM.CUNY.EDU
(soon: new address, old machine) UI0T@IBM3090.RZ.UNI-KARLSRUHE.DE
'Ich dachte nicht, ich untersuchte.' Wilhelm Conrad Roentgen

2000. Look ma, no flames! <well almost>

Newsgroup: comp.sys.atari.st
Date: 1989-10-25 02:27:27 UTC
From: cmm1@CUNIXA.CC.COLUMBIA.EDU
Message-ID: <CMM.0.88.625285647.cmm1@cunixa.cc.columbia.edu>
Source record: 247971

I do have an honest-to-goodness question about the elusive TT. Since users are paying all that money to get a 68030 box, can it multitask? Seems to me that if it doesn't it is just a speedy ST in a new box. Enquiring minds want to know....

Oh yeah, I think Richard Covert mentioned that he still was an avid ST fan, but would never buy another Atari product. I would put myself in the same class (except never should be all caps -->NEVER). Some of us are willing to pay a wee bit extra at the outset for a PC rather than having to fight tooth and nail for even the most meager (OK...nonexistent) support. Just an observation. I still like my ST (er, well I guess I still like my 15 year-old cub scout uniform too <grin>).

Chris


```
------------------------------+--------------------------
Chris Mauritz |Where there's a BEER,
cmm1@cunixa.cc.columbia.edu |there's a plan.
(c)All rights reserved. |
Send flames to /dev/null |Need I say more?
------------------------------+--------------------------
```

2001. Re: computer purchase decision

Newsgroup: comp.sys.atari.st
Date: 1989-10-25 03:58:39 UTC
From: gl8f@astsun9.astro.Virginia.EDU
Message-ID: <2169@hudson.acc.virginia.edu>
Source record: 247972

In article <519@wrgate.WR.TEK.COM> brandonl@amadeus.WR.TEK.COM (Brandon G. Lovested) writes:

>Well, after examining the response to my MIDI question, the general
>chatter in the comp.sys.atari.st news, and, more than any other single
>person, Richard Covert, I have decided *not* to buy an Atari anything.

Well, there are whiners in every bunch.

I personally must say that I knew what my ST was when I bought it, it has performed as I expected, and I think I am getting my money's worth.

Your mileage may vary.

Greg Lindahl
gl8f@virginia.edu I'm not the NRA.

2002. lettahed

Newsgroup: comp.sys.atari.st
Date: 1989-10-25 04:10:50 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <2718@water.waterloo.edu>
Source record: 247973

Over the net recently came a program called "lettahed", which would take an image file with extender ".IMG" and insert it into any text file, just about anywhere.

Maybe I did something wrong, but I installed the accessory on my hard disk, and had no end of trouble. When I tried to boot my system, I got into an infinite cycle of re-booting, with something, somewhere, asking me to insert disk B into drive A. Since everything else had been working well with one another, all the programs in my BOOT program, and the addition of this accessory seems to be the thing I did that caused me the grief.

I had to take emergency measures. (turn off the hard disk, boot with a certain disk in my floppy drive, turn on the hard disk, run the ICD boot program, install icon, etc. ... a big pain.)

When I changed the name of the accessory from "LETTAHED.ACC" to "LETTAHED.AC", my problems went away. Do you know? is this program incompatible with hard disk systems?

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@water.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

2003. sc1224 monitor pin out

Newsgroup: comp.sys.atari.st
Date: 1989-10-25 04:28:23 UTC
From: swackham@violet.berkeley.edu
Message-ID: <1989Oct25.042823.13413@agate.berkeley.edu>
Source record: 247974

I could some kind soul supply the pinout functional assignment on the
circular connector to an atari sc1224 rgb monitor.
The atari stores do not seem to have this information.
I need to know which pins are H and V sync, and the pins which are
R,G,B analog and/or TTL inputs.
Please email response. Thank-you!

2004. atari sc1224 rgb monitor

Newsgroup: comp.sys.atari.st
Date: 1989-10-25 04:32:36 UTC
From: swackham@violet.berkeley.edu
Message-ID: <1989Oct25.043236.13627@agate.berkeley.edu>
Source record: 247975

I could some kind soul supply the pinout functional assignment on the
circular connector to an atari sc1224 rgb monitor.
The atari stores do not seem to have this information.
I need to know which pins are H and V sync, and the pins which are
R,G,B analog and/or TTL inputs.
Please email response. Thank-you!

2005. It's Back! A Substantially Revised Picture Formats List

Newsgroup: comp.sys.atari.st
Date: 1989-10-25 04:59:26 UTC
From: dmb@TIS.COM
Message-ID: <8910250500.AA19110@TIS.COM>
Source record: 247976

Since there have been some inquiries about picture files, here's the
latest version of "The List". If you have an old version of this,
I strongly suggest you take this new one. Major corrections have been
made to:

NEOchrome (color animation info in header was _completely_ wrong)
DEGAS compressed (bitplane ordering was wrong)
Tiny (complete rewrite of compression scheme description)

I have fully tested NEO, DEGAS (all variants), and Tiny, so I'm fairly
sure these are correct now.

Those of you who have been kind enough to upload this list to archives,
please replace the old crusty versions with this one (oh, and THANKS).

David Baggett
arpa: dmb@TIS.COM

---------------------------------- >8 --
ST Picture Formats

Compiled by:
Dave Baggett
(arpanet: dmb@TIS.COM)

(Please report errors or additions)

CONTRIBUTORS

Phil Blanchfield Jason Blochowiak David Brooks Neil Forsyth
Ken MacLeod Jim McCabe Darek Mihocka David Mumper
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Introductory Information
----
word = 2 bytes
long = 4 bytes
palette = Hardware color palette, stored as 16 words. First word is
color register zero (background), last word is color register
15. Each word has the form:

```
Bit: (MSB) 15 14 13 12 11 10 09 08 07 06 05 04 03 02 01 00 (LSB)
-- -- -- -- -- -- -- -- -- -- -- -- -- -- -- --
0 0 0 0 0 R2 R1 R0 0 G2 G1 G0 0 B2 B1 B0

R2 = MSB of red intensity
R0 = LSB of red intensity

G2 = MSB of green intensity
G0 = LSB of green intensity

B2 = MSB of blue intensity
B0 = LSB of blue intensity

Intensity ranges from 0 (color not present) to 7 (highest
intensity).

Example: { red = 7, green = 3, blue = 5 } -> 0735 (hex)

Caveat: It is wise to mask off the upper four bits of each
palette entry, since a few programs store special
information there (most notably Art Studio).

The Formats
-----------

<NEOchrome>

1 long resolution (0 = loew res, 1 = medium res, 2 = high res)
16 words palette
12 bytes filename (usually " . ")
1 byte unused (usually either 80 hex or 0)
1 byte color animation limits (4 most significant bits are
left/lower limit; 4 least significant bits are
right/upper limit).
1 byte color animation enabled? High bit set if yes.
1 byte color animation speed and direction
x = 0 means animation stopped
x < 0 means colors cycle to the left (decreasing)
x > 0 means colors cycle to the right (ascending)
Number of vblanks between cycles is |x| - 1
19 longs reserved for expansion
16000 words picture data (screen memory)
-----------
32128 bytes total

<NEOchrome Animation>

NOTE: To get this feature on versions 0.9 and later select the Grabber
icon and click the both mouse buttons in the eye of the second R in
the word GRABBER.
Interestingly enough, some versions of NEO only require you
to press the right button, not both. Hmmm...

1 long magic number BABEEBEA (hex) (seems to be ignored)
1 word width of image in bytes (always divisible by 8)
```

```
1 word height of image in scan lines
1 word size of image in bytes + 10 (!)
1 word x coordinate of image (must be divisible by 16) - 1
1 word y coordinate of image - 1
1 word number of frames
1 word animation speed (# vblanks to delay between frames)
1 long reserved; should be zero
--------
22 bytes total for header

? words image data (words of screen memory) for each frame, in
order

<DEGAS>

1 word resolution (0 = low res, 1 = medium res, 2 = high res)
Other bits may be used in the future; use a simple bit
test rather than checking for specific word values.
16 words palette
16000 words picture data (screen memory)
-----------
32034 bytes total

<DEGAS Elite (Uncompressed)>

1 word resolution (0 = low res, 1 = medium res, 2 = high res)
Other bits may be used in the future; use a simple bit
test rather than checking for specific word values.
16 words palette
16000 words picture data (screen memory)
4 words left color animtion limit table (starting color numbers)
4 words right color animation limit table (ending color numbers)
4 words animation channel direction flag (0 = left, 1 = off, 2 = right)
4 words animation channel delay in 1/60's of a second. [0 - 128]
-----------
32066 bytes total

<DEGAS Elite (Compressed)>

1 word resolution (same as Degas, but high order bit is set;
i.e., hex 8000 = low res, hex 8001 = medium res,
hex 8002 = high res). Other bits may be used in the
future; use a simple bit test rather than checking
for specific word values.
16 words palette
< 32000 bytes control bytes
4 words left color animtion limit table (starting color numbers)
4 words right color animation limit table (ending color numbers)
4 words animation channel direction flag (0 = left, 1 = off, 2 = right)
4 words animation channel delay in 1/60's of a second. [0 - 128]
-----------
< 32066 bytes total
```

Control byte meanings:

For a given control byte, x:

0 <= x <= 127 Use the next x + 1 bytes literally (no repetition)
-127 <= x <= -1 Use the next byte -x + 1 times
-128 No operation (ignore)

Compression Scheme:

Each scan line is compressed separately; i.e., all data for a given
scan line appears before any data for the next scan line. The scan lines
are specified from top to bottom (i.e., 0 is first). For each scan line,
all the data for a given bit plane appears before any data for the next
higher order bit plane.
To clarify: The first data in the file will be the data for the highest
order bit plane of scan line zero, followed by the data for the next lower
order bit plane of scan line zero, etc., until all bit planes have been
specified for scan line zero. The next data in the file will be the data
for the highest order bit plane of scan line one, followed by the data for
the next lower order bit plane of scan line one, etc., until all bit planes
have been specified for all scan lines.

<C.O.L.R. Object Editor Mural>

16000 words picture data (screen memory)
(palettes are stored in separate files)

32000 bytes total

<Tiny>

Several people have reported sightings of mutated Tiny pictures
that do not follow the standard format, so let's be careful out there.
What is described here is the format David Mumper's original TNYSTUFF.PRG
produces.

1 byte resolution (same as NEO, but +3 indicates rotation
information also follows)

If resolution > 2 {
1 byte left and right color animation limits. High 4 bits
hold left (start) limit; low 4 bits hold right (end)
limit
1 byte direction and speed of color animation (negative value
indicates left, positive indicates right, absolute value
is delay in 1/60's of a second.
1 word color rotation duration (number of iterations)
}

16 words palette
1 word number of control bytes
1 word number of data words
3-10667 bytes control bytes
1-16000 words data words

```
-------------
42-32044 bytes total

Control byte meanings:

For a given control byte, x:

x < 0 Absolute value specifies the number of unique words to
take from the data section (from 1 to 127)
x = 0 1 word is taken from the control section which specifies
the number of times to repeat the next data word (from
128 to 32767)
x = 1 1 word is taken from the control section which specifies
the number of unique words to be taken from the data
section (from 128 - 32767)
x > 1 Specifies the number of times to repeat the next word
taken from the data section (from 2 to 127)

Format of expanded data:

The expanded data is not simply screen memory bitmap data; instead, the
data is divided into four sets of vertical columns. (This results in
better compression.) A column consists of one specific word taken
from each scan line, going from top to bottom. For example, column 1
consists of word 1 on scanline 1 followed by word 1 on scanline 2, etc.,
followed by word 1 on scanline 200.
The columns appear in the following order:

1st set contains columns 1, 5, 9, 13, ..., 69, 73, 77 in order
2nd set contains columns 2, 6, 10, 14, ..., 70, 74, 78 in order
3rd set contains columns 3, 7, 11, 15, ..., 71, 75, 79 in order
4th set contains columns 4, 8, 12, 16, ..., 72, 76, 80 in order

Note that Tiny partitions the screen this way regardless of resolution; i.e.,
these aren't bitplanes. For example, medium resoltion only has two bitplanes,
but Tiny still divides the medium resolution pictures into four parts.

<Spectrum 512 (Uncompressed)>

80 words first scan line of picture (unused) -- should be zeroes
15920 words picture data (screen memory) for scan lines 1 through 199
9552 words 3 palettes for each scan line (the top scan line is
not included because Spectrum 512 can't display it)
-----------
51104 bytes total

<Spectrum 512 (Compressed)>

1 word 5350 (hex) ("SP")
1 word 0 (reserved for future use)
1 long length of data bit map
1 long length of color bit map
<= 32092 bytes compressed data bit map
<= 17910 bytes compressed color bit map
```

```
--------------
< 50014 bytes total

Data compression:

Compression is via a modified run length encoding (RLE) scheme,
similar to DEGAS compressed and Tiny. The data map is stored as a
sequence of records. Each record consists of a header byte followed by
one or more data bytes. The meaning of the header byte is as follows:

For a given header byte, x:

0 <= x < 127 Use the next x + 1 bytes literally (no repetition)
-128 <= x < 0 Use the next byte -x + 2 times

The data appears in the following order:

1. Picture data, bit plane 0, scan lines 1 - 199
2. Picture data, bit plane 1, scan lines 1 - 199
3. Picture data, bit plane 2, scan lines 1 - 199
4. Picture data, bit plane 3, scan lines 1 - 199

Decompression of data ends when 31840 data bytes have been used.

Color map compression:

Each 16-word palette is compressed separately. There are three
palettes for each scan line (597 total). The color map is stored as a
sequence of records. Each record starts with a 1-word bit vector which
specifies which of the 16 palette entries are included in the data
following the bit vector (1 = included, 0 = not included; i.e., stays
the same). The least significant bit of the bit vector refers to
palette entry zero, while the most significant bit refers to palette
entry 15. Bit 15 must be zero, since Spectrum 512 does not use palette
entry 15. Bit 0 should also be zero, since Spectrum 512 always makes the
background color black.
The words specifying the values for the palette entries indicated in
the bit vector follow the bit vector itself, in order (0 - 15).
Yes, it is hideously complex.

<Animatic Film>

1 word number of frames
16 words palette
1 word speed (0 - 99; value is 99 - # vblanks to delay between frames)
1 word direction (0 = forwards, 1 = backwards)
1 word end action (what to do after the last frame)
0 = pause, then repeat from beginning
1 = immediately repeat from beginning
2 = reverse
1 word width of film in pixels
1 word height of film in pixels
1 word Animatic version number (major)
1 word Animatic version number (minor)
```

```
1 long magic number 27182818 (hex)
3 longs reserved for expansion (should be all zeros)
--------
32 words total for header

? words image data (words of screen memory) for each frame, in order

<MacPaint>

Word has it that this is wrong. Someone please send me a correction!

header {
1 long version number (if zero, entire header is ignored)
38 * 2 longs pattern data (anyone know how to use this?)
83 longs reserved
} (total 160 longwords for header)
< 51200 bytes compressed bitmap data
-------------
< 51716 bytes total

Bitmap compression:

The bitmap data is for a 576 pixel by 720 pixel monochrome image.
The data is stored as a sequence of records. Each record consists of a
control byte followed by one or more data bytes. The meaning of the
control byte is as follows:

For a given control byte, x:

0 < x < 127 Use the next x + 1 bytes literally (no repetition)
-128 <= x <= 0 Use the next byte -x + 1 times

There are 72 bytes per scan line. Each bit represents one pixel; 0 = white,
1 = black.

Version of Wed Oct 25 00:56:54 EDT 1989
```

2006. Re: anybody know how to "hook" into MORE?

Newsgroup: comp.sys.atari.st
Date: 1989-10-25 06:31:23 UTC
From: kllove@uokmax.ecn.uoknor.edu
Message-ID: <1989Oct25.063123.30913@uokmax.ecn.uoknor.edu>
Source record: 247977

In article <1135@electro.UUCP> ignac@electro.UUCP (Ignac Kolenko) writes:
>
>
>ya, this is actually easier than you most people think. simply use some sort
>of desktop.inf editor (ie: QUIKINF.PRG, a fine Quick Utility) to edit
>the installed applications for your machine. simply pick your favorite text
>editor as the installed application, and set the application mask to be
[example deleted]
>
>--
>=====Ignac A. Kolenko (The Ig) watmath!watcgl!electro!ignac=====
> co-author of QuickST, and the entire line of Quick Shareware!!!!
> "I don't care if I don't win, 'cause I don't care if I fail"
> from 'Youth Of Today' by SUBURBAN DISTORTION

I don't have this quikinf.prg. Anybody know where I can get it? Now on to
my main question:
I want to load up Empire by clicking on a save game and have that game
loaded into my ST. I've used the 'Install Application' and Saved the Desktop
and gotten the *.EMP file to load Empire. However, the .EMP is not loaded
into the game and I have to use the load saved game option in Empire. Is
there something I'm doing wrong? Or can I not load saved games like I'm
trying to?

Has anybody seen or heard anything about Empire II? What's the latest version
of Empire I (mine is 2.05C)?
Kenneth Love

2007. (none)

Newsgroup: comp.sys.atari.st
Date: 1989-10-25 07:03:18 UTC
From: PRAKASH@SUVM.BITNET
Message-ID: <8910250703.AA02246@ucbvax.Berkeley.EDU>
Source record: 247978

```
unsubscribe
prakash
```

2008. Re: Calendar Layout Around the World

Newsgroup: comp.sys.atari.st
Date: 1989-10-25 07:25:13 UTC
From: schaper@pnet51.orb.mn.org
Message-ID: <1334@orbit.UUCP>
Source record: 247979
Cross-posted to: comp.sys.ibm.pc,comp.sys.atari.st,sci.astro

Actually it is a variant of certain Protestant views that since Sunday is the new Sabbath, then Monday should be the first day of the week. I remember seeing in my childhood a few calendars that started that way. I don't know precisely which groups promote that view.

UUCP: {amdahl!bungia, uunet!rosevax, chinet, killer}!orbit!pnet51!schaper
ARPA: crash!orbit!pnet51!schaper@nosc.mil
INET: schaper@pnet51.cts.com

2009. Re: DEC RD53 hard disk on an ST?

Newsgroup: comp.sys.atari.st
Date: 1989-10-25 07:50:24 UTC
From: gjh@otter.hpl.hp.com
Message-ID: <570038@otter.hpl.hp.com>
Source record: 247980

Yep, if the mech has an ST506 interface, an appropriate controller (I got an Omti) and the usual ST DMA->SCSI adaptor card will give a viable drive. The Omti controller which I use is an RLL controller, small speed tradeoff for greater storage space. I got my gear from an ICD kit supplier in the U.K.

Graham
======

Graham Higgins | Phone: (0272) 799910 x 24060
Hewlett-Packard Labs | gray@hpl.hp.co.uk
Bristol | gray%hplb.uucp@ukc.ac.uk
U.K. | gray@hplb.hpl.hp.com

Disclaimer: My opinions above are exactly that, mine and opinions.

2010. Ham Radio Software for the ST

Newsgroup: comp.sys.atari.st
Date: 1989-10-25 08:14:16 UTC
From: D.Wade@sysd.salford.ac.UK
Message-ID: <25.Oct.89.09
Source record: 247981

I understand that the KA9Q TCP/IP software has been ported to the ST. Can any one point me to a site accessible from BITNET with a copy of this port. I would also be interested in any info other Ham Radio Programs for the ST. Also does any one have any information about 6809 emulators for the ST. Some time ago a company in England advertised one for use under OS9/68K (I think) but they appear to have sunk without trace.

Sorry no signature file but replies outside the UK may be sent to:-
D.WADE@D.SALF.AC.UK - Most Places, MS2@UKACRL - Bitnet.

2011. Re: TOS 1.4 Incompatibility List: In europe only?

Newsgroup: comp.sys.atari.st
Date: 1989-10-25 09:13:39 UTC
From: colas@trinidad.inria.fr
Message-ID: <269@mirsa.inria.fr>
Source record: 247982

In article <10079@stag.math.lsa.umich.edu>, hyc@math.lsa.umich.edu (Howard Chu) writes:
> In article <267@mirsa.inria.fr> colas@trinidad.inria.fr (Colas Nahaboo) writes:
> >Yes, Most of the greatest ST games do not work with TOS 1.4: Populous,
> >dungeon master, Falcon, Rick Dangerous...

> I don't know about Rick Dangerous, but I've been playing Dungeon Master
> and Falcon with no problems on my system with the 1.4 ROMs installed.

I have heard that falcon was only code-wheel protected in the US, is this true? (in europe the protection is disk-based...)

In fact I have not the roms installed, Our local ST shop owner told me that populous, DM, falcon, etc... did not work on his newly received STe, so I checked it at home with my disk-based version of Tos 1.4... So maybe these programs are only affected by the memory resident TOS? (I am ready to believe that with falcon, since it doesn't support disk caches anyways)

Anyways, I am more than ever convinced that words-in-documentation IS the best way (for the user) to protect games...

2012. Re: Life with Atari

Newsgroup: comp.sys.atari.st
Date: 1989-10-25 10:02:22 UTC
From: JALKIO@cc.helsinki.fi
Message-ID: <1110@cc.helsinki.fi>
Source record: 247983

In article <466bd5b7.14a1f@force.UUCP>, covertr@force.UUCP (Richard E. Covert) writes:
>
> So, just *WHAT* has ATARI released in the last 3 years??
> First, they came out with the Mega ST line. The Megas could have been a great
> chance for Atari to increase color graphics and/or sound (ala the VaporWare
> 1040STE). the Mega could have been a chance for Atari to provide a wide open
> computer with plenty of open card slots. The Mega could have been a chance for Atari
> to fix some hardware problems (like why didn't Atari add a DMA port buffer so that
> you can drive 2 external harddrives AND the SLM804 laser printer?). The Mega
> could have been expandable from 2 megabytes to 4 megabytes. The BLitter chip could
> have had ALL of the features that were originally promised 3 years ago. Needless
> to say, none of these things were done, and the Mega was promised to be a
> "Business" computer, so they should have been done. Cost would be a minor
> consideration when buying a Top Of The Line computer.

I think that the Mega ST's are the worst ataris in price/performace this
far. BUT, I have understood that Atari isn't going to make any totally
non-affordable business stuff. "Power without the Price". I'm judging a
computer's value as a private user. (You can represent the business
world, of course.)

And why hasn't Apple made any Top Of The Line (and Top Expensive) super-
computers for the bosses' desks?

>
> As far as other companies supporting the Atari: where are Microsoft, Lotus,
> WORDSTAR, Dbase?? where are all of the IBM software companies?? If the
> ST was a viable market those companies, and more, would be fighting to
> grab a piece of the ST market. Nope, none of them are marketing ANY ST
> software. That speaks volumes for the US ST market!!

I cuold as well name several companies supporting ONLY the ST! They
don't make any programs for IBM:s!
>
>>
>> Regards,
>>
>> --
>> Andrew Semple ads@uwovax.uwo.ca
>> 2nd Year Applied Math/Computer Science Andrew.Semple@uwovax.uwo.ca
> ^^^^^^^^
>> The University of Western Ontario Semple@uwovax.BITNET
>> London, Ontario
>> Canada
>

> Oh, that explains it!! An experienced computer engineer with YEARS of
> real world experience!! And andrew lives in Canada, so he gets new Atari
> stuff before us lower Americans!!

What do you mean by that real world experience? Can you really know
everything about a person's experience just seeing how long he has studied?
And this is a word-wide system, after all.

Jouni Alkio

2013. Re: anybody know how to "hook" into MORE?

Newsgroup: comp.sys.atari.st
Date: 1989-10-25 10:53:00 UTC
From: ur_lord@the_land
Message-ID: <89Oct25-10
Source record: 247984

Bertrand Decouty asks:
>As for me, I have added the following line to desktop.inf:
> #F FF 04 c:\bin\filespy.prg@ *.*@
>
>and, each time i click on a not-executable file, filespy is called
>automatically and displays this file. Unfortunately, you can't see
>another file using f6 funcion key from filespy because mouse is not
>activated.

>So, I have installed filespy as a GEM app, suffix: *. Now, I can use f6
>function key, BUT BUT... I have no more executable files! All files are
>displayed by filespy! I can't even de-install filespy.prg as it is no
>more an exec file! Fortunately, i have not saved this desktop, so a
> reboot has corrected this trouble.
>
>My question is: is there a way to specify all files except PRG, APP,
>TTP, TOS?

The Desktop parses the DESKTOP.INF file in REVERSE order, that's why it appends all the installed apps to the end of the file. So to do what you wish to do, place the #F FF 0$ C:\BIN\FILESPY.PRG@ *.*@ line at the very beginning of the program list before the executables. For example:

#G 03 04 C:\BIN\TEMPUS.PRG@ *.*@
#G 03 FF *.APP@ @
#G 03 FF *.PRG@ @
#F 03 04 *.TOS@ @
#P 03 04 *.TTP@ @

would allow files with the extensions APP,PRG,TOS and TTP to be executed and all others would call TEMPUS.PRG. One note if you do do this, if you call an GEM editor that has a resource file from a different directory that the current working directory GEM will NOT find the resource file. The only way around this is to have all of your resource files in the root directory of your boot device(* Ugh!*).

Jim Kershner
ur-lord@the_land
synergist@genie
jsmodula@bix

2014. Which filehandle for stderr?

Newsgroup: comp.sys.atari.st
Date: 1989-10-25 11:07:38 UTC
From: piet@cs.ruu.nl
Message-ID: <1739@ruuinf.cs.ruu.nl>
Source record: 247985

Which filehandle should be used for stderr? I have seen compilers that use 2 and others that use -1.

If you use 2: you can redirect stderr, but it is not official TOS usage (2 is supposed to be stdaux). So you need a sheel that sets up 2 to default to the console. On the other hand it is Unix compatible.

If you use -1: it is TOS standard, compatible with the desktop, but you can't redirect it to a file.

So either way you seem to lose.

What are your feelings about this?
--
Piet van Oostrum, Dept of Computer Science, University of Utrecht
Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands.
Telephone: +31-30-531806 Internet: piet@cs.ruu.nl
Telefax: +31-30-513791 Uucp: uunet!mcsun!hp4nl!ruuinf!piet

2015. re: TT vs 386 (= DOS vs **IX ?)

Newsgroup: comp.sys.atari.st
Date: 1989-10-25 11:08:24 UTC
From: emmo@moncam.co.uk
Message-ID: <285@marvin.moncam.co.uk>
Source record: 247986

I really can't resist throwing in my twopenn'th.

My first encounter with a *real* operating system was U*IX on a
PDP11, just a few years back. Sure it's a steep learning curve,
but it's nothing compared to trying to make sense of a PC, as
I'm obliged to do now, and how anyone can be enthusiastic about
a system which is inherently single-tasking (ignoring single-user,
which isn't an issue for most DOSsers) is beyond my ken.
Surely even the most devout advocate must realise that MeSsyDOS is
DEAD, even if it does refuse to lay down.
I'd put my money on a machine which can convincingly emulate DOS &
Macs and probably do it as tasks under a U*IX system, but having
read this newsgroup for a few months now, I've decided not to waste
my time waiting for the TT, I HAD to have MeSsDOS by Feb '90.

Atari take note: the complaints of your UK users are losing you
potential customers! - This one at least. The TT sounds like just
what I wanted, I like the 680x0, needed full DOS compatibility, but
didn't want to be confined to it, and I insist on being able to add
third party boards to a reasonable degree. Fine, but I also expect
to see some OFFICIAL support, if it were not for the efforts of Mr
Pratt et al, your reputation would approximately equal that of
AaaghhnottheMSTRAD! In the view of those who don't have access to this
excellent newsgroup, it may aready be worse.

Ask not for whom the bell tolls.......

Dave E.

2016. Re: Life with Atari

Newsgroup: comp.sys.atari.st
Date: 1989-10-25 11:38:43 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <1456@syma.sussex.ac.uk>
Source record: 247987

From article <466bd5b7.14a1f@force.UUCP>, by covertr@force.UUCP (Richard E. Covert):
>
> Yes, the SLM804 is a CHEAP laser printer. And that is it only marketable
> feature. NOTHING has been done by Atari to support the SLM804 in over 18
> months. No new Diablo 630 Emulator, no Epson Emulator, no new GDOS driver,
> no new anything. And don't bring up UltraScript because that wasn't written
> by Atari. US was written by Imagen, bless them!!
>
I agree that Atari should have done more to support the SLM804. We
still can't get the Diablo emulator to install the 'bold italic'
typestyle for the main ATTP10LS font. It's not for want of trying,
but maybe it's for want of documentation. There again, maybe not. We
installed the WordPerfect printer driver for that font (see below) and
configured the Diablo emulator just like the WP docs told us to, and
we still can't get bold italics. There is now an Epson emulator
available in the UK (marketed by Atari UK who of course sat on it for
months then released it with an obsolete First Word Plus printer
driver with comments in German!), and it's not bad, though far from
perfect. I don't have time to create a proper condensed font for it,
for instance, and the default font set doesn't contain one. Still,
I'm sure some kind soul in PD-land will put together a good font set
soon.

> Ah, Word Perfect. Did you know that WP dropped development of the ST version
> of WP because of non-existant support from Atari?? Did you know that the
> Atari FANASTIC CHEAP SLM804 laser printer in NOT a supported printer by
> WP?? that's because of all of the bugs in the SLM804's Diablo Emulator,
> which of course hasn't been updated in over 18 months!! So, WP dropped
> the SLM804. And it looks like Atari has also!!
>
Hold on Richard - that's not quite correct. A month ago I might have
agreed with most of what you said, but we just received (had to hassle
for it, mind) the August 1989 version of WordPerfect ST, and it has
TWO drivers for the SLM804/Diablo and one for the SLM804/Epson
emulator (called by its original German name, Laserbrain, in the WP
printer definition file). The new readme file also states that WP
Corp are continuing to work on WP ST, and that users should send in
requests for new features. Don't get too excited - I believe there's
only one programmer assigned to the ST (his name is James Marshburn,
according to Larry Rymal, who writes on this net and probably has more
details) and I don't expect to see WordPerfect v5 for the ST.
However, WP ST is not dead yet.

Apologies if I've been talking about some things that are not
available in all places where STs are sold. International software

distribution is one of the great mysteries of life.

Despite the fact that I've said some rude things about Atari UK recently, I still like using the ST. It's just a shame that it's never really lived up to its potential - development has been just too little, too late.

Graham

--
Graham Thomas, SPRU, Mantell Building, U of Sussex, Brighton, BN1 9RF, UK
JANET: grahamt@uk.ac.sussex.syma EARN/BITNET: grahamt@syma.sussex.ac.uk
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UUCP: grahamt@syma.uucp Phone: +44 273 686758

2017. Re: 82 tracks, twister, etc.

Newsgroup: comp.sys.atari.st
Date: 1989-10-25 12:01:20 UTC
From: woodside@ttidca.TTI.COM
Message-ID: <7157@ttidca.TTI.COM>
Source record: 247988

In article <1295@mrsvr.UUCP> krieg@jupiter.uucp (Andrew Krieg) writes:
>I have a few questions about disks and disk formatting for the ST.
>
> 1) I use Universal Item Selector II and it has an option for
> formatting disks. They offer a format scheme known as Twister
> format. What is this? Why would I want to use it? Can all
> drives read it?

"Twister" is a formatting technique developed by Dave Small and Dan Moore for STart magazine. It normally uses ten sectors per track, while the standard desktop format is nine sectors per track. That is OK for most disk applications, but be careful of disk-to-disk copies. They may not work correctly if both disks are ten sectors, and will certainly fail if only one is ten sectored (unless you are using a very smart copy utility). Other than that potential problem, all drives I've ever heard of can read and write ten sectors reliably.

>
> 2) I have both the Atari single-sided and double-sided drives. Both
> of these drives allow me to format up to 82 tracks, but they can't
> seem to read past the 80th track. Should this be? Why can it
> format out to 82 but only read up to 80? I'm confused. If I
> formatted with Twister, could I read up to the 82nd track?

While some people believe in cramming every bit of data they can onto a disk, I don't. You're playing with fire, and will eventually get your just rewards.

You may not really be getting 82 tracks formatted, the software may just think you are. The drives used in these machines are spec'ed to provide reliable service for 80 tracks. If the head stepper is capable of stepping beyond the proper range for one or two more tracks, that is a quirk, not a designed, reliable, or industry-wide standard feature. It may not be true of a drive mechanism used to replace the current one in event of a failure, or even of the same drive after servicing and alignment. In two drive systems, one drive may be able to reach 81, or 82 tracks, while the other may not.

Formatters (generally speaking) write a track, then read it back to verify it has no errors. They can only tell that what they just wrote is valid. If your drive can step to 80 tracks, but not 81, the formatter acts this way:

1) Format and read back the first seventy nine tracks (while these are really tracks 0 - 78, we'll refer to them as 1-79 to keep the details understandable).

2) Step to track 80. Format it, read it back, and it reads OK.

3) Step again. The drive head may not be able to go in another full track. It may not have moved, may have moved part of the track width, or may have moved a full track width. The software doesn't know that anything may be in error.

4) Format and read back track 81. This will appear to be OK, since the drive lays down the track where it is currently positioned. That may have partially or completly obliterated track 80, or may not, depending upon the distance the head actually moved.

5) Do this again for track 82. Again, track 82 appears to be valid. It may have destroyed track 81, which may or may not have destroyed track 80.

The upshot of al this is that the formatting software thinks it has written 82 valid tracks, while reality may be that you have 80, 81, or 82 valid tracks. The last track (82) will be valid, but 80 or 81 may have been corrupted in the process. That will result in write and read failures when the disk accesses those final tracks.

To determine whether you really can step to 81 or 82 tracks, you'll need to fill the disk with data, then read back the last few files.

I'd suggest you forget tracks 81 and 82. If you opt for ten sectors per track, just be careful of disk-to-disk copying.

Now, one more thing that "Twister" pioneered - sector skewing. The original desktop formatter (and most 3rd party formatters) always wrote the sectors on a track in 1-9 or 1-10 sequence, starting with sector 1 (yes, sectors are numbered from 1, while heads and tracks are numbered from 0. Don't ask!) Dave and Dan figured out that after writing sector nine on one track, the drive stepped to the next one, waited a brief time to be sure it stopped moving, then started looking for sector 1 to read or write. But, it had passed by, so the drive had to wait one disk revolution for it to come by again. They figured out that the time required for the head step and settle was greater than the time it took to pass one sector, but less than two sectors. So, they "Twisted" the sectors on each track. If the sequence of sectors on track 0 is 1 2 3 4 5 6 7 8 9, then they put the next track (either head 1 of track 0, or head 0 of track 1, depending upon whether the drive is double sided) in the order 8 9 1 2 3 4 5 6 7. That way, just as the head is ready to start looking for sector 1, it comes along.

ST's with ROMS prior to TOS 1.4 format all tracks in 1-9 order. Beginning with TOS 1.4, the sectors are "Twisted" in the same manner by the desktop formatter. The TOS 1.4 formatter also writes a boot sector compatible with MS-DOS, so you can interchange ST and IBM disks. Be careful, however, of formatting lots of disks on MS-DOS machines, and using them in STs. MS-DOS doesn't put serial numbers on disks, and the ST depends upon them to tell when disks have been changed.

> 3) Are there any 3rd party drives that support 1.4M disks? By
> suuport I don't mean that they will format them to 800K but to the
> full 1.4M mark.

None that I know of. 720K and 1.4M disks rotate at the same speed. To achieve the higher capacity, the rate at which data is transferred is doubled. This requires hardware modifications inside the ST.

>In conclusion, I'd like to state that I'm sick of all the TT/386/Apple
>bashing. Let's stick to ST information, etc. for a while.

AMEN!
--
*George R. Woodside - Citicorp/TTI - Santa Monica, CA
*Path: ..!{philabs|csun|psivax}!ttidca!woodside

2018. Re: ST Flowcharting program wanted

Newsgroup: comp.sys.atari.st
Date: 1989-10-25 12:32:13 UTC
From: stevedc@syma.sussex.ac.uk
Message-ID: <1458@syma.sussex.ac.uk>
Source record: 247989

From article <466d0f07.14a1f@force.UUCP>, by covertr@force.UUCP (Richard E. Covert):
>
> Does anyone know of a good flowcharting CASE type program
> for the ST??
>
> I read in a UK magazine about such a program, but my local dealer
> hasn't been able to get any info about it.
>
> Please post the program name, features, and publisher so that I
> can buy it.
>

I followed up the original article and spoke to the author (Micro-Ed?).
The product is 'imminent', and should be released this year. He sent me
some 'sample' output and it was first class. Usenet is at work, and
the address is at home. If you are interested, E-MAil me your Snail
Mail address and I'll pass it (them) on to the author. A Sussex firm.

Incidentally, all you netters out there, I have historically had
problems mailing to (eg) UUCP. I have hsitorically NOT had problems
mailing as a direct reply to a net article. HOwever, for the first
time ever, my email posting direct to the author of the original
request bounced. Can someone explain?

Stephen D Carter, Systems Manager, The Administration,
The University of Sussex, Sussex House, Falmer, BRIGHTON, BN1 9RH. UK
Tel: +44 273 678203 (Direct line). Tel: +44 273 606755 (Switchboard).
JANET : stevedc@uk.ac.sussex.syma
ARPA : stevedc%sussex.syma@nsfnet-relay.ac.uk
USENET: stevedc@syma.sussex.ac.uk
UUCP : ...!mcvax!ukc!syma!stevedc
BITNET: ukacrl!sussex.syma!stevedc or stevedc%sussex.syma@ukacrl

2019. Re: Life with Atari

Newsgroup: comp.sys.atari.st
Date: 1989-10-25 13:05:00 UTC
From: rehrauer@apollo.HP.COM
Message-ID: <467036de.20b6d@apollo.HP.COM>
Source record: 247990

In article <466bd5b7.14a1f@force.UUCP> covertr@force.UUCP (Richard E. Covert) writes:
>And now that HP has released the LaserJet IIP for $995.00, I just wonder
>how many SLM804s will be sold. I know that I would buy the HP printer before
>buying the SLM804 if I was to buy a laser printer today.

Uh, just a small nit. I believe the list-price on the LJ IIP is $1495, though
I don't doubt the "street price" could approach your figure.

--
>>"Aaiiyeeee! Death from above!"<< | Steve Rehrauer, rehrauer@apollo.hp.com
"Flee, lest we be trod upon!" | The Apollo Computer Division of H.P.

2020. Atari Word Perfect

Newsgroup: comp.sys.atari.st
Date: 1989-10-25 13:13:54 UTC
From: chad@norge.dec.com
Message-ID: <1575@hiatus.dec.com>
Source record: 247991

Note concerning WP:

Recently I received a major upgrade to my atari WP. This upgrade had to be ordered and the cost was 10 or 15 dollars for the media and shipping (several disks were involved). The cover letter mentioned that WP was still going to support the ST in the future.

I don't know if this is just marketing or not.
Take it as you will.

Chad

2021. GEM messages --- longer messages

Newsgroup: comp.sys.atari.st
Date: 1989-10-25 13:58:57 UTC
From: haacke@exunido.uucp
Message-ID: <1693@laura.UUCP>
Source record: 247992

```
>Hello,
> Has anyone ever managed to send a message to a desk accessory in GEM?
>It always bombs out whenever I send a message to any but the process that is
>sending the message ( the ap_id returned by appl_open() ).
>
> E.G.
> :
> ap_wid = appl_find("MYACC "); /* This bit works */
> gets(message); /* Unimportant */
> appl_write(ap_wid,strlen(message),message); /* This crashes */
> :
>
>However if appl_find is given the name of the current process then this
>code works fine.
>
>It is not the desk accessory that is at fault as it works perfectly with system
>messages sent by the AES.
>
>Anyone tried anything similar at any time?
>
--------------------------------------------------------------------------------

In the first three WORD of a GEM message must be present 'internal message-id',
'GEM-id of the sender' and 'length of the "full" message - 16'.

For your PROGRAM:
int appl_id; /* Application-id */
int msg[100];
:
ap_wid = appl_find("MYACC ");
gets(message);

/* Thas new !!! */
msg[0] = 1024; /* internal message-id */
msg[1] = appl_id; /* I'm sending this message */
msg[2] = strlen(message)-10; /* add 6 for administration-bytes (0..2)
sub 16 for bytes in msg-buffer */
msg[2] = msg[2]<0 ? 0 : msg[2]; /* No negativ numbers !!!!! */
strcpy((char*)&msg[3], message);

/* And now your program */
appl_write(ap_win,msg[2]+16,msg);
evnt_timer (1000,0); /* Wait a moment for the accessory to
receive the message */
:
```

The ACCESSORY:

```
int msg[8];
char out[200];
:
evnt_mesag(msg); /* get a message */
if (msg[2] != 0) /* more then 16 Bytes transfered */
{
/* save the first bytes (WORD:3..8) */
memcpy(out, (char*)&msg[3], 10);
/* add the rest of the message */
appl_read(acc_id,msg[2],&out[10]);
/* end the string */
out[10+msg[2]] = '\0';
puts(out);
}
:
```

I hope this can help you.

Dieter

Dieter Fiebelkorn	With a rubber duck, :-{
fiebelko@gandalf.irb.informatik.uni-dortmund.de	one's never alone. :^}

2022. C++ GNU-C++

Newsgroup: comp.sys.atari.st
Date: 1989-10-25 14:23:03 UTC
From: haacke@exunido.uucp
Message-ID: <1694@laura.UUCP>
Source record: 247993

Is an C++-Compiler available for the ST ? If so how can I get it?
thanks in advance,

```
-------------------------------------------------------------------------------
| Dieter Fiebekorn | With a rubber duck, :-{ |
| fiebelko@gandalf.irb.informatik.uni-dortmund.de | one's never alone :^} |
-------------------------------------------------------------------------------
```

2023. Re: Analog ends in December

Newsgroup: comp.sys.atari.st
Date: 1989-10-25 14:53:44 UTC
From: wrd@tekigm2.MEN.TEK.COM
Message-ID: <6888@tekigm2.MEN.TEK.COM>
Source record: 247994
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <835@lzaz.ATT.COM> hcj@lzaz.ATT.COM (HC Johnson) writes:
>In case you subscribe, you may want to know that Analog will cease
>publication in Dec 1989.
>
Do you mean that are subscriptions will come to a screeching halt, or are they merely combining Analog with their ST mag (STLOG?) similarly to what ANTIC is doing? I suspect that both magazines are combining their 8 bit and 16 bit coverages into one magazine and that both will go to disk only subscriptions.

2024. UK prices for hardware

Newsgroup: comp.sys.atari.st
Date: 1989-10-25 15:42:00 UTC
From: 01659@AECLCR.BITNET
Message-ID: <8910260701.AA00703@ucbvax.Berkeley.EDU>
Source record: 247995

I was E-mailed the following info from "Mathew" in the UK.

```
System 1 System 2
-------- --------
Mega 2 Mac SE, 2MB
SM124 20MB hard disk
20MB Hard disk Er...
DTP software that's it.
Atari laser
---------- ------------
2000 pounds sterling 1640 pounds sterling
```

Please note that the quoted price for System 1 is street price, whereas the quoted price for System 2 is educational discount price (45% off!). Now, if we add the laser printer and some cheap DTP software to System 2...

Now, why do you think there are thousands of STs in Europe and virtually no Macs?

Feel free to post the above (I can't post to the net).

2025. Re: TOS 1.4 Incompatibility List: Populous

Newsgroup: comp.sys.atari.st
Date: 1989-10-25 15:45:17 UTC
From: ajy2208%ritcv@cs.rit.edu
Message-ID: <1361@cs.rit.edu>
Source record: 247996

In article <267@mirsa.inria.fr> colas@trinidad.inria.fr (Colas Nahaboo) writes:
>Yes, Most of the greatest ST games do not work with TOS 1.4: Populous,
>dungeon master, Falcon, Rick Dangerous...
>
>At least there are some good news: It is only the PROTECTION on
>populous which crashes, my original do not work, but my cracked copy
>I have for everyday use works perfectly (I try never to use originals, as a
>power cut will fry the disk inside a ST drive...)
>
>bad news: even the cracked versions of falcon and DM do not work.

2026. COMDEX And Atari

Newsgroup: comp.sys.atari.st
Date: 1989-10-25 16:08:45 UTC
From: covertr@force.UUCP
Message-ID: <4670da63.14a1f@force.UUCP>
Source record: 247997

Well, folks the Fall COMDEX is only 3 weeks away. Comdex
is being held in Las Vegas around the 16th of November.

Does anyone want to place any bets on what Atari will be
showing at Comdex??

will Atari have the NERVE to show the following VaporWare:

1) any flavor of the TT

2) the 1040STE

3) the Lynx game

4) DESKSET II

5) UNIX Sys V with X Windows

6) Word Flair (remember that one, supposed to blow away Word Perfect)

Well, I am looking forward to Comdex. I just *LOVE* VaporWare, its
so much cheaper then HardWare or SoftWare!!

Rich Covert

********** GOOD NEWS SECTION **********
This time I would like to recommend MultiDesk from
CodeHead Software. Charles Johnson is the one bright
star in the ST universe and MultiDesk is marvelous.
MD allows you an unlimited number od DAs. It runs as a
DA and has menus to allow you to bundle different groups
of DAs and load them. And it works with the SLM804 Diablo
Emulator. A great utility if you use a lot of DAs.
****

2027. Re: TOS 1.4 Incompatibility List: Populous

Newsgroup: comp.sys.atari.st
Date: 1989-10-25 16:11:38 UTC
From: canada@crash.cts.com
Message-ID: <585@crash.cts.com>
Source record: 247998

In article <267@mirsa.inria.fr> colas@trinidad.inria.fr (Colas Nahaboo) writes:
>Yes, Most of the greatest ST games do not work with TOS 1.4: Populous,
>dungeon master, Falcon, Rick Dangerous...

I have all of these games AND TOS 1.4 and NO PROBLEMS! All of these games
run just fine on my TOS 1.4 equipped system. I suspect you have other
problems not related to TOS 1.4...
--
Diane Barlow Close
{nosc, ucsd}!crash!canada
canada@crash.cts.com
Free Canada -- Trade Mulroney

2028. Re: Calendar Layout Around the World

Newsgroup: comp.sys.atari.st
Date: 1989-10-25 16:22:34 UTC
From: griesel@umn-cs.CS.UMN.EDU
Message-ID: <16554@umn-cs.CS.UMN.EDU>
Source record: 247999
Cross-posted to: comp.sys.ibm.pc,comp.sys.atari.st,sci.astro

In article <716@Aragorn.dde.dk> ct@dde.dk (Claus Tondering) writes:
>terrell@cadnetix.COM writes:

>I have another question, about calendars: which day should be in the
>leftmost column? Is Sunday always in the leftmost column everywhere? Is
>Sunday always in the leftmost column in the USA? If the answer is no -
>which other day(s) should be in the leftmost column: Monday? Just
>Monday?

There may be international standards around, but if you want your software
to be _culturally_ acceptable, you'll find a lot of variability.
Generally, Europe puts Monday first, U.S. puts Sunday first, the
Middle East put Saturday first. There are probably other variations; I
would imagine that Asian cultures would have a different outlook on things.

Monday is first; in the U.S., its us

--
Curtis W. Griesel
EQUAL Project (EQuipment for Universal Access to Learning), U of Minnesota
Internet: griesel@umn-cs.cs.umn.edu; Voice: 612/625-9081; TDD: 612/626-1346
U S Mail: 4-192 EE/CSci Building; 200 Union Street SE; Minneapolis, MN 55455

2029. Re: Analog ends in December

Newsgroup: comp.sys.atari.st
Date: 1989-10-25 16:23:09 UTC
From: ron@gsbmva.uchicago.edu
Message-ID: <5983@tank.uchicago.edu>
Source record: 248000
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

STlog and Analog will be merged into one mag. Analog was the best Atari mag out there - and STlog was good too. I haven't read Analog in years but STlog went down the toilet (IMHO). Bad magazines just waste advertising dollars that good magazines could use to become even better. I hope they go under and Larry Flint loses money.

Ron Rangel

crsp_joel@gsbacd.uchicago.edu

2030. Re: DEC RD53 hard disk on an ST?

Newsgroup: comp.sys.atari.st
Date: 1989-10-25 16:23:31 UTC
From: Henry_Burdett_Messenger@cup.portal.com
Message-ID: <23371@cup.portal.com>
Source record: 247801

Marcelino Bernardo writes:

> Has anyone connected the mech from a DEC RD53 hard disk to an ST? The
> mech which holds 30MB or so, is made by Quantum an I'm told that it is
> ST-506 compatible. It seems to me that these drives should be adaptable
> to an ST using an ACSI-SCSI interface along with an Adaptek controller.
> Right?

Right.

I haven't done it, but I know people who have.

- hbm

Henry B. Messenger henry_burdett_messenger@cup.portal.com
Digital Equipment Corporation isn't responsible for anything I say on Usenet
"And the down of a peach says mmh, yes."

2031. Two-page Atari advertisement!

Newsgroup: comp.sys.atari.st
Date: 1989-10-25 16:36:38 UTC
From: pgs@cs.brown.edu
Message-ID: <18873@brunix.UUCP>
Source record: 247802

I opened my copy of The Brown Daily Herald, our campus newspaper, today and discovered to my amazement a 2-page advertisement for the Atari Portfolio. I will attempt to describe it.

A thin black banner appears at the top of each page, inside of which is printed in white "INTRODUCING THE PORTFOLIO COMPUTER BY ATARI". In large type on the top of the left page, under the black banner, appears "Now the power of a laptop comes in a handy new size." Underneath is a photograph of an open Portfolio computer, held in someone's hand. Beneath the picture are some stats about the computer:

128K continuously powered internal RAM, externally expandable, and 256K internal ROM with DOS, BIOS, and applications.

256x64 pixel graphics mode, 40x8 text mode (With a moveable window on 80x25 character display.

80C88 static CMOS processor runs at 4.9152 MHz.

Super-twist LCD screen.

Includes 5 applications:
- spreadsheet
- word processing
- telephone/address directory
- diary
- calculator

Measures 7.8" x 4.1" x 1.2". Weighs 15.87 oz.

Built-in 32-pin connector for RAM/ROM memory cards (replace floppy disks for storing data and programs)

63 positive-actions keys with audible click feedback and familiar QWERTY keyboard.

60-pin expansion bus.

At the top of the right-hand page reads, "Slip it in your backpack and take it to class!" A small photo of the Portfolio being slid into a backpack appears beneath, around which a large amount of text appears. It reads:

Introducing the first PC that fits in your palm and weighs less than a pound.

Imagine-- as easily as reaching into your backpack for paper, you could be pulling out a computer instead!
Introducing the Portfolio by Ataru. It weighs less than a pound. Its system commands are MS-DOS compatible. And it costs a fraction of what you might

expect. At about the size of a paperback book, it fits right in the palm of your hand. You might call it a "palmtop."
Take it to class with you... or to the library... or on the plane ride home. It's so small and light, you'll forget it's there. And you'll be able to write papers, review your notes, figure math problems-- almost everything you'd do on your home computer!

Five vital applications include-- even a spreadsheet.

The Portfolio comes complete with five important applications. You can upload and download your Lotus 1-2-3 files into the 127-column-by-255-row spreadsheet. Take notes and write papers on the basic word processor, then upload them as ASCII files into WordPerfect of other word processing software if you have a desktop computer. You'll also have a phone/address directory (with RAM cards, hold virtually unlimited numbers of addresses!) with phone autodialer, an appointment calendar and a calculator with an editable tape of calculations right at your fingertips. Menus and messages can be displayed in English, French, or German.

Run for weeks on three AA batteries.

Unlike other portables with power that lasts a few hours (about half a study session), the Portfolio gives you four to six weeks of typical use with three standard AA batteries. And you'll never have to lug a heavy Ni-Cad battery with you. You can easily change batteries without data loss. Three AA Duracell batteries are included with your purchase to get you started!

Connect this palmtop to your home computer.

A whole system of peripherals expands this palm-sized marvel to something even more remarkable-- a complete "mini-office" for students on the go. Once you're back at home, upload your work into your home computer. Or print it out on your printer. Because the Portfolio uses MS-DOS-compatible commands, many popular PC software programs are now being adapted and will soon be available to Portfolio users.

Call now-- and hold the Portfolio in the palm of your hand.

Take advantage of our "try-me-free guarantee." Order your Portfolio today and keep it in your pocket, purse, or backpack. If at the end of 30 days you don't think this is the most vital study tool you've ever used, simply return it for a full refund.
Don't wait another moment. Call toll-free (800)443-8020 today. All orders are shipped Federal Express for quick delivery. The next time you reach in your backpack, you could be pulling out your Portfolio.

---- Peripherals and Accessories ----
* Smart Parallel Interface. Interface to parallel printers and exchange files with PCs. Includes file transfer software for IBM PC and compatibles. $49.95
* Serial Interface. Standard and complete RS-232C interface for modems, printers, and other serial devices. $79.95

* RAM Memory Cards: 32K $79.95
64K $129.95
128K $199.95
* AC Adapter $ 9.95

A "coupon" reads the following:

YES! I want the Portfolio by Atari now.

JUST $399.95

(miscellaneous ordering information for mail orders)

Order toll free: 800-443-8020
7 am to 5 pm (PT)

And at the bottom, the ATARI fuji logo, with the words ATARI COMPUTER next to it, and beneath, "A computer for everyone."

Thought people might be interested.

==========
Peter Sarrett | PO Box 439 | "So much time and so little to
pgs@cs.brown.edu | Brown University | do. Stop. Strike that.
uunet!brunix!pgs | Providence, RI 02912 | Reverse it."
pgs@browncs.bitnet | (401)863-6977 | - W. Wonka

2032. Re: FORTRAN

Newsgroup: comp.sys.atari.st
Date: 1989-10-25 16:39:26 UTC
From: ron@gsbmva.uchicago.edu
Message-ID: <5984@tank.uchicago.edu>
Source record: 247803

It is pretty funny reading messages about programmers bashing FORTRAN. There are computer languages that are better suited for some tasks than other computer languages. To say "FORTRAN stinks!" or " C is for techno-geek-wimps" is silly. They are just tools. "If all you have is a hammer then everything looks like a nail." applies here. Another would be "There are no bad computer languages just dumb programmers who don't know how or when to use them."

Ron

2033. Mailing long files

Newsgroup: comp.sys.atari.st
Date: 1989-10-25 16:54:02 UTC
From: wxh@alpha.lanl.gov
Message-ID: <982@alpha.lanl.gov>
Source record: 247804

I know this is not quite the appropriate group, except I think I read
about this here first, so I'll ask here first. Does anyone one know of
a unix program which will take a long file, uuencode it, split itup
into 1000 line chunks, and mail out each chunk to a given address, with
the subject line being the section of the file required to put it
back together at the other end? I think uue and uud might be usable
for this. If so, can someone send me the source for those?
Thanks. Billy Harvey wxh@a.lanl.gov

2034. Re: 82 tracks, twister, etc.

Newsgroup: comp.sys.atari.st
Date: 1989-10-25 17:07:10 UTC
From: apratt@atari.UUCP
Message-ID: <1746@atari.UUCP>
Source record: 247805

krieg@jupiter.uucp (Andrew Krieg) writes:

>I have a few questions about disks and disk formatting for the ST.
> 1) [What is Twister format?]
> 2) [Why 82 tracks?]
> 3) [Are there any 1.4M drives out there?]

"Twisted" disks have sectors on successive tracks offset from one another. Instead of always starting sector 1 at the index mark, they start sector 1 there on track 0, sector 3 on track 1, sector 5 on track 2, and so on. This makes disk I/O faster, because there are only two sectors of latency between reading sector 9 from track 0 and sector 1 of track 1, instead of 9 sectors of latency waiting for the whole disk to spin around.

You get "Twisted" disks any time you format a disk from the Desktop using Mega TOS or any newer TOS. Once the disk is formatted it will be fast no matter where you use it.

Atari disk drives are only guaranteed to handle 80 tracks. Some people have discovered that some drives can actually access 82 tracks, so they have written formatters which will format 82 tracks. This is not recommended, and you can actually damage your disk drive by telling it to seek so far that it bangs into something. The Desktop format operation will only format 80 tracks.

I am not aware of any 1.4M drives available for the ST. I know you couldn't just plug one in: they get 1.4M by doubling the data rate, and the controller inside the ST couldn't handle it.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

2035. Re: sc1224 monitor pin out

Newsgroup: comp.sys.atari.st
Date: 1989-10-25 17:24:01 UTC
From: wallace@oldtmr.dec.com
Message-ID: <1328@engage.enet.dec.com>
Source record: 247807

In article <1989Oct25.042823.13413@agate.berkeley.edu>, swackham@violet.berkeley.edu writes...
>I could some kind soul supply the pinout functional assignment on the
>circular connector to an atari sc1224 rgb monitor.

A diagram and list of pins can be found in the manual that came with your ST (the dealer should have a manual from his demo system). I believe it is even listed in the table of contents.

If you don't have acces to a ST manual I can look it up and post it for you.

Ray Wallace
(INTERNET,UUCP) wallace@oldtmr.enet.dec.com
(UUCP) ...!decwrl!oldtmr.enet!wallace
(INTERNET) wallace%oldtmr.enet@decwrl.dec.com

2036. Re: Analog ends in December

Newsgroup: comp.sys.atari.st
Date: 1989-10-25 17:32:49 UTC
From: lake@ka3ovk.uucp
Message-ID: <1989Oct25.173249.2534@ka3ovk.uucp>
Source record: 247808
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <835@lzaz.ATT.COM> hcj@lzaz.ATT.COM (HC Johnson) writes:
>In case you subscribe, you may want to know that Analog will cease
>publication in Dec 1989.
>

Isn't Analog and ST Log going to be combined into one
publication?

2037. Your message of Wed, 25 Oct 89 16:38:31 -0500.

Newsgroup: comp.sys.atari.st
Date: 1989-10-25 17:36:23 UTC
From: RiddCJ@computer-science.birmingham.ac.UK
Message-ID: <8910251836.aa02544@flopsy.Cs.Bham.AC.UK>
Source record: 247809

```
Hitchhiker's Guide To The Galaxy
--------------------------------

The advanced tea substitute (aka substitute) is used with the generator.
The long dangly bit must be in the substitute so that the drive can be switched
and the game can progress. Further on, you can rebuild the Nutrimat so you
can get a real cup of tea!

Chris

/*
* Chris Ridd,
* School of Computer Science,
* Birmingham University,
* UK
*
*/
```

2038. 1040ST memory upgrade

Newsgroup: comp.sys.atari.st
Date: 1989-10-25 17:55:25 UTC
From: chang@cme.nbs.gov
Message-ID: <1810@puertorico.cme.nbs.gov>
Source record: 247810

I'm sure this has been discussed here before, but since I'm a new atari owner/comp.sys.atari.st reader I was wondering how difficult this might be and how much is possible.

I've read in previous articles that 520st's can be upgraded by "simply by adding an additional 2 megs of 1 megabye RAM chips"

I bought the ST second hand but I don't think it's older than two years at most (if there are differences in 1040st versions like there are for the 520's). Is there a way to tell the differences?

Thank you

Forrest

2039. Re: 386's, TT's, a machine I want

Newsgroup: comp.sys.atari.st
Date: 1989-10-25 18:12:22 UTC
From: dnewton@carroll1.UUCP
Message-ID: <788@carroll1.UUCP>
Source record: 247811

In article <211@fjcp60.GOV> winston@fjcnet.GOV (Winston M. Llamas) writes:
>.... Still, have you ever noticed that even some of the most used
>programs on the ST (Flash is a glaring example) is feature deficient when
>compared to programs available on other machines?

(I think Flash is a comm program--if it's not, ignore this :-) I've been
using UniTerm now for a while, and have decided it's easily one of the best
terminal programs available for any machine. Even my PC-type friends have
said it's pretty cool, which is pretty good for them, 'cuz they all hate
Atari.

>..... Or the TT (after reading the specs of this machine, I could not
>believe I waited four years for something that "advanced").

Umm, you're telling me a 386 system is advanced? I'm sorry, but it's
really quite a banal little system. There's nothing fancy about a cache.
There's certainly nothing too 'neato' about putting all the processor-intensive
tasks (graphics, sound) on the main processor. It's a lot more fun (and fast)
to use a (gasp) _co-processor_!!!

>The bottom line is, the best deal available on the computing world are the
>myriads of 386 boxes available NOW. You can buy Unix for it now and get
>some good PD development tools. And if you're desperate, you can even
>run MS-DOS. If Intel CPU's are not your bag, the Mac IIcx and IIci are
>really nice boxes with tons of software available.

Intel CPU's are not my bag. Unfortunately, neither is paying Apple up
the wazoo for a slow machine. Oh yeah, I _could_ get a IIci, but if I had
that much money to waste, I'd probably get a NeXT.

Additionally, I just saw an add for a 25Mhz, 60-Meg disk, 4 Meg RAM
486 box that looks like it would beat a 33MHz 386 for $4995. I'd rather
have that, if I was going to go the route of a boring machine.

Can we stop this incessant "Your computer sucks, 'cuz mine's better'
stuff now? Very little is accomplished except for reiterating the point
that no machine has everything everyone wants.

--
David L. Newton | uunet!marque!carroll1!dnewton | The Raging Apostle--
(414) 524-7343 (work) | dnewton@carroll1.cc.edu | for the future--
(414) 524-6809 (home) | 100 NE Ave, Waukesha WI 53186 | for the world.
"Isn't it fun to take two unrelated sentences and mix the batter lightly?" -me

2040. Re: Why Atari?

Newsgroup: comp.sys.atari.st
Date: 1989-10-25 18:23:49 UTC
From: horsch@grads.cs.ubc.ca
Message-ID: <5380@ubc-cs.UUCP>
Source record: 247812

With all the talk around here about how people feel about their
decision to buy/support or not to buy/support the Atari line
of computers, I thought I'd put in my CDN$0.02.

Way back when I was one of the first to buy a 520ST, I bought it
because of the price. It wasn't cheap for me, but it was cheaper
than comparably able MACs or Amigas or PCs. I knew I was bringing it
into a household which, aside from me (and I was still learning),
had no computer experience at all. GEM's intuitive user interface
was important!

I suspect that quite a few people bought STs for these reasons.

But I remember an article in STart #2 (I think) by Tim Oren. He
waxed speculative about the potential of the ST line: there were
many interesting things one could do with a machine which had a
lot of memory standard (recall that in '85, having 512k standard
was a big deal for most personal computers), graphics abilities,
a reasonably fast microprocessor which was not going to hamstring
future processors in the 68k line with compatibility problems, etc...

I believe Oren was right. The ST had a lot of potential.
Somehow, we, the ST users community forgot about that
potential (no blame, just observation). If I may venture
a guess, I think we expected too much from Atari in terms
of improved hardware (re: ROM TOS, blitter, 1040, SLM,
MegaST, ATW, STacy, TT, TOS 1.4 ((I know TOS is software,
but when it comes in chips from a factory, and one can only get
it through Atari, it looks the same as hardware))).
The sentiment seemed to be: "If only I got the X, then
I could do amazing things with this machine!" (X being
a member of the previous list). Of course, as X became
known as Vapourware, so did the 'amazing things.'

It is clear that the ST line lost its edge in potential. I am
not sure that the TT will provide any more potential for
those willing enough to try it (again: not opinion, just lack
of data).

Right now, I know someone who needs to upgrade his computer
system from an old (hardly) portable 64k CP/M Kaypro (I think).
Based on my experience with my Atari, he seems ready to get
a 1040 for himself. He will undoubtably get a good price,
but I wonder what else he will be inheriting...or not inheriting.
I am not sure, but maybe I'll tell him to look around
a bit more at the competition.

Mike (All this for CDN$0.02. Opinion without the Price!)
--
Michael C. Horsch Dept. of Computer Science,
horsch@cs.ubc.ca University of British Columbia

2041. Re: Calendar Layout Around the World

Newsgroup: comp.sys.atari.st
Date: 1989-10-25 18:25:28 UTC
From: steve@arc.UUCP
Message-ID: <621@arc.UUCP>
Source record: 247813
Cross-posted to: comp.sys.ibm.pc,comp.sys.atari.st,sci.astro

All the calendar programs I write make the starting day of the week optional, but the default is Monday. I find this convenient because it puts the entire weekend together (at the end of the line!); this means that activities that take up an entire weekend don't get split up.

--
Steve Savitzky | steve@arc.uucp | apple.com!arc!steve
ADVANsoft Research Corp. | (408) 727-3357(w) / 294-6492(h)
4301 Great America Parkway | #include<disclaimer.h>
Santa Clara, CA 95054 | May the Source be with you!

2042. Re: Printer spooler

Newsgroup: comp.sys.atari.st
Date: 1989-10-25 18:45:17 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440071@hplsla.HP.COM>
Source record: 247814

```
|
|Is there a printer spooler that operates like the unix printer spooler:
|it prints all the files in a directory, sequentially by date/time. With
|a hard disk, this could be a better spooler than one that eats up a chunk
|of RAM and doesn't support queueing and de-queueing (via file deletes).
|
```

The Neodesk 2.0x printer queue works sort of like you want. It keeps a list of files to print and works down the list in the order in which the file was put in the queue. Later versions (2.04 on, I think) incorporate a small 8K buffer. I rather like this queue, since individual files can be removed or the order re-arranged without flushing the whole thing.

Disclaimer: The opinions expressed herein are those solely of the author, who has no pecuniary interest in the companies mentioned.

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%%%

2043. RE> MIDI advice

Newsgroup: comp.sys.atari.st
Date: 1989-10-25 19:06:00 UTC
From: UUCJEFF@ECNCDC.BITNET
Message-ID: <8910260705.AA01039@ucbvax.Berkeley.EDU>
Source record: 247815

If you want to know what is better for MIDI just ask recording studios what they have. It is mostly Atari STs.

Plus the sequencers available. There is a very high performance professional one available in the Hybrid Arts. There is also the C-Lab which has a very good reputation too. And if you got the bucks and want to do your own digital mastering, you have ADAP, which can also be used as a sampler, abeit it is not so portable like the rack mounted jobs that are available commercially.

Jeff Beer, Chicago

2044. Re: NeoDesk, Shel_fix and CRICIT

Newsgroup: comp.sys.atari.st
Date: 1989-10-25 19:10:24 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440072@hplsla.HP.COM>
Source record: 247816

```
|Codes that call other codes (e.g Signum calling its printer routines,
|EasyDraw calling OUTPRINT.PRG) needed shel_fix to work properly. Yes,
|I use shel_fix and it works - except on CRICIT. CRICIT editor will not
|call CRICIT register and vice versa if these codes were launched from
|NeoDesk. They work properly when launched from the standard desktop.
|
|Anyone know why (Dan Wilga, are you out there?)?
|----------
```

Dan Wilga is not on Usenet (or wasn't a few months ago). He can be reached via e-mail but I can't find his address at the moment - it's in your Neodesk docs someplace, though.

I don't know about CRICIT launched from Neodesk, but I have been around the block a few times with shel_fix and Neodesk. I've found that certain auto programs interfere with shel_fix at times. These programs are G+Plus and Universal Item Selector II. (I'm sure there are others). Note, I said at times. I've seen shel_fix work with some progs and not with others, all in the same set-up.

If you use these progs, I find that the following execution order works with all my applications:

G+Plus
shell_fix
UISII

Hope this helps!

Disclaimer: The opinions expressed herein are those solely of the author, who has no pecuniary interest in the companies mentioned.

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%%%

2045. RE: Spectre GCR availability?

Newsgroup: comp.sys.atari.st
Date: 1989-10-25 19:11:18 UTC
From: EESD11O@CALSTATE.BITNET
Message-ID: <8910260705.AA01087@ucbvax.Berkeley.EDU>
Source record: 247817

A friend of mine here at California State University, Chico got his GCR a couple of weeks ago. He loves it. I think, however, that he pre-ordered it a long time ago. He owns the original Spectre also. I heard a a couple of months ago that Gadgets was backordered a couple of batches. Unless you ordered it a long time ago, it may be sometime until the dealers get them. I hope this answers your question at least a little.

2046. Re: Deskjet SOFT fonts

Newsgroup: comp.sys.atari.st
Date: 1989-10-25 19:39:18 UTC
From: neff@hpvcfs1.HP.COM
Message-ID: <2150018@hpvcfs1.HP.COM>
Source record: 247818

The DeskJet soft font format was intentionally undocumented for reasons I will not go into. The soft fonts HP supplies can just be sent to the printer as a binary copy, as long as you preceed the binary copy with the set font id escape sequence (Esc*c#D where # will typically be 1 for the first font you download, 2 for the second, etc.). If all you want to do is download HP supplied fonts and you are able to read from an MS-DOS disc, this information should be sufficient to make your own downloader.

If you want to actually create and edit fonts, that is a different matter. We do send out soft font format documentation upon request. Initially try our official support line at (208)-323-2551. If they can't get you the information through official channels, send me some email. I'll give you the name and phone number of our person here who supports ISV (independant software vendors) and will give out this documentation. I will not post his name and number on the net, however (I might get killed or worse). Our previous approach was to only give out this information on a "need to know" basis, but I believe we are more liberal with this information now.

Dave Neff
neff@hpvcfs1.HP.COM

2047. TURBODOS and AHDI v3.01 can't get on!

Newsgroup: comp.sys.atari.st
Date: 1989-10-25 20:55:00 UTC
From: DAGLEISH@FRILL.BITNET
Message-ID: <8910280708.AA12501@ucbvax.Berkeley.EDU>
Source record: 247819

Hi,
2 points:

1) The ATARI hard-disc driver AHDI version 3.01 and TURBODOS (distributed with the hard-disc utilities disc for MEGAFILE 30's by ATARI, France) are totally incompatible. If you use the new AHDI and TURBODOS, then when you try to copy files to the hard-disc then nothing happens. All the usual disc-activity light flashing takes place and the file count in the alert box decrements as normal, but at the end of the day none of the copied files appears on the destination disc. If TURBODOS is not activated then the transfer takes place normally.

This problem occurs even though no other auto-boot or accessories are used.

I am thus obliged to make do with v1.7 of the SHDRIVER.SYS and so cannot take advantage of the extended partitioning scheme of v3.01. It is impossible to work without TURBODOS as the basic TOS 1.2 is so S*L*O*W when using a hard-disc.

2) My dealer (in LYON) has not heard any news of the arrival of TOS 1.4 (he says he thinks that ATARI is going to go directly to TOS 1.6 as used in the STE (which I briefly played with in the shop - RICHARD COVERT PLEASE NOTE, THIS IS NOT VAPORWARE). ==========

SO, is there anyone in France listening who has got a copy of TOS 1.4 in ROM (for AZERTY keyboards)? If so where did you get it, and how much did it cost? I would love to chuck out TURBODOS, STSELECT, FOLDER100 etc. and use AHDI V3.01.

Paul A. Dagleish
Institut Laue-Langevin
38042 GRENOBLE
France

email: DAGLEISH@FRILL.BITNET

2048. Re: FORTRAN

Newsgroup: comp.sys.atari.st
Date: 1989-10-25 20:56:28 UTC
From: t19@nikhefh.nikhef.nl
Message-ID: <540@nikhefh.nikhef.nl>
Source record: 247820

You might want to check out Absoft Fortran. It compiles a lot faster than
Prospero, although the resulting code is not as good. My times are
- 20 sec to compile a 20-30K file
- 20 sec to link with 25 others to a 500K program (using my own linker)
- 20 sec to find out what went wrong this time 'round
That is a LOT faster than on our mainframe.

G.J. van Oldenborgh

2049. Re: official tos 1.4 release

Newsgroup: comp.sys.atari.st
Date: 1989-10-25 21:09:53 UTC
From: stank@anvil.WV.TEK.COM
Message-ID: <5115@orca.WV.TEK.COM>
Source record: 247821

In article <19890ct22.195156.14155@gpu.utcs.utoronto.ca> nemeth@gpu.utcs.UUCP (Gabe Nemeth) writes:
>What I find annoying is that ROMs that fix bugs in the operating system
>that was promised years ago is costing me $100. Surely Atari could
>afford to foster some loyalty by offering a "nominal" trade in price
>for ROMs.

C'mon folks, give Atari a break. They're trying to provide support for their product and all they get are complaints. Trade-in's on ROMs don't make sense, they don't have any intrinsic value so what's the point of trading them in? It's not like a used car where the manufacturer could resell it. Mask programmed ROMs cannot be reused, so they have no value. Why should Atari take them on trade in?

Most manufacturers of industrial computers charge some sort of annual software maintainence fee, for this fee you may or may not get your bugs fixed, depending on how severe they are. Atari is simply doing the same thing, only they are doing it on a "pay as you go" basis. I realize that Atari is selling into the consumer market and customer expectations are different, but I don't think their upgrade policies are any different than the other home computer vendors.

> The mac os is essentially free (you can buy an official disk
>for $45) and I wonder how the copywrite would affect TOS.

$45 doesn't seem much like free to me. I think you are really alluding to the fact that Mac os releases are sold on disks and are thus easier to illegaly pirate. (I don't know what Apple's view of copying is, but I suspect they don't approve.) You must also keep in mind the cost of the distribution media, Apple ships their OS upgrades on 3.5 in. floppies which cost significantly less than the six ROMs that Atari is using. Also, the ROM set is going for $90 in my area, so it sounds like your dealer is overcharging, unless that $100 includes installation, in which case it's a good deal.

> Are updates
>to TOS separately copywrited? If I own a copy of TOS 1.0, am I legally
>entitled to make an updated copy to 1.4?

I'm not a copyright expert, but I don't believe copyright law entitles me to an update. When is the last time you heard of anyone getting a new copy of a book when the revised edition comes out? TOS 1.4 is not the same as TOS 1.0, you are not making a copy of TOS 1.0 when you copy a TOS 1.4 ROM, thus the "backup copy" clause of copyright law does not apply. Making a copy of a TOS 1.4 ROM that you do not own for your personal use is a violation of copyright law.

DISCLAIMERS:

These opinions are my own and have nothing to do with Tektronix.

I do not represent Atari, I am only an St owner. I also own an IBM PC. I sometimes use an Apple Macintosh at work. I don't LOVE any of those machines, they all suck, one way or another.

stank

US Mail: Stan Kalinowski, Tektronix, Inc., Interactive Technologies Division
PO Box 1000, MS 61-028, Wilsonville OR 97070 Phone:(503)-685-2458
e-mail: {ucbvax,decvax,allegra,uw-beaver}!tektronix!orca!stank
or stank@orca.WV.TEK.COM

2050. Re: Which filehandle for stderr?

Newsgroup: comp.sys.atari.st
Date: 1989-10-25 21:15:21 UTC
From: apratt@atari.UUCP
Message-ID: <1748@atari.UUCP>
Source record: 247822

piet@cs.ruu.nl (Piet van Oostrum) writes:

>Which filehandle should be used for stderr? I have seen compilers that use
>2 and others that use -1.

>If you use 2: you can redirect stderr, but it is not official TOS usage (2
>is supposed to be stdaux). So you need a sheel that sets up 2 to default to
>the console. On the other hand it is Unix compatible.

>If you use -1: it is TOS standard, compatible with the desktop, but you
>can't redirect it to a file.

Boy, if only all the questions on the net were this well thought out
and concise. Way to go, Piet!

My personal opinion, not to be construed as an Atari policy statement,
is that handle 2 is a fine choice. I realize it requires a shell which
supports it, but I think it's worth the effort. You can even tell if
you've been run from the Desktop, and if you are, you Fforce handle 2
to -1 or something.

(You can tell if you're launched from the Desktop by checking for a CR
character just PAST the end of your command line. It's not very nice,
but it works. Here's the code you'd have to use in your startup,
before anybody munges the command line.)

```
----------------------------------------

move.l <basepage>,a0
lea.l $80(a0),a0
move.b (a0)+,d0
ext.w d0
cmp.b #$d,(d0,a0)
bne notdesktop

... launched from desktop ...

bra done

notdesktop:

... not launched from desktop ...

done:

----------------------------------------
```

Of course, if your shell puts a CR there in a misguided attempt at
being compatible with the desktop, you'll be in trouble. Another way to

tell is to see if there's anything but PATH in your environment: most
shells put SOMETHING there...

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

2051. Re: Life with Atari

Newsgroup: comp.sys.atari.st
Date: 1989-10-25 21:16:33 UTC
From: Henry_Burdett_Messenger@cup.portal.com
Message-ID: <23378@cup.portal.com>
Source record: 247823

Richard. Sorry to use net bandwidth for this, but I'm certain there
are others that agree with me...

Sell your ST. Please. You clearly didn't know what you were buying
when you bought it, and you clearly are displeased. Go buy a Macintosh
or a PCclone. You will be happier, and I know the net will be happier.

Or just stop complaining about every little problem you run into.

Henry B. Messenger henry_burdett_messenger@cup.portal.com
Digital Equipment Corporation isn't responsible for anything I say on Usenet
"Hello, I know that you've been feeling tired.
I bring you love and deeper understanding."

2052. Re: Two-page Atari advertisement!

Newsgroup: comp.sys.atari.st
Date: 1989-10-25 21:21:45 UTC
From: strasser@eniac.seas.upenn.edu
Message-ID: <15927@netnews.upenn.edu>
Source record: 247824

Penn's campus paper (_The_Daily_Pennsylvanian_) ran the same ad. I was im-
pressed -- it had the slick, polished look of a Mac ad.

Colin Strasser University of Pennsylvania
strasser@eniac.seas.upenn.edu Moore School of Electrical Engineering
CI$: 72447,1650 Class of '90 -- Penn's 250th year!

2053. Same old...same old...volume 3

Newsgroup: comp.sys.atari.st
Date: 1989-10-25 22:31:33 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <891025.16313040.014615@SFA.CP6>
Source record: 247825

The American 'magazine' Computer Shopper (November 9, 1989), arrived
at the racks of our university with either the most unbalanced intro
sub headlines or maybe the most truthful. I've been trying to avoid
the usual "What's wrong, what's right" discussion about Atari, but this
magazine worked me up.
Here are some quotes:

FRONT COVER:

O PORTFOLIO
Can an MS-DOS Handheld Save Atari Corporation?
~~~~

PAGE FOUR:

O (color picture of the Portfolio)
O "It's true--while not everything in the computer world is from Kansas,
it is all getting smaller. Witness Portfolio, Atari's MS-DOS
Munchkin. The company is clearly out to grab some of the market share
of Sharp's Wizard, but this yellow brick road may or may not lead Atari
to riches in the Emerald City. Is this MS-DOS "compatible" handheld
worth the bucks, or should we toss it to the flying monkeys?"
~~~~~~

Is this responsible journalism, especially for the lead-in intros???
I should think not. GRRRR!
The article in the journal is remarkably balanced and gives a fairly
nice review, indeed, it is quite balanced. Although I'm amazed at the
sudden rush to buy the Portfolio, especially when the Toshiba 1000 is
being offered for a price not much more--and one gets a full sized
keyboard and 3 1/2" floppy drive, Computer Shopper is taking a very
unfair slap at the machine in the headlines and treating it nicely in
the text body. Give the Portfolio a chance to try the market, for
crying out loud...
On the other hand, maybe Computer Shopper is revealing a deeper
problem. Perhaps the sub headlines demonstrate how Atari U.S.A. is
really seen by others in the U.S. Maybe the distressed developers
and puzzled users of Atari U.S.A. have a voice in this slip of the
journalistic tongue. ---just my opinion, folks. It is amazing what
can pull my string. I love my ST but am tired of being defensive of
it when in the computer crowd, i.e., "I've never head of an ST... I
thought Atari was bankrupt... ST's? You mean XT, as in the PC, right?"
Ok, flame off. It is just that the Computer Shopper sort of
raised my blood pressure and this net was my outlet.
Also, when I say "ATARI", I'm not directing anything towards
any of the kind and probably overworked Atari technicians and

engineers who take the heat on this net.... 'nuff said!

Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

2054. Re: computer purchase decision

Newsgroup: comp.sys.atari.st
Date: 1989-10-25 22:43:06 UTC
From: Dave_Ninjajr_Flory@cup.portal.com
Message-ID: <23380@cup.portal.com>
Source record: 247826

>>Well, after examining the response to my MIDI question, the general
>>chatter in the comp.sys.atari.st news, and, more than any other single
>>person, Richard Covert, I have decided *not* to buy an Atari anything.
>>
>> Atari,
>> You blew it.
Simply put I think Atari has made a lot of serious mistakes but you
blew it by taking Richard seriously. He can't make up his mind from
message to message.

This is just my personal opinion, but I have been a covert watcher for 30
years, watching Richard, here and there, for around two.

2055. Re: TOS 1.4 Incompatibility List: In europe only?

Newsgroup: comp.sys.atari.st
Date: 1989-10-25 22:45:00 UTC
From: apratt@atari.UUCP
Message-ID: <1751@atari.UUCP>
Source record: 247827

colas@trinidad.inria.fr (Colas Nahaboo) writes:
> In article <10079@stag.math.lsa.umich.edu>, hyc@math.lsa.umich.edu
> (Howard Chu) writes:
>> In article <267@mirsa.inria.fr> colas@trinidad.inria.fr (Colas
>> Nahaboo) writes:

... and so on ...

I am concerned about the fact that programs work for some people under TOS 1.4 and not for others. Either (A) the program is different or (B) the TOS is different.

People, the only official TOS 1.4 release is dated 4/16/89. You can see the date in the ROM by dumping offset $18 from the start of the ROM (which is $FC0000 on ST, but not STe!) ... you should see the date as four hex bytes: 04 16 19 89. If you don't see this, you don't have the right version.

You should GET the right version: the old ones are inferior, and the incompatibilities which caused some of these programs to fail might have been fixed in the released version - that would explain a lot of this confusion.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

2056. UNIX

Newsgroup: comp.sys.atari.st
Date: 1989-10-26 01:00:21 UTC
From: vcp6840@ultb.UUCP
Message-ID: <1479@ultb.UUCP>
Source record: 247828

There is a lot of talk here about the TT (MegaStation?), but there is another impressive machine that no one mentions. What about the ATW. I would like more information on it since I'm in the market for a new UNIX box.

I would appriciate any comments.

2057. Re: TT's, flames, etc

Newsgroup: comp.sys.atari.st
Date: 1989-10-26 01:06:33 UTC
From: dnewton@carroll1.UUCP
Message-ID: <790@carroll1.UUCP>
Source record: 247829

In article <3979.25443723@uwovax.uwo.ca> 4224_5132@uwovax.uwo.ca (Andrew Semple) writes:
> All I ask for is that we give Atari as many fair chances as possible. If
>Atari goes down in flames, it is because of bad management and no support
>from the public. If the public supports, the bad management usually works
>out. If the public doesn't support, bye bye Atari, bye bye new ideas,
>bye bye change....

BZZZZ! Wrong. The people that have Atari's _DO_ support them, this is the _only_ reason they are here. That _DOES NOT_ insure Atari's continued semi-success in the States. Third party support, _AD CAMPAIGN'S_ would _really_ help a _lot_, maybe even some product announcements from Atari that were true (btw, good job on the PC hand-held and the Lynx (if we see it), even though I don't want one, ya' done good) like the TT, or the Transputer workstation. Someone complained about the TT being less-than-advanced, but really, little is these days. I think it's a step in the right direction if it ever gets out and into _our_ hands.

Oh well, enough underlines for a day.

--
David L. Newton | uunet!marque!carroll1!dnewton | The Raging Apostle--
(414) 524-7343 (work) | dnewton@carroll1.cc.edu | for the future--
(414) 524-6809 (home) | 100 NE Ave, Waukesha WI 53186 | for the world.
"Isn't it fun to take two unrelated sentences and mix the batter lightly?" -me

2058. RE: INFO-ATARI16 Digest V89 #556

Newsgroup: comp.sys.atari.st
Date: 1989-10-26 01:09:00 UTC
From: CANTIN%MMDEHN.SPAN@RICEVM1.RICE.EDU
Message-ID: <8910260722.AA02830@ucbvax.Berkeley.EDU>
Source record: 247830

```
unsubscribe info-atari16
```

2059. Do you love this ST?

Newsgroup: comp.sys.atari.st
Date: 1989-10-26 01:31:10 UTC
From: MEGGIN@vm.epas.utoronto.ca
Message-ID: <89Oct25.213612edt.57384@ugw.utcs.utoronto.ca>
Source record: 247831

I love my ST because it will run Calamus, which saves several hours every week for my spouse and me over other DTP packages. I wish that it had a lot of things that it does not, and as a hacker, I'd switch to a Sun in a second if I could afford it. I also find 4 megs too crowded.

Microsoft produces MSDOS, not IBM. Same with Windows. DRI produces their GEM, and companies other than IBM produce the best IBM-compatible computers. Who cares if Atari does not new software stuff (like the Postscript clone) for the ST, as long as someone does?

And if other people stop supporting the ST, I stop using it.

David Megginson, Centre for Medieval Studies, Toronto

2060. pascal for ST?

Newsgroup: comp.sys.atari.st
Date: 1989-10-26 02:10:06 UTC
From: 880139h@aucs.uucp
Message-ID: <1989Oct26.021006.10746@aucs.uucp>
Source record: 247832

Does anyone out there know if there is a good Pascal compiler for my 1040st? PD would be nice, but I think I'm dreaming.

Sorry if this question has been asked lately; I'm a new subscriber.

P.S. I think they might have gone and changed the format of mynet address. If the above doesn't work, try:
880139h@ACADIA.UUCP

Thanks, Y'all

--
"Infrequently employ an	Rob Hutten
extensive verbalization	Acadia School Of Computer Science
when a less ponderous	Wolfville, Nova Scotia.
locution will qualify."	

2061. Re: TOS 1.4 Incompatibility List: Populous

Newsgroup: comp.sys.atari.st
Date: 1989-10-26 02:47:15 UTC
From: savrtka@cpsc.ucalgary.ca
Message-ID: <1964@cs-spool.calgary.UUCP>
Source record: 247833

Colas Nahaboo writes:

> Yes, Most of the greatest ST games do not work with TOS 1.4: Populous,
> dungeon master, Falcon, Rick Dangerous...

Funny, I have Populous, Dungeon Master, and Falcon originals -- and they
all work with 1.4 in my 1040STf.

BAAL, on the other hand, takes multiple attemps before it loads, and
ST WARS simply bombs out while loading.

| DISCLAIMER: If you have a problem with my statements, see my disclaimer. |

2062. Re: 386's, TT's, a machine I want

Newsgroup: comp.sys.atari.st
Date: 1989-10-26 03:12:27 UTC
From: winston@fjcnet.GOV
Message-ID: <212@fjcp60.GOV>
Source record: 247834

I don't think I said that the ST sucked. The gist of my previous post was that even if Atari manages to get the TT out in time, it will take a while (if ever) before a significant software base is developed for it. Yes, Uniterm is a nice program (thank's Simon). But let's get real. I want to use some development tools that just are not available on the ST. Smalltalk-80 is available for the ST, but there does not seem to be any way to get the thing here in the U.S. (yes, I called Parc Place Systems).

The thing is, 386 machines are pretty decent machines (okay, so you don't like Intel chips) that are readily available at decent prices. You can get some nice expansion cards for it too. And there are literally tons of software available for the machine (running on at least three operating systems).

Yeah, I think we all have done enough bashing on the STE/TT lately, especially since I have yet to see one of the things in a store.

I think the $4995 486 system dmewton was talking about is the Cheetah Gold 33. There is a short article on the computer in the November 1989 issue of Byte. Seems like a pretty good deal for the price (4 megs of ram, vga graphics, 60 meg hd).

Winston Llamas

2063. SLM804

Newsgroup: comp.sys.atari.st
Date: 1989-10-26 07:06:40 UTC
From: XUUM24@PRIME-A.CENTRAL-SERVICES.UMIST.AC.UK
Message-ID: <$TFHKCZVBCWNC.at.UMPA>
Source record: 247835

Some questions about the SLM804.

The program DVISLM.TTp which should output Tex DVI files on the SLM, has anyone got it to work. My Mega4 does seem to like it. A test page comes out the the SLM but its blank ???

Anyone used (or even got) the Postscript emulator called (I think) Ultrascript. Any comments on it.

Finally anyone got any documentation on the works of the SLM and the Diablo emulator - I've tried Atari UK and got nowhere.

Any help most appreciated
Steve C.

2064. Re: UNIX

Newsgroup: comp.sys.atari.st
Date: 1989-10-26 07:30:16 UTC
From: themod@blake.acs.washington.edu
Message-ID: <4212@blake.acs.washington.edu>
Source record: 247836

This is in response to a request for information on the Atari Transputer Workstation (ATW). There is an article in the November STart.

Here are some of the highlights :

RISC (reduced instruction set computer) running at 50 mHz
32 bit bus
4 megabytes of RAM, upgradable to 120 meg
With all 4 boards, that is 13 transputers, the machine
runs at 10 MIP (= 1/5 Cray)
Helios OS (UNIX-like) with both CLI and Graphic interface
Each window has it's own dynamic color map and palatte
Analog RGB monitor : 1280x1024 w/16 colors
1024x768 w/256 colors
512x512 w/16 million

Base system, with one transputer is $8000
the RGB monitor is 2000 pounds ($3000 ???)
Each duaghter board is $3000
(A maxed out system will run you about -gak!- $80,000)

If Atari is serious about this computer, then Jobs could get
some unexpected competition. That is the operative word - IF.

Chris Hinton ---- themod@blake.acs.washington.edu
Mod Software Systems
Seattle, Wa 98195

"Why didn't you tell me he had one of those... things?" - The Joker.
"My life is really...complex." - Bruce Wayne.
"Good tea...Nice House." - Lt. Worf

2065. Re: MIDI

Newsgroup: comp.sys.atari.st
Date: 1989-10-26 07:54:00 UTC
From: steve.sonne@canremote.uucp
Message-ID: <89102603280170@masnet.uucp>
Source record: 247837

Searching for Dr.T editor/libraian users on a Roland D-110 to exchange
sound files...we have the technology! t.m.b.
---
* Via ProDoor 3.1R

2066. Atari TT's disk drive

Newsgroup: comp.sys.atari.st
Date: 1989-10-26 09:39:38 UTC
From: JALKIO@cc.helsinki.fi
Message-ID: <1125@cc.helsinki.fi>
Source record: 247838

Could somebody please tell me that what kind of disk drive will the TT have? I assume it'll be a 3.5 inch 1.44 Meg drive but I'm not sure...

Jouni Alkio

2067. SozoSHELL?

Newsgroup: comp.sys.atari.st
Date: 1989-10-26 09:40:57 UTC
From: glk01126@uxa.cso.uiuc.edu
Message-ID: <111500046@uxa.cso.uiuc.edu>
Source record: 247839

Has a shell been written for Sozobon C? If
Tony Andrews or one of you guys read this, would you
be interested in including a Laser C type shell
with the package, i.e. hold the executables in
ram if so desired, with the editor selectable
by the user?

-Spieu!

2068. ST Flowcharting

Newsgroup: comp.sys.atari.st
Date: 1989-10-26 10:22:26 UTC
From: stevedc@syma.sussex.ac.uk
Message-ID: <1463@syma.sussex.ac.uk>
Source record: 247840

I have found the correspondence I had with the folks producing 'ChartEd'
- discussed recently on the Net.

As yet no official distributor or price.

They included some sample outputs (520ST and HP DeskJet) which were
** VERY GOOD **.

The authors are:

MicroMan Charts Ltd
PO Box 45
Horsham
West Sussex
RH13 7XR

Tel (UK) 0403 732916.

I tried calling today (26th Oct), but all I got was a machine and they
have yet to return my call. Any useful additional info will be posted.

Steve

Stephen D Carter, Systems Manager, The Administration,
The University of Sussex, Sussex House, Falmer, BRIGHTON, BN1 9RH. UK
Tel: +44 273 678203 (Direct line). Tel: +44 273 606755 (Switchboard).
JANET : stevedc@uk.ac.sussex.syma
ARPA : stevedc%sussex.syma@nsfnet-relay.ac.uk
USENET: stevedc@syma.sussex.ac.uk
UUCP : ...!mcvax!ukc!syma!stevedc
BITNET: ukacrl!sussex.syma!stevedc or stevedc%sussex.syma@ukacrl

2069. Re: FORTRAN

Newsgroup: comp.sys.atari.st
Date: 1989-10-26 12:43:35 UTC
From: rode@uniol.UUCP
Message-ID: <1167@uniol.UUCP>
Source record: 247841

>> The only good FORTRAN is a dead FORTRAN ???

Sorry, but 70 % of the whole software for science is written in FORTRAN.
So, you need FORTRAN for Life.
Others, working in commercial sectors, only work with COBOL.
So you need mostly only 2 languages to work.

(And IBM's /370 macro Assembler ...)

mfG Diro

****
* Dirk Rode * UUCP: ...!unido!uniol!rode *
* Zwischenahner Str. 64 * Bitnet: 077481@Doluni1.Bitnet *
* 2910 Howiek ***************************************
*************************************** Nickname: Waldi *
* Irre oder nicht Irre ... ***********************************
************************** DAS ist hier die Frage !!!!!!!!!!!!!! *
****
* Arbeitsgruppe Rechnerbetrieb Informatik der *
* Universitaet Oldenburg (FB 10 - ARBI) *
****

2070. Re: Analog ends in December

Newsgroup: comp.sys.atari.st
Date: 1989-10-26 12:56:00 UTC
From: hedger@inmet
Message-ID: <30200008@inmet>
Source record: 247842

I just bought the latest issue of Analogue last night....it's the first one in the new merged (analogue,stlog) format. In the editorial page, the tone was very upbeat and no mention was made of the magazine ending. As a matter of fact the editorial said that existing subscriptions for each of the old magazines will be transferred to the new merged magazine and that if you previously held subscriptions to both magazines, the subscriptions would be added together and applied to the merged mag. Doesn't sound to me like they are going under.

```
=====================================================================
| |
| Keith Hedger : {...!}uunet!inmet!hedger hedger@inmet.inmet.com |
| 'It is a sad, but beautiful world.........' |
=====================================================================
```

2071. Atari ST and video films

Newsgroup: comp.sys.atari.st
Date: 1989-10-26 13:27:53 UTC
From: focke@gmdzi.UUCP
Message-ID: <1641@gmdzi.UUCP>
Source record: 247843

I'm looking for information about using my 1040ST in combination with
a camcorder.

Is it possible to mix a titel, created with the ST, with a video signal?

What kind of hardware do I need?

What does it cost?

Thanks for any information

Stefan Focke (focke@gmdzi.UUCP)

2072. TOS 1.4 installation

Newsgroup: comp.sys.atari.st
Date: 1989-10-26 13:48:34 UTC
From: dav@eleazar.dartmouth.edu
Message-ID: <16376@dartvax.Dartmouth.EDU>
Source record: 247844

I have the TOS 1.4 chips and the 1 page document on how to install them. I also have a 1040STfm. I think the ST has the TOS 1.0 in it, but it may have 1.2. Can anyone help me with installation? My big question is, do I really have to solder anything? The installation document says three solders have to be made.

Yes, I would rather have a dealer do it, but there aren't any around here.

2073. Handle question

Newsgroup: comp.sys.atari.st
Date: 1989-10-26 13:59:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19891026135922.4.JRD@MOA.SCRC.Symbolics.COM>
Source record: 247845

Is it possible to tell what device a (gemdos) file handle is really pointed at? In particular, is it possible to tell if it's really pointed at the screen? In doing some IO hacking, I've come up with some stuff that really does want to be able to use Bcon<foo> when it can figure out that the thing being talked to is the keyboard/screen, but there appears to be no way to tell, other than blindly assuming.

I'd like to find something modular and supported (Hah!), but will settle for anything. Hints anyone?

2074. Re: Look ma, no flames! <well almost>

Newsgroup: comp.sys.atari.st
Date: 1989-10-26 15:42:08 UTC
From: covertr@force.UUCP
Message-ID: <4675ca0d.14a1f@force.UUCP>
Source record: 247846

In article <CMM.0.88.625285647.cmm1@cunixa.cc.columbia.edu>, cmm1@CUNIXA.CC.COLUMBIA.EDU (Christopher M Mauritz) writes:
> I do have an honest-to-goodness question about the elusive TT. Since
> users are paying all that money to get a 68030 box, can it multitask?
> Seems to me that if it doesn't it is just a speedy ST in a new box.
> Enquiring minds want to know....

Nope, it does NOT multitask. This has been mentioned by John Townsend et al on GEnie in the past. The TT will simply be a faster ST with slightly better graphics. And John Townsend said that the first TT will be called TT/P for the Plastic TT (it is in a plastic box). Later, if any, models are supposed to be in a Tower cabinet. Also, someone posted a message on GEnie about the upcoming Comdex show in Las Vegas in Novemebr. This person got a brochure from Comdex and Atari was listed as shwoing the "TT/Megastation". So, maybe the new TT will be called the TT/Megastation. Who knows? Anything is better then TT/P. It will use TOS 1.6 which is the same TOS being used in that other VaporWare the 1040STE. So no mutlitasking, unless you call DAs multitasking of course.

>
> Oh yeah, I think Richard Covert mentioned that he still was an avid ST
> fan, but would never buy another Atari product. I would put myself in
> the same class (except never should be all caps -->NEVER). Some of us
> are willing to pay a wee bit extra at the outset for a PC rather than
> having to fight tooth and nail for even the most meager
> (OK...nonexistent) support. Just an observation. I still like my ST
> (er, well I guess I still like my 15 year-old cub scout uniform too
> <grin>).
>

I don't think that ANYONE could have supported Atari more then myself over the past five years. I own a 520ST (3 years old and still running), a Mega ST2 (20 months old), an 85 meg drive for the 520ST, a 130 meg drive for the Mega, an Atari SLM804 laser printer, 3 Atari monitors (2 color, one monochrome). And lots of commerical software. I have bought most of the available word processors, I own LDW Power and VIP Professional. I wqon Mark Williams C and FLASH and Interlink. The list could continue for pages.

And when I first bought the 520ST, the ST was a steal. And when I first bought the Mega I was told about all of the future boards being designed for it. Over the last 3 years the ST, both 520/1040 and Mega ST, have been left in the dust by IBM PC clones. And now that Commodore is producing an Amiga (A3000) which uses non-interlaced graphics, the A3000 is a serious contender in my book.

But, what has Atari done to improve the ST. The Diablo Emulator for the SLM804 lp is so bad that Word Perfect has dropped the Atari LP as a supported WP printer. So, much for Atari support. Atari has never released an Epson Emulator for the SLM804. So much for Atari support. I know, folks say that I should NOT have bought the SLM804. But, what it does it does very well. I love the quality of my C listings and the speed at which the SLM804 prints. But its shortcomings are frustrating, and Atari's lack of support is maddeining!

I would dearly like to get a good CASE tool but if you think I will ever see one for the ST or the TT you are pretty optimistic. The software market has just plain and simply left the ST. Except for games. There are plenty of new games for the ST. Just lots and lots of games. And mostly from Europe.

So, that leaves the ST as a Game Machine. and maybe that where ATari should concentrate. Sell the ST and TT as Super Game Machines and blow away Ninetendo.

So, why do I like my ST? first, GEM is fairly easy to program in. Second, Mark Williams C is a great compiler. Third, I dislike Mac's hardware even more then Atari's lack of support. The ST's DMA port blows away the MAC IIci when it comes to data xfer from hard drive. So, I don't like Mac hw, but do like Mac sw, and Apple support. I like Atari ST hw, and sw but hate Atari's LACK of support. So, unless I design and build my own computer I am stuck in an imperfect world. And as I have over 6 grand tied up in Atari computer gear, I will stay with Atari for awhile.

But, I will NEVER buy another computer from Atari. Especially a closed system like the TT/P. One lousy short VME card slot does not make an OPEN system. you need 5 or more. One slot just guarantees that no one will design for it. Lack of resources.

> Chris
>

********** GOOD NEWS SECTION **********
THE FAST TECHNOLOGY TURBO16 is one of the best things to come to the ST market. It works in all models of the ST and gives you an increase of upto 50%. I have 2 friend who have it and they both love it. T16 is a small pc board with a 16 MHz 68000 and a 32 Kbyte Fast static RAM cache. It is the cache ram that gives the most increase in performance for your ST. So, please, if you have a local Atari dealer, check out the Turbo16 from Fast Technology. It is wonderful.
****

Rich Covert

2075. Re: 386's, TT's, a machine I want

Newsgroup: comp.sys.atari.st
Date: 1989-10-26 15:56:42 UTC
From: steve@thelake.UUCP
Message-ID: <0926891056429243@thelake.UUCP>
Source record: 247847

In article <212@fjcp60.GOV>,
winston@fjcnet.GOV (Winston M. Llamas) writes ...

>I don't think I said that the ST sucked. The gist of my previous post was
>that even if Atari manages to get the TT out in time, it will take a while
>(if ever) before a significant software base is developed for it.

If the TT runs all properly written ST software (much faster!), what's the
big deal? And the optional Unix OS is said to be System V and capable of
running anything written for the Motorola binary standard. I don't think
it's reasonable to term either of those software bases "insignificant."

I sympathize with your frustrations at not being able to get Smalltalk or
Scheme or whatever, but let's be serious: those are not significant
applications in terms of the general market. They're weird.

Anyone who's looking for mainstream applications -- word processors,
1-2-3-compatible spreadsheets, desktop publishing, databases, etc., will
be in great shape. There's a lot of specialty software out there, too
(MIDI is the obvious example).

I bought an ST in 1985, so I know what a software drought is like. The TT
won't have that problem.

Steve Yelvington, up at the lake in Minnesota
... pwcs.StPaul.GOV!stag!thelake!steve (Usenet)
... {playgrnd,moundst,class68}!thelake!steve (Citadel)

2076. ST vs Mac prices revisited

Newsgroup: comp.sys.atari.st
Date: 1989-10-26 15:59:00 UTC
From: 01659@AECLCR.BITNET
Message-ID: <8910270721.AA26358@ucbvax.Berkeley.EDU>
Source record: 247848

The comparison I gave of Mega and Mac SE prices were both corporate and both Canadian prices. Someone replied to me that one option would be to buy a third party RAM upgrade for a 1040ST. In the business environment, keyboard systems are looked down on (I do not make the rules, just live by them) and the Mega 'looks' like a business machine.

The single biggest problem with Atari systems (hey, do not flame me, I sell Atari systems) is the high cost of hard disks. When a 1040ST with a Megafile 30 costs $1800 and a TURBO XT clone with 30 meg drive costs $999, it's tough to convince the neophyte buyer that the extra bucks are worth it. Hey, most people I deal with as potential buyers have NO background in computing and it's just impossible to explain the advantages to someone who is intimidated by computers.

I think the 1040ST + 30 meg drive should be in the $1200 - $1300 range
Mega 2 + 60 $1800 - $2000 range

if I am going to compete (especially with a slogan Power Without the Price)

2077. Re: Life with Atari

Newsgroup: comp.sys.atari.st
Date: 1989-10-26 16:02:08 UTC
From: covertr@force.UUCP
Message-ID: <4675dbf4.14a1f@force.UUCP>
Source record: 247849

In article <467036de.20b6d@apollo.HP.COM>, rehrauer@apollo.HP.COM (Steve Rehrauer) writes:
> In article <466bd5b7.14a1f@force.UUCP> covertr@force.UUCP (Richard E. Covert) writes:
> >And now that HP has released the LaserJet IIP for $995.00, I just wonder
> >how many SLM804s will be sold. I know that I would buy the HP printer before
> >buying the SLM804 if I was to buy a laser printer today.
>
> Uh, just a small nit. I believe the list-price on the LJ IIP is $1495, though
> I don't doubt the "street price" could approach your figure.
>
> --
> >>"Aaiiyeeee! Death from above!"<< | Steve Rehrauer, rehrauer@apollo.hp.com
> "Flee, lest we be trod upon!" | The Apollo Computer Division of H.P.

Uh, just a small. I believe the list-price on the SLM804 is $1995, though
I don't doubt the "street price" could approach your figure.

he he

Anyway, I paid $995 for my SLM804 when it was introduced in early 1988.
My dealer got a large order of them in and couldn't sell them at the
list price of $1995, so he had a close out at $995. MOst other dealers
were selling SLM804s for about $1495 in 1988.

I don't know what the "street price" of a SLM804 is now, but my dealer
is selling them (or trying to anyway) bundled with the base package
of UltraScript for $1495. He will deal down to around $1300 I am told.

and I have seen ads in newspapers here in Phoenix for the HP LJ IIP
for $995. unbelievable!

Rich Covert

2078. WordPerfect for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 1989-10-26 16:06:32 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <891026.10063055.015726@SFA.CP6>
Source record: 247850

A post on this net suggested that WordPerfect for the Atari ST had dropped support and that the ATari Laser was also not being supported.
Both statements are not at all correct.
WordPerfect released during August 89, the latest and FASTEST of their ST upgrades. The new release supports, on an optional basis, either an IBMish file selector for all file calls and maintenance, or the ST version, meaning that the user can use any of the excellant and superior file selectors available in the PD/SHAREWARE and commercial outlets.
The new WordPerfect ST has corrected bugs that would show during multiple print jobs and the print preview function, such as it is, does work well. New printer drivers have been added, especially for the Hewlett Packard system, including the DeskJet series and there are various Diablo configurations for emulating into the Atari laser.
Other new features include:

1. Running word count during spell checks.
2. Available disk space can be seen in the LIST FILEs area.
3. Searching has been expanded to include all three types of hypens.
4. Ultrascript is supported.
5. Improved PostScript printer support for extended characters has been added.

"WordPerfect Corporation is continuing to add features and enhancements ....for the Atari ST. If you have features or enhancements that you would like to see in FUTURE RELEASES, please write to:

WordPerfect Corporation
Atari Development
1555 N. Technology Way
Orem, Utah 84057"

Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

2079. 8 Page Amiga Ad in Time

Newsgroup: comp.sys.atari.st
Date: 1989-10-26 16:26:41 UTC
From: csrobe@CS.WM.EDU
Message-ID: <8910261626.AA27514@cs.wm.edu>
Source record: 247751

(At least I think it was Time.)

Anyway, I opened up my latest issue of Time yesterday and saw a long multipage ad for the Amiga line of computers. It even had Gilman Louie, of Spectrum Holobyte, in it!!!

I don't want to get into the Advertising discussion, since just about everything possible has been said. However, It made me realize how invisible the ST line is to the general public.

"No mam, not the XT, the ST. No, it's a computer, not a video game. No, it runs *T*OS, not *D*OS. <You get that look. You know the one. "Oh that's nice." And you change the subject.>

cheers,
-c
-=- Charles S. Roberson ARPANET: csrobe@cs.wm.edu -=-
-=- VA Remote Sensing Study UUCP: ...!uunet!cs.wm.edu!csrobe -=-
-=- Dept of Comp. Sci. Compu$erve: 71500.2056@compuserve.com -=-
-=- College of William and Mary BIX: csrobe -=-
-=- Williamsburg, VA 23185 Ma Bell: (804) 253-4393 -=-

Fur Fact: In 1987, U.S. mink farmers reported that 450,000 animals died due to heat stress.

2080. Re: Do you love this ST?

Newsgroup: comp.sys.atari.st
Date: 1989-10-26 16:29:20 UTC
From: hgm@ccvr1.uucp
Message-ID: <4318@ncsuvx.ncsu.edu>
Source record: 247752

In article <89Oct25.213612edt.57384@ugw.utcs.utoronto.ca> MEGGIN@vm.epas.utoronto.ca (David Megginson) writes:
>I love my ST because it will run Calamus, which saves several hours
>every week for my spouse and me over other DTP packages. I wish that
>it had a lot of things that it does not, and as a hacker, I'd switch
>to a Sun in a second if I could afford it. I also find 4 megs too
>crowded.
Well, what happens when Calamus gets ported to another, better supported machine? Will you still like your ST?

>Microsoft produces MSDOS, not IBM. Same with Windows. DRI produces
>their GEM, and companies other than IBM produce the best IBM-compatible
>computers. Who cares if Atari does not new software stuff (like the
>Postscript clone) for the ST, as long as someone does?
You should care a great deal. Argument follows thusly; Who cares about the 40 folder limit problems. Someone has hacked a workable solution (not atari). Who cares about the bugs in TOS? I have these programs here that have workarounds built into them. So what if the workarounds break other, more fundamental rules? So what if it makes fixing the bugs difficult, if not impossible, without breaking with popular software?

Atari has to lay down the rules. I don't keep track that closely of ST happenings, but I'm truly surprised that they don't have a postscript emulator themselves for their laserprinter. Wasn't it announced with the release of the printer. Letting 3rd party people do your work on "important products" is fine, as long as they are working very closely with Atari. This isn't happening. At some point, things will become increasingly incompatable, and software companies will eventually give up on compatability with other packages entirely. You must have a strong standard bearer, and Atari isn't it.
>And if other people stop supporting the ST, I stop using it.
Interesting.
> David Megginson, Centre for Medieval Studies, Toronto

I have resisted posting a comment on the latest barrage of Atari bashing, since I don't own anything made by Atari (just sold my 7800 ;-)).

I am amazed at some of the comments I'm reading in this newsgroup. The gentleman who posted his 386 comparison pointed out something, possibly inadvertantly, that will have a lasting effect on TT sales.

If you are a new company, or a company that is trying to get a toehold in the market, you can't simply sell something that is "as good" as the existing standard, at around the same price. Your product has to the compellingly better in some respect. Check out the Macintosh; it's not all marketing. And look at what Commodore is attempting to do with the Amiga.

On what may appear to be an unrelated note, look at what Atari is doing with their slick piece of handheld technology, the Lynx. Two months till christmas....

--hal

---

hgm@ccvr1.ncsu.edu "Oh dear, now I've made a terrible mess of things.
netoprhm@ncsuvm.bitnet And all I wanted to do was rule the universe."
Dr. Zachary Smith

2081. Intel Stock Drops 1 5/8 pts

Newsgroup: comp.sys.atari.st
Date: 1989-10-26 16:29:39 UTC
From: csrobe@CS.WM.EDU
Message-ID: <8910261629.AA27525@cs.wm.edu>
Source record: 247753

CNN announced the Intels stock had dropped 1 5/8 points on a rumor
that Intel would "announce a defect in top of the line chip."

Anybody know more about this? Which chip? I guess this doesn't
have much to do with the Atari, unless it is the 80386.

cheers,
-c
-=- Charles S. Roberson ARPANET: csrobe@cs.wm.edu -=-
-=- VA Remote Sensing Study UUCP: ...!uunet!cs.wm.edu!csrobe -=-
-=- Dept of Comp. Sci. Compu$erve: 71500.2056@compuserve.com -=-
-=- College of William and Mary BIX: csrobe -=-
-=- Williamsburg, VA 23185 Ma Bell: (804) 253-4393 -=-

Fur Fact: In 1987, U.S. mink farmers reported that 450,000 animals died
due to heat stress.

2082. Re: More Internationalization of Software

Newsgroup: comp.sys.atari.st
Date: 1989-10-26 16:42:32 UTC
From: dveditz@dbase.UUCP
Message-ID: <285@dbase.UUCP>
Source record: 247754
Cross-posted to: comp.sys.ibm.pc,comp.sys.atari.st

In article <9995@cadnetix.COM> terrell@cadnetix.COM () asks:
> How does documentation differ in Europe? Do US software developers go
> to the trouble of converting to British spelling? Do British users
> resent it when they don't? Or perhaps the users don't care?

I have been involved with product translation tools the last six
years. In the companies I've worked for all actual translation
was done by subsidiaries or branch offices in the target country.

In most countries everything has to be translated. England is a special
case because we almost write the same language. It's up to whoever is
in charge of marketing for England to decide how important it is. I know
we translated it in the first company I worked for, but we sold to banks
and other industries that might be more concerned than buyers of home PC
software with how "proper" things are.

> Does the European user community tend to get US products before their
> counterparts in the US?

Not where I've worked.

At one company the tools, text resource files and documentation were
not turned over until the product was completed. European versions of
a 1.0 release were several months to a year behind the US release, but
versions > 1.0 were usually quicker because only the changed text needs
to be translated (anything unchanged can be brought forward from the
previous release).

In another company updates to the textual items and tools were released
periodically as they changed during development, so the European releases
were only a month or two behind the US.

As an important note, from a developers point of view textual translations
are easy. The hard stuff is dealing with different sizes of paper, different
date formats, different currency formats, variable length currency symbols,
decimal notation (many European countries reverse the US period and comma)
and many other *format* changes. Any routines dealing with these things
must be general and switchable, either as compile time options, or better,
as user configurable options.

My personal favorite was a mainframe-based office automation system that
could run in any of up to 19 languages at once. Each user specified which
of the loaded languages he or she wanted to use, and could change it at
any time. Multiple languages sure ate up a lot of disk, though.

As yet another aside, some Canadian government contracts we bid on *required*
a system that was switchable between English and French. If your company
has any aims in this direction, keep this in mind.

-Daniel Veditz

2083. Re: official tos 1.4 release

Newsgroup: comp.sys.atari.st
Date: 1989-10-26 17:06:46 UTC
From: oplinger@minerva.crd.ge.com
Message-ID: <3603@crdgw1.crd.ge.com>
Source record: 247755

In article <5115@orca.WV.TEK.COM> stank@anvil.WV.TEK.COM (Stan Kalinowski) writes:
>In article <1989Oct22.195156.14155@gpu.utcs.utoronto.ca> nemeth@gpu.utcs.UUCP (Gabe Nemeth) writes:
>>What I find annoying is that ROMs that fix bugs in the operating system
>>that was promised years ago is costing me $100. Surely Atari could
>>afford to foster some loyalty by offering a "nominal" trade in price
>>for ROMs.

>> The mac os is essentially free (you can buy an official disk
>>for $45) and I wonder how the copywrite would affect TOS.

>$45 doesn't seem much like free to me. I think you are really
>alluding to the fact that Mac os releases are sold on disks and are
>thus easier to illegaly pirate. (I don't know what Apple's view of
>copying is, but I suspect they don't approve.) You must also keep in
>mind the cost of the distribution media, Apple ships their OS upgrades
>on 3.5 in. floppies which cost significantly less than the six ROMs
>that Atari is using. Also, the ROM set is going for $90 in my area,
>so it sounds like your dealer is overcharging, unless that $100
>includes installation, in which case it's a good deal.

Lets get a few facts straight. Every Apple system software update
cost $0. Thats right -- it's free. Now if you want the docs and
would like to get brandy new disks instead of copies over your
old disks, you can pay $45. I think $100 (list price, you dealer
can charge what he wants, this is America after all) for a set of
ROMS WITH DOCUMENTATION OF NEW FEATURES would be a good deal. But
what does my $100 get me. Roms? No, EPROMS (an rather cheap, slow
ones at that). Documentation. No, just a Xerox of the sheet the
developers got, if my dealer feels like making me a copy. C'mon
Atari, surely you can be just one little bit professional. Can't
you? (Maybe not). After all, the upgrade was promised, but like
the blitter support for the 520 and 1040, I guess all Atari is
good at is hot air.

brian (like the machine, but the company leaves alot to be desired)
oplinger@crd.ge.com

2084. Re: sc1224 monitor pin out

Newsgroup: comp.sys.atari.st
Date: 1989-10-26 17:18:06 UTC
From: fyl@ssc.UUCP
Message-ID: <248@ssc.UUCP>
Source record: 247756

In article <19890ct25.042823.13413@agate.berkeley.edu>, swackham@violet.berkeley.edu writes:
> I could some kind soul supply the pinout functional assignment on the
> circular connector to an atari sc1224 rgb monitor.
> The atari stores do not seem to have this information.

That's pretty amazing. The following is on page 87 of the manual that comes with an Atari ST computer:

1 - audio out
2 - composite video (sometimes)
3 - general purpose out
4 - mono detect
5 - audio in
6 - green
7 - red
8 - +12 pullup
9 - horiz sync
10 - blue
11 - monochrome
12 - vert sync
13 - gnd

--
Phil Hughes, SSC, Inc. P.O. Box 55549, Seattle, WA 98155 (206)FOR-UNIX
amc-gw!ssc!fyl or uunet!pilchuck!ssc!fyl or attmail!ssc!fyl

2085. BBS problems

Newsgroup: comp.sys.atari.st
Date: 1989-10-26 17:18:11 UTC
From: ROEDERT@ARIZVM1.BITNET
Message-ID: <8910270721.AA26400@ucbvax.Berkeley.EDU>
Source record: 247757

I apologize to anyone who has attempted to call and 'hook-up' with my BBS. Evidently there were problems in the configuration file. Hopefully, they are fixed now, so feel free to try again.
The number: (602)578-9115

2086. Re: Does a graphic interface slow a machine?

Newsgroup: comp.sys.atari.st
Date: 1989-10-26 17:56:40 UTC
From: dnewton@carroll1.UUCP
Message-ID: <792@carroll1.UUCP>
Source record: 247758

In article <89Oct24.111444edt.57651@ugw.utcs.utoronto.ca> MEGGIN@vm.epas.utoronto.ca (David Megginson) writes:
>Whoa! I won't embarass anyone by naming names, but someone in this
>newsgroup recently suggested that a Mac takes a long time to

The person you are attemptinbg to reference to was probably me. I did not say it couldn't re-calc fast because of the interface. I said it can't recalc anyhting fast period. _Let alone_ handle the interface.

--
David L. Newton | uunet!marque!carroll1!dnewton | The Raging Apostle--
(414) 524-7343 (work) | dnewton@carroll1.cc.edu | for the future--
(414) 524-6809 (home) | 100 NE Ave, Waukesha WI 53186 | for the world.
"Isn't it fun to take two unrelated sentences and mix the batter lightly?" -me

2087. RE> US st magazines

Newsgroup: comp.sys.atari.st
Date: 1989-10-26 18:10:00 UTC
From: UUCJEFF@ECNCDC.BITNET
Message-ID: <8910270721.AA26391@ucbvax.Berkeley.EDU>
Source record: 247759

I think everyone agrees they suck. I bought ST-LOG on newstand of which seemed decent enough so I subscribed, but I have been receiving it for over 1/2 year and I have yet to have one that is decent. I always had STart for a while, but there was nothing to keep me subscribing.

It seems the US magazines assume that all their readers have the IQ of a grapefruit, or do nothing but play games.

This is not just the computer magazines, I sent an article on how to program musical data base systems, how to represent musical knowledge in computer programs so one could write programs in which one could experiment with musical ideas. They rejected it saying it was enough material for a book (read: too long) and that it was not appropriate for their readers.

Come to think of it, most all US magazines write as if they think their readers are boobs. Look at Time and Newsweek.

Jeff Beer

2088. Re: Deskjet SOFT fonts

Newsgroup: comp.sys.atari.st
Date: 1989-10-26 18:35:24 UTC
From: bobw@hpsad.HP.COM
Message-ID: <750024@hpsad.HP.COM>
Source record: 247760

> ** 2nd Call **
Didn't see your first call.

> Does anyone know the format the HP Deskjet printer uses for it's
> softfonts ?? Neither the user manual of the printer, nor the info
> on the 128 KRAM module you need for using softfonts gives enough
> info to write my own downloader, and fonteditor on the atari.

I think that info is in the DeskJet Technical Reference Manual contained in the DeskJet Software Developer's Guide. I wish I knew why it wasn't more accessible. I don't have the information but there's couple of 'questions hotlines' that might be useful. They're even toll-free!

800-367-4772 Handheld/Personal Computer referrals and literature requests.
800-858-8867 Personal Computer technical information and software assistance.

I copied this from the Winter 88/89 HP Computer Users Catalog. Hope it helps.

> HP does supply a software package, but thats's intended to run under
> MS-DOS, and i am not using PC ditto.
I tried it and couldn't get it to work with PC-Ditto. I have to admit I didn't try that hard. I just borrowed an RAM cartridge from work just to see how easy it was. Didn't think it was easy enough, so I gave up. I'm satisfied with my Epson Cartridge for most stuff. I'd like to finish getting the LaTeX stuff hooked up for my higher quality documents of the future.

> Hope someone can help me.
I often feel this way.

>
> Rudi van Drunen. Rudi!guvaxin.uucp
>
>----------

I'm not representing HP, I'm just a ST/DeskJet user like you. I will share what I know, but after I tell you everything, you will probally still feel as I do: You still don't know nuthin'.

-Bob

---------------------------------- --
Bob Waltenspiel	e-mail: bobw@hpsad (hplabs!hpsad!..)
ATE Software Team	Telnet: 794-3091
HP Signal Analysis Division	AT&T: (707) 794-3091
1212 Valley House Dr.	HPDesk: Bob WALTENSPIEL/HP5300/A0

| Rohnert Park, CA 94928-4999 | HP Mailstop: 1UR-M |
---------- ----------

This goes along with another belief of mine: that everyone else my age
is an adult, whereas I am merely in disguise.

Margaret Atwood
"Cat's Eye"

2089. Re: Calendar Layout Around the World

Newsgroup: comp.sys.atari.st
Date: 1989-10-26 19:02:45 UTC
From: torkil@psivax.UUCP
Message-ID: <2914@psivax.UUCP>
Source record: 247761
Cross-posted to: comp.sys.ibm.pc,comp.sys.atari.st,sci.astro

European countries have a standard which make the week begin with Monday. Years ago the standard was to begin on Sunday. There was a designated week with 2 Sundays when the change took place - which was in the 1970's around a New Year if memory serves me right.

They still don't agree on week numbering, though.

2090. Re: TT, 386, Apple

Newsgroup: comp.sys.atari.st
Date: 1989-10-26 19:07:56 UTC
From: daveh@cbmvax.UUCP
Message-ID: <8296@cbmvax.UUCP>
Source record: 247762

in article <1086@cc.helsinki.fi>, JALKIO@cc.helsinki.fi (Jouni Alkio) says:

> ... I was talking about 386 specific software and there is not very much of it!
> The TT will be ST compatible, just like the 386 is PC-compatible, and MAC II is
> MAC-compatible! I think it won't take very long, when there is as much TT
> specific software as there is 386 specific software.

Thing is, it's not even that necessary to have TT, Mac II, Amiga 2500, etc. specific software. For example, nearly every piece of Amiga software written works just fine on a 68020 or 68030 based Amiga. It takes immediate advantage of running on a true 32 bit system. You can write programs that use 68020/68030 specific instructions, but except for the most CPU/FPU intensive programs, this isn't noticable. Motorola did it right from the start; the linear-addressing programmers mention only one aspect of this.

For the Clone machines, the situation is entirely different. If you're running a standard MS-DOS application, you kick the '386 into 8086 emulation mode. You have no 32 bit instructions and thus get little benefit from a 32 bit bus. Only '386 specific programs take advantage of the machine. The main reason folks buy '386 machines these days is to run their 8/16 bit programs faster -- not because the '386 itself lends much by being a true 32 bit CPU (the '386 SX does nearly as well), but merely because Intel makes 25Mhz and 33MHz '386s, while their fastest '286 is around 12MHz (AMD makes a 16MHz version, which they claim runs 8086 and 80286 software faster than a 16MHz '386).

>> Or something that has support. Dare I say it? Yes, a Mac.
> What do you relly mean by that support?

You generally have to pay for support, and there are various kinds. Some you even get from Atari. For example, an ST dies. At least you have an idea of who made it, and maybe even who'd fix it. I could certainly answer that kind of question for a Mac or an Amiga. Now look at that $2000 loaded '386 Clone. You've probably never heard of that company before, but no big deal, right? After all, it runs MS-DOS, and probably OS/2, so there's no need for you to worry about software support like you would with Apple, Amiga, or Atari. Only, now it breaks down. That company could very likely not exist anymore. Sure, you can buy a name brand Clone from Compaq or someone, but that's going to greatly throw off your price comparison with the aforementioned 680x0 machines, except the Apples or the NeXT.

> Jouni Alkio
--
Dave Haynie Commodore-Amiga (Systems Engineering) "The Crew That Never Rests"
{uunet|pyramid|rutgers}!cbmvax!daveh PLINK: hazy BIX: hazy
Too much of everything is just enough

2091. Re: COMDEX And Atari

Newsgroup: comp.sys.atari.st
Date: 1989-10-26 19:17:20 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440073@hplsla.HP.COM>
Source record: 247763

```
|Rich Covert writes:
|
|*************** GOOD NEWS SECTION *************
|This time I would like to recommend MultiDesk from
|CodeHead Software. Charles Johnson is the one bright
|star in the ST universe and MultiDesk is marvelous.
|MD allows you an unlimited number od DAs. It runs as a
|DA and has menus to allow you to bundle different groups
|of DAs and load them. And it works with the SLM804 Diablo
|Emulator. A great utility if you use a lot of DAs.
|*********************************************
```

Yes, I also have MultiDesk and it comes in handy from time to time, my favorite aspect is not having to reboot just because I forgot an accessory.

But, my reason for posting is to suggest that there are many "bright stars in the ST universe". I could suggest maybe a dozen or two quality developers for the ST, but you get the point. There are a number of *really*good*programs* available! (And I'm not thinking of games, either!)

Disclaimer: The opinions expressed herein are those solely of the author, who has no pecuniary interest in the companies mentioned.

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Permission for distribution on USENET hereby granted.

%%%

2092. Self Modifying code

Newsgroup: comp.sys.atari.st
Date: 1989-10-26 19:21:01 UTC
From: covertr@force.UUCP
Message-ID: <46768dca.14a1f@force.UUCP>
Source record: 247764

I have a friend who has written some shareware programs
(ARCIT, ARCIT Shell, UNARCIT etc) and he would like to
make his code self-modifying. IN particular he would like
to save the state of various buttons that he uses.

1) Write the data to an external file (*.CFG), but now
you have to maintain a PRG, a RSC and a CFG file. Clumsy.

2) Write to the RSC file, but my friend wants to incorporate
the RSC into the PRG (using RSCTOC or equivalent). So, there
may not be a RSC to write to.

3) Write to the PRG file. Best of all since you need it to
run his program!!

But how do you modify a PRG file on the run?? One idea is
to store some unique string of characters indicating the
start of a buffer region. Then the PRG could do a binary
search of itself to locate the string in the disk file,
and then overwrite the next XX bytes with the new config
data. But you would have to make certain that the search
string is unique.

Another idea is to reserve XX bytes at the end of the
PRG file. If you read in the PRG as a binary file you
could LSEEK to the end of the PRG and then LSEEK back
XX bytes.

Well, does anyone have any C code that could be used??

I am interested in this whole idea.

Rich Covert

How can one go about do this in C??

I have several ideas.

2093. mysterious...

Newsgroup: comp.sys.atari.st
Date: 1989-10-26 19:24:36 UTC
From: uace0@uhnix2.uh.edu
Message-ID: <881@uhnix2.uh.edu>
Source record: 247765

Under TOS 1.4 (I have not tried the other versions yet) with the TOS14FIX either installed or not installed, if I *manually* edit my DESKTOP.INF file and fill the desktop with icons (I've only tried medium rez) and reboot, the icons are drawn properly on the desktop (all rows full), but (big BUT) no file in the system is recognized as an executable program! All files are displayed as 'text' icons, whether they are executable or not!

If, however, I reduce the number of desktop icons to 28, then everything works as it should.

Should this be considered a bug? OR am I to assume that the magic number of 28 is derived as such: 26 drives (A-Z) plus the cartridge (c) plus the TRASH icon = 28 icons max.

Can this be gotten around? I thought perhaps that the TOS14FIX.PRG was going to take care of this...

I have a specific purpose for doing this.

Enlightenment (and an answer to whether this is so on TOS 1.0 and 1.2) would be most appreciated.

A puzzled,
Michael B. Vederman

--

Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 77274

Support BBS: (713)944-0108 | SHADOW | DC FORMATTER | DC UTILITIES | and others

2094. Music software for internal sound chip and MIDI, for sale

Newsgroup: comp.sys.atari.st
Date: 1989-10-26 19:25:38 UTC
From: wallace@oldtmr.dec.com
Message-ID: <1330@engage.enet.dec.com>
Source record: 247766

KEYS! With Auto Composer.

Dr. T's Music Software

For the beginner and the professional.

FOR THE BEGINNER:
o Does not require MIDI, playback your music through the Atari internal sound chip.
o Totally Mouse-Driven user interface.
o Painlessly copy your favorite sheet music and hear what it realy sounds like.
o Mask the on-screen keyboard with 144 of the most used chord symbols.
o The notes you record are instantly displayed on screen in traditional musical notation.
o Supports chords up to 8 notes "deep".
o The on-screen keyboard lights up as your music plays.
o KEYS! comes eith many preprogrammed music pieces.
o Auto Composer creates themes and harmonies either from scratch, of from your music!

FOR THE PROFESSIONAL:
o Full MIDI support.
o Note name, MIDI channel, note duration, polyphony, and velocity are quickly recorded using the mouse or a MIDI keyboard.
o Completely compatible with Dr. T's Keyboard Controlled Sequencer (KCS), MIDI Recording Studio (MRS), and Copyist programs.
o Three modes of operation including Record, Audition, and Auto Composer.
o Editing includes single event edit, move event range, copy range, and repeat with transpose.
o Immediate musical notation displayed on the on-screen grand staff.
o Functions on color or monochrome 520, 1040, or Mega ST computers.

List price is $79. Asking price $40.

Ray Wallace
(508)493-9241 Days, (508)534-0699 evenings.
(INTERNET,UUCP) wallace@oldtmr.enet.dec.com
(UUCP) ...!decwrl!oldtmr.enet!wallace
(INTERNET) wallace%oldtmr.enet@decwrl.dec.com

2095. Re: COMDEX And Atari

Newsgroup: comp.sys.atari.st
Date: 1989-10-26 19:34:00 UTC
From: rehrauer@apollo.HP.COM
Message-ID: <467699a3.20b6d@apollo.HP.COM>
Source record: 247767

In article <4670da63.14a1f@force.UUCP> covertr@force.UUCP (Richard E. Covert) writes:
>Well, folks the Fall COMDEX is only 3 weeks away. Comdex
>is being held in Las Vegas around the 16th of November.
>
>Does anyone want to place any bets on what Atari will be
>showing at Comdex??

And more to the point, does it really matter? Puh-lenty of prototypes
and "to-be-shipping-real-soon-now" gadgets probably are trotted-out at
shows like this. I don't necessarily say any of the Atari products you
mention do or don't fit that description, just that it doesn't prove
much if they (Atari) do or don't show them at COMDEX.

>will Atari have the NERVE to show the following VaporWare:
> [...stuff deleted...]
>4) DESKSET II

Hmmm, I don't recall hearing this name before. What is "DESKSET", to say
nothing of its sequel?
--
>>"Aaiiyeeee! Death from above!"<< | Steve Rehrauer, rehrauer@apollo.hp.com
"Flee, lest we be trod upon!" | The Apollo Computer Division of H.P.

2096. Re: Two-page Atari advertisement!

Newsgroup: comp.sys.atari.st
Date: 1989-10-26 19:44:00 UTC
From: rehrauer@apollo.HP.COM
Message-ID: <4676a2c6.20b6d@apollo.HP.COM>
Source record: 247768

In article <15927@netnews.upenn.edu> strasser@eniac.seas.upenn.edu.UUCP (Colin J. Strasser.) writes:
>Penn's campus paper (_The_Daily_Pennsylvanian_) ran the same ad. I was im-
>pressed -- it had the slick, polished look of a Mac ad.

Unfortunately, this is a product that has zero relationship to the ST world (and so now someone will followup to educate me as to the nature of Economics and profits and probable wonderful spillover effects into ST products, ya, ha ha, right), and I'm beginning to question the relevance of Portfolio postings to comp.sys.atari.st, Atari-related though they may be. I gently suggest that perhaps such postings should be directed to comp.sys.ibm.pc or comp.sys.msdos.thingies or comp.sys.portapotty_boxes or whatever.

Interesting that we U.S. ST owners have so little of substance coming from Atari to discuss that we could wax enthusiastic about an MS-DOS flavor of Intel-driven box that just happens to carry the Atari logo. Ugh.

--
>>"Aaiiyeeee! Death from above!"<< | Steve Rehrauer, rehrauer@apollo.hp.com
"Flee, lest we be trod upon!" | The Apollo Computer Division of H.P.

2097. Atari ST questions - before I buy one

Newsgroup: comp.sys.atari.st
Date: 1989-10-26 19:53:50 UTC
From: mfs@edison.cho.ge.com
Message-ID: <8910261953.AA29075@edison.CHO.GE.COM>
Source record: 247769

I need an Atari ST.

I will be using it mostly for MIDI; I want to put patches from my collection of synthesizers into ST format. Basically, I want to write a simple Sysex load program that will allow me to distribute patches on disk to anybody that has an ST (and the appropriate synth of course). So I have a few questions for all you ST/MIDI experts:

o What is the minimum (ie least expensive) ST configuration that will allow me to be (disk-wise) compatible with the most ST systems ? Can you quote some typical prices (mail order or retail) ?

o Will I also need a single-sided floppy drive to be fully compatible with everybody else ?

o Can I use a standard composite input monochrome monitor with the ST ?

o Can I do a sysex load/dump in BASIC (which I assume comes with the machine), or will I have to buy a C compiler ?

o Anybody got a used one they want to get rid of ?

Thanks,

MarTan

'r' probably won't work. Try mailing to one of these:

BITNET: mfs%edison@virginia.edu
UUCP: mfs@edison.UUCP mfs@edison.GE.COM mfs@edison.cho.ge.com
or: mfs%cho006.cho.ge.com@virginia.BITNET

2098. PMFS Serial driver

Newsgroup: comp.sys.atari.st
Date: 1989-10-26 20:19:16 UTC
From: paulm@ccicpg.UUCP
Message-ID: <44999@ccicpg.UUCP>
Source record: 247770

I found out something last night:
PMFS will not work without DC's qstauto.prg in the auto folder!
I've mailed Ignac in hope of figuring this out. Anyway, if yours
bombs, place qstauto.prg in the auto folder and reboot. It should
work then. MAKE SURE that the serial port of both systems is
configured for 8 bit, no strip.
I've got a cleaner version that the media change now works and I
can also work at 19200 Baud now. If you're interrested, drop me a
line, else you can wait for me to get the qstauto thing figured out.

UUCP: ...ccicpg!dl2!paulm	Paul L. Moreau
or ...ccicpg!dl1!paulm	Diagnostics Software Eng.
or ...ccicpg!paulm	Irvine, California

2099. Re: Sovjetskie ST

Newsgroup: comp.sys.atari.st
Date: 1989-10-26 20:29:29 UTC
From: peterii@nadia.UUCP
Message-ID: <614@nadia.UUCP>
Source record: 247771

In article <89Oct19.093236edt.57352@ugw.utcs.utoronto.ca> MEGGIN@vm.epas.utoronto.ca (David Megginson) writes:
>Atari did try to market to the USSR, from what I've heard. The problem
>was that GDOS was not really ready yet, and all of the cyrillic stuff
>was a weak hack.

I can't imagine that the cyrillic stuff was a problem. I *NEVER* saw any computer in the USSR producing *ANY* cyrillic signs neither on the screen nor on the printer ...

>(...)
> I understand that a Danish/British computer called
>Thor, which does work well with cyrillic, has taken a lot of the USSR
>market.
There is one great problem in the USSR:
They don't have something what is similar to our market in the capitalistic western world. If somebody needs a computer, he can't buy it. Only if the plan allows someone to buy something, he is able to do so.
But he can't buy the machine what is cheap *NOW*, he has to buy the machine what was cheap upto 5 years ago.
But what was a good deal 5 years ago ???
But that's just one aspect ...
Another one is that Russia don't have the money to buy computers like the ST. They need higher-performance machines (but, unfortunately, they aren't able to get these, they could only get the ones they don't want, say ATARI ST ...)

Funny, but true !

> David Megginson MEGGIN@VM.epas.utoronto.ca

pii

--
Peter Bechtold # Th.-Mann-Str.91 # D 7000 Stuttgart 30 # West Germany
voice: +49 711 813240 # data: N/A # telex: (0402) 6101056 mac lu
..!uunet!unido!nadia!peterii # peterii@nadia.UUCP

2100. Re: ST in USSR

Newsgroup: comp.sys.atari.st
Date: 1989-10-26 20:32:13 UTC
From: peterii@nadia.UUCP
Message-ID: <615@nadia.UUCP>
Source record: 247772

In article <767@carroll1.UUCP> dnewton@carroll1.UUCP (Dave 'C is cool, but what about LOGO?' Newton) writes:
>In article <595@nadia.UUCP> peterii@nadia.UUCP (Peter Bechtold) writes:
>>I can't imagine that the USSR would by ANY computers for their schools within
>>the next 5 or 10 years.
>
> The Russians have been using Apple][+ clones in their schools for some
>time now, and are starting to use PC clones.
>

Maybe at universities, but definitely not at ordinary high schools !
(And if true, only at some universities !)

pii

--
Peter Bechtold # Th.-Mann-Str.91 # D 7000 Stuttgart 30 # West Germany
voice: +49 711 813240 # data: N/A # telex: (0402) 6101056 mac lu
..!uunet!unido!nadia!peterii # peterii@nadia.UUCP

2101. For Sale: Atari 20MB drive $400

Newsgroup: comp.sys.atari.st
Date: 1989-10-26 20:39:47 UTC
From: rona@hpdml93.HP.COM
Message-ID: <480029@hpdml93.HP.COM>
Source record: 247773

I have a used Atari 20 MB hard disk which I would like
to sell for $400 or best offer. I'll pay for shipping.
It works great even though the mech isn't made by HP.
:~)

If you send email to me, it may take a few days for me to
reply. Our corporate mail feed (HP Labs) was damaged in
the earthquake and has been down ever since. I expect that
we'll be back online any day now.

email: rona@hpdml92.HP.COM
tel: 1-208-323-4293
or 377-9021 (home)

2102. Drachen

Newsgroup: comp.sys.atari.st
Date: 1989-10-26 21:13:41 UTC
From: jg@hpldola.HP.COM
Message-ID: <11830061@hpldola.HP.COM>
Source record: 247774

I read about a PD (?) game from Germany called DRACHEN.

It seemed neat (I read about it briefly in Computer Shopper).

Does anyone know where I can get it? (FTP, MAIL preferred)

Thanks!

-Joe Gilray

2103. Want BOP

Newsgroup: comp.sys.atari.st
Date: 1989-10-26 21:16:32 UTC
From: jg@hpldola.HP.COM
Message-ID: <11830062@hpldola.HP.COM>
Source record: 247775

I wish to purchase a used, monochrome version of Balance of Power.

If anyone wishes to sell please contact me through EMAIL.

Thanks!

-Joe Gilray (jg@hpldola.hp.com)

2104. Re: Gem messages

Newsgroup: comp.sys.atari.st
Date: 1989-10-27 00:40:15 UTC
From: dnewton@carroll1.UUCP
Message-ID: <795@carroll1.UUCP>
Source record: 247776

In article <11830060@hpldola.HP.COM> jg@hpldola.HP.COM (Joe Gilray) writes:
>What goes into message[1]?
>Is it ap_wid? What does it do (I've never used message[1] for anything)?

message[1] is the ap_id of the application that originated the message.
I'm not sure what you could do with it, except maybe check to see if you got
a message from another application. Maybe you could use this to throw up a
dialog box if you used a DA or something, just to confuse people.

--
David L. Newton | uunet!marque!carroll1!dnewton | The Raging Apostle--
(414) 524-7343 (work) | dnewton@carroll1.cc.edu | for the future--
(414) 524-6809 (home) | 100 NE Ave, Waukesha WI 53186 | for the world.
"Isn't it fun to take two unrelated sentences and mix the batter lightly?" -me

2105. Re: UNIX -- ATW Speed

Newsgroup: comp.sys.atari.st
Date: 1989-10-27 00:41:57 UTC
From: JALKIO@cc.helsinki.fi
Message-ID: <1141@cc.helsinki.fi>
Source record: 247777

In article <4212@blake.acs.washington.edu>, themod@blake.acs.washington.edu (Chris Hinton) writes:
> This is in response to a request for information on the Atari Transputer
> Workstation (ATW). There is an article in the November STart.
...

> 4 megabytes of RAM, upgradable to 120 meg
> With all 4 boards, that is 13 transputers, the machine
> runs at 10 MIP (= 1/5 Cray)

I guess this should be at least 100 Mips, because ONE T800 can run at 10 Mips.

Jouni Alkio

2106. Re: Self-Modifying Code

Newsgroup: comp.sys.atari.st
Date: 1989-10-27 03:33:18 UTC
From: dmb@wam.UMD.EDU
Message-ID: <8910270333.AA14741@cscwam.UMD.EDU>
Source record: 247778

Richard Covert writes:

>I have a friend who has written some shareware programs
>(ARCIT, ARCIT Shell, UNARCIT etc) and he would like to
>make his code self-modifying. IN particular he would like
>to save the state of various buttons that he uses.

Just a minor point:

This isn't technically what "self-modifying code" means. The term
usually refers to executable code that changes/creates executable code
at run-time. An example might be a bit of code that writes a certain
number of move instructions into a buffer, then jumps into the buffer.

While self-modifying code can occasionally be useful (perhaps for loop
unrolling), it has two major problems:

1) It's incredibly difficult to understand, modify, debug, and maintain.
2) It won't work on machines with instruction caches.

Way back when, self-modifying code was thought to be a really powerful
technique. I seem to recall there was quite a debate about its merits,
out of which came the "Harvard architecture", where code and data are
kept in separate places (and never the twain shall meet).

Anyway, I think these days that most computer scientists would agree
that it is simply "tricky" and confusing, and should be avoided.

[Richard's stated options:]

>1) Write the data to an external file (*.CFG), but now
>you have to maintain a PRG, a RSC and a CFG file. Clumsy.

I don't see why this is clumsy. It makes the program much easier to
maintain. It would be even nicer if the config file were human-readable
and editable. C provides fprintf and fscanf for this sort of thing.
If you use these, every C programmer will know what you're doing right
away.

>2) Write to the RSC file, but my friend wants to incorporate
>the RSC into the PRG (using RSCTOC or equivalent). So, there
>may not be a RSC to write to.
>
>3) Write to the PRG file. Best of all since you need it to
>run his program!!

No offense, but I really think this is a "sleazy hack". What's the point of
doing this? Then you have to worry about what happens when you

(heaven forbid) modify the source code and recompile, thereby changing
the size of the executable. And, as you pointed out, you have to come
up with some "clever" scheme to make sure you don't clobber something
useful (like executable code) in your binary. Whatever you come up
with will likely be non-portable as well.

If you don't want people to see the config information, why not put it
in a hidden file?

>[1st suggestion --- store a unique string in the binary and search for it]

Not only is this risky, but it's also going to be slow. Additionally,
putting things like

```
static char config[1024] = "MAGIC STRING HERE";
```

in your source seems like one of the easiest ways to bewilder anybody
looking at the code (including you).

>[2nd suggestion --- reserve space at the end of the binary and lseek]

This isn't risky, but it's still slow. Here you're going to have to
plow through the whole binary to get to your config data. Is this
an improvement over simply opening a separate file?

>I am interested in this whole idea.

It's a nifty concept, but I think in practice you'll find that it isn't
worth the trouble it will cause you.

David Baggett
arpa: dmb@tis.com

2107. Re: Self Modifying code

Newsgroup: comp.sys.atari.st
Date: 1989-10-27 05:35:12 UTC
From: sirkm@ssyx.ucsc.edu
Message-ID: <9531@saturn.ucsc.edu>
Source record: 247779

In article <46768dca.14a1f@force.UUCP> covertr@force.UUCP (Richard E. Covert) writes:
>... he would like to
>make his code self-modifying. IN particular he would like
>to save the state of various buttons that he uses.
>
>1) Write the data to an external file (*.CFG), but now
>you have to maintain a PRG, a RSC and a CFG file. Clumsy.

Far from clumsy, this solution is so elegant and simple it is a wonder
you would even consider anything else.

Some advice:

1. Keep the CFG info in a human-readable (ASCII) format.
2. If the CFG file doesn't exist, create it.

___\ /___ Greg Anderson ___\ /___
\ \ / / Social Sciences Computing \ \ / /
\ /\/\ / University of California, Santa Cruz \ /\/\ /
\/ \/ sirkm@ssyx.ucsc.edu \/ \/

2108. Atari Mega ST2 Color system for sale

Newsgroup: comp.sys.atari.st
Date: 1989-10-27 05:36:36 UTC
From: ft@tekcrl.LABS.TEK.COM
Message-ID: <4930@tekcrl.LABS.TEK.COM>
Source record: 247780
Cross-posted to: or.forsale,pdx.forsale,comp.sys.atari.st,misc.forsale

Need cash must Sell

Atari Mega ST2 Color System For Sale
Brand New , Never Used, 2 Meg. Memory
720 K internal Disk Drive. MIDI Interface
Color Monitor.
Some Software included.
Asking $1000.00
I am posting this for a friend Please call
Him (Mehdi) at (503) 245-9665 after 6 PM PDT.

--

ft@tekcrl.labs.tek.com
(503) 627-6717

2109. Re: mysterious...

Newsgroup: comp.sys.atari.st
Date: 1989-10-27 05:39:43 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.88.625469983.larserio@kyrre.uio.no>
Source record: 247781

That happends to me once in a while too....
Suddely when I boot my Feb 89 TOS 1.4 SOME (not all) of the PRG icons look
like data-files and won't start - A reboot fixes everything - BUT !!!??

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

2110. Re: Do you love this ST?

Newsgroup: comp.sys.atari.st
Date: 1989-10-27 07:21:58 UTC
From: steve@thelake.UUCP
Message-ID: <0927890221589322@thelake.UUCP>
Source record: 247782

This is a flame. If you think it's directed solely at Hal Meeks, guess again.

In article <4318@ncsuvx.ncsu.edu>, hgm@ccvr1.uucp (Hal G. Meeks) writes ...

>Atari has to lay down the rules. I don't keep track that closely of ST
>happenings,

If you don't know what you're talking about, why do you feel compelled to burn net bandwidth?

>but I'm truly surprised that they don't have a postscript
>emulator themselves for their laserprinter. Wasn't it announced with the
>release of the printer.

The PostScript interpreter has been in the stores for a long time. See previous comment.

>I have resisted posting a comment on the latest barrage of Atari bashing,
>since I don't own anything made by Atari ...

You should have hung in there.

>I am amazed at some of the comments I'm reading in this newsgroup.

So am I. Few have anything to do with using or programming the Atari ST. Even fewer provide real information on any topic. Instead of comp.sys.atari.st, it should be noise.atari-bashing.instant-experts.

I don't see this noise from the many folks who have made this newsgroup worth reading over the last few years. I see it mostly from November locusts who have just figured out how to post news but apparently have not learned to consider first whether their posting makes a material contribution or raises a question worth answering.

apratt and kbad and many others @atari.UUCP have devoted many hours to reading this newsgroup and answering questions. I hope this drivel-storm passes soon, before they conclude that it's not worth the effort.

Followups redirected to alt.flame.

Steve Yelvington, up at the lake in Minnesota
... pwcs.StPaul.GOV!stag!thelake!steve (Usenet)
... {playgrnd,moundst,class68}!thelake!steve (Citadel)

2111. Re: Self Modifying code

Newsgroup: comp.sys.atari.st
Date: 1989-10-27 08:03:42 UTC
From: klute%trillian.irb@unido.uucp
Message-ID: <1697@laura.UUCP>
Source record: 247783

In article <46768dca.14a1f@force.UUCP> covertr@force.UUCP (Richard E. Covert) writes:
>I have a friend who has written some shareware programs
>(ARCIT, ARCIT Shell, UNARCIT etc) and he would like to
>make his code self-modifying. IN particular he would like
>to save the state of various buttons that he uses.
>
>1) Write the data to an external file (*.CFG), but now
>you have to maintain a PRG, a RSC and a CFG file. Clumsy.
>
>2) Write to the RSC file, but my friend wants to incorporate
>the RSC into the PRG (using RSCTOC or equivalent). So, there
>may not be a RSC to write to.
>
>3) Write to the PRG file. Best of all since you need it to
>run his program!!

No, no, no! Never write self-modifying code!

1. Self-modifying code is very bad style. It is difficult to write and even more difficult to understand. Programs that modify itself tend to be unmaintainable.

2. A lot of machines do not allow you to modify a program file for security aspects. Consider everyone on a multiuser system would be allowed to modify any file. Sure, this is not true for the Atari ST, but one should learn to do it the right way. Spend some time to figure out how to do it on e. g. a Unix system and you can to it equivalently on the ST. (Slight simplification here, but you got the idea, right?)

3. On a related topic: Several systems do not even allow you to modify your executing program while it is located in memory. You will only be allowed to write to the data portion of the program. This is due to the fact that on a multitasking system several tasks can execute one single program simultaneously. Now, if the program code can not be modified by the executing task it is sufficient to load the program into core only once, thus gaining a lot of efficiency. (Of course each program get it's individual data section.)

4. If you are afraid of virusses don't modify your program file. You (the average user) could never tell whether the program is modified by a virus or not. There are programs on the market (including the PD market) that estimate a certain checksum for each program and alarm you if this number changes. How could such a program tell if the change is due

to a virus or not?

5. If you are afraid of virusses write protect your media as
far as possible. A program that writes to it's program file
needs to be run from a not write protected disk. This a
unnessary and an avoidable security hole.

6. In the case you mention it is fully sufficient to maintain a
.CFG file. Simply write out the following items for each
button (or other object): index of root object, index of
object within the root object, current flags of the object.
Upon start of the program the whole stuff has to be read in
again and the object flags set accordingly. Simple, isn't it?

If you considered this a flame it may be turned off now :-).

Dipl.-Inform. Rainer Klute klute@trillian.irb.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ ...uunet!mcvax!unido!klute
D-4600 Dortmund 50 |\|\ Tel.: +49 231 755-4663

2112. Re: COMDEX And Atari

Newsgroup: comp.sys.atari.st
Date: 1989-10-27 08:05:18 UTC
From: steve@thelake.UUCP
Message-ID: <9278903051893 23@thelake.UUCP>
Source record: 247784

In article <467699a3.20b6d@apollo.HP.COM>,
rehrauer@apollo.HP.COM (Steve Rehrauer) writes ...

>>4) DESKSET II
>
>Hmmm, I don't recall hearing this name before. What is "DESKSET", to say
>nothing of its sequel?

DeskSet was one of the first microcomputer-based commercial typesetting front-end systems. It predates laser printers, Pagemaker, and so forth. As I recall, it cost about as much as a car when it was first released. So did a PC in those days.

DeskSet II is a contemporary page layout system. As I recall, it uses Compugraphic Intellifont technology. My local Atari dealer has had brochures on DeskSet II since last winter, but there is no evidence that the Atari ST version has been released for sale. This is no major loss, since Calamus does such an impressive (and speedy) job, also with Compugraphic technology.

Compugraphic, currently a subsidiary of Agfa-Gevaert, is a company that makes medium-to-high-quality commercial phototypesetting machines (and some text editing systems). It has a large typeface library. In the last couple of years, it has begun marketing digital representations of those typefaces, in its own proprietary vector encoding as well as in PostScript format.

Steve Yelvington, up at the lake in Minnesota
... pwcs.StPaul.GOV!stag!thelake!steve (Usenet)
... {playgrnd,moundst,class68}!thelake!steve (Citadel)

2113. TOS 1.6 && TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1989-10-27 09:13:19 UTC
From: alex@hpgnd.HP.COM
Message-ID: <4280003@hpgnd.HP.COM>
Source record: 247785

TOS 1.6 versus TOS 1.4

As we all know , TOS 1.6 is the OS of new STE machines.

And TOS 1.4 is what should have been provided with first ST machines...

TOS 1.4 gives much more than 1.2 (or 1.0) ,

- New file selector ,
- Move file function,
- MS-DOS disk format,
...

My question is quite simple ,...
Does TOS 1.6 gives the same new functions that TOS 1.4 ?
Are they compatible ?

In fact , Is TOS 1.6 an enhancement of TOS 1.4 ? or are they
two different branches of TOS 1.2 enhancement ? ...

Alex.

2114. Re: 386's, TT's, a machine I want

Newsgroup: comp.sys.atari.st
Date: 1989-10-27 12:44:56 UTC
From: winston@fjcnet.GOV
Message-ID: <214@fjcp60.GOV>
Source record: 247786

In article <0926891056429243@thelake.UUCP>, steve@thelake.UUCP (Steve Yelvington) writes:
>
> If the TT runs all properly written ST software (much faster!), what's the
> big deal? And the optional Unix OS is said to be System V and capable of
> running anything written for the Motorola binary standard. I don't think
> it's reasonable to term either of those software bases "insignificant."
>
I would hope that Atari can release their version of Unix for the TT within a reasonable time period of the computer's release (unlike Commodore, which has promised Unix on the Amiga for years now). The availability of Unix applications would be a boon, but I doubt whether the average Atari user out there is going to bother with Unix unless it is made considerably easier to use. I'm not really sure the TTP configuration of the machine will actually support Unix (there does not seem to be any reason it should not). By the time a TT system is configured to run Unix, one will probably have to spend upwards of three thousand dollars to get a workable system (not bad for a Motorola based machine, but Apollo diskless workstations don't cost that much more). As I said, we'll have to wait and see if Atari can bring these products out in time. I'm not sure I can hold my breath that long, however.

-Winston

2115. Bashing mania

Newsgroup: comp.sys.atari.st
Date: 1989-10-27 12:55:00 UTC
From: 01659@AECLCR.BITNET
Message-ID: <8910280704.AA11592@ucbvax.Berkeley.EDU>
Source record: 247787

Seems no matter what Atari does, someone takes a shot. If Zenith, Toshiba, Commodore, etc. put out PC compatibles then it's OK. If Atari does it then they're comprimising their principles (witness the complaints over the Portfolio). If Commodore issued the Portfolio it would be visionary.

At least Atari insists on bundling their equipment with user friendly interfaces.

Critics praised the NeXT machine for its foresight in not putting the smarts in its laser - have the computer use its RAM. When Atari did this industry analysts complained. Double standards - you bet.

Everyone bitches about the TT being late. The Mac II has not been with us that long and Apple had a 1.5 year head start with the Mac over the original ST. The delay between the Mac and Mac II is now about the same as the ST and the TT (and in the same time frame, Atari developed and released their PC XT, AT and 386 line, the STACY, the Mega and the ATW).

Mac users tend to forget about all the bad years of infinite disk swaps, HD 20 to patch in a hard disk, the volatile hard disk directory problems (what do you think SHUTDOWN is for), opsys versions that changed every 20 minutes, etc. PC users have had DOS (enough said).

The ST community has had fewer nightmares than the other guys. Sure their are 386s and Mac IIs (how many in home use guys). The Mac may have introduced the computing world to user friendly interfaces but the 520/1040 releases made it affordable to the masses without endless disk swaps. Like others, I get upset about delays in the release of new Atari equipment. However, considering the great fun and productivity I have had with my machine, I can take a little bad with the good.

I suggest that the net start a new forum BITCH.COMP.SYS and that we chuck all crabbing (including mine against DOS) in there.

Have a good day Sam Tramiel, I'm having another great one with my ST.

2116. HP LJ IIP at $995

Newsgroup: comp.sys.atari.st
Date: 1989-10-27 13:09:00 UTC
From: 01659@AECLCR.BITNET
Message-ID: <8910280704.AA11610@ucbvax.Berkeley.EDU>
Source record: 247788

Quoting the LJ IIP at $995 is like quoting a PC with 64K of memory. Both are useless since the LJ IIP has a mere 1/2 meg. What's the price with real memory.

I think Atari should run a series of ads throughout a TV program. At the start, they would announce that they would be printing DTP files from PC -> LJ, Mac -> LaserWriter and ST -> SLM804. Then they would start the printing. After 5 minutes, a quick commercial break would announce that the ST has finished all 5 pages, the Apple is on its second and the PC... just hang in there. By the end of 15 minutes they could announce that the Mac had wrapped up and wait, wait wait... the PC-LJ combo seems to be giving us the first page. Well, you get the point. Go buy a LJ and hook it up to your parallel port. If you really believe that 2 pages a minute is anything but ASCII or the rate for multiple pages once the printer has received its image that took 15 minutes to receive then I have some nice lakefront property in the Northwest Territories for you guy.

2117. QIC 02 interface? (connecting a cartridge drive to an ST)

Newsgroup: comp.sys.atari.st
Date: 1989-10-27 13:36:20 UTC
From: meulenbr@cstw01.prl.philips.nl
Message-ID: <755@prles2.UUCP>
Source record: 247789
Cross-posted to: comp.periphs,comp.sys.atari.st

Hi!

I have a 1/4 " cartridge drive which I want to hook up to my Atari ST.
This drive has a QIC 02 REV D interface.
I was wondering if
- anyone with an ST has done this before?
- there is a company selling converters from QIC 02 to either SCSI or the
parallel port (I do have a ACSI to SCSI board)
- anyone can supply me with a pointer to a build it yourself article.

The software is not going to be the problem. However the hardware is a
little more difficult for me.
Would it be enough to be able to access all 16 interface lines from
the computer, and do the rest in software, or is there more required??

Frans Meulenbroeks (meulenbr@cst.prl.philips.nl)
Centre for Software Technology
(or try: ...!mcvax!phigate!prle!cst!meulenbr)

2118. Dungeon Master Question

Newsgroup: comp.sys.atari.st
Date: 1989-10-27 13:38:59 UTC
From: stevens@vms.macc.wisc.edu
Message-ID: <2619@dogie.macc.wisc.edu>
Source record: 247790

I finally broke down and bought DM and a hint book. I have managed to get to level four.

Does anyone have any information about the history of the development of this program? I am amazed that anyone udertook such a project. That they made it work is incredible. That it fits on a single sided disk is clearly impossible!! The amount of detail in the dungeon, the sounds, the response time, the pictures, et cetera boggle my mind.

This has to have been a labor of love. I would really like to know something of how it came about and be able to express my respect to the authors for their accomplishment.

2119. Re: TOS 1.4 Incompatibility List: zoo

Newsgroup: comp.sys.atari.st
Date: 1989-10-27 14:35:21 UTC
From: achowe@tiger.waterloo.edu
Message-ID: <17596@watdragon.waterloo.edu>
Source record: 247791

```
>
>I am concerned about the fact that programs work for some people under
>TOS 1.4 and not for others. Either (A) the program is different or (B)
>the TOS is different.
>
>People, the only official TOS 1.4 release is dated 4/16/89. You can
>see the date in the ROM by dumping offset $18 from the start of the ROM
>(which is $FC0000 on ST, but not STe!) ... you should see the date as
>four hex bytes: 04 16 19 89. If you don't see this, you don't have the
>right version.
>
>You should GET the right version: the old ones are inferior, and the
>incompatibilities which caused some of these programs to fail might
>have been fixed in the released version - that would explain a lot of
>this confusion.
>
```

I just received my TOS 1.4 and the date on it is 4/6/1989. Now last night when I installed it I was unpacking rainbow.uue and then archiving the newly unpack directory with zoo (which saves directory structure -- great for backup with turtle).

Anyway I think I found a YABEE (yet another bug eeeek!). I have been using Developer's TOS 1.4 (8/8/88) for months now with no trouble. All my archives done with the latest zoo are fine. However I found last night that ANY archive built under EPROM TOS 1.4 (4/6/89) fails to test correctly.

Here is what I did to generate the problem repeatedly:

```
(rom TOS 1.4 -- 4/6/89)
zoo -backup snert snert\*
zoo -test snert
(received multiple CRC errors)
(reboot under Developer's TOS 1.4 -- 8/8/88)
zoo -backup foobar snert\*
zoo -test foobar
(archive ok)
zoo -test snert
(archived still f....d)
(reboot under rom TOS 1.4 -- 4/6/89)
zoo -test foobar
(no problem)
```

Now this morning I read the above comment about TOS 1.4 version date. Why is Atari Canada getting eproms from the states with eproms that

are 10 days older than what Allan says is acceptable? Is the bug
I'm experincing due to zoo? or TOS 1.4 (4/6/89)?

- Ant

PS. I was so happy yesterday -- it was like Xmas, I did well on my
Japanese mid-term, I received my Word Perfect update and TOS 1.4 on
eprom. Then after midnight I find this annoying tit bit and it is
still 4 days before Halloween!!!
achowe@tiger.waterloo.edu | "Life is not fair. Anyone who tells
_ -|-|_ _ | you different is trying to sell you
(_\ |\| | | | (_) |\| \/ | something." - The Princess Bride
___/ | disclaimer...

2120. Re: sub info-a16

Newsgroup: comp.sys.atari.st
Date: 1989-10-27 14:40:00 UTC
From: WPENCE@CLEMSON.CLEMSON.EDU
Message-ID: <8910280728.AA14986@ucbvax.Berkeley.EDU>
Source record: 247792

Hey,
I am new on here and I have a couple of questions! I hope you don't
mind me asking. One is, is there an easy way to find out who is communicating
alot and who is idle (perhaps not here anymore)? I would like to talk
ST to whomever happens to want to talk about it. Next question, I
realize that there are no files on info a16 but there are on ATARST-L!
How can I access those files? Are there any current files on there and
does it cost anything to get them? I heard that it isn't going to be there
for long either, its that true?
Well thats all that I can think of now! How does everyone participate in t
hese
little electronic magazines that I keep getting from Info A16?
Dave

2121. Re: C++ GNU-C++

Newsgroup: comp.sys.atari.st
Date: 1989-10-27 15:25:34 UTC
From: gjh@otter.hpl.hp.com
Message-ID: <570039@otter.hpl.hp.com>
Source record: 247793

I see that g++ (GNU C++) seems to have appeared in terminator's directories (atari/gnustuff). If you have the Mbytes, you could try that route.

Graham
======

Graham Higgins | Phone: (0272) 799910 x 24060
Hewlett-Packard Labs | gray@hpl.hp.co.uk
Bristol | gray%hplb.uucp@ukc.ac.uk
U.K. | gray@hplb.hpl.hp.com

Disclaimer: My opinions above are exactly that, mine and opinions.

2122. Re: anybody know how to "hook" into MORE?

Newsgroup: comp.sys.atari.st
Date: 1989-10-27 15:31:10 UTC
From: roland@cochise
Message-ID: <1115@pcsbst.UUCP>
Source record: 247794

decouty@irisa.fr (Bertrand Decouty) writes:

>My question is: is there a way to specify all files except PRG, APP,
>TTP, TOS?

Yes, as I said before, put the *.* filespec _above_ the lines containing
*.PRG etc. - the order in DESKTOP.INF is significant!

I know that You believe You understand what You think I said, but
I'm not sure You realize that what You heard is not what I meant.

Roland Rambau

rra@cochise.pcs.com, {unido|pyramid}!pcsbst!rra, 2:507/414.2.fidonet

2123. Re: anybody know how to "hook" into MORE?

Newsgroup: comp.sys.atari.st
Date: 1989-10-27 15:33:43 UTC
From: roland@pcsbst.UUCP
Message-ID: <1116@pcsbst.UUCP>
Source record: 247795

>>the installed applications for your machine. simply pick your favorite text
>>editor as the installed application, and set the application mask to be
>>what ever document you want to look at: [etc.]

>This method is mainly satisfactory, but suffers from one major drawback:
>the program must load from disk before it runs. I no longer have anywhere
>near enough memory to keep a ram disk installed, but I do have enough to
>store a TSR that provides a decent 'more' and print utility. The supplied
>'more' utility runs directly from ROM ... can something in desktop.inf be
>changed to tell it to run some code from a different place?

I can not answer your question, but can propose a possible (tested! :-)
workaround:
you could load the 'more' as an accessory, and install a

2124. Re: anybody know how to "hook" into MORE?

Newsgroup: comp.sys.atari.st
Date: 1989-10-27 15:34:34 UTC
From: roland@pcsbst.UUCP
Message-ID: <1117@pcsbst.UUCP>
Source record: 247796

[about installing a "more" as replacement for the [show]...-box]

>I have a way to do this, but it's pretty kludgy. First, let me state I am
>doing this is in Neodesk 2.04; I haven't tried it in the TOS desktop. Even in
>Neodesk, I don't think this is supposed to work.

But it works well on the TOS Desktop too.

>first installed my preferred "more" as an application for two file suffixes.
>The problem is, that's not enough, I need about a dozen suffixes. So, I
>edited the neodesk.inf file and found the line that installed the
>application. I duplicated this line as much as I needed immediately below the
>existing line, and changed the suffixes in the duplicate lines. Well, what do
>you know, but it worked - have my preferred more installed for a dozen
>suffixes! I've been doing this for a couple of mont

2125. TOS 1.4 advantages...

Newsgroup: comp.sys.atari.st
Date: 1989-10-27 15:50:02 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <891027.09500087.017154@SFA.CP6>
Source record: 247797

Hello all,

My Mega2 ST was sent off to my dealer for TOS 1.4 installation. I am now forced to type on a MAC SE with its loud clackity clack keyboard, itty bitty screen, and slow hard drive. I hate this thing!
Anyway, could someone prepare a list of what typical programs should be removed from the /AUTO/ folder and what new programs/patches should be installed? In other words, I'm using TopDown now. I assume it should be removed. What about the 40 folder bug fixer program? Can I take it out now? ETC., ETC.,... Now then, what programs should be installed?
Many thanks, and please, let's get off the bashing ATari for a while. I'm also pointing fingers at myself. Experience with Atari proves venting steam doesn't do much good. T & Company are going to do only that which they want to do.

Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

2126. Re: Graphics interfaces

Newsgroup: comp.sys.atari.st
Date: 1989-10-27 15:51:11 UTC
From: terrell@cadnetix.COM
Message-ID: <10104@cadnetix.COM>
Source record: 247798

In article <8910250702.AA02215@ucbvax.Berkeley.EDU> 01659@AECLCR.BITNET (Greg Csullog) writes:
>Any PC user who quotes "286/33MHz" to you does not understand or refuses
>to accept the concept that moving data between appl is just as important as
>using appl (except for the poor PC user who only knows one appl.).
>
>In research, more time is spent doing reports than number crunching. For
>handling data and report generation, the PC cannot touch the Mac.

The bandwidth that counts is that between the user's head and the
program.

Terrell

2127. Re: RTF and First Word

Newsgroup: comp.sys.atari.st
Date: 1989-10-27 15:52:00 UTC
From: UNCSPL@UNC.BITNET
Message-ID: <8910280705.AA11689@ucbvax.Berkeley.EDU>
Source record: 247799

Hello,
Doe anyone out there know where to find a FIRST WORD to RTF
(and back) converter for the ST? Please list an archive site and
a program name.
=+=
Thanks, Scott P. Leslie (UNCSPL@UNC) Jax
=+=

2128. Re: Dungeon Master Question

Newsgroup: comp.sys.atari.st
Date: 1989-10-27 15:52:37 UTC
From: sbrown@bgsuvax.UUCP
Message-ID: <5069@bgsuvax.UUCP>
Source record: 247800

From article <2619@dogie.macc.wisc.edu>, by stevens@vms.macc.wisc.edu (PAul STevens -- MACC):

> Does anyone have any information about the history of the development
> of this program? I am amazed that anyone udertook such a project.
> That they made it work is incredible. That it fits on a single
> sided disk is clearly impossible!! The amount of detail in the
> dungeon, the sounds, the response time, the pictures, et cetera
> boggle my mind.
>
> This has to have been a labor of love. I would really like to
> know something of how it came about and be able to express my
> respect to the authors for their accomplishment.

Hmmmmm.... You just reminded me of an idea i've had kicking in my head for some time. At one point, I almost wrote to FTL asking them to publish a full sized book on DM. This would be complete with source and flowcharts. The advantage to this? I am -positive- that half of all hackers for the ST would be willing to shell out $30 for this book. Lets hear it. Anybody else for a letter writting campaign to FTL?

```
******************************************************************************
* - Death is part of the ecosystem, that doesn't mean that you should *
* enjoy it. *
* *
* -Scott F. Brown *
* *
* sbrown@andy.bgsu.edu.uucp *
******************************************************************************
```

2129. Re: Printer spooler

Newsgroup: comp.sys.atari.st
Date: 1989-10-27 15:57:13 UTC
From: marc@cpsc.UCalgary.CA
Message-ID: <1972@cs-spool.calgary.UUCP>
Source record: 247701

There is a printer spool program in Abacus' ST book, _Tricks and Tips_.

They give you the source, and all you really have to do is type it in (make your own modifications/improvements if you're into that sort of thing), and compile (or assemble it.. I can't remember what it's acutally written it. Either C or Assembly, probably).

I haven't played with this, so I can't really say how good it is. You may not even want to go to the trouble of typing it in.

But there's my two cents worth.

Marc.

--

Marc A. Schroeder -- 1st year CPSC Internet : marc@cpsc.UCaglary.CA
U. of Calgary iNet : m.schroeder (org. ID = kort)
Fidonet : Marc Schroeder @ 1:134/47

2130. TURBOs for ST

Newsgroup: comp.sys.atari.st
Date: 1989-10-27 16:02:00 UTC
From: jackin@utacs.UTA.FI
Message-ID: <769@utacs.UTA.FI>
Source record: 247702

I am thinking of buying a turbocard for my Mega ST 2.
I would like to hear from YOUR card. Information like
what machine (1040, Mega), TOS-ver, Blitter/no blitter,
QuickIndex15 results, compatibility, needs soldering,
can't go in rev. xx -board, price (naturally) is very
wellcome.

Generally send me anything, I will compile the results
in (hopefully) humanreadable-form and mail it to the net.

Please include a address of the dealer you have bought your
turbocard.

Thanks,

! Markku M{enp{{ ! University of Tampere (in Finland), CS !
! ! jackin@ohdake.uta.fi.UUCP !
! ! jackin@utacs.uta.fi.UUCP !

2131. Re: Self-Modifying Code

Newsgroup: comp.sys.atari.st
Date: 1989-10-27 16:28:42 UTC
From: steve@thelake.UUCP
Message-ID: <0927891128429423@thelake.UUCP>
Source record: 247703

In article <8910270333.AA14741@cscwam.UMD.EDU>,
dmb@wam.UMD.EDU (David M. Baggett) writes ...

>Richard Covert writes:

<bunch of stuff about configuration files and self-modifying code deleted>

>>3) Write to the PRG file. Best of all since you need it to
>>run his program!!
>
>No offense, but I really think this is a "sleazy hack". What's the point of
>doing this? Then you have to worry about what happens when you
>(heaven forbid) modify the source code and recompile, thereby changing
>the size of the executable. And, as you pointed out, you have to come
>up with some "clever" scheme to make sure you don't clobber something
>useful (like executable code) in your binary. Whatever you come up
>with will likely be non-portable as well.

I use MicroEMACS 2.19, a small, fast text editor. I wanted to save the
margin settings and a few other characteristics, but having to load a
configuration file (a) slows down program invocation, and (b) provides yet
another opportunity for something to go wrong, i.e., the configuration
file gets lost.

I remembered an old CP/M communications program called MEX that had the
ability to "clone" itself -- to write a modified version of the running
program back to disk.

So I whined at Dale Schumacher, who was handling the MicroEMACS
modifications, until I got him to add such a feature. I assume that it
indeed is nonportable, but is set off by #ifdef ATARI_ST in the source
code. I don't know any details about the technique. Perhaps Dale can be
persuaded to describe it.

Steve Yelvington, up at the lake in Minnesota
... pwcs.StPaul.GOV!stag!thelake!steve (Usenet)
... {playgrnd,moundst,class68}!thelake!steve (Citadel)

2132. Re: The *new* DC Squish from Double Click Utilities...

Newsgroup: comp.sys.atari.st
Date: 1989-10-27 16:37:23 UTC
From: roland@cochise
Message-ID: <1118@pcsbst.UUCP>
Source record: 247704

rwa@cs.AthabascaU.CA (Ross Alexander) writes:

>Z4648252@SFAUSTIN.BITNET (Z4648252) writes:
>> One joy that a user-enthusiast has when receiving new
>>software is the observation of the evolving improvement of
>>already great packages.
> [much lyrical exposition ommitted]
>>PROGRAM ORIGINAL SIZE OLD SQUISH NEW SQUISH

>But from your numbers, compress easily matches DC-squish on
>performance, and creams it on almost every other metric I can think of
>Sorry to rain on your parade, but "Just the facts, ma'am, just the facts".

Sorry, but you are missing the essential point:

those above programs are creating self-unpacking loadable files, and
the unpacking algorithm has to (and can !) compete speedwise with
HD read times!

Compress is a much simpler program (yet still recommendable for
archiving)

2133. Re: Look ma, no flames! <well almost>

Newsgroup: comp.sys.atari.st
Date: 1989-10-27 16:39:59 UTC
From: gl8f@astsun9.astro.Virginia.EDU
Message-ID: <2182@hudson.acc.virginia.edu>
Source record: 247705

In article <4675ca0d.14a1f@force.UUCP> covertr@force.UUCP (Richard E. Covert) writes:

[responding to a question about TT multitasking]

>Nope, it does NOT multitask.

J. Townsend has announced that 3rd party Unix will be available "RSN".
Unix multitasks. It's entirely possible that David Beckmeyer could
produce a TOS multitasker that could multitask as well on the TT as
MTC does on the ST. However, multitasking ST programs in general is
quite a complex problem.

The TT has 2 markets:

1) Upgraded ST -- singletasking, runs GEM, fast.
2) Unix box. System V binary-compatible, nice fast colour display,
ram above 2 megs uses burst cache fill so it's relatively fast.
This is the future.

> This has been mentioned by John Townsend et al
>on GEnie in the past.

John also talked about Unix. Unix multitasks, eh?

> The TT will simply be a faster ST with slightly
>better graphics.

To market # 1, TT will be this. It's an upgrade path for the ST. For
market # 2, the TT will be quite different. It will be a box capable
of running Unix programs distributed as source as well as 680x0 binary-
standard applications. Instant software base.

I hope that Richard doesn't buy one so that he won't tell us all about
it. Actually, I wish Richard would benchmark TeX on his SLM804 against
an HP Laserjet and then tell us how bad the SLM804 is.

Greg Lindahl
gl8f@virginia.edu I'm not the NRA.

2134. Re: 386's, TT's, a machine I want

Newsgroup: comp.sys.atari.st
Date: 1989-10-27 16:42:23 UTC
From: phoenix@ms.uky.edu
Message-ID: <13067@s.ms.uky.edu>
Source record: 247706

(A point of correction to a previous claim; ignore if you don't care about
Unix availability...)
In article <214@fjcp60.GOV> winston@fjcnet.GOV (Winston M. Llamas) writes:
>I would hope that Atari can release their version of Unix for the TT within
>a reasonable time period of the computer's release (unlike Commodore, which
>has promised Unix on the Amiga for years now).
No. Amiga hasn't given a shipping date for the US. They have repeatedly
said that they are working on it and they have repeatedly implied that it
will NOT be out in the US until the Amiga 3000 ships. When is that? They
refuse to say, since this is a ground-up, all 32-bit project - not at all
the same as just dropping a 68030 into an Amiga 2000 or 2500.
If you want Unix right now, go to Europe.
>As I said, we'll have to wait and see if Atari can bring these products out
>in time. I'm not sure I can hold my breath that long, however.
Last time I went shopping for a computer, I looked at the Atari ST
line. It didn't win out. I keep hoping that Atari will put its stuff
together and help prevent IBM and OS/2 from owning everything. (That's
why I read this group, by the way). I'm also not holding my breath.
- R'ykandar.
--
| R'ykandar Korra'ti, Editor, LOW ORBIT | phoenix@ms.uky.edu | CIS 72406,370 |
| Elfinkind, Unite! | phoenix@ukma.bitnet | PLink: Skywise | QLink: Bearclaw |

2135. Re: Two-page Atari advertisement!

Newsgroup: comp.sys.atari.st
Date: 1989-10-27 16:50:56 UTC
From: rwa@cs.AthabascaU.CA
Message-ID: <1193@atha.AthabascaU.CA>
Source record: 247707

I share your enthusiasm for the sudden media activity by Atari (though in truth I can't get very excited about the product - doesn't seem to be aimed at me, seems to be aimed at DOS people). However, in the interests of net bandwidth, & c., and since this is a non commercial network supported in part by public money, could perhaps we have just a precis next time, and not the entire text of the advertisement?

BTW, it ran in the Globe & Mail, business section. In Canada, that's like running in the Wall Street Journal (IMHO).

Ross

2136. Re: Turbo C

Newsgroup: comp.sys.atari.st
Date: 1989-10-27 16:58:43 UTC
From: roland@cochise
Message-ID: <1119@pcsbst.UUCP>
Source record: 247708

paul@cacilj.UUCP (Paul Close) writes:

>basically the first two
>arguments were passed in registers! Is this true?

From memory:

the first 3(?) integer-type arguments in registers do,d1,d2 and/or
the first 2(?) pointer-type arguments in a0 and a1.

The TC-specific keyword 'cdecl' allows you to disable this, so
you can link to libraries compiled with Alcyon (or generate functions
with will be called by the AES !).

Integer-type return value are in d0, but pointers are returned in a0.

I never use floating point, but I know that TC ST has quite different
floating point formats in version 1.00 and 1.10, 1.10 supporting the
IEEE standard.

I know that You believe You understand what You think I said, but
I'm not sure You realize that what You heard is not what I meant.

Roland Rambau

rra@cochise.pcs.com, {unido|pyramid}!pcsbst!rra, 2:507/414.2.fidone

2137. Re: Atari ST questions - before I buy one

Newsgroup: comp.sys.atari.st
Date: 1989-10-27 17:41:46 UTC
From: wallace@oldtmr.dec.com
Message-ID: <1332@engage.enet.dec.com>
Source record: 247709

In article <8910261953.AA29075@edison.CHO.GE.COM>, mfs@edison.cho.ge.com (MarTan) writes...
>o What is the minimum (ie least expensive) ST configuration that will allow
> me to be (disk-wise) compatible with the most ST systems ?
Any ST with a double sided drive (ie: a 1040ST or a 520ST with a secound DS drive). 1 meg of memory (ie: a 1040ST or a 520ST with a memory upgrade) is required for some software.

>o Will I also need a single-sided floppy drive to be fully compatible with
No. A double sided drive can read, write, and even formate a single sided disk.

>o Can I use a standard composite input monochrome monitor with the ST ?
The ST video is analog RGB. ST monochrome monitor scan frequency requirements are a bit so you will either need a multi-sync monitor or the Atari monitor.

>o Can I do a sysex load/dump in BASIC (which I assume comes with the machine),
> or will I have to buy a C compiler ?
Someone else will have to answer that. I don't know anyting about sysex.

>o Anybody got a used one they want to get rid of ?
I'd like to keep mine thanks :-). Occasionaly one for sale gets posted here, just watch this newsgroup.

Ray Wallace
(INTERNET,UUCP) wallace@oldtmr.enet.dec.com
(UUCP) ...!decwrl!oldtmr.enet!wallace
(INTERNET) wallace%oldtmr.enet@decwrl.dec.com

2138. Re: unsubscribe info-atari16

Newsgroup: comp.sys.atari.st
Date: 1989-10-27 19:47:00 UTC
From: UK1J@DKAUNI2.BITNET
Message-ID: <"89-10-27-12:47:23.26*UK1J"@DKAUNI2.BITNET>
Source record: 247710

```
sub info-a16 Falcon
```

2139. Re: PMFS Serial driver

Newsgroup: comp.sys.atari.st
Date: 1989-10-27 19:51:38 UTC
From: ignac@electro.UUCP
Message-ID: <1140@electro.UUCP>
Source record: 247711

In article <44999@ccicpg.UUCP> paulm@ccicpg.UUCP (tmp Paul Moreau usenet acct) writes:
> I found out something last night:
> PMFS will not work without DC's qstauto.prg in the auto folder!
> I've mailed Ignac in hope of figuring this out. Anyway, if yours

quick st is NOT a double click product. it's a completely seperate shareware
product from the double click shareware stuff. anyways, when i received
paul's message about pmfs NOT working without quickst, i was astounded. finally
software which needs quickst!!!! :-)

whenever i get a bit of time i'll have a look at pmfs. it sounds like an
excellent idea and since we have plenty of room on our sun harddisk here
at work, it would be great to back up the megafile 60 to the sun harddisk
at will.

--
=====Ignac A. Kolenko (The Ig) watmath!watcgl!electro!ignac=====
co-author of QuickST, and the entire line of Quick Shareware!!!!
"I don't care if I don't win, 'cause I don't care if I fail"
from 'Youth Of Today' by SUBURBAN DISTORTION

2140. Re: Deskjet SOFT fonts

Newsgroup: comp.sys.atari.st
Date: 1989-10-27 20:15:24 UTC
From: bobw@hpsad.HP.COM
Message-ID: <750026@hpsad.HP.COM>
Source record: 247712

I got this in the mail, but could not reply. The info might be of interest to
others.

-BW

> Subject: Deskjet SOFT fonts
>
> I'm wondering how to get a copy of this ' Deskjet Software Developer's
> guide you mentioned in rour reply on my call on the ATARI DIGEST.
> Has this publication a HP Partnumber , so I can order it form the
> local HP sales office in the netherlands ? I called this office, but
> they say they'd never heard of this publication.
Sorry about that, but this document doesn't exist. I have a paper called
'DeskJet Softfonts & Softfont File Format' that I received from the
DeskJet manufacturing division early this year. At that time, I was told
they didn't want distribution of this document outside of the company.
In the purpose for this document it mentions the Developer's Guide.

That's the bad news.

> Since You're using an account on a computer at the HP labs, maybe you
> know addresses of people in the HP organisation who can supply more
> info.

Now the good news.

I called the number I posted, pretending to be a customer (that way I don't
accidentally get info that I shouldn't share, you know, industrial espionage
is pretty rampant here in the computer industry ;-) and was referred to another
number at the DJ division. I continued to pretend I was a customer looking
for info on Softfont specs. A woman there said she could send me a copy of
the Softfont File Format I mentioned above. If I could get it without ident-
ifying that I work here, I'm sure you can too. Call your sales office and
asked for 'DeskJet Softfonts & Softfont File Format' dated 12/30/88. If
you run into a deadend, you can try the number I was given for the DJ support
in Vancouver, Washington: (206)254-8110.

> I am curious to know what software (is it PD ??) you're using to use
> LaTeX on the ST. I got some stuff, but it wouldn't work.
Yes, it's PD. I have the files but haven't tried them out yet. My hard-
disk is getting pretty full and I'm waiting to do a complete backup before
purging enough space to hook up this LaTeX stuff. It's all ftp-able from
various places here in the states. The files I have are:
640009 Oct 5 10:24 StTeXbin.zoo
674188 Oct 5 10:27 StTeXmac.zoo
280372 Oct 5 10:33 StTeXsrc.zoo

```
83007 Oct 5 10:39 StTeXtfm.zoo
110969 May 19 14:49 djfonts.arc
365612 Sep 6 13:05 dvifnts1.zoo
241152 Sep 6 13:07 dvifnts2.zoo
85026 Oct 5 10:49 stbibtex.zoo
436333 Aug 8 12:00 ctex-bin.arc
327284 Aug 8 12:01 ctex-doc.arc
715166 Aug 8 12:04 ctex-mac.arc
281418 Aug 8 12:05 ctex-src.arc
77575 Aug 8 12:05 ctex-tfm.arc
```

I just been collecting this stuff as I see it. Some of them may be redundant or out of date, but I'll find that out when I install it.

Hope this is of some help to you. Take care.

-Bob

--
---------- ----------
Bob Waltenspiel	e-mail: bobw@hpsad (hplabs!hpsad!..)
ATE Software Team	Telnet: 794-3091
HP Signal Analysis Division	AT&T: (707) 794-3091
1212 Valley House Dr.	HPDesk: Bob WALTENSPIEL/HP5300/A0
Rohnert Park, CA 94928-4999	HP Mailstop: 1UR-M
---------- ----------

This goes along with another belief of mine: that everyone else my age is an adult, whereas I am merely in disguise.

Margaret Atwood
"Cat's Eye"

2141. Fixes, patches etc...

Newsgroup: comp.sys.atari.st
Date: 1989-10-27 21:25:28 UTC
From: daren@umbc5.umbc.edu
Message-ID: <2456@umbc3.UMBC.EDU>
Source record: 247713

I haven't used my ST in a long while, so if this request sounds nieve,
thats because it is!

Could someone suggest some standard combinations of the many fixes/patches/
gdos suppliments + font enhancers etc...
Reading this newsgroup, one gets overwhelmed by the pleathora of
auto-booting fixes to choose from. ie. Turbodos, Neodesk, FOLDRXXX, Gplus,
CACHEXXX (?) ... I probobly murdered the names of those titles, sorry!
I realize that much of this is simply a matter of taste, but I think
new users could greatly benefit from the experiences of the established users.
Also, your system configuration will have a lot to do with what you use, maybe
this could be catagorized as hardrive vs. no-hardrive ??
I'll post any results I receive, for those interested.

Thanks in advance,
Daren Daren@umbc5.umbc.edu

2142. Re: TT vs 386 box and flames

Newsgroup: comp.sys.atari.st
Date: 1989-10-27 21:32:37 UTC
From: adw3345@ultb.UUCP
Message-ID: <1497@ultb.UUCP>
Source record: 247714

I've been working with my school's UNIX computer and I've found my meaning in life. I really really really like UNIX and would like to use my Atari as a terminal. Those green and black jobs just don't hack it. Are there any Unix-specific utilities that I can use to make my ATari a mini-Sun? I've heard of uw (Unix Windows), but are there other utilities I can use?
If Atari comes out with the TT, what "brand" of UNIX will it run? Will it be just like SunOs (Unix) ? If so, I can hardly wait!

Derrick
Williams

2143. Quick ST 1.6 Press Release

Newsgroup: comp.sys.atari.st
Date: 1989-10-27 21:34:22 UTC
From: w-darekm@microsoft.UUCP
Message-ID: <8251@microsoft.UUCP>
Source record: 247715

Press release for immediate distribution to all Atari ST Users in the
United States and Canada.
Friday, October 27, 1989

Quick ST 1.6 -- Shareware by Darek Mihocka and Ignac A. Kolenko

TOS 1.4 is now available. TOS 1.4 is great for speeding up file operations on hard disks, but compared to earlier versions of TOS it does very little to speed up screen operations. Regardless of which TOS you have, the program Quick ST 1.6 is for you.

Quick ST 1.6 increases the speed at which the ST performs screen operations, such as printing text to the screen, scrolling the screen, drawing windows and dialog boxes, and reducing the overhead of other graphics operations, such as desktop redraws.

Printing of text strings to the screen is sped up by 1510% in medium resolution and 1240% in monochrome. Character by character printing is three times faster. Screen scrolling is at blitter chip speeds. This all means that your .TOS and .TTP programs will run faster. Line drawing is twice as fast, which makes zoom boxes and windows draw much faster. Graphical text is printed much faster, which means that your desktop windows will update faster and your GEM programs will operate faster.

The result is that your Atari ST appears to run faster and smoother than before. You spend less time waiting for the screen to scroll or redraw. Quick ST 1.6 does not physically make your ST any faster. It simply makes TOS more efficient at manipulating the screen display. In some cases, it will make your ST perform better than an equivalent ST equipped with hardware enhancements like a blitter chip, 16 MHz board, or even TOS 1.4. And all this is done in software, so installation is as simple as copying a file.

Quick ST 1.6 runs from the AUTO folder and so does not use the already overcrowded desk accessory menu, or require interaction with the user. It is completely transparent to most applications. It uses under 20K of RAM, and automatically installs either the color or monochrome version and throws away initialization code to save memory.

Quick ST 1.6 runs on any Atari ST or Mega ST using a standard SC1224 color or SM124 monochrome monitor. A blitter chip is optional, as is an accelerator board. All official releases of TOS are supported.

The following screen resolutions are supported:
- 320x200 low resolution

- 640x200 medium resolution
- 640x400 monochrome

Here are some benchmark results using the Quick Index 1.6 program, running on a TOS 1.4 1040ST, in monochrome, with no blitter chip:

BIOS text 325%
BIOS string 1240%
BIOS scroll 134%
GEM draw 193%

These numbers are greater than those obtained for an ST not using Quick ST 1.6, but equipped with TOS 1.4, blitter chip and 16MHz board. When used with Quick ST 1.6, such a system is amazingly fast.

In another benchmark, the entire Quick ST source code (9000 lines of 68000 assembly language) was loaded into ST Writer 3.4 and scrolled from top to bottom. Without Quick ST, this takes 90 seconds. With Quick ST, this takes 49 seconds, almost 100% faster. And ST Writer can keep up with your typing now when used with Quick ST.

Using the ZOOMTEST program supplied with Codehead's G+PLUS program, 50 repetitions take only 10 seconds in monochrome and 15 seconds in medium resolution, twice as fast as normal!

But don't take our word for it. Try Quick ST 1.6 for yourself...

Quick ST is shareware, and is NOT public domain. It is available for a $15 shareware registration, far less than the cost of a hardware upgrade, or even the TOS 1.4 upgrade. Because we believe strongly in the shareware concept, which allows users to freely distribute and copy software so that it may be tried out on the user's own system, we have made available a demo version of Quick ST 1.6. It can be found in the Atari ST libraries of Compuserve, GEnie, Delphi, BIX, and is currently also available on Usenet in comp.sys.atari.st.

If after trying the Quick ST 1.6 demo, you feel that it is of no benefit to you, simply delete the files and forget about it. If you do appreciate the benefits of using Quick ST 1.6, simply send in your shareware registration fee (made payable to Darek Mihocka) and an updated disk contaning the full version of Quick ST 1.6 will me mailed to you. Quick ST 1.6 is not copy protected and installs on any standard boot disk.

Because we believe in and support user groups, we are offering Quick ST to all full time members of Atari ST user groups for only $12. We ask that at least 5 people from the same user group register, and you must provide proof of membership (i.e. photocopy of membership card, official member list, etc). There is no time limit on this, so please take the time to demo Quick ST at your user group so that every member can try it.

If you are already a registered user of the Quick Utilities or Quick ST (version 1.5 or earlier), simply mail your disk back along with $3, and the updated Quick ST 1.6 disk will me mailed to you. Do not bother to

download the demo.

Our mailing address for shareware registrations, questions, comments,
demos and updates is:
PO Box 2624, Station B
Kitchener, Ontario N2H 6N2
CANADA

Phone (in Canada): (519)-747-9452.

If you prefer to contact us by email, we can be reached at the following:

Compuserve: 73657,2714
BIX, Delphi, GEnie: DAREKM
UNIX: uunet!electro!ignac

If you are unable to obtain the Quick ST 1.6 demo by modem, simply mail us
a blank disk and $3 (or no disk and $5) and we'll send you the demo disk.

This shareware offer is valid until the next Quick ST update.

2144. Re: Re: Look ma, no flames! <well almost>

Newsgroup: comp.sys.atari.st
Date: 1989-10-27 23:41:39 UTC
From: JALKIO@cc.helsinki.fi
Message-ID: <1160@cc.helsinki.fi>
Source record: 247716

In article <4675ca0d.14a1f@force.UUCP>, covertr@force.UUCP (Richard E. Covert) writes:
>
> And when I first bought the 520ST, the ST was a steal. And when I first bought
> the Mega I was told about all of the future boards being designed for it.
> Over the last 3 years the ST, both 520/1040 and Mega ST, have been left in
> the dust by IBM PC clones. And now that Commodore is producing an Amiga (A3000)
> which uses non-interlaced graphics, the A3000 is a serious contender in my
> book.

Amiga A3000? I haven't even heard of it. Can you buy one in the US now?
If you can't is it still a plan or do they have a prototype? How much
will it cost? What are the specifications? And what's so special about
non-interlaced graphics?

I have only heard of an Amiga A2500. It is has only a M68020 and is more
expensive than an Atari TT!

What makes the A3000 special that you would choose it over a TT, for
example? I doubt Commodore is supporting more than Atari...

>
> I would dearly like to get a good CASE tool but if you think I will
> ever see one for the ST or the TT you are pretty optimistic. The
> software market has just plain and simply left the ST. Except for
> games. There are plenty of new games for the ST. Just lots and lots
> of games. And mostly from Europe.

You could buy your non-games software from Europe, too. There is plenty
of it.

>
> So, that leaves the ST as a Game Machine. and maybe that where ATari
> should concentrate. Sell the ST and TT as Super Game Machines and blow
> away Ninetendo.

A Games Machine with Unix - you must be joking!
>
> But, I will NEVER buy another computer from Atari. Especially
> a closed system like the TT/P. One lousy short VME card slot
> does not make an OPEN system. you need 5 or more. One slot
> just guarantees that no one will design for it. Lack of resources.

What do you need those 5 or more slots for. (And please don't answer:
"internal modems, hard-disks, etc", because that's only a cosmetic issue.)

By the way, I've read that Atari will bring the graphics card of the ATW
(which is quite neat) for the TT as a VME-card...

Jouni Alkio

2145. Atari STE reviews in three German mags.

Newsgroup: comp.sys.atari.st
Date: 1989-10-27 23:46:14 UTC
From: JALKIO@cc.helsinki.fi
Message-ID: <1165@cc.helsinki.fi>
Source record: 247717

If somebody would like to know about the Atari 1040STE, note this:

There has already been a review in three different German magazines:

ST-Magazin
Happy Computer
Chip

(The newest issues, I don't remember the numbers)

Jouni Alkio

2146. Panarthea Archive error?

Newsgroup: comp.sys.atari.st
Date: 1989-10-27 23:46:31 UTC
From: JJL101@PSUVM.BITNET
Message-ID: <89300.194631JJL101@PSUVM.BITNET>
Source record: 247718

Lately , when I have been requesting files from the panarthea server,
of course they come back in the uuencoded form, but I have been having a proble
m, it seems to drop of all the lower case v's from the trailers of the line,
thus, I have to manually put them in every 26 th line of the file....
Anyone have any ideas why this would be happening? Thanks in advance!

****
* John Lehett * Use this one->address: JJL101@psuvm.bitnet *
* a.k.a. J.J. * else : LEHETT@endor.cs. *
******************************** try psu.edu *
* Reality is an illusion caused * one of : JJL@ecl.psu.edu *
* By an alcohol deficiency! * these. : JJL@psuecl.bitnet *
****

2147. ST-Magazin

Newsgroup: comp.sys.atari.st
Date: 1989-10-27 23:53:32 UTC
From: JALKIO@cc.helsinki.fi
Message-ID: <1168@cc.helsinki.fi>
Source record: 247742

If you want to read a good ST-magazine you should try
the German "ST Magazine" (that's the name).

It is very informative and when you read it, you will see that there is
quite a lot happening on the ST-scene.

It's too bad that it's written in German. (I mean too bad for them who
don't understand the language.)

Jouni Alkio

2148. Re: Self-Modifying Code

Newsgroup: comp.sys.atari.st
Date: 1989-10-28 00:15:48 UTC
From: ericco@stew.ssl.berkeley.edu
Message-ID: <1989Oct28.001548.20290@agate.berkeley.edu>
Source record: 247719

Really Self-Modifying Data

Lisp systems typically have a 'dumplisp' function which dump an image of itself to disk. Thus, invoking the dumped lisp, returns you to the exact environment you dumped. This is easier to do in lisp since it treats its source code as data.

Although modify the executable file seems bad to me, I think that modifying the resource file is completely reasonable solution (and simple). By parsing the structure of the resource file, your program can quickly determine which parameter (object) needs to be modified. In fact, if your program uses text, then you should put the text in the resource file as well. This is how the resource file is supposed to be used. By putting the text in the resource file, non-English speaking people can replace it with meaningful non-English text.

Eric
ericco@sag4.ssl.berkeley.edu

Eric
ericco@ssl.berkeley.edu

2149. My problems with Atari.

Newsgroup: comp.sys.atari.st
Date: 1989-10-28 02:39:09 UTC
From: mikeb@tekfdi.FDI.TEK.COM
Message-ID: <3582@tekfdi.FDI.TEK.COM>
Source record: 247720

I do not like the way Atari decided to keep everything a secret
about the ST. The developer's documentation (which I have) is useless.
I am glad I didn't have to pay the hundreds of dollars the computer's
former owner had to pay for them. I wish that Atari would release a
complete set of manuals for the ST that anyone could buy like Commodore
did for the Amiga. In this way Atari could set standards that everyone
would follow.
The GEM operating system seems very clumsy to me. This is probably
due to the documentation on the ST being incomplete. I say this
because some VDI calls are not present and others simply don't work as
the DRI books say they should. (Remember v_opnvwk() and the work_in
array?) It's a good thing I got MWC because it had all of that in it's
lexicon.

I do have 2 suggestions about how to improve Atari's image:

1. Release a complete and accurate set of manuals that doesn't
cost $500.00 like the developers documentation did.

2. Take an idea for the NeXT computer. Bundle gcc and g++ with
the ST. This would be taken as a positive effort on Atari's
part since a computer is useless without software.

If Atari does not correct the problem with the bad documentation I will
buy another computer and it will not be an Atari. I simply will not put
up with inadequate documentaion. If this is corrected then I will buy
another machine from Atari with more memory since I do like the ST.

If anyone feels that they must send me flames please send them to the
address in my .signature since this is a borrowed account.

==========
Dan Wilson <danw@shadow.FDI.TEK.COM>

2150. dvi2slm804 ?

Newsgroup: comp.sys.atari.st
Date: 1989-10-28 03:06:11 UTC
From: dennis@phyllis.math.binghamton.edu
Message-ID: <DENNIS.89Oct27230611@phyllis.math.binghamton.edu>
Source record: 247721

I've looked in the various archives and I can't find a dvi driver for the slm804 laser printer. Is there one available? If not, does anyone know where I can find some sample slm804 code so I can try to put one together myself?

Thanks for any pointers...

--
Dennis Pixton
Department of Mathematical Sciences (607) 777-4239
SUNY-Binghamton dennis@math.binghamton.edu
Binghamton, NY 13901 dpixton@bingvaxa.bitnet
Dennis Pixton
Department of Mathematical Sciences (607) 777-4239
SUNY-Binghamton dennis@math.binghamton.edu
Binghamton, NY 13901 dpixton@bingvaxa.bitnet

2151. WP Corp. still supports ST!!

Newsgroup: comp.sys.atari.st
Date: 1989-10-28 03:37:44 UTC
From: 4224_5132@uwovax.uwo.ca
Message-ID: <3998.2548e6c9@uwovax.uwo.ca>
Source record: 247722

In article <4675ca0d.14a1f@force.UUCP>, covertr@force.UUCP says
>
> But, what has Atari done to improve the ST. The Diablo Emulator for the
> SLM804 lp is so bad that Word Perfect has dropped the Atari LP as a
> supported WP printer. So, much for Atari support. Atari has never
> released an Epson Emulator for the SLM804. So much for Atari support.
> I know, folks say that I should NOT have bought the SLM804. But, what it
> does it does very well. I love the quality of my C listings and the
> speed at which the SLM804 prints. But its shortcomings are frustrating,
> and Atari's lack of support is maddeining!
>
> Rich Covert

WP Corp STILL supports the ST. A new version is available from them if you
happen to call and ask. On this new version are drivers for Postscript and
UltraScript printers.

Andrew Semple ads@uwovax.uwo.ca
2nd Year Applied Math/Computer Science Andrew.Semple@uwovax.uwo.ca
The University of Western Ontario Semple@uwovax.BITNET
London, Ontario
Canada

2152. Calamus fonts (was Re: COMDEX And Atari)

Newsgroup: comp.sys.atari.st
Date: 1989-10-28 04:13:39 UTC
From: fischer-michael@CS.YALE.EDU
Message-ID: <3811@cs.yale.edu>
Source record: 247723

In article <0927890305189323@thelake.UUCP> pwcs.StPaul.GOV!stag!thelake!steve writes:
>
>DeskSet II is a contemporary page layout system. As I recall, it uses
>Compugraphic Intellifont technology. My local Atari dealer has had
>brochures on DeskSet II since last winter, but there is no evidence that
>the Atari ST version has been released for sale. This is no major loss,
>since Calamus does such an impressive (and speedy) job, also with
>Compugraphic technology.
>
>Compugraphic, currently a subsidiary of Agfa-Gevaert, is a company that
>makes medium-to-high-quality commercial phototypesetting machines (and
>some text editing systems). It has a large typeface library. In the last
>couple of years, it has begun marketing digital representations of those
>typefaces, in its own proprietary vector encoding as well as in PostScript
>format.

Does anyone know if Calamus can produce Ultrascript output? I already
have a considerable number of Ultrascript fonts, and while Calamus
looks attractive, it will end up costing many hundreds of dollars if I
have to buy a complete new set of fonts just to use it.

==
| Michael Fischer |
| Arpanet: <fischer-michael@cs.yale.edu> |
| Bitnet: <fischer-michael@yalecs.bitnet> |
| UUCP: <fischer-michael@yale.UUCP> |
==

2153. Re: Tos 1.4 - Two Versions?

Newsgroup: comp.sys.atari.st
Date: 1989-10-28 04:32:49 UTC
From: fischer-michael@CS.YALE.EDU
Message-ID: <3814@cs.yale.edu>
Source record: 247724

In article <1745@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>The date in the OS header of the released version is 4/16/1989. You can
>see the date if you dump four bytes of memory starting at $FC0018; the
>date shows up as 04 16 19 89 in hex (for the right version).

The date in the official TOS 1.4 ROMS that I just bought is 4/6/1989,
which is identical to the date in the developer EPROMS that I bought
during the summer. Are you mistaken about the date, or is your
version different from the one that everyone else is using?

==
| Michael Fischer |
| Arpanet: <fischer-michael@cs.yale.edu> |
| Bitnet: <fischer-michael@yalecs.bitnet> |
| UUCP: <fischer-michael@yale.UUCP> |
==

2154. Ordering Turbo C from the USA

Newsgroup: comp.sys.atari.st
Date: 1989-10-28 07:08:47 UTC
From: VBRANDT@DBNUAMA1.BITNET
Message-ID: <8910280708.AA12563@ucbvax.Berkeley.EDU>
Source record: 247725

Hello all,

... if y'all want me to, I can call Borland Germany (formerly called
Heimsoeth) and ask them if we can organize something like a bulk order.

I'd need someone in the US to act as counterpart, though (I won't mail it
to 500 different places in the US :-)

For the curious: Turbo C 2.0 and TD (the source level debugger) 1.0 are
now being beta-tested.

Bitnet: VBRANDT@DBNUAMA1 (will go away late '89) Volker A. Brandt
UNM409@DBNRHRZ1 (soon) Angewandte Mathematik
UUCP: ...!unido!DBNUAMA1.bitnet!vbrandt (Bonn, West Germany)
ARPAnet: VBRANDT%DBNUAMA1.BITNET@CUNYVM.CUNY.EDU

2155. Should I repost EDISK, my Eternal replacement RAM disk?

Newsgroup: comp.sys.atari.st
Date: 1989-10-28 07:09:10 UTC
From: VBRANDT@DBNUAMA1.BITNET
Message-ID: <8910280708.AA12631@ucbvax.Berkeley.EDU>
Source record: 247726

Hello all,

I keep seeing the questions about various versions of Eternal working with TOS 1.4. To clarify all this: Eternal works with all TOS versions, it's on Mega 4's that it doesn't work.

I recently posted a RAM disk called EDISK that was originally based on Eternal but has since surpassed it by a wide margin (I'm confident :-). Unfortunately, the program hasn't reached many people. I only have two reports of people who received it.

My question now: should I repost the RAM disk? If so, where? Would it help to send it to Steven Grimm and the BITNET people separately? Comments and advice are most welcome.

Bitnet: VBRANDT@DBNUAMA1 (will go away late '89) Volker A. Brandt
UNM409@DBNRHRZ1 (soon) Angewandte Mathematik
UUCP: ...!unido!DBNUAMA1.bitnet!vbrandt (Bonn, West Germany)
ARPAnet: VBRANDT%DBNUAMA1.BITNET@CUNYVM.CUNY.EDU

2156. ICD hard disk driver V4.0 wanted

Newsgroup: comp.sys.atari.st
Date: 1989-10-28 07:09:32 UTC
From: VBRANDT@DBNUAMA1.BITNET
Message-ID: <8910280709.AA12714@ucbvax.Berkeley.EDU>
Source record: 247727

Hello all,

is there anyone out there who has pulled the ICD hard disk driver version 4.0 off Compuserve and could kindly email me a copy? I'm a legal owner of an old version of the driver software, and I'm under the impression that the new version is available for all such owners without charge.

Unfortunately, ICD has never answered my letter about some tech problems (my Maxtor LXT1002 has 96.2 MB but can only be used with up to 92.2 MB) so I won't try writing again.

Alternatively, if the software is available on a server I can reach, I'd appreciate a hint as to the whereabouts.

As always, thanks for any and all help.

Bitnet: VBRANDT@DBNUAMA1 (will go away late '89) Volker A. Brandt
UNM409@DBNRHRZ1 (soon) Angewandte Mathematik
UUCP: ...!unido!DBNUAMA1.bitnet!vbrandt (Bonn, West Germany)
ARPAnet: VBRANDT%DBNUAMA1.BITNET@CUNYVM.CUNY.EDU

2157. Where is that environment-setting accessory?

Newsgroup: comp.sys.atari.st
Date: 1989-10-28 07:10:29 UTC
From: VBRANDT@DBNUAMA1.BITNET
Message-ID: <8910280710.AA12896@ucbvax.Berkeley.EDU>
Source record: 247728

Hello all,

Whatever happened to the 'Set environment & find TOS version etc' accessory
that someone@Atari (either apratt or kbad, can't remember) promised? Does
it exist? Is it in the queue? Or do I have to write it myself??

While I'm at it, does anyone know any programs that break when the AES path
is set to some usable value, thus overwriting that carefully preserved 0x00
byte produced by a TOS bug (or is it a feature? :-)

I'd like to make use of the fact that rscs_load can find resource files if
they're somewhere along the search path defined in the AES environment.

Bitnet: VBRANDT@DBNUAMA1 (will go away late '89) Volker A. Brandt
UNM409@DBNRHRZ1 (soon) Angewandte Mathematik
UUCP: ...!unido!DBNUAMA1.bitnet!vbrandt (Bonn, West Germany)
ARPAnet: VBRANDT%DBNUAMA1.BITNET@CUNYVM.CUNY.EDU

2158. How to find out if a prg was called from the desktop?

Newsgroup: comp.sys.atari.st
Date: 1989-10-28 07:10:46 UTC
From: VBRANDT@DBNUAMA1.BITNET
Message-ID: <8910280710.AA12956@ucbvax.Berkeley.EDU>
Source record: 247729

Hello all,

I remember that some months (or even years ago) there were some postings about how to detect whether a program was invoked from the desktop or from a shell (or any other program, for that matter).

Could someone please either tell me how he/she does it, or point me to the Info-Atari16 digest where the original postings appeared? (Yes, I have saved ALL digests -- 20 MB of text :-)

I'd like to write a C or assembler function that I can use to make life for desktop users easier, such as:

```
if Desktop()
Cconin();
u
```

Any and all hellp is, as always, most welcome.

Bitnet: VBRANDT@DBNUAMA1 (will go away late '89) Volker A. Brandt
UNM409@DBNRHRZ1 (soon) Angewandte Mathematik
UUCP: ...!unido!DBNUAMA1.bitnet!vbrandt (Bonn, West Germany)
ARPAnet: VBRANDT%DBNUAMA1.BITNET@CUNYVM.CUNY.EDU

2159. Editing DESKTOP.INF (was: ... hook into MORE)

Newsgroup: comp.sys.atari.st
Date: 1989-10-28 07:11:15 UTC
From: VBRANDT@DBNUAMA1.BITNET
Message-ID: <8910280711.AA13050@ucbvax.Berkeley.EDU>
Source record: 247730

Hello all,

In Info-Atari16 digest #550, Ignac Kolenko says:
In article <2315@hcr.UUCP> miken@hcr.UUCP (Mike Nemeth) writes:
>>i am not enamoured of the "more" command. i have my own version that
>>is more to my liking (ie. i can search forward/backward, back up a
>>page, choose another file, ...). does anybody know of a way to call
>>a user defined piece of code instead of the routine that gets called
>>when i doubleclick on a file and choose "show"? ...

>ya, this is actually easier than you most people think. ...
> .... set the application mask to be
>what ever document you want to look at: ie: if you want to look at all *.C
>*.H, *.DOC and *.TXT files using TEMPUS.PRG, simply install tempus.PRG as
>the installed application and for each installation give it one the above
>search masks.

Ignac is perfectly right, but he doesn't follow his own advice to the limit.
Simply specify *.* as the seach mask, and the application you defined will be
invoked for *ALL* non-executable files you double-click on *EXCEPT* the ones
you defined another application for by specifying a file type.

Note that you must specify a complete path to your application (i.e.
C:BINEDITTEMPUS.PRG), and that you must be careful not to change the
DESKTOP.INF in any other way. So preserve trainling blanks and the Ctl-Z at the
end.

I even have a program that can make such changes in DESKTOP.INF on the fly
in the copy of DESKTOP.INF *in*memory* ||

Easy, eh?? :-)

Bitnet: VBRANDT@DBNUAMA1 (will go away late '89) Volker A. Brandt
UNM409@DBNRHRZ1 (soon) Angewandte Mathematik
UUCP: ...!unido!DBNUAMA1.bitnet!vbrandt (Bonn, West Germany)
ARPAnet: VBRANDT%DBNUAMA1.BITNET@CUNYVM.CUNY.EDU

2160. Any news on a Minix-ST version of Sozobon C?

Newsgroup: comp.sys.atari.st
Date: 1989-10-28 07:11:38 UTC
From: VBRANDT@DBNUAMA1.BITNET
Message-ID: <8910280711.AA13131@ucbvax.Berkeley.EDU>
Source record: 247731

Hello all,

... does anybody know what happened to the Minix-ST version of Sozobon C?
Is anybody working on that?

Thanks for any info.

Bitnet: VBRANDT@DBNUAMA1 (will go away late '89) Volker A. Brandt
UNM409@DBNRHRZ1 (soon) Angewandte Mathematik
UUCP: ...!unido!DBNUAMA1.bitnet!vbrandt (Bonn, West Germany)
ARPAnet: VBRANDT%DBNUAMA1.BITNET@CUNYVM.CUNY.EDU

2161. Re: Calamus fonts (was Re: COMDEX And Atari)

Newsgroup: comp.sys.atari.st
Date: 1989-10-28 07:13:21 UTC
From: laba-1aj@web-4e.berkeley.edu
Message-ID: <1989Oct28.071321.5160@agate.berkeley.edu>
Source record: 247732

In article <3811@cs.yale.edu> fischer-michael@CS.YALE.EDU (Michael Fischer) writes:
>Does anyone know if Calamus can produce Ultrascript output? I already
>have a considerable number of Ultrascript fonts, and while Calamus
>looks attractive, it will end up costing many hundreds of dollars if I
>have to buy a complete new set of fonts just to use it.
>
>==
>| Michael Fischer |
>| Arpanet: <fischer-michael@cs.yale.edu> |
>| Bitnet: <fischer-michael@yalecs.bitnet> |
>| UUCP: <fischer-michael@yale.UUCP> |
>==

Sorry Mike. The deal with Calamus is that, like Ultrascript, it uses outline fonts. If you want to use a Garamond face, you need the Calamus Garamond face, otherwise, Calamus will not be able to show you the output on the screen. Calamus takes care of all the "painting" of all the characters.
To use the Ultrascript fonts in Calamus, you need to convert the US font into the Cal font. This is unlike Fleet Street, which uses GDOS to do the screen display, but creates US output and lets US take care of the outline face.

Perhaps a more pertinent question: Does anyone here on the net know what the font encoding scheme for Calamus is? I can see how it would be relatively easy to convert PS compatible fonts into Calamus since they (presumably) use splines and things like that.

& John Kawakami
& laba-1aj@web.berkeley.edu
& Live each day as if it were your first

2162. blitter beaters

Newsgroup: comp.sys.atari.st
Date: 1989-10-28 07:40:43 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <10087@stag.math.lsa.umich.edu>
Source record: 247733

Just for my own curiosity, I downloaded the QuickST 1.6 demo and checked its speed with QuickIndex 1.5 (geeze. Sorry Darek, I've used this QuickIndex a number of times and still haven't registered with you. A check is on its way tho, honest!). So, some numbers from my Mega 4 with TOS 1.4 in EPROMs, in case anyone else is curious...

Abbreviations:
A - no accelerators
B - BLiTTER only
T - Turbo ST 1.6 only
TB - Turbo ST 1.6 + BLiTTER
Q - QuickST 1.6 demo only
QB - QuickST 1.6 demo + BLiTTER

For monochrome resolution:

	A	B	T	TB	Q	QB
BIOS text	91	99	298	298	307	307
BIOS string	86	91	1210	1210	1081	1081
BIOS scroll	98	129	136	142	132	132
GEM draw	100	135	211	233	158	177

For medium resolution:

	A	B	T	TB	Q	QB
BIOS text	92	98	320	320	246	246
BIOS string	87	90	1364	1364	1373	1373
BIOS scroll	98	126	132	138	129	129
GEM draw	99	130	175	211	115	156

For low resolution:

	A	B	T	TB	Q	QB
BIOS text	94	106	415	416	221	221
BIOS string	89	97	851	856	443	443
BIOS scroll	98	125	133	133	128	128
GEM draw	99	149	182	235	101	151

Dunno why column A doesn't just say "100" all the way down the line. Oh well. Also interesting to note that when the blitter makes a difference with Turbo-ST, the difference depends on order of activation. If you turn on the blitter first, and then TurboST, you'll get about 6% more speed than vice versa. (Turn TurboST on first, then the blitter...) [This quirk isn't visible above, obviously.]

Kind of interesting... Makes ya wonder how you could put up with text operations on an ST just out of the box. Things really do look real real slow, until you use one of these add-ons. Pretty hard to judge which one to use, though.

I'm kinda bummed, myself. Neither of these two programs work with non-standard screen sizes, so my Overscan switch is idling in the normal position. Oh well. QuickST1.4 worked OK with Overscan. I wonder why the restriction now? Also TurboST doesn't seem to like PinHead. My system freezes when PinHead is in my AUTO folder, if TurboST is loaded.

I s'pose I wanna comment on the numbers themselves, since I've gone to all the trouble of typing them in. Interesting to note that the BIOS text operations (Bconout, Cconws) done by both programs completely ignore the blitter. Also interesting that TurboST gains a few percent in scrolling when the blitter is active, but QuickST ignores it there as well. (Interesting, but not a very significant difference, to be sure.) Also odd how the different resolutions alter the speedups. Like, in monochrome, the blitter accelerates GEM draws by 35% all by itself. But, it only speeds up both TurboST and QuickST by about 20%. Then, in medium, the blitter accounts for only 30% by itself, but speeds up both TurboST and QuickST by about 40%. Funky Stuff there...

Hm. Does anyone else out there really care about this stuff? I'm pretty curious to see some numbers for the various hardware accelerators now...
--
-=- PrayerMail: Send 100Mbits to holyghost@father.son[127.0.0.1] and You Too can have a Personal Electronic Relationship with God!

2163. Re: Piggiback ROMs (2 TOS versions

Newsgroup: comp.sys.atari.st
Date: 1989-10-28 08:06:22 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <23451@cup.portal.com>
Source record: 247734

> Of course there is a way to switch between two version of TOS !
> Use 27512 instead of 27256 and copy the first version from
> 0000 to 7fff and the second from 8000 to ffff. Now you can
> switch the two versions by connecting the upper adress line
> A15 (Pin 1 ?!) of all EPROMS to VCC or ground.
> It works fine !

Right...

How many ComputerLand or BusinessLand customers are going to sit through
this kind of bullshit and still walk out the door with your product..?

Does the figure %00.00.00001 have any meaning...?

Atari Corp. is still in the minor leagues as far as truly credible computer

2164. Re: TOS 1.4 Incompatibility List: In europe only?

Newsgroup: comp.sys.atari.st
Date: 1989-10-28 08:14:44 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <23452@cup.portal.com>
Source record: 247735

Allan Pratt says:
>People, the only official TOS 1.4 release is dated 4/16/89.

Unfortunately, Atari Corp screwed around so long that a LOT of people got tired of waiting for Atari to finally come up with an update to the 1985 Operating System for the ST, and began "burning" copies of various versions of the TOS 1.4 ROMs...

Also unfortunately, not only your local "pirates" were among the disillusione Atari owners, but many local Atari dealers as well..

It seems that some of the "official TOS 1.4" releases available from your] local Atari dealer may NOT be the "official" (once they finally got around to it) release of TOS 1.4

2165. Re: TT vs 386 boxes and Apples

Newsgroup: comp.sys.atari.st
Date: 1989-10-28 08:31:58 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <23453@cup.portal.com>
Source record: 247736

Jouni Alkio says:
>I think Atari has done a great job bringing computers affordable. Even
>if I should wait for my new computer a bit longer, it's worth the effort
>because I can get it many times cheaper than from other manufacturers.

True... you can probably get a PDP 8 pretty cheaply now.. or maybe a
KIM-1 single board computer..

Unfortunately, Atari Corp seems to have an almost eerie talent for bringing
us yesterday's technology at today's prices..

If you wait (and wait, and wait, and wait) for Atari Corp to stop playing
"games" with PC pocket clones and video games and to begin seriously
addressing their neglected computer market, you'll probably also have one of
the few "nonstandard" computers left in the world...

Will your company's President approve a purchase order for "Atari Computers"
because they make the "third rate" video games in the world..?

BobR

2166. Re: TT vs 386 boxes and Apple

Newsgroup: comp.sys.atari.st
Date: 1989-10-28 08:41:41 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <23454@cup.portal.com>
Source record: 247737

Jouni Alkio says:

>I know that Atari supports Europe more than the US. I can imagine why...

The problem is that *Everyone* seems to be running into the same kinds of problems with Atari Corp.,..

Maybe "Junior Achievement" USA doesn't reach up into those high-level management levels where some actual "on the job" experience would be helpful...

BobR

2167. Re: UNIX -- ATW Speed

Newsgroup: comp.sys.atari.st
Date: 1989-10-28 09:24:41 UTC
From: t19@nikhefh.nikhef.nl
Message-ID: <545@nikhefh.nikhef.nl>
Source record: 247738

```
>> 4 megabytes of RAM, upgradable to 120 meg
>> With all 4 boards, that is 13 transputers, the machine
>> runs at 10 MIP (= 1/5 Cray)
>I guess this should be at least 100 Mips, because ONE T800 can run at 10
>Mips.

Somehow I doubt the Cray uses an 8 MHz 68000 for file IO ....

((On floating point a T800 really runs, integer is not so good))
```

2168. Malloc(-1L), free memory...

Newsgroup: comp.sys.atari.st
Date: 1989-10-28 09:41:14 UTC
From: glk01126@uxa.cso.uiuc.edu
Message-ID: <111500047@uxa.cso.uiuc.edu>
Source record: 247739

Need help with the following code, I've been sweating it out for days, and can't understand why it works the first time it is called, but the second through nth times are iffy. Sometimes free is set to 0, sometimes to a valid count of free mem div 4. Malloc(-1L) after the first time it is called, returns some value less than 4096, but the memory is available to be allocated by other parts of the program...

HELP:
*free is set to zero before call.

```
/*****************************
Compute total free
memory
*****************************/
freemem(free)
int *free;
{
long kilo;

if (Malloc(-1L)>4096L)
{
kilo = Malloc(4096L);
if (kilo)
{
*free += 4;
freemem(free);
Mfree((char *)kilo);
}
}
}

/*****************************
Show free memory in
disk dialog
*****************************/
dial_free(list)
dualfile *list;
{
int free;
free = 0;
freemem(&free);
sprintf(rs_object[rs_trloc[DISK]+MEMOFREE].ob_spec+2,"%4dK, B:",free);
sprintf(rs_object[rs_trloc[DISK]+MEMOLARG].ob_spec,"%ld\0",Malloc(-1L));
sprintf(rs_object[rs_trloc[DISK]+MEMOFILES].ob_spec,"%d\0",
```

```
dualcnt(dualfirst(list)) );
dial_draw2(DISK,MEMOFREE,MEMOLARG);
dial_draw(DISK,MEMOFILES);
}
```

```
( dial_draw simply redraws the object in the dialog box,
dial_draw2 redraws the rectangle encompassing item1 and item2 )
```

Thanks a lot if you have any ideas... I really am on the edge of smashing something. Using Laser C V2.0.
-Spieu!

2169. Re: anybody know how to "hook" into MORE?

Newsgroup: comp.sys.atari.st
Date: 1989-10-28 10:43:40 UTC
From: gilmore@vms.macc.wisc.edu
Message-ID: <2625@dogie.macc.wisc.edu>
Source record: 247740

In article <1989Oct25.063123.30913@uokmax.ecn.uoknor.edu>, kllove@uokmax.ecn.uoknor.edu (Kenneth L Love) writes...

>In article <1135@electro.UUCP> ignac@electro.UUCP (Ignac Kolenko) writes:
(hows and whys deleted)
>I don't have this quikinf.prg. Anybody know where I can get it? Now on to
>my main question:
> I want to load up Empire by clicking on a save game and have that game
>loaded into my ST. I've used the 'Install Application' and Saved the Desktop
>and gotten the *.EMP file to load Empire. However, the .EMP is not loaded
>into the game and I have to use the load saved game option in Empire. Is
>there something I'm doing wrong? Or can I not load saved games like I'm
>trying to?

It's not your fault. For a program to reallu work as an installed
application, it must be willing to accept the information given to it by
the desktop. Empire apparently does not do this. But what can you expect
from a company who tries to palm off old games as new.

>Has anybody seen or heard anything about Empire II? What's the latest version
>of Empire I (mine is 2.05C)?
> Kenneth Love
As I found the original release incredibly boring, I never followed
subsequent releases.

+---+
| Kitakaze Tatsu Raito Neil Gilmore internet:gilmore@macc.wisc.edu |
| Jararvellir, MACC, UW-Madison bitnet: gilmore@wiscmac3 |
| Middle Kingdom Madison, Wi |
+---+

2170. Reading versus understanding

Newsgroup: comp.sys.atari.st
Date: 1989-10-28 15:17:00 UTC
From: 01659@AECLCR.BITNET
Message-ID: <8910290735.AA00306@ucbvax.Berkeley.EDU>
Source record: 247741

I keep getting feedback from netters quoting me all kinds of great US prices to counter my posting about ST prices versus Mac prices in Canada.

When you read my postings netters, please try to UNDERSTAND them, think about your reply and then send it. Geez, what good does US pricing do for me when the cost in CDN dollars for a drive brought in from the US is

US price * 1.2 *1.135 *1.039

Don't you think I would equip STs with $700 HDs if I could get them? Hey, use your brains out there. Think before you reply!

2171. Re: PMFS Serial driver

Newsgroup: comp.sys.atari.st
Date: 1989-10-28 16:56:45 UTC
From: marks@mgse.UUCP
Message-ID: <1024@mgse.UUCP>
Source record: 247743

In article <44999@ccicpg.UUCP> paulm@ccicpg.UUCP (tmp Paul Moreau usenet acct) writes:
>
> I found out something last night:
> PMFS will not work without DC's qstauto.prg in the auto folder!
> I've mailed Ignac in hope of figuring this out. Anyway, if yours
> bombs, place qstauto.prg in the auto folder and reboot. It should
> work then. MAKE SURE that the serial port of both systems is
> configured for 8 bit, no strip.

I was wondering if i should post a message asking if PMFS even works.
I have tried the posted version on my 286 to a 520 and all the atari
side just locks up. With DEBUG defined i see that pmfsu is getting
checksum errors and re-trying. With the most recently posted version,
it gets a checksum, and then does not re-try. I have sent mail to
the author, but have not received a response. Has anyone been able to
get PMFS to work between a 286 with SCO Xenix and a ST? I tried can
do Zmodem at 19.2K, but i brought the baud down to 4800 with the same
results. I think that the 286 side is creating a P.disk with bytes
that are swapped as far as the atari end is concerned.

> I've got a cleaner version that the media change now works and I
> can also work at 19200 Baud now. If you're interrested, drop me a
> line, else you can wait for me to get the qstauto thing figured out.

I have no idea what qstauto is, i lost everything i had when the harddrive
crashed and i can't afford a new drive.

>
> | UUCP: ...ccicpg!dl2!paulm | Paul L. Moreau |
> | or ...ccicpg!dl1!paulm | Diagnostics Software Eng. |
> | or ...ccicpg!paulm | Irvine, California |

--
Mark Seiffert, Metairie, LA.
uucp: rex!mgse!marks
bitnet: marks%mgse@REX.CS.TULANE.EDU
internet: marks%mgse@rex.cs.tulane.edu

2172. GDOS help

Newsgroup: comp.sys.atari.st
Date: 1989-10-28 17:11:50 UTC
From: JJL101@PSUVM.BITNET
Message-ID: <89301.131151JJL101@PSUVM.BITNET>
Source record: 247744

I am looking for some help concerning GDOS....is there any documentation anywhere on how I can use GDOS to implement the different fonts and all the other features availablke with GDOS? If, so where do I find out about them?

Thanks in advance!

****
* John Lehett * Use this one->address: JJL101@psuvm.bitnet *
* a.k.a. J.J. * else : LEHETT@endor.cs. *
********** try psu.edu *
* Penn State University * one of : JJL@ecl.psu.edu *
* Computer Science * these. : JJL@psuecl.bitnet *
****

2173. Re: Piggiback ROMs (2 TOS versions

Newsgroup: comp.sys.atari.st
Date: 1989-10-28 17:54:28 UTC
From: R_Tim_Coslet@cup.portal.com
Message-ID: <23457@cup.portal.com>
Source record: 247745

```
>
>> Of course there is a way to switch between two version of TOS !
>
>Right...
>
>How many ComputerLand or BusinessLand customers are going to sit through
>this kind of bullshit and still walk out the door with your product..?
>
>Does the figure %00.00.00001 have any meaning...?
>
>Atari Corp. is still in the minor leagues as far as truly credible computer

Hmm... if breaking alot of old software with a new OS release makes Atari
a "minor league" computer company... what is DEC with their release of
VAX VMS 5.0 (followed quickly by 5.0-1 then 5.1 then 5.1-1). VAX VMS 5 broke
so much software (even some DEC things, not just 3rd party stuff) that it
was impossible to use for an awful long time where I work.

Just because an OS upgrade breaks things doesn't say the company isn't
doing a good job (of course with DEC it was easier to get fixed upgrades
to the broken software, but if I was paying thousands of dollars per
application program... I would expect INSTANT bug fixes too).

R. Tim Coslet

Usenet: R_Tim_Coslet@cup.portal.com
BIX: r.tim_coslet
```

2174. unix on the TT

Newsgroup: comp.sys.atari.st
Date: 1989-10-28 18:55:07 UTC
From: depeche@quiche.cs.mcgill.ca
Message-ID: <1656@calvin.cs.mcgill.ca>
Source record: 247746

I hear that there will be two versions of the tt:
one "tower" model very much reminicent of the model 80 and another
"desktop" model....
Apparently, the tower comes with more memory than the desktop, and maybe
a larger hard disk.... that's nice.

but my father read me aloud an ST-World article about this infamous computer
where I thought i heard this:
THE DESKTOP MODEL WILL NEVER WORK WITH UNIX
only the TOWER will....

if this is true, WHY?????

In what other ways will the two versions be non software compatible??

2175. Terminator-streport archives

Newsgroup: comp.sys.atari.st
Date: 1989-10-28 20:21:53 UTC
From: JJL101@PSUVM.BITNET
Message-ID: <89301.162153JJL101@PSUVM.BITNET>
Source record: 247747

I have noticed that the newest StReports are no longer going into
the terminator archive service.... anyone know why?
Does anyone know where I can get some of the post august back issues
as I have had some problems and mine were all erased.....

Thanks in advance!

****
* J.J. * JJL101@psuvm.bitnet *
* * *
* John Lehett * Penn State University - - Computer Science *
****

2176. which 5.25 drive on the ST?

Newsgroup: comp.sys.atari.st
Date: 1989-10-28 21:19:29 UTC
From: Alacrity@cup.portal.com
Message-ID: <23466@cup.portal.com>
Source record: 247748

I'm trying to hook up any off the shelf IBM type 5.25 drive to my ST but I was wondering which drives will hook directly up with out having to add any 1k ohm resistor to the step line, or having to worry about my yamaha chip getting wiped out. So far I've heard that a Tandon T100 will work, but they're not made anymore. Does anybody else know of a drive that will work?

Harvey Wong
Alacrity@cup.portal.com

2177. Re: TT vs 386 boxes and Apples...

Newsgroup: comp.sys.atari.st
Date: 1989-10-28 23:34:08 UTC
From: JALKIO@cc.helsinki.fi
Message-ID: <1177@cc.helsinki.fi>
Source record: 247749

In article <23453@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
>
> Unfortunately, Atari Corp seems to have an almost eerie talent for bringing
> us yesterday's technology at today's prices..

People still buy ST's and MAC's, they are much the same technology
(exept that a low-end ST runs faster than a low-end MAC, and has better
graphics etc...). Today's prices for ST's are still cheaper than for
comparable MAC's (much cheaper if you take the street prices).
>
> If you wait (and wait, and wait, and wait) for Atari Corp to stop playing
> "games" with PC pocket clones and video games and to begin seriously
> addressing their neglected computer market, you'll probably also have one of
> the few "nonstandard" computers left in the world...

Do you think introducing a PC-pocket clone is playing. Many people
really want to buy one. Do you mean that Atari should only introduce
computers - not video games? I think it's nice that a company can bring
up many different kinds of devices. Do refer to the TT as nonstandard?
Is UNIX not a standard?!?! What about all the ST programs there are??

Haven't you heard of the Stacy and the ATW? They are not video games.

> Will your company's President approve a purchase order for "Atari Computers"
> because they make the "third rate" video games in the world..?

I certainly would not work for a company that has such a President! I
don't really like prejudiced people. And I know many companies don't
care how much their computers cost - they just follow the ad's and keep
up their "image". (I think it's much the same as buying expensive
clothes.) There are brighter companies, too...

And by the way, I don't think I'll work for a company at all. I don't
want to be ruled by stupid people. Perhaps I'll be a freelancer or a
free artist or something... (If I will not find a company useful and
interesting enough.)

I don't like that computers are being used to "make profit" etc.
(Well, I guess this was a bit too "politic" for this newsgroup....)

Jouni Alkio

2178. Re: Pick your software first (Was: 386's, TT's, a machine I want)

Newsgroup: comp.sys.atari.st
Date: 1989-10-29 00:21:19 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <2731@water.waterloo.edu>
Source record: 247750

In a rather lengthy and meandering article, (what was his point anyway?),
<211@fjcp60.GOV> winston@fjcnet.GOV (Winston M. Llamas) writes:

> ... In many ways,
> I got what I paid for - a lack of programs that I'd really like to use.

This rings a bell for me. I remember some advice that I got from
John Bear, in his delightful book "Computer Wimp", he lists "166
things I wish I had known before I bought my first computer".

Point number 25 says to choose the software before you buy the hardware.

I think he is absolutely right, and his advice helped me to buy the
Atari I now have. I got what I wanted, APL.68000, and am still happy
with it; it is the highest level programming language I know for
any micro, and is almost the fastest implementation of any APL for
any micro. Of course, I have been delighted to see certain other
good things come along... for instance, UNITERM, Gulam, and Maple,
but the point is still the same:

Pick your software first, then but a machine that runs it.

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@water.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

2179. Re: 386's, TT's, a machine I want

Newsgroup: comp.sys.atari.st
Date: 1989-10-29 02:16:55 UTC
From: winston@fjcnet.GOV
Message-ID: <215@fjcp60.GOV>
Source record: 247651

In article <13067@s.ms.uky.edu>, phoenix@ms.uky.edu (R'ykandar Korra'ti) writes:
>...
> No. Amiga hasn't given a shipping date for the US. They have repeatedly
> said that they are working on it and they have repeatedly implied that it
> will NOT be out in the US until the Amiga 3000 ships. When is that? They
> refuse to say, since this is a ground-up, all 32-bit project - not at all
> the same as just dropping a 68030 into an Amiga 2000 or 2500.
>
I stand corrected, as far as Commodore promising Unix for years now. It's
too bad every Amiga magazine has to talk about it for years now, but that
rumors and announcements are not synonymous.

While it's nice to see Atari and Commodore making Unix available on their
32 bit machines, I think it's equally important that these guys are able
to support their products in earnest. Considering how long it has taken
Atari, for example, to make an OS upgrade available to its users, I'm not
sure that their version of Unix will be that much better supported.

- Winston M. Llamas

2180. Re: Re: Look ma, no flames! <well almost>

Newsgroup: comp.sys.atari.st
Date: 1989-10-29 02:21:44 UTC
From: phoenix@ms.uky.edu
Message-ID: <13075@s.ms.uky.edu>
Source record: 247652

Just trying to make a few more corrections...

In article <1160@cc.helsinki.fi> JALKIO@cc.helsinki.fi (Jouni Alkio) writes:
>In article <4675ca0d.14a1f@force.UUCP>, covertr@force.UUCP (Richard E. Covert) writes:
>> which uses non-interlaced graphics, the A3000 is a serious contender in my
>> book.
What he's talking about is the Enhanced Chip Set for the Amiga. ALL
Amiga systems will be able to use them - the A1000 will require a special
daughterboard (third party). They provide several new video modes, including
high-resolution (704*480 with overscan) non-interlaced, 1280*480 SuperHires,
ChromaKey (the thing that lets weathermen walk in front of their weathermaps),
and some other new features. All high-res modes on the current chip set
are interlaced, for compatibility with NTSC and PAL video systems - one
of the original design goals of the Amiga. However, this can cause a
problematic amount of flicker if you don't buy a de-interlacing or high-
persistance phosphor monitor.
>Amiga A3000? I haven't even heard of it. Can you buy one in the US now?
>If you can't is it still a plan or do they have a prototype? How much
>will it cost? What are the specifications?
Commodore-Amiga will not give information on the release date of the
A3000. Some specifications are known; 68030, 68881 at 33 Mhz (I think);
ECS; full 32-bit system path up and down the line. Observers guess at
release dates from 1Q90 (don't bet on it) to 4Q90 (safe bet, IMHO.)
>What makes the A3000 special that you would choose it over a TT, for
>example? I doubt Commodore is supporting more than Atari...
With all due respect, I think it is a safe bet that C-A support
is better than Atari, Inc. support. I suggest you verify this on your
own, of course, but as a benchmark; AmigaDOS 1.3 came out a few months
ago. It came with a 1/3 inch thick supplemental manual detailing all
changes and additions made to all commands.
I got my copy from a dealer for $15.
They just released a maintenance upgrade - 1.3.2 - for free.
You may also wish to compare co-operation with developers, telephone
waits on customer support lines, advertising support, and so on.
This isn't to say that C-A support is perfect; far from it. But you
can always tell that they're trying very hard.
>What do you need those 5 or more slots for. (And please don't answer:
>"internal modems, hard-disks, etc", because that's only a cosmetic issue.)
Multiple graphics cards, GenLock card, processor upgrade, RAM additions,
new and different networking cards and disk interfaces, second (third, etc)
parallel and serial cards, systems control, etc, etc.
- R'ykandar.
--
| R'ykandar Korra'ti, Editor, LOW ORBIT | phoenix@ms.uky.edu | CIS 72406,370 |

| Elfinkind, Unite! | phoenix@ukma.bitnet | PLink: Skywise | QLink: Bearclaw |

2181. Re: 386's, TT's, a machine I want

Newsgroup: comp.sys.atari.st
Date: 1989-10-29 02:49:55 UTC
From: don@vax1.acs.udel.EDU
Message-ID: <4840@udccvax1.acs.udel.EDU>
Source record: 247653

Actually, I remember reading shortly before the 2500 came along that CBM had officially announced the 2500UX, which was basically to be a 2500 with 5 megs of memory, a larger HD, and a tape drive. I know the 2500's have been in developer's hands for a while. I think the major delay is inthe fact that CBM decided to change the hardware to a 2000 with a 25MHz 030 board, and there was a lot of retesting & redesigning to do.
Sorry if this message came out a little garbled.... I'm not doing a full vt-100 emulation here & it makes editing a little exciting...

--
Gibberish .sig for sale or lease.
is spoken Contact don@vax1.acs.udel.edu for more information.
here. DISCLAIMER: It's all YOUR fault.

2182. Re: Re: Look ma, no flames! <well almost>

Newsgroup: comp.sys.atari.st
Date: 1989-10-29 03:19:16 UTC
From: dnewton@carroll1.UUCP
Message-ID: <801@carroll1.UUCP>
Source record: 247654

In article <1160@cc.helsinki.fi> JALKIO@cc.helsinki.fi (Jouni Alkio) writes:
>In article <4675ca0d.14a1f@force.UUCP>, covertr@force.UUCP (Richard E. Covert) writes:
>> But, I will NEVER buy another computer from Atari. Especially
>> a closed system like the TT/P. One lousy short VME card slot
>> does not make an OPEN system. you need 5 or more. One slot
>> just guarantees that no one will design for it. Lack of resources.
>What do you need those 5 or more slots for. (And please don't answer:
>"internal modems, hard-disks, etc", because that's only a cosmetic issue.)

Well, AD/DA cards, interrupt cards (for process control), parallel output
cards, co-processors (i.e. high-speed DSP's, _Transputers_, an 80386 machine
for doing DOS if you must), and probably some I can't think about.

--
David L. Newton | uunet!marque!carroll1!dnewton | The Raging Apostle--
(414) 524-7343 (work) | dnewton@carroll1.cc.edu | for the future--
(414) 524-6809 (home) | 100 NE Ave, Waukesha WI 53186 | for the world.
"Isn't it fun to take two unrelated sentences and mix the batter lightly?" -me

2183. Re: dvi2slm804 ?

Newsgroup: comp.sys.atari.st
Date: 1989-10-29 03:21:32 UTC
From: dennis@phyllis.math.binghamton.edu
Message-ID: <DENNIS.89Oct28232132@phyllis.math.binghamton.edu>
Source record: 247655

Please disregard my earlier posting -- I got dvi2slm from panarthea. Works fine.

--
Dennis Pixton
Department of Mathematical Sciences (607) 777-4239
SUNY-Binghamton dennis@math.binghamton.edu
Binghamton, NY 13901 dpixton@bingvaxa.bitnet
Dennis Pixton
Department of Mathematical Sciences (607) 777-4239
SUNY-Binghamton dennis@math.binghamton.edu
Binghamton, NY 13901 dpixton@bingvaxa.bitnet

2184. Help on compiling GNU C++

Newsgroup: comp.sys.atari.st
Date: 1989-10-29 04:28:44 UTC
From: dle@cory.Berkeley.EDU
Message-ID: <18908@pasteur.Berkeley.EDU>
Source record: 247656

Hi,
I have obtained a copy of the sources of GNU C++ but I don't know how
to make an executable for C++. Do I bring the source to my ST and make it
right there. README says that I need to have either as from SUN or gas (GNU
assembler). Does this mean that I have to get gas also?
Your help is appreciated.

Duy

2185. NethackIII

Newsgroup: comp.sys.atari.st
Date: 1989-10-29 10:40:01 UTC
From: sfn20715@uxa.cso.uiuc.edu
Message-ID: <111500048@uxa.cso.uiuc.edu>
Source record: 247657

Hi yall.
Could anyone out there please tell me where I could snag a copy of
Nethack 3.0 for the ST? I will admit that I havent looked around any
of the anon-FTP sites, but that is because I have no idea just what I'm
looking for (aside from a file that is >500K! :-)

Please reply via email. I will forward info to any "me-tooers".

2186. TTP Execution, I/O Redirection

Newsgroup: comp.sys.atari.st
Date: 1989-10-29 10:40:05 UTC
From: glk01126@uxa.cso.uiuc.edu
Message-ID: <111500049@uxa.cso.uiuc.edu>
Source record: 247658

```
Could someone post or e-mail directions on how to load
a .ttp file into memory, execute it and receive the output?

(From another currently running program...)

Could I point a dummy function pointer at it and call it
as in
dummy()
{
}
later...
(char *)dummy = (char *)loadadr...

How do I offer up some of my heap for the .ttp?
How do I redirect the output to either a buffer or file?

Thanks in advance...
-Spieu!
```

2187. Re: Drachen

Newsgroup: comp.sys.atari.st
Date: 1989-10-29 12:01:07 UTC
From: mboen@nixpbe.UUCP
Message-ID: <592@nixpbe.UUCP>
Source record: 247659

jg@hpldola.HP.COM (Joe Gilray) writes:

>I read about a PD (?) game from Germany called DRACHEN.

>Does anyone know where I can get it? (FTP, MAIL preferred)

Anybody else interested in this game? I don't know about mail- or ftp serves carrying it (there are no ftp sites in Germany yet, as far as I know. See the constant moaning from Europe when someone announces a great tool that's available via anonymous ftp). If interest warrants AND the stuff is not copy-righted too strictly, I could submit it to Steven for distribution in comp.binaries.atari.st. Otherwise, maybe I could mail, if there isn't a flood of requests.

So long, netland.

--
Email: in the USA -> ...!uunet!philabs!linus!nixbur!mboening.pad
outside USA -> {...!mcvax}!unido!nixpbe!mboening.pad
Paper Mail: Martin Boening, Nixdorf Computer AG, DS-CC22,
Pontanusstr. 55, 4790 Paderborn, W.-Germany

2188. Calamus and Ultrascript

Newsgroup: comp.sys.atari.st
Date: 1989-10-29 12:36:57 UTC
From: MEGGIN@vm.epas.utoronto.ca
Message-ID: <89Oct29.073952est.57358@ugw.utcs.utoronto.ca>
Source record: 247660

Yes, Calamus will sort-of work with Ultrascript, but I wouldn't try it if I were you. Calamus will dump a raster image of a page to disk in PS format, but you still will have to use Calamus fonts, and it could take hours for Ultrascript to process the disk files.

The Calamus Compugraphic fonts are cheap compared to professional Postscript fonts, and there are probably over 50 PD and shareware Calamus fonts floating around.

David Megginson, Centre for Medieval Studies, Toronto

2189. Skip this message

Newsgroup: comp.sys.atari.st
Date: 1989-10-29 12:46:53 UTC
From: MEGGIN@vm.epas.utoronto.ca
Message-ID: <89Oct29.074906est.57668@ugw.utcs.utoronto.ca>
Source record: 247661

Yawn! Yet more messages complaining that a Mac II is better than an
Atari 1040? More messages saying that it is not? Try "skip".

David Megginson, Centre for Medieval Studies

* yes, I have contributed to the problem. now I'll try to be part
of the solution

2190. microEmacs 3.10

Newsgroup: comp.sys.atari.st
Date: 1989-10-29 20:07:03 UTC
From: forbes@aries.uiuc.edu
Message-ID: <1989Oct29.200703.22070@ux1.cso.uiuc.edu>
Source record: 247662

Is an executable version of microEmacs 3.10 available anywhere
for anonymous ftp? I have found the sources, but I don't want to have to
compile it.

Thanks

Jeff Forbes

2191. For Sale: 1 Meg M/IO for Atari 8-bits

Newsgroup: comp.sys.atari.st
Date: 1989-10-29 22:07:42 UTC
From: parsons@b.ee.engr.uky.edu
Message-ID: <13080@s.ms.uky.edu>
Source record: 247663
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

For Sale:

1 Meg Multi Input/Output Board from ICD

Features:

o 1 Megabyte of Memory configurable as RamDisks or Printer
Spoolers

o Parallel Printer Port

o RS-232 Serial Port

o Small Computers Systems Interface (SCSI) for connecting Hard
Drives

o Expansion Connector

Also included is an adapter for a 130XE. This also gives you
two cartridge ports instead of one.

Price: $300 for both. You pay shipping.

ICD currently sells this for $469.95, no discounts, and that
doesn't include the $19.95 adapter.

I can be reached at (606)276-3375. If I'm not here the answering
machine is. My address is:

Greg Parsons
222 1/2 Reed Lane
Lexington, KY 40503

--
parsons@b.ee.engr.uky.edu
Born with a stearing wheel in my hand, and lead in my feet!
The small furry one... Rat
All statements belong to someone, who I'm not quite sure.....

2192. TT's VME-slots

Newsgroup: comp.sys.atari.st
Date: 1989-10-29 22:14:27 UTC
From: JALKIO@cc.helsinki.fi
Message-ID: <1189@cc.helsinki.fi>
Source record: 247664

In article <801@carroll1.UUCP>, dnewton@carroll1.UUCP (Dave 'C is cool, but what about LOGO?' Newton) writes:
> In article <1160@cc.helsinki.fi> JALKIO@cc.helsinki.fi (Jouni Alkio) writes:
>>In article <4675ca0d.14a1f@force.UUCP>, covertr@force.UUCP (Richard E. Covert) writes:
>>> But, I will NEVER buy another computer from Atari. Especially
>>> a closed system like the TT/P. One lousy short VME card slot
>>> does not make an OPEN system. you need 5 or more. One slot
>>> just guarantees that no one will design for it. Lack of resources.
>>What do you need those 5 or more slots for. (And please don't answer:
>>"internal modems, hard-disks, etc", because that's only a cosmetic issue.)
>
> Well, AD/DA cards, interrupt cards (for process control), parallel output
> cards, co-processors (i.e. high-speed DSP's, _Transputers_, an 80386 machine
> for doing DOS if you must), and probably some I can't think about.

Well, I still don't think you'll need that many (over 5) slots. It would be nice if the TT/P had more than one slot, but that would certaily raise its price. You could wait for the TT/X (I think it'll have more VME-slots). I think it is nice that there are options to choose from. If you want a cheap 68030 machine you can buy the TT/P. And it is possible that there'll be some slot expansions, too. (You can build the Mega ST's VME-bus for the 1040ST's if you want now.) And some of the devices above could be connected otherwise than in the VME-slot. If you can afford using all those devices at once, you certainly can afford buying a more expensive host computer!

Jouni Alkio

2193. comp.sys.atari.st

Newsgroup: comp.sys.atari.st
Date: 1989-10-29 22:26:16 UTC
From: JALKIO@cc.helsinki.fi
Message-ID: <1190@cc.helsinki.fi>
Source record: 247665

I am a bit confused of the three TT's. Will there really be three models: the TT/P, the TT and the TT/X?

The german magazines I've seen have only written about the TT and the TT/X. The price for the TT will be DM6500 with a monochrome VGA-monitor and a 30MEG hard-disk. The TT/X was estimated to cost about DM10000 (or over).

The british magazines have written about the TT/P which would cost about 1300 pounds with a 60 MEG hard-disk and a monitor with resolution of 1280x1024 pix.

I wonder how the difference in the prices of the TT and the TT/P could be so big. (Even if the prices are for different countries). (According to my countings, the TT price= at least 1.5x the TT/P price.)

I would like to get some confirmation about the prices and the specifications. (I bet somebody else would, too.)

Jouni Alkio

2194. CORRECTION: ABOVE SHOULD BE "The different TT-models"

Newsgroup: comp.sys.atari.st
Date: 1989-10-29 22:27:44 UTC
From: JALKIO@cc.helsinki.fi
Message-ID: <1191@cc.helsinki.fi>
Source record: 247666

Sorry! The header for the article above should be other.

Jouni Alkio

2195. Nuked root directory

Newsgroup: comp.sys.atari.st
Date: 1989-10-29 23:16:51 UTC
From: fgbrooks@crash.cts.com
Message-ID: <617@crash.cts.com>
Source record: 247667

While testing some software I managed to screw up the root directory
on one of my hard disk partitions. The drive in question is only used for
backup so all files on it are contigious. I can find the subdirectory info
useing a disk editor and it looks like it's all there so all I need is to
write a program to read a directory entry and write the data to a new file in a
different partition. I can write a program to do this but don't feel like
reinventing the wheel if I don't have to. Anyone know a PD or for sale program
that will do this?

Fred Brooks

2196. Re: Tos 1.4 - Two Versions?

Newsgroup: comp.sys.atari.st
Date: 1989-10-30 04:36:10 UTC
From: fortinp@bcara13.bnr.ca
Message-ID: <138@bnrgate.bnr.ca>
Source record: 247668

In article <1745@atari.UUCP>, apratt@atari.UUCP (Allan Pratt) writes:
>
> The date in the OS header of the released version is 4/16/1989. You can
> see the date if you dump four bytes of memory starting at $FC0018; the
> date shows up as 04 16 19 89 in hex (for the right version).
>
> ==
> Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
> reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

I bought my copy of TOS 1.4 from L&Y at the Washington Atari fest on Oct 8th (a 12-hour drive from here), and location $FC0018 reads 04 06 19 89.

What gives Allan? BTW, Bob Brodie brought some TOS 1.4 sets up to Washington for "one of the dealers". if it was L&Y (the other was Best) then I think something stinks.

Also, I left a message to Bob on your BBS in Sunnyvale some time ago which was not responded to. I asked if I had a 1/6th illegal copy of TOS 1.4 since (after a 12-hour drive back) when I tried to install these chips, I found that my set contained L0, L2, L2, H0, H1 and H2 but _NO_ L1 chip. Fortunately, I was not the only one to buy a set, so I made a copy of L1; so L1 is nicely surrounded by official PROMs (maybe this is why I can't set the AUTO option on NeoDesk without causing crashes; it works OK if I start NeoDesk manually) :)

Pierre Fortin

P.S.: Can you (or anyone at Atari) put DB into Sig 11 on your BBS? Thanks.

2197. Re: TOS 1.4 Incompatibility List: In europe only?

Newsgroup: comp.sys.atari.st
Date: 1989-10-30 05:14:09 UTC
From: fortinp@bcara13.bnr.ca
Message-ID: <141@bnrgate.bnr.ca>
Source record: 247669

In article <1751@atari.UUCP>, apratt@atari.UUCP (Allan Pratt) writes:
>
> People, the only official TOS 1.4 release is dated 4/16/89.
>
> Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
> reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

Now I'm really concerned that Atari (including Sig Hartmann and Bob Brodie) were no more than 25 feet away from two vendors at the Washington Atari fest (Oct 7-8), one of whom sold me a copy of TOS 1.4 which contains the values 04 06 19 89 at location $FC0018. Bob even told me that he brought copies of TOS 1.4 to Washington for one of these vendors... ???????

Pierre Fortin
Flip-top PC-clone cases make great Hard Disk and 5.25" floppy enclosures. Now if Atari would only change HDX to support multiple drives (yes this was documented in the SH204 docs!).

2198. ATARI ST fan

Newsgroup: comp.sys.atari.st
Date: 1989-10-30 05:14:52 UTC
From: ramsiri@blake.acs.washington.edu
Message-ID: <4253@blake.acs.washington.edu>
Source record: 247670

I just got some personal mail calling me an asshole for
"bragging about your MacII or whatever.."
For others who have perhaps conjured up the same impression:

My set-up:

June 1986 1040ST TOS 1.0 1 meg RAM
85 MB Quantum
Mono and color monitors

Waiting for the TT.

I am an avid fan of the ST. I do NOT see it
as a game machine, as many others do. I use it for my
business on a daily basis. It has yet to need a repair.
COnsidering it has been on for several years and is hammered on
daily, i have to think it is a fine piece of machinery.

I like what it can do, my only wish is that it could do it
faster. I hope that if and when the TT becomes availible, it
can sustain the perfomance demands my business is now making.

386? UGH! MacII? Ugh! Who needs them.. I want my TT/P
^^^^^^^^^^^^^^
There's a melody that goes with that...

I guess we could get Sting to endorse ATARI and do the ad...

-kevin
ramsiri@blake.acs.washington.edu

2199. Re: TURBODOS and AHDI v3.01 can't get on!

Newsgroup: comp.sys.atari.st
Date: 1989-10-30 05:55:11 UTC
From: fortinp@bcara13.bnr.ca
Message-ID: <142@bnrgate.bnr.ca>
Source record: 247671

In article <8910280708.AA12501@ucbvax.Berkeley.EDU>, DAGLEISH@FRILL.BITNET writes:
>
> ..... If you use the new AHDI and TURBODOS, then when you try
> to copy files to the hard-disc then nothing happens. All the usual disc-
> activity light flashing takes place and the file count in the alert box
> decrements as normal, but at the end of the day none of the copied files
> appears on the destination disc.
>

I wonder if even Atari had some problems... I have an old 10 meg drive which
I formatted with AHDI V3.01 (I just use that drive for testing). Something
interesting happens with the formatter: while it is happily telling you
that it is checking your hard drive for bad sectors, the drive head does NOT
move from track to track. The head actuator in my 10 megger is completely
out in the open which is how I know this. Actually, the head stays near track
zero for a while, then jumps about 25% of the way out for a while, then 50%
(I am guessing) and one or two more times (I don't recall).

The point here is that there is NO WAY that the formatter can be checking
the drive as it claims. If it IS, then I want to know HOW it could be reading
about 3 megs into my Mega *2* to check. Also this "verify" must be SUPER-FAST
at reading the HD since the head moves across the tracks as fast as a normal
"seek".

I wonder if this is why AHDI V3.02 is now out without any docs and only the
formatting program is changed? I haven't tried it out yet...

> Paul A. Dagleish

Pierre Fortin

2200. Re: UNIX -- ATW Speed

Newsgroup: comp.sys.atari.st
Date: 1989-10-30 06:59:02 UTC
From: mboen@nixpbe.UUCP
Message-ID: <593@nixpbe.UUCP>
Source record: 247672

t19@nikhefh.nikhef.nl (Geert J v Oldenborgh) writes:

>Somehow I doubt the Cray uses an 8 MHz 68000 for file IO ....

Somehow I doubt that IO enters into the MIPS issue. MIPS is Million
Instructions Per Second, after all.

Martin

--
Email: in the USA -> ...!uunet!philabs!linus!nixbur!mboening.pad
outside USA -> {...!mcvax}!unido!nixpbe!mboening.pad
Paper Mail: Martin Boening, Nixdorf Computer AG, DS-CC22,
Pontanusstr. 55, 4790 Paderborn, W.-Germany

2201. TT and ignorant people

Newsgroup: comp.sys.atari.st
Date: 1989-10-30 08:02:01 UTC
From: schiers@imdm.uke.uni-hamburg.dbp.DE
Message-ID: <286
Source record: 247673

Hi there,

there is one thing, I don't understand. Everybody is complaining
about the bad support of ATARI/US. That is well-known, even here
in Europe. So why do you all spend your money on writing such
aggresive letters to e.g. Andrew Semple, where you insult him
for his oppinion?

Save your money, because everybody else knows that the ones who
are now making lots of noise about the 'non-existing' TT's, STacy's,
and Portifolio's are the first in the stores to buy them.

Any flames are welcome. I'll buy my TT for sure.

Carsten.

+---+
| University of Hamburg, F.R. of Germany, University Hospital Eppendorf |
| Department of Computer Science in Medicine |
+---+
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+---+
| Carsten Schiers |
| DFNet: schiers@imdm.uke.uni-hamburg.dbp.de |
| Usenet: unido!imdm.uke.uni-hamburg.dbp.de!schiers |
| Bitnet: schiers%imdm.uke.uni-hamburg.dbp.de@dfngate |
| Internet: schiers%imdm.uke.uni-hamburg.dbp.de@relay.cs.net |
+---+

2202. The Hound of Shadow: Available in US?

Newsgroup: comp.sys.atari.st
Date: 1989-10-30 09:58:09 UTC
From: stephen@oahu.cs.ucla.edu
Message-ID: <28633@shemp.CS.UCLA.EDU>
Source record: 247674

A friend of mine without net access is interested in purchasing an ST game called "The Hound of Shadow" which is features in Analog Computing's "From over the Big Water" column. It is distributed by Electronic Arts, UK, but he would prefer to buy it in the States if possible. Also, if any mail order dealers carry it, he would appreciate it (since neither of us have a car)... Thanks!

--Steve

Steve Whitney "It's never _really_ the last minute" ())_-_())
UCLA Comp. Sci. Grad. Student | (* *) |
Internet: stephen@cs.ucla.edu UCLA Bruin--> { _@_/ }
GEnie: S.WHITNEY `-----'

2203. GEMQ Startup code (Please Send)

Newsgroup: comp.sys.atari.st
Date: 1989-10-30 10:40:04 UTC
From: glk01126@uxa.cso.uiuc.edu
Message-ID: <111500050@uxa.cso.uiuc.edu>
Source record: 247675

Could someone out there send me the GEMQ libs for sozobon?

With the startup code... (I can't get it to find int_in etc.)

Thanks in advance...

-Spieu!

2204. (None)

Newsgroup: comp.sys.atari.st
Date: 1989-10-30 12:35:00 UTC
From: Bill_Miracle@the_land
Message-ID: <89Oct30-12
Source record: 247676

hi all. Can someone explain, in detail, the function and various uses of the install application feature??? I know how to use this for loading a file for like Word Writer or DTP but is there other more advanced uses for this feature. Thanks!! Bill

2205. Re: Bashing mania

Newsgroup: comp.sys.atari.st
Date: 1989-10-30 13:06:30 UTC
From: lake@ka3ovk.uucp
Message-ID: <1989Oct30.130630.1573@ka3ovk.uucp>
Source record: 247677

In article <8910280704.AA11592@ucbvax.Berkeley.EDU> 01659@AECLCR.BITNET (Greg Csullog) writes:
>Seems no matter what Atari does, someone takes a shot. If Zenith, Toshiba,
>Commodore, etc. put out PC compatibles then it's OK. If Atari does it then
>they're comprimising their principles (witness the complaints over the
>Portfolio). If Commodore issued the Portfolio it would be visionary.
>

The Portfolio is great! More eyes will turn towards Atari because of it.
Therefore, more STs will be sold. Certainly not the opposite.

>I suggest that the net start a new forum BITCH.COMP.SYS and that we chuck all
>crabbing (including mine against DOS) in there.
>

I totally agree.

>Have a good day Sam Tramiel, I'm having another great one with my ST.
>

Hear hear!

2206. STe Incompatibilities (Was: TOS 1.4 Incompatibility List)

Newsgroup: comp.sys.atari.st
Date: 1989-10-30 13:55:50 UTC
From: colas@trinidad.inria.fr
Message-ID: <275@mirsa.inria.fr>
Source record: 247678

In article <1751@atari.UUCP>, apratt@atari.UUCP (Allan Pratt) writes:
> colas@trinidad.inria.fr (Colas Nahaboo) writes:
> People, the only official TOS 1.4 release is dated 4/16/89. You can
> see the date in the ROM by dumping offset $18 from the start of the ROM
> (which is $FC0000 on ST, but not STe!)

I have brought a lot of confusion with my message, and I want to make things clearer:

1) I do not want to flame Atari or Alan Pratt, who is doing a good job monitoring this group. I just want to gain information (and I think I succeded :-))

2) My only concern is that I want to replace my STf by a STe. I only want to know if I can by it now or I must wait 3/4 months before the software I
want to use is upgraded for the STe.

3) I saw in a french magazine (Joystick hebdo) that they tested DM, Falcon, Populous, Laser C etc... and they did not work on the STe!

4) I spoke to a ST retailer (NASA) who had a STe in shop and confirmed it to me

5) I assumed that these incompatibilities were due to the TOS 1.4 installed in the STe (In fact, it is a newer "TOS 1.6" which is sold with the STe, but I was told it only differed from 1.4 for sound with the new chip)

6) So I ran home test for myself these facts on my copy of populous with a disk version of TOS 1.4... If I cannot run Populous on my machine, I might as well buy an amiga (I'm serious here) I was so suprised that nothing had yet filtered on this newsgroup that I wanted to post a message to make some light on this subject.

So, as many people with first-hand experience pointed out, I WAS WRONG, but now the question is WHY:

- is the STe really very different from the ST (as the change in ROM adress seems to indicate), and incompatibilties stem form hardware differences, not from TOS versions?

- is TOS 1.6 the culprit?

- do these softwares run only with ROM tos, and not on the disk-based version

- Are these only rumors spread by the amigoids? :-)

Colas NAHABOO BULL Research FRANCE -- Koala Project
(GWM X11 Window Manager)

Internet: colas@mirsa.inria.fr
Surface Mail: Colas NAHABOO, INRIA - Sophia Antipolis,
2004, route des Lucioles, 06565 Valbonne Cedex -- FRANCE
Voice phone: (33) 93.65.77.71, Fax: (33) 93 65 77 66, Telex: 97 00 50 F

2207. CommonTeX (was Re: Tex,LaTex)

Newsgroup: comp.sys.atari.st
Date: 1989-10-30 14:03:38 UTC
From: news@laas.laas.fr
Message-ID: <471@laas.laas.fr>
Source record: 247679

In article <8910161608284B0.NQTE@CSUGREEN.UCC.COLOSTATE.EDU> SYTANG@CSUGREEN.BITNET (SHOOU-YU TANG,PHYSICS DEPT,CSU,303-491-6372) writes:
| You should be able to FTP from either Terminator or Um1.mich.edu. The Ctex has
| both plain Tex and LaTex in it and it's zooed files so all the directory are
| presevered.

I do not have access to FTP but some kind soul already got the above for me. I am having trouble getting CTeX to run. First of all, it does not echo anything to the console; all goes to a file called TEXPUT.LOG. So I never know if it's asking me a question. Here's the output produced:

```
This is Common TeX, Version 2.9 (preloaded format=lplain 88.10.15) 0 ^L^@^C 2028 00:00
**&LPLAIN A:/SAMPLE.TEX

! Emergency stop.
<*> &LPLAIN A:/SAMPLE.TEX

! End of file on the terminal

No pages of output.
```

If anyone has any suggestions I would sure appreciate them, posted or e-mailed. It seems that the version I have comes from Jwahar R. Bammi by way of Howard Chu. Here's the arc listing (are the zoo-ized versions more recent?):

```
arc v ctex-bin.arc
Name Length Stowage SF Size now Date Time CRC
============ ======== ======== ==== ======== ========= ====== ====
README 1987 Crunched 36% 1290 17 Oct 88 0:58a f7d7
Readme2 824 Crunched 29% 587 6 Nov 88 9:37p 0903
etc.arc 2883 -- 0% 2883 16 Oct 88 7:30p b621
index.ttp 10617 Crunched 35% 6905 14 Oct 88 2:29a 03fb
initex.ttp 196653 Crunched 27% 144073 28 Nov 88 1:54a 2d61
statex.ttp 199300 Crunched 27% 146425 16 Oct 88 7:13p 0637
virtex.ttp 182701 Crunched 27% 133965 28 Nov 88 1:31a 5460
```

Thanks a lot, in advance.

Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!mcvax!laas!ralph If all else fails, try:
SOBEK@FRMOP11.BITNET sobek@eclair.Berkeley.EDU
==========
Upon the instruments of death the sunlight brightly gleams. -- King Crimson

2208. questions, questions, questions

Newsgroup: comp.sys.atari.st
Date: 1989-10-30 14:28:00 UTC
From: hedger@inmet.inmet.com
Message-ID: <30200009@inmet>
Source record: 247610

I have some questions (again....yeah I know it's getting old)
about various things. Your help would be greatly appreciated.
1) I need to get a telecommunications software package for my
mega2. I want something that will do terminal emulation,
file transfer, maybe automatic dialing etc. I keep hearing
about a program called Flash. Is this program any good
or would you recommend something else ?

2) I have a mega2 st that I just got a few weeks ago. I also ahve
Mark Williams C. Is there a way to find out what version of
Tos is in my Mega ?

3) I have been trying to learn about programming GEM applications.
I have the MWC documentation and the Balma Fittler book on GEM.
I have a little experience with C (I'm learning) and I've never
written any software using any windowing system.
I'm confused.....I have a program that hopefully will display
a window on the screen. I have been able to get the window to
appear and look for me to hit the 'close' box. I notice that
I have to apparently trap the cursor movement to the sliders,
bar at the top(to move the window), or the shrinkbox thingy.
I have my program setup using evnt_mesag() to wait for these
but I don't know what to do when I get one of them.
I see all sorts of stuff in the books from wind_x functions,
to graf_x functions to vdi_x functions. I can't figure out
when to use what.
Is there a book that will tell me step by step what needs to
be done to write a very simple GEM application?
4) What is the relationship between a window and a workstation in
GEM ?

5) How do you make a GEM program display data in one (or more) of
the windows/workstations you've created ?

thanks,
keith

(see I told you I was confused....! :-))

2209. TOS, Zoo, or Zen?

Newsgroup: comp.sys.atari.st
Date: 1989-10-30 14:30:36 UTC
From: achowe@tiger.waterloo.edu
Message-ID: <17655@watdragon.waterloo.edu>
Source record: 247680

Well I still not sure who is at fault: zoo, tos 1.4, or me?

I have tried the following test with two different versions of
of zoo (2.01STe - 89.5.31 and 2.01STg - 89.3.30). The way I generate
the problem is:

(under TOS 1.4 - 89.4.6)
zoo -backup snert snert*
zoo -test snert
(CRC failures left, right, and centre)
(switch to developer release of TOS 1.4 - 88.8.8)
zoo -backup foo snert*
zoo -test foo
(alls well)
zoo -test snert
(still faulty)
(switch back to TOS 1.4 - 89.4.6)
zoo -test foo
(works fine)

So the problem is that both versions of zoo will not generate sound
archives under TOS 1.4 - 89.4.6 for some reason. Yet under the developer
release of TOS 1.4 - 88.8.8 everything is hunky-dorey.

My machine environment is a colour Mega 2 with a Megafile 60. I'm using
tos14fix, maccl2, quickst.acc (1.5), emulator.acc, control.acc, and
memfil20.acc. Now Ron Jeppesen claims that zoo - 2.01STe works on his
machine under TOS 1.4 in ROM. What is difference here? Why me and not
him? Please no Zen answers.

Comments from Atari, Daan Josephus (zoo ST) Jitta, or others are most
welcome. I want to narrow down this problem one of three things,
zoo, tos, or my environment. Now I currently believe tos is the cause
since my environment and zoo have not changed in months.

- ant

achowe@tiger.waterloo.edu | "It is hard to make the world go away
_ -|-|_ _ | when it has decided to notice you."
(_\ |\| | | | (_) |\| \/ | - Spock's World
___/ | disclaimer...

2210. Mouse vs keyboard

Newsgroup: comp.sys.atari.st
Date: 1989-10-30 14:34:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19891030143436.0.JRD@MOA.SCRC.Symbolics.COM>
Source record: 247613

I've been hacking on a tty interface that mixes encoded mouse events with regular keyboard input, and have run across some peculiar behaviour. I have mouse motion and button handlers, installed with the usual VDI routines, which work fine by themselves. However, when I tried letting the application hang in Bconin, and hit a mouse button, everything wedges up; no keyboard, no mouse, nada. Changing things around such that the keyboard stuff sits looping until Bconstat says there's input pending causes it to work sometimes, but occasionally it still wedges up as above.

It seems like when my mouse routines routines preempt Bcon<foo>, things go downhill in a big hurry. Has anyone ever seen behaviour like this? Is there any reason why this kind of scheme shouldn't work?

On a related topic, does anyone know of a way to provide a handler function for keypresses, similar to the mouse-motion and button handlers you can set with VDI? Ideally, I'd like to trap all keyboard events, ie key-up, key-down etc. I'd settle for encoded key events, like what you get back from Bconin. Hints anyone?

2211. Re: Pick your software first (Was: 386's, TT's, a machine I want)

Newsgroup: comp.sys.atari.st
Date: 1989-10-30 15:09:51 UTC
From: winston@fjcnet.GOV
Message-ID: <216@fjcp60.GOV>
Source record: 247681

In article <2731@water.waterloo.edu>, ljdickey@water.waterloo.edu (L.J.Dickey) writes:
> In a rather lengthy and meandering article, (what was his point anyway?),
> <211@fjcp60.GOV> winston@fjcnet.GOV (Winston M. Llamas) writes:
>
> > ... In many ways,
> > I got what I paid for - a lack of programs that I'd really like to use.
>
> This rings a bell for me. I remember some advice that I got from
> John Bear, in his delightful book "Computer Wimp", he lists "166
> things I wish I had known before I bought my first computer".
>
> Point number 25 says to choose the software before you buy the hardware.
> ...

Checking to see what software on a computing platform is certainly a good idea. On the other had, if you buy a machine when it first comes out, you really don't have the luxury of examining a broad software base. It's too bad that the process of hardware introduction - software availability is akin to the "chicken before the egg" situation. One can't always tell how a machine will do in a marketplace, thus restricting the amount of software inititially developed for the machine. This lag in software availability translates to diminished hardware sales - after all, there are machines out there that can do the same thing at roughly the same prices. What makes a difference in the early moments of a computer's life-cycle is support from the manufacturer. The fact that Atari has not always provided good aftermarket support has not helped it in the marketplace.

When the ST was first introduced, it was a good, low cost computer with the same capabilities as other machines on the market (the Mac, the AT). The Mac market and the PC compatible market have moved forward in the last few years. We are now only getting a glimpse of what Atari has to offer for the future. In many ways, the TT is a good machine. Is it significantly better than what a decent 386 clone has to offer? I don't think so. Unless Atari gives users an overriding reason to buy a TT, it's market penetration will be marginal, at best.

In short, Atari will have to offer more than "power without the price" to lure people to buy their machines. I'd be interested to see how the new machines are marketed (with Comdex coming soon). And in keeping with today's consumer spending attitude, "give me a reason to buy it, and I probably will." Good software (that I can use) is as good a reason as any.

-Winston

2212. Xlisp

Newsgroup: comp.sys.atari.st
Date: 1989-10-30 15:35:49 UTC
From: aimd@castle.ed.ac.uk
Message-ID: <884@castle.ed.ac.uk>
Source record: 247682

Does anyone out there know how to call Gulam using the system
function in Xlisp v2.0 on the ST. It works fine on the Amiga Xlisp V1.7.

Thanks in advance,
Mark Davidson (aimd@ed.castle.ac.uk)

2213. Re: TT vs 386 boxes

Newsgroup: comp.sys.atari.st
Date: 1989-10-30 15:36:55 UTC
From: news@laas.laas.fr
Message-ID: <472@laas.laas.fr>
Source record: 247683

In article <46587ca5.14a1f@force.UUCP> covertr@force.UUCP (Richard E. Covert) writes:
| Atari announces a product and then Cries "FCC!! FCC!! FCC!!" as if no other
| computer maker is subjected to testing by the FCC. Only Atari has to be delayed
| by FCC testing!! So, Atari announces a product and months (or years in the case of
| the CD ROMS!!) go by and no delivery.

Just to keep the rumor mill going... :-) Maybe, these items can be
bootlegged. Even though I've never posted on this subject, one of our
local dealers has an Atari CD ROM for sale that I saw over a year ago.
It's probably not selling for lack of software. :-) If I remember
right, it was going for 4000 to 4500 FF (French Francs).

Then again, us Europeans are lucky. But not as lucky as those Germans.

Win a few, lose a few. :-) I'm still waitng for TOS 1.4 ;-(

Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!mcvax!laas!ralph If all else fails, try:
SOBEK@FRMOP11.BITNET sobek@eclair.Berkeley.EDU
==
Upon the instruments of death the sunlight brightly gleams. -- King Crimson

2214. help: bloodwych

Newsgroup: comp.sys.atari.st
Date: 1989-10-30 15:39:40 UTC
From: zl04+@andrew.cmu.edu
Message-ID: <4ZH6gwK00Xc_I0Pkos@andrew.cmu.edu>
Source record: 247684

does anyone out there play bloodwych, I'm stuck and
I need help. I also have figured a way to cheat the
game. If your'e curious, send mail to
zl04+@andrew.cmu.edu
Thanks

2215. bug in GCC floating point lib

Newsgroup: comp.sys.atari.st
Date: 1989-10-30 16:06:44 UTC
From: piet@cs.ruu.nl
Message-ID: <1749@ruuinf.cs.ruu.nl>
Source record: 247685

I discovered a bug in the double precision floating point lib by Scott McCauley/John Dunning (dflonum.c). The routine to convert doubles to floating had a long where an unsigned long was required, thus causing a right shift to do a sign extend. This gives a few bit errors in some conversions. There was also a superfluous satement. Here is a patch:

```
*** dflonum.c.~1~ Thu Jul 13 12:27:25 1989
--- dflonum.c Fri Oct 27 09:52:42 1989
***************
*** 636,642 ****
double f;
{
struct bitdouble *bdp;
! int si, ex, mant1, mant2;
bdp = &f;
si = bdp->sign;
ex = bdp->exp;
--- 636,643 ----
double f;
{
struct bitdouble *bdp;
! int si, ex;
! unsigned long mant1, mant2;
bdp = &f;
si = bdp->sign;
ex = bdp->exp;
***************
*** 644,650 ****
mant2 = bdp->mant2;

/* zero value */
! if (ex == 0) return(0L);
/* less than 1 */
if (ex < 0x3ff) return(0L);
/* less than 0 */
--- 645,651 ----
mant2 = bdp->mant2;

/* zero value */
! /* if (ex == 0) return(0L); */ /* this is covered in next line */
/* less than 1 */
if (ex < 0x3ff) return(0L);
/* less than 0 */
--
Piet van Oostrum, Dept of Computer Science, University of Utrecht
```

Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands.
Telephone: +31-30-531806 Internet: piet@cs.ruu.nl
Telefax: +31-30-513791 Uucp: uunet!mcsun!hp4nl!ruuinf!piet

2216. Re: GEMQ Startup code (Please Send)

Newsgroup: comp.sys.atari.st
Date: 1989-10-30 16:11:46 UTC
From: steve@thelake.UUCP
Message-ID: <0930891011469789@thelake.UUCP>
Source record: 247686

In article ,
glk01126@uxa.cso.uiuc.edu writes ...

> Could someone out there send me the GEMQ libs for sozobon?
> With the startup code... (I can't get it to find int_in etc.)
> Thanks in advance...
> -Spieu!

****Please note that int_in and intin are not the same thing.****

The startup code is the first module in the AESQ.A library archive (which I sent you the other day), entitled "header.o." It defines the following globals:

```
_aespb 18 global external abs
_vdipb 14 global external abs
_control a global external abs
_global 20 global external abs
_int_in 22 global external abs
_int_out 10 global external abs
_addr_in c global external abs
_addr_ou 8 global external abs
_gl_apid 2 global external abs
_Ix2 0 global text
_appl_in 10 global text
_aes 7e global text
_appl_ex d0 global text
```

(Note the leading underscore. This is conventionally used to distinguish C objects from asm objects. The underscore is automatically prepended by the Sozobon hcc code generator. In C sources, _int_in would appear as int_in.)

If your GEM program calls appl_init() (which it must), this module will be linked with your program whenever you "cc -o prog.prg prog.c aesq.a".

int_in[22] and its relatives are "mailboxes" used by the AES. As you see above, they are defined in the library.

intin[128] and its relatives are "mailboxes" used by the VDI, which is required because the AES user-interface stuff uses VDI. For some reason, they are *not* commonly defined in libraries, even though they *always* are needed by GEM programs. Instead, the convention is to include the following declaration in one of your C source files:

```
/* GEM-VDI arrays */
int work_in[11], work_out[57],
contrl[12],intin[128],ptsin[128],intout[128],ptsout[128];
```

Ian Lepore's GEMFAST bindings do not use these arrays; instead, the
mailboxes are created as auto variables (using stack space) on the fly.
Therefore this declaration will be redundant in a program linked to
GEMFAST, and often is omitted. The omission causes portability problems.
If you are compiling such a program, the Sozobon linker will holler at you.

If it indeed is "_int_in" and not "_intin" that the Sozobon linker is
complaining about, contact me via mail (uiucuxc!pwcs!thelake!steve) and
I'll try to figure out what the heck is going on.

Incidentally, I exchanged mail with Ian Lepore the other day. He said
GEMFAST 1.3 has been in beta test for several weeks with no bug reports,
so he expects to release it Real Soon Now.

Steve Yelvington, up at the lake in Minnesota
... pwcs.StPaul.GOV!stag!thelake!steve (Usenet)
... {playgrnd,moundst,class68}!thelake!steve (Citadel)

2217. System for sale

Newsgroup: comp.sys.atari.st
Date: 1989-10-30 17:00:07 UTC
From: pa1562@sdcc13.ucsd.edu
Message-ID: <4829@sdcc6.ucsd.edu>
Source record: 247687
Cross-posted to: misc.forsale,comp.sys.atari.st

Ok, folks. I'm leaving the world of Atari.
THE FOLLOWING IS FOR SALE. I WILL REPOST ONCE I FIGURE OUT
MY PRICING>

AVAILABLE:

520STfm w/internal DSDD 6 months old. Motherboard: 1040ST
rev E. Room for Ram & Blitter

SM124 Monochrome monitor. Slight left hand fold after its on
for a while.

ICD Host adapter w/ case & power supply

Racal Vadic VA212LC 300/1200 Modem w PS

Epson Homwriter 10 printer

2 Single sided drives (SSDD)

replies to : pa1562@iugrad2.ucsd.edu
or
squibby@do.ucsd.edu

or (619) 566-8203 (mail is better)

2218. Re: UNIX -- ATW Speed

Newsgroup: comp.sys.atari.st
Date: 1989-10-30 17:16:38 UTC
From: wolf@cbnewsh.ATT.COM
Message-ID: <5188@cbnewsh.ATT.COM>
Source record: 247688

```
>>> 4 megabytes of RAM, upgradable to 120 meg
>>> With all 4 boards, that is 13 transputers, the machine
>>> runs at 10 MIP (= 1/5 Cray)
>>I guess this should be at least 100 Mips, because ONE T800 can run at 10
>>Mips.
>
>Somehow I doubt the Cray uses an 8 MHz 68000 for file IO ....
>
```

These claims are very misleading in that they imply that a system with 13 transputers will actually run a program 1/5th as fast as a Cray (I'm assuming the above MIPS figures are correct.) _Each_ T800 has a processing power of 10 MIPS (the upper limit at which instructions can be processed.) So if you have a calculation-intensive application, say one that does ray-tracing, you can expect that peek to be reached. If you ran this same program on a 13-transputer based ATW, I doubt whether you will see significant increases in performance, since that application will be run on a single T800 (unless it was specifically written with parallelism in mind - using OCCAM(I guess that is the T800 assembly language?) - I don't think there are compilers smart enough to take conventional C programs and parallelize them.)

I am not familiar as to how applications have to be written to run on a CRAY, but my guess is that you can use conventional C programming. So if you took the above program, recompiled and ran it on a CRAY, you _would_ see significant speed improvements (if 100MIPS = 1/5 Cray, I guess the program would run at 500 MIPS?)

In any event, benchmarks of the above type are useless unless they are placed in the right context. Yes, some programs run just as quickly on an Apple II as on a CRAY, given enough restrictions on what the program does.

Tom

```
--
+---------------+-----------------------------+ I don't remember,
| Tom Wolf | Phone: (201) 949-2079 | I don't recall,
| Bell Labs, NJ | E-mail: twolf@homxb.att.com | I have no memory,
+---------------+-----------------------------+ Of anything at all. P. Gabriel
```

2219. TT/P - what's in a name?

Newsgroup: comp.sys.atari.st
Date: 1989-10-30 17:36:47 UTC
From: royg@cadovax.UUCP
Message-ID: <2456@cadovax.UUCP>
Source record: 247689

"TT/P" was referred to as "Plastic" during my days at Atari, to differentiate it from the larger, metal, versions.

"TT/P" should now be considered, at least in these circles, to refer to the "Personal" version of "TT" (ie desktop), as distinct from the larger version which is more business/multi-user oriented.

Roy Good

2220. GNU C and SOZOBON C

Newsgroup: comp.sys.atari.st
Date: 1989-10-30 17:41:22 UTC
From: pa1329@sdcc13.ucsd.edu
Message-ID: <4830@sdcc6.ucsd.edu>
Source record: 247690

just two question:

1. Can the GNU C complier use dlib and gemfast bindings for writing
TOS and GEM programs?

2. Will later versions of Sozobon C be ANSI-compitable?

Any info is appreciated.

2221. Re: 386's, TT's, a machine I want

Newsgroup: comp.sys.atari.st
Date: 1989-10-30 18:23:16 UTC
From: daveh@cbmvax.UUCP
Message-ID: <8358@cbmvax.UUCP>
Source record: 247691

in article <214@fjcp60.GOV>, winston@fjcnet.GOV (Winston M. Llamas) says:
> Summary: software availability
> In article <0926891056429243@thelake.UUCP>, steve@thelake.UUCP (Steve Yelvington) writes:

> I would hope that Atari can release their version of Unix for the TT within
> a reasonable time period of the computer's release (unlike Commodore, which
> has promised Unix on the Amiga for years now).

That's certainly an exaggeration. First of all, Commodore's only had machines capable of running UNIX out for not quite a year now (the A2500/A2620), and they never claimed that UNIX would ship as soon as the hardware was available to run it. If you're going to commit to porting UNIX to you're machine, you have to to right, and do it right the first time. Hopefully Atari will think similarly if/when they do a port for their '030 machine. You're dealing with a different set of customers with UNIX than with the native environment. In part, you have much less of a distinction to offer, and you're far more likely to offer something distinctively bad than distinctively good. If you ship a faulty, incomplete, or hastily ported UNIX the first time, you may not have anyone listening by the time you get around to fixing it -- you've already built a bad reputation. I'm glad Commodore had enough sense to realize it has to be done right the first time around.

> -Winston

--
Dave Haynie Commodore-Amiga (Systems Engineering) "The Crew That Never Rests"
{uunet|pyramid|rutgers}!cbmvax!daveh PLINK: hazy BIX: hazy
Too much of everything is just enough

2222. Missing digests (BITNET)

Newsgroup: comp.sys.atari.st
Date: 1989-10-30 18:24:00 UTC
From: AWINFHAH@HMARL5.BITNET
Message-ID: <8910310805.AA27339@ucbvax.Berkeley.EDU>
Source record: 247615

Does anyone have the following issues:
474, 486-500, 512

Thanks in advance,
Roger Hunen
awinfhah@hmarl5.bitnet

2223. Re: 386's, TT's, a machine I want

Newsgroup: comp.sys.atari.st
Date: 1989-10-30 18:40:20 UTC
From: daveh@cbmvax.UUCP
Message-ID: <8359@cbmvax.UUCP>
Source record: 247692

in article <4840@udccvax1.acs.udel.EDU>, don@vax1.acs.udel.EDU (Donald R Lloyd) says:

> Actually, I remember reading shortly before the 2500 came along that CBM had
> officially announced the 2500UX, which was basically to be a 2500 with 5 megs
> of memory, a larger HD, and a tape drive. I know the 2500's have been in
> developer's hands for a while.

They did in fact announce a 2500UX at the same time the 2500 was introduced. That was at the '87 CeBit fair in Hannover, West Germany, and the first real showing of UNIX on an Amiga, though that was an older version, and the A2500 hardware at that point was still beta hardware. The A2500 itself actually started shipping around a year ago, I don't recall if it was November or December. UNIX has been in beta test at various sites for at least that long.

> I think the major delay is inthe fact that CBM decided to change the hardware to
> a 2000 with a 25MHz 030 board, and there was a lot of retesting & redesigning to do.

The '030 board work was actually started long before the A2500 actually shipped at all; it was kind of a logical outgrowth of the A2620 board that powers the A2500 (the first one was shown to developers at the Amiga DevCon in April of '88). How they configure an A2500UX is pretty much up to the folks responsible for integrating the system -- they have the choice of CPU (14.2MHz '020 or 25MHz '030), hard disk, whatever. Naturally the folks who are given the choice prefer the '030 system, but the bundle ultimately sold by Commodore comes down to a marketing decision more than anything. They have to take into account the price, competition, etc. as well as SPEED, which of course is what REALLY matters.

> Gibberish .sig for sale or lease.
> is spoken Contact don@vax1.acs.udel.edu for more information.
> here. DISCLAIMER: It's all YOUR fault.
--
Dave Haynie Commodore-Amiga (Systems Engineering) "The Crew That Never Rests"
{uunet|pyramid|rutgers}!cbmvax!daveh PLINK: hazy BIX: hazy
Too much of everything is just enough

2224. GDOS and AMC GDOS

Newsgroup: comp.sys.atari.st
Date: 1989-10-30 20:23:34 UTC
From: JJL101@PSUVM.BITNET
Message-ID: <89303.152334JJL101@PSUVM.BITNET>
Source record: 247693

Hmmm...could someone out there enlighten me as to the differences between
GDOS and AMC GDOS.....also, where can I get info regarding the content
of the assign.sys file, and perhaps an overall tutorial of GDOS in general?

Thanks in advance,

****
* J.J. * JJL101@psuvm.bitnet *
* * *
* John Lehett * Penn State University - - Computer Science *
****

2225. Re: Malloc(-1L), free memory...

Newsgroup: comp.sys.atari.st
Date: 1989-10-30 20:37:35 UTC
From: apratt@atari.UUCP
Message-ID: <1754@atari.UUCP>
Source record: 247694

Well, in a large-memory machine, there can be a LOT of 4K blocks
around. This makes for a lot of recursion.

Re-think this problem as a loop. Use the first long of each block as a
link to the previous block. Keep Malloc'ing until you run out, then
free up the list. Like this:

```
long freemem()
{
long size, total;
long *start;
long *prev = 0;

do {
size = Malloc(-1L);
if (size) {
total += size;
start = Malloc(size);
if (size < sizeof(char *)) {
/* end of map: too small to keep track */
Mfree(start);
break;
}
*start = (long)prev;
prev = start;
}
} while (size);

while (prev) {
start = *prev;
Mfree(prev);
prev = start;
}
}
```

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

2226. general information

Newsgroup: comp.sys.atari.st
Date: 1989-10-30 21:39:35 UTC
From: ron@woan.austin.ibm.com
Message-ID: <784@awdprime.UUCP>
Source record: 247695

I have a friend in Junior High that wants to get a computer, but doesn't know what to get. I believe that he wants to spend <$1000, so I suggested that he look into Atari STs. I've looked over all the previous postings available on my system, but still have a few questions... If you have experience with emulator packages (emulating Macs or IBMs), please drop me a line or two regarding performanec and limitations... Also if you have any comments in general on the IBM clone vs. Atari decision, feel free to drop me a line, as well.

Please reply by email to the bottom address of my signature as reply may or may not work depending on your news reader... I will summarize and followup at a later date...

Thanks,
Ron

+------All Views Expressed Are My Own And Are Not Necessarily Shared By-------+
+------------------------------My Employer-----------------------------------+
+ Ronald S. Woan (IBM VNET)WOAN AT AUSTIN, (AUSTIN)ron@woan.austin.ibm.com +
+ outside of IBM @cs.utexas.edu:ibmaus!auschs!woan.austin.ibm.com!ron +

2227. Re: TOS 1.4 Incompatibility List: In europe only?

Newsgroup: comp.sys.atari.st
Date: 1989-10-30 22:02:51 UTC
From: apratt@atari.UUCP
Message-ID: <1755@atari.UUCP>
Source record: 247696

```
Sorry, gang... I posted the wrong date for the official Atari TOS 1.4
release. As has become obvious here over the last little while,
the correct date is 4/06/1989. That is, 04 06 19 89 in the four
bytes at address $FC0018. If you see that, you've got the right
version. Mea culpa.

==========================================
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt
```

2228. BBS Problems <cont'd>

Newsgroup: comp.sys.atari.st
Date: 1989-10-30 23:03:35 UTC
From: ROEDERT@ARIZVM1.BITNET
Message-ID: <8910310804.AA27303@ucbvax.Berkeley.EDU>
Source record: 247614

Once again I must apologise to anyone who has attempted to logon to the BBS that I announced two weeks ago. I have since discovered that the BBS program I am using does not like my Supramodem 2400.

I have been in contact with the author of this program, and he has informed me that the problem has now been fixed. When I receive a copy of the fixed version, I shall resume operation of the BBS. The target-date for resumption is mid-November. At that time I shall post another message informing intereste
d
<oops> interested parties that the BBS is up.

On a brighter note, there should be many more files available at that time, as I am adding several each day.

For those who are wondering just what I am blithering about, I am attempting to set up a part-time BBS to carry all of the files, past and present, from the comp.binaries.atari.st newsgroup. The purpose of this BBS is to allow people who do not have access to the net the ability to get a hold of the files.

Once again, my apologies for the delay.

Timothy Roeder
SYSOP

Timothy A. Roeder

ROEDERT@ARIZVM1.ARIZONA.EDU
TROEDER@MIS.ARIZONA.EDU

Have a nice day! :-)

2229. tos 1.4 incompatibilities - correction

Newsgroup: comp.sys.atari.st
Date: 1989-10-31 00:05:40 UTC
From: ron@argus.UUCP
Message-ID: <1329@argus.UUCP>
Source record: 247697

A short time ago, I posted that Rdy (Mark Williams Ramdisk) did not work with TOS 1.4. I was wrong, apparently something else was causing the problem. It works fine now!

--

Ron DeBlock N2JSO
Net: ...!rutgers!galaxy!argus
US Mail: 42 Davis Street, Phillibsburg, NJ 08865 USA

2230. redirect printout to disk

Newsgroup: comp.sys.atari.st
Date: 1989-10-31 00:09:14 UTC
From: ron@argus.UUCP
Message-ID: <1330@argus.UUCP>
Source record: 247698

I need a TSR or Desk Accessory which redirects output intended for the printer to a disk file. Some programs (like WordPerfect) have this capability built in, but I need 'print-to-disk' for Easy Draw.

Perhaps I could modify a print spooler to do this - is source available for any spoolers?

Thanks!
--
Ron DeBlock N2JSO
Net: ...!rutgers!galaxy!argus
US Mail: 42 Davis Street, Phillibsburg, NJ 08865 USA

2231. Weird Spectre GCR problem

Newsgroup: comp.sys.atari.st
Date: 1989-10-31 00:18:19 UTC
From: rob@hhb.UUCP
Message-ID: <288@hhb.UUCP>
Source record: 247699

[This space intentionally not blank.]

I, too, have finally received my GCR!
However, I have encountered a weird problem.
Has this happened to anyone; can anyone suggest a fix?

I bought Zork Zero for the Mac - 512K RAM required, DS disk.
Tried it on a real Mac - no problems - starts right up.
When I plug it into my Atari, the GCR successfully reads it and opens a
window displaying the file icons - an executable, the usual story.dat, and
two other files: Pic.data and Cpic.data (This Infocom game has some graphics!).

BUT when I double click on the program, it gets as far as displaying an
empty Zork Zero window and a menu bar, then the disk gronks for awhile,
then the Mac desktop re-appears! No error message from either Mac or Spectre!

What is going on?

The disk is NOT copy protected, and I can copy all its files on a real Mac.
However, when I try to copy the files under Spectre, I am told that the
pic.data files cannot be read. Why are the other files readable but those not?

I saw a compatibility list that included Zork Zero. What am I doing wrong?

Here's the setup:

I have a 520 upgraded to 1Mb, with a Diverse Data Products MFD 1440 paired
DS drive unit - I ran speed.prg - both A: and B: check out to 300 RPM exactly.
I have pre-1.4 TOS on ROM. Atari mono monitor. 128K Mac ROMS. GCR last in chain.
I am running Spectre 2.3 with the factory settings: 832K, no cache, alt video,
no sound. I have tried booting Mac mode with 5.4/3.2 and 6.0/4.2, and I have
turned sound off from the control panel before starting Zork Zero.
No HD20, No MacBeep, No ramdisk, no nothing.

Note: I ALSO had the same problem trying to create a magic disk using the
Translator One under Spectre 128 - it told me the picture data files couldn't
be read.

I would appreciate any help. Thanks in advance.

rob

Robert Stegmann
{apple,bellcore,mailrus,rochester,ucsd,uwvax,...}!rutgers!pyrnj!hhb!rob
...!uunet!pyrdc!pyrnj!hhb!rob
...!princeton!hhb!rob
Disclaimer, Datclaimer, D'udderclaimer.

2232. GCR software compatibility

Newsgroup: comp.sys.atari.st
Date: 1989-10-31 00:20:08 UTC
From: rob@hhb.UUCP
Message-ID: <289@hhb.UUCP>
Source record: 247700

[This space intentionally not blank.]

Here is another GCR compatibility report. Dave, are you out there?

The game Corruption (Mac disk) causes an "Illegal Instruction Error" when run.
(It's aptly named.)

The Spectre crash page looks like this:

SR = 00002200 PC = 00000020
Last LineA PC: 0000E020 Last LineA Trap: 0000A746 Last Line A0: 000E0806
USP= 000392AA SSP= 000C7762 SR (T.S., .IPL, ...X, NZVC) = 00002200

R 0 1 2 3 4 5 6 7
D 0000FFFF 00000000 FFFF0000 000001FC 000001FC 0000FFFF 53545253 00000000
A 00000010 00000000 000EF6D8 0000CC1C 0000D054 000C7D60 000C798C 000C7762

I don't know if it's copy protected; it may very well be. Is this program
already on a (non-)compatibility list?

Here's my setup:

I have a 520 upgraded to 1Mb, with a Diverse Data Products MFD 1440 paired
DS drive unit - I ran speed.prg - both A: and B: check out to 300 RPM exactly.
I have pre-1.4 TOS on ROM. Atari mono monitor. 128K Mac ROMS. GCR last in chain.
I am running Spectre 2.3 with the factory settings: 832K, no cache, alt video,
no sound. I have tried booting Mac mode with 5.4/3.2 and 6.0/4.2, and I have
turned sound off from the control panel before starting the program.
No HD20, No MacBeep, No ramdisk, no nothing.

rob

Robert Stegmann
{apple,bellcore,mailrus,rochester,ucsd,uwvax,...}!rutgers!pyrnj!hhb!rob
...!uunet!pyrdc!pyrnj!hhb!rob
...!princeton!hhb!rob
Disclaimer, Datclaimer, D'udderclaimer.

2233. ST-Survey *FINAL REQUEST* before results posted

Newsgroup: comp.sys.atari.st
Date: 1989-10-31 00:26:19 UTC
From: kar7481@cuphub.cup.edu
Message-ID: <1578@cuphub.cup.edu>
Source record: 247611

Weeeeeeellllllllllllll.....

It's almost FINISHED!! The results of the ST USERGROUP survey

are being compiled, edited, and abbreviated so as to not cause too much clutter

when they are posted.....

AGAIN, I am asking ONE LAST TIME [hurrah! :-]

FOR ***ANY MORE RESPONSES*** FROM ANY COUNTRIES OTHER THAN

The Netherlands, Finland, Norway, Sweden, France ....

(You know who you are--but still, let's keep
on chatting.....)

I want to get a little bit MORE variety ....
How about some Useros-De-Atari-St en Espana??? OR even South America...

Also, If A N Y O N E has the UUCP addess for Gadgets By Small,
kindly send it to me....

Stay tuned to this channel

-Dan

```
+-------------------------------------------------------------------------+
| Dan Karbowsky kar7481@pitt!cuphub / S U P P O R T T H E S T ! ! ! |
| 102 Lee Drive _____________________/Call the ATARI ELITE of PITTSBURGH'S |
| Belle Vernon, PA / BBS (Forem-ST,fnet node 19) at (412) 384-5609 at 300 |
| 15012 U.S.A. / thru 19.2k baud 24 hrs./day 7-days/week Mention this |
| / message at logon. |
+-------------------------------------------------------------------------+
```

P.s; If anyone wishes to exchange written correspondence, you
may do so at the above address!

2234. Re: UNIX -- ATW Speed

Newsgroup: comp.sys.atari.st
Date: 1989-10-31 00:28:35 UTC
From: stephen@oahu.cs.ucla.edu
Message-ID: <28655@shemp.CS.UCLA.EDU>
Source record: 247601

In article <5188@cbnewsh.ATT.COM> wolf@cbnewsh.ATT.COM (thomas.wolf,ho,) writes:
[performance numbers deleted]
~
~These claims are very misleading in that they imply that a system with 13
~transputers will actually run a program 1/5th as fast as a Cray (I'm assuming
~the above MIPS figures are correct.) _Each_ T800 has a processing power
~of 10 MIPS (the upper limit at which instructions can be processed.) So
~if you have a calculation-intensive application, say one that does ray-tracing,
~you can expect that peek to be reached. If you ran this same program on
~a 13-transputer based ATW, I doubt whether you will see significant increases
~in performance, since that application will be run on a single T800 (unless
~it was specifically written with parallelism in mind

This is somewhat true. Although Crays perform well on scalar code, their real
speed is only evident on vectorizable problems. As on the Transputer,
applications must be specifically engineered to perform well. It is true
that there are Fortran compilers which are _very_ good at vectorizing code,
and C compilers which can do the same are starting to appear, but since C
isn't deisgned for vectors, it's not as easy to do.

~ - using OCCAM(I guess that
~is the T800 assembly language?) - I don't think there are compilers smart
~enough to take conventional C programs and parallelize them.)

Occam is a high level language, but it is designed to be simple. The name
comes from Occam's razor which was said to be able to separate what was
necessary from what was unnecessary. Occam has constructs for making
parallelization easy so it can use as many processors as are available.
The application you mentioned (ray-tracing) happens to be an extremely easily
parallelizable problem (I've done it on a four processor SGI Iris) so it
might very well reach the peak performance of the T800s.

~I am not familiar as to how applications have to be written to run on a CRAY,
~but my guess is that you can use conventional C programming. So if you took
~the above program, recompiled and ran it on a CRAY, you _would_ see significant
~speed improvements (if 100MIPS = 1/5 Cray, I guess the program would run
~at 500 MIPS?)
~

And again, if you compiled said application with a parallelizing compiler,
you would see vast improvement on a 13 processor transputer system.
It's true that communication overhead will detract from the transputer
performance and not the Cray. Take a look at CMU's iWarp processor. It's
a good example of a machine designed to be good on its own and _better_
when networked. The link speeds make the transputer look like a 6502.

[philosophical comments on benchmarks deleted]
~Tom
~
~--
~+---------------+-----------------------------+ I don't remember,
~| Tom Wolf | Phone: (201) 949-2079 | I don't recall,
~| Bell Labs, NJ | E-mail: twolf@homxb.att.com | I have no memory,
~+---------------+-----------------------------+ Of anything at all. P. Gabriel

But then again, this probably belongs in comp.arch anyway...

Steve Whitney "It's never _really_ the last minute" ())_-_())
UCLA Comp. Sci. Grad. Student | (* *) |
Internet: stephen@cs.ucla.edu UCLA Bruin--> { _@_/ }
GEnie: S.WHITNEY `-----'

2235. Atari 1040 ST for sale

Newsgroup: comp.sys.atari.st
Date: 1989-10-31 00:45:32 UTC
From: rec@indetech.com
Message-ID: <1989Oct31.004532.29892@indetech.com>
Source record: 247602
Cross-posted to: misc.forsale,comp.sys.atari.st

For Sale:

Atari 1040 STf computer:
1 M RAM
800K double sided internal 3 1/2" drive
Mouse
Atari SM-124 monochrome monitor
Atari 1200 Baud Hayes Compatible Modem
Practical Solutions Monitor Switch
WICO Trackball
WICO Joystick

Software:
MaxPak (desktop utilities: spooler, RAMdisk,
keyboard macros, etc.)
Publishing Partner (desktop publishing software)
Word Writer ST (professional quality word processor)
Data Manager ST (file management system)
SwiftCalc ST (spreadsheet system)

[Word Writer, Data Manager, and SwiftCalc
are all interoperable]

PC-Ditto IBM-PC compatibility software
FLASH terminal program
First Word

Games and Entertainment: (requires color)
Dungeon Master
Airball Construction Set
Music Construction Set
Leisure Suit Larry

STart disks for the last two years
and lots of neat PD stuff.

Optionally:
Magnavox SM-40 color monitor (accepts NTSC from
your VCR, CGA/EGA output from your PC clone)

Make an offer!
For fast response, leave a message at (415) 438-2004

____*_ Rick Cobb rcobb@indetech.com, sun!indetech!rcobb
\ / / Independence Technologies

\/ / 42705 Lawrence Place
\/ Fremont, CA 94538
--
____*_ Rick Cobb rcobb@indetech.uucp, sun!indetech!rcobb
\ / / Independence Technologies An opinion is as a drop of rain.
\/ / 42705 Lawrence Place That this drop fell does not mean
\/ Fremont, CA 94538 my employers are all wet.

2236. Re: TOS 1.4 Incompatibility List: Populous

Newsgroup: comp.sys.atari.st
Date: 1989-10-31 00:45:57 UTC
From: towns@atari.UUCP
Message-ID: <1757@atari.UUCP>
Source record: 247603

in article <1361@cs.rit.edu>, ajy2208%ritcv@cs.rit.edu says:
>
> In article <267@mirsa.inria.fr> colas@trinidad.inria.fr (Colas Nahaboo) writes:
>>Yes, Most of the greatest ST games do not work with TOS 1.4: Populous,
>>dungeon master, Falcon, Rick Dangerous...

Hmm.. ALL of those games work for me on TOS 1.4. Do you have a legal version?
Or are you using a BETA copy?

-- John Townsend ames!atari!towns
Atari Corporation

2237. flaky disk drive

Newsgroup: comp.sys.atari.st
Date: 1989-10-31 00:47:24 UTC
From: zl04+@andrew.cmu.edu
Message-ID: <QZHCiQG00VoH46k15p@andrew.cmu.edu>
Source record: 247604

I've had this problem for a short while, but I thought
all ST's did this. I have a 1040 STf from about 2 years
ago, when I switch disks it doesn't handle it correctly
suppose, my disk has 400k free and I loaded a 40K file
into memory from one disk, then put my 400k disk in the
drive and saved. The 400K disk now says 360k free, but
shows no file!. I talked to another st'er about this
told me to check if there was a "c" on the bottom of
my computer- there is. He said my problem was that about
2 years ago, Atari put a different drive in the ST's
and marked them with a c. This is making my life keck!
Is thare anything I can do, shouldn't ateri replace it,
and should they charge me?
Thanks,
zl04+@andrew.cmu.edu

2238. Re: mysterious...

Newsgroup: comp.sys.atari.st
Date: 1989-10-31 01:33:13 UTC
From: mui@atari.UUCP
Message-ID: <1758@atari.UUCP>
Source record: 247605

```
in article <881@uhnix2.uh.edu>, uace0@uhnix2.uh.edu (Michael B. Vederman) says:
>
> Under TOS 1.4 (I have not tried the other versions yet) with the TOS14FIX
> either installed or not installed, if I *manually* edit my DESKTOP.INF file
> and fill the desktop with icons (I've only tried medium rez) and reboot, the
> icons are drawn properly on the desktop (all rows full), but (big BUT) no
> file in the system is recognized as an executable program! All files are
> displayed as 'text' icons, whether they are executable or not!
>
> If, however, I reduce the number of desktop icons to 28, then everything
> works as it should.
>

The desktop has 32 internal buffer slots and these slots are shared
by disk icons and application definitions ( #F, #G, #P ) in the desktop.inf
file.
If you use up all the slots for icons, the desktop will have no
room to install the application definitions. In this case, the desktop
can only treat all the files as text files. It is not a bug, it is the
limitation of the desktop.

--------------------------------------------------------------------
Derek Mui

ATARI CORP
--------------------------------------------------------------------
```

2239. Re: TOS 1.4 Incompatibility List: Populous

Newsgroup: comp.sys.atari.st
Date: 1989-10-31 01:48:41 UTC
From: galileo@crash.cts.com
Message-ID: <622@crash.cts.com>
Source record: 247606

In article <267@mirsa.inria.fr> colas@trinidad.inria.fr (Colas Nahaboo) writes:
>Yes, Most of the greatest ST games do not work with TOS 1.4: Populous,
>dungeon master, Falcon, Rick Dangerous...
>
>At least there are some good news: It is only the PROTECTION on
>populous which crashes, my original do not work, but my cracked copy
>I have for everyday use works perfectly (I try never to use originals, as a
>power cut will fry the disk inside a ST drive...)
>
>bad news: even the cracked versions of falcon and DM do not work.

I have TOS 1.4 in my 1040 ST and all of the above games aside from Rick
Dangerous (I don't own that one) work just fine. Perhaps your drive is
the problem.

Steve

2240. Re: Piggiback ROMs (2 TOS versions

Newsgroup: comp.sys.atari.st
Date: 1989-10-31 01:54:38 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <23524@cup.portal.com>
Source record: 247631

Tim Coslet writes:
>>Atari Corp. is still in the minor leagues as far as truly credible computer

>Hmm... if breaking alot of old software with a new OS release makes Atari
>a "minor league" computer company... what is DEC with their release of
>VAX VMS 5.0 (followed quickly by 5.0-1 then 5.1 then 5.1-1). VAX VMS 5 broke
>so much software (even some DEC things, not just 3rd party stuff) that it
>was impossible to use for an awful long time where I work.

It's not the fact that software "broke" with the release of TOS 1.4 that
I was referring to... in fact, I fully agree with Atari on this point. If
software breaks the rules, then it's vulnerable to being broken.

I was referring to the feeling of "get in there with a soldering iron and
fix it yourself" that is endemic in the Atari world. Hack in a memory
upgrade because Atari doesn't offer one. Rip out your CPU to kludge in
a faster processor, since Atari hasn't offered anything in 5 years. Tear
out your Shifter chip to add colors to bring your system up to the level
that other manufacturers now sell.

How many DEC VAX customers are going to go out and "burn a XXXXX EPROM
instead of two XXXXX Eproms and switch between the $0000 and $FFFF
address areas"..? When was the last time your VAX had to have chips
piggybacked or held in place by double-sided "sticky tape"..?

Atari makes a lot of noise about becoming a real presence in the business
world, but falls far short of the kind of performance that business is
going to require.

BobR

2241. Re: Morse Code Translate

Newsgroup: comp.sys.atari.st
Date: 1989-10-31 02:24:00 UTC
From: george.kirkaldie@canremote.uucp
Message-ID: <89103104103124@masnet.uucp>
Source record: 247607

Hi there. I am slightly interested in what exactly is in the airwaves out there, but don't wanna spend a bundle, so I was wondering if there is anyone out there that knows if there is an interface so that I can hook up my simple shortwave radio via Headphone output, or RCA plug, up to my 1040ST, and run special software so that when I tune in a station with MORSE CODE being broadcasted, the translation will come up on the screen. sounds simple? I think so, but don't know where to start. If anyone can help, I'd appreciate it.

---
* Via ProDoor 3.1R

2242. Re: TT vs 386 boxes and Apples...

Newsgroup: comp.sys.atari.st
Date: 1989-10-31 02:32:17 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <23526@cup.portal.com>
Source record: 247632

Replying to my message, Jouni Alkio says:
>People still buy ST's and MAC's, they are much the same technology

True, except that in the same time period Apple has improved their product by expanding it, speeding it up, adding expansion capabilities and giving it far improved sound and graphics... Atari has not.

>Do you think introducing a PC-pocket clone is playing. Many people
>really want to buy one. Do you mean that Atari should only introduce
>computers - not video games?

Not at all... they can of course make whatever they want, whatever makes them money. My objection is that they've neglected their computer market and owners of their computers by going out after the "gadgets" market. A PC-pocket clone does not benefit ST owners at all. (No arguments about the influx of R&D or advertising money please.. Atari Corp has already demonstrated that to be false).

>Do refer to the TT as nonstandard?
>Is UNIX not a standard?!?! What about all the ST programs there are??

Yes, the TT is non-standard. While it has a VME card slot, the rest of the system is non-standard. Atari Corp would have to obtain a VERY large market share before it could be considered a "standard".. this is not going to happen. UNIX _is_ a standard, but Atari has already announced that UNIX will _not_ be shipped with the first TTs. With their track record of "followup", I would not call a promise of UNIX a "standard".

ST programs are by definition "non-standard" because they run on the "non-standard" ST (in the same way Amiga is "non-standard" and now CP/M and Apple II have become).

>Haven't you heard of the Stacy and the ATW? They are not video games.

Yes, I've "heard" of them. I've also "heard" of the Octobussy, the Moses PromisedLAN, the CD-ROM drive, the Atari hardware IBM emulator board and the AMY chip.

Even if the STacey ever makes it to the marketplace, it is only a portable version of a "non-standard" computer. They'll probably only sell to owners of STs and small niche markets like performing musicians. If Atari would develop the ST market so that it *WAS* a "standard", then they'd be able to sell a portable version of it.

The ATW is not a video game, but it's not something that's likely to benefit you or me. Development of the Atari ST computer line _would_

>> Will your company's President approve a purchase order for "Atari Computer
>> because they make the "third rate" video games in the world..?

>I certainly would not work for a company that has such a President! I
>don't really like prejudiced people.

It's not a matter of "prejudice", it's a matter of track record, credibility
expertise and trust. Atari Corp has NONE of those. A company would be
foolish to risk their financial wellbeing on using Atari computers.
Computer companies like IBM and Apple have _demonstrated_ their ability to
deliver and support their products. Atari Corp has not.

BobR

2243. Re: blitter beaters

Newsgroup: comp.sys.atari.st
Date: 1989-10-31 02:50:20 UTC
From: w-darekm@microsoft.UUCP
Message-ID: <8516@microsoft.UUCP>
Source record: 247608

In <10087@stag.math.lsa.umich.edu> hyc@math.lsa.umich.edu (Howard Chu) writes:
>Just for my own curiosity, I downloaded the QuickST 1.6 demo and
>checked its speed with QuickIndex 1.5.

Howard, the Quick ST 1.6 demo was not intended to be Quick Indexed. It is slower than the actual release version of Quick ST 1.6, and so the numbers are misleading. The purpose of the demo was to satisfy all the people who said they'd register if the Quick ST 1.4 wasn't so buggy. Well, it's no longer buggy, so I should be seeing a few more shareware donations, right? <grin>

The demo is still faster than all previous versions of Quick ST and that other program, other than version 1.6 of the other program. The release version is a tossup, because it is faster than that other program in some cases, and slower in others. On average, pretty even, and half the size of that other program. Quick ST even does pretty well with that SPEEDTST program they provide with that other program. I do not mention the name of that other program cuz it is overpriced and its advertizing is misleading, and it doesn't need any more free publicity.
...
long list of benchmarks omitted.
...
>Dunno why column A doesn't just say "100" all the way down the line.

You must have had some other TSR or desk accessory installed, like GDOS or Hotwire. Any program that hooks the TRAP vectors will reduce the speed.
...
>Kind of interesting... Makes ya wonder how you could put up with
>text operations on an ST just out of the box. Things really do look
>real real slow, until you use one of these add-ons. Pretty hard to
>judge which one to use, though.
>
The blitter is inefficient at plotting text. There is too much setup work to do to plot even a single character.

>I'm kinda bummed, myself. Neither of these two programs work with
>non-standard screen sizes, so my Overscan switch is idling in the
>normal position.
>
Quick ST automatically supported Hyperscreen up to version 1.5. Since I only knew of two other Hyperscreen users here in North America, I did not include it in the demo. I was in contact with the author of overscan, and I suggested that the best place to put Quick ST support for Hyperscreen would be in Overscan itself, since both programs run from the AUTO folder, and so could be merged. Since Quick ST source code was posted, as well as Overscan source code, I'm sure some industrious person out there will merge it sooner or later.

Quick ST can still support custom screen resolutions, since the code is resolution independent. All I need is your desired screen resolution and your shareware check <grin> and you'll have a Hyperscreen version.

Since you're on usenet, custom versions can be sent out same day. We don't force you to mail in a disk and $5 every time there's a new file like with that other program.

>I s'pose I wanna comment on the numbers themselves, since I've
>gone to all the trouble of typing them in. Interesting to note
>that the BIOS text operations (Bconout, Cconws) done by both
>programs completely ignore the blitter.

Already explained.
...
>TurboST gains a few percent in scrolling when the blitter is
>active, but QuickST ignores it there as well. (Interesting, but
>not a very significant difference, to be sure.) Also odd how the
>different resolutions alter the speedups. Like, in monochrome,
>the blitter accelerates GEM draws by 35% all by itself. But, it
>only speeds up both TurboST and QuickST by about 20%. Then, in
>medium, the blitter accounts for only 30% by itself, but speeds
>up both TurboST and QuickST by about 40%. Funky Stuff there...

Quick ST doesn't use the blitter for scrolling. If you can tell the difference with and without a blitter, you should be a baseball umpire or something. Quick ST owes its small size partly due to the fact that it doesn't waste code trying to optimize something to gain an extra 1% or 2% in speed.

The down side is that Quick ST will score lower on benchmarks. But it is silly to worry about a few percentage points. Your eye will not notice the difference, and so why why waste code on minor optmizations.

For example, say your car is badly tuned, and the tires are a bit flat. You take the car into Quick Mechanics and have it tuned. Suddenly it's a lot faster and fuel efficient. You notice that. Then you add some air to your tires (which Turbo Mechanics charge you $50 to do). You probably won't notice a difference until you actually measure your exact milage, and then it'll be something small. You see the point I'm making.

...
>Hm. Does anyone else out there really care about this stuff?
>I'm pretty curious to see some numbers for the various hardware
>accelerators now...

Hardware accelerator results were compiled by a few different people a few months ago. From the results I saw, and from my own benchmarking, the Turbo 16 board by Jim Allen is by far the best accelerator. And you don't need Quick Index to see it. The other accelerators, like CMI, JRI, Datafree, etc, aren't worth the paper they're advertized on, unless you're into spending $100 - $300 for a 10%-20% speed increase in most programs. The Jim Allen board will give you about 50%-60%, possibly more during number crunching. Definately a good buy. No, he didn't pay me to say this. I saw his board and tried it and it's great.

Like I mentioned, Quick ST source code is available on Genie and Compuserve
and was probably somewhere on here a few months ago. If you have any questions
about it, either look at the source code or ask me or Ignac. You don't need
to guess.

Darek Mihocka ST Xformer II CIS: 73657,2714
Box 2624, Station B Quick Utilities GEnie: DAREKM
Kitchener, Ontario MegaBlit SSG SPX DELPHI: DAREKM
N2H 6N2 Shareware, not Vaporware BIX: darekm
Canada Quick ST 1.6 is out! CheapNet: ...!uw-beaver!microsoft!w-darekm
(519)-747-0386 A mind is a terrible thing to waste, so JUST SAY NO TO TOS.
Opinions expressed are my own and not those of anyone not named Darek Mihocka.

2244. Prospero Address in US

Newsgroup: comp.sys.atari.st
Date: 1989-10-31 08:02:49 UTC
From: schiers@imdm.uke.uni-hamburg.dbp.DE
Message-ID: <290
Source record: 247612

Hi there,

here is the address of Prospero in US for all, who
don't want the extremly fast way of compilation, but
a compiler, which works on the full standard, has
no restrictions on array-sizes etc., where you get
the first update free, get some more free if you find
a bug, where you are able to link Assembler, Pascal,
ANSI-C, and FORTRAN together and debug them with the
source-code debugger, ...

Well, I agree that medical 3d image processing is a very
special problem, but tell me why a st-compiler should have
any restrictions like 32K? It's a 68000, not this 4040
compatible 64K+64K processor. Well but now the address:

Prospero Software Inc.
100 Commercial Street,
Suite 306,
Portland,
ME 04101,
U.S.A.

And remember, I don't know them, I only know the software
and the excelent german distributor.

Carsten.

+---+
| University of Hamburg, F.R. of Germany, University Hospital Eppendorf |
| Department of Computer Science in Medicine |
+---+
| ####### ## ## ##### ## ## #### ## ## ## ## ####### |
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| ####### ## ## ##### ## ## #### ##### ## ## ####### |
+---+
| Carsten Schiers |
| DFNet: schiers@imdm.uke.uni-hamburg.dbp.de |
| Usenet: unido!imdm.uke.uni-hamburg.dbp.de!schiers |
| Bitnet: schiers%imdm.uke.uni-hamburg.dbp.de@dfngate |
| Internet: schiers%imdm.uke.uni-hamburg.dbp.de@relay.cs.net |
+---+

2245. LOGO? LOGO!

Newsgroup: comp.sys.atari.st
Date: 1989-10-31 08:05:26 UTC
From: HAHN_K@DMRHRZ11.BITNET
Message-ID: <8910310805.AA27364@ucbvax.Berkeley.EDU>
Source record: 247616

I'm desperately trying to find a DECENT and moderately FAST
LOGO for the ST (I even consider buying one for the IBM AT, iff
you can provide any pointer ...).
Is someone out there who knows about a LOGO implementation for the
ST that he/she would recommend without fingers crossed?

Any hints heartfully appreciated,
Klaus.

2246. PC-emulators

Newsgroup: comp.sys.atari.st
Date: 1989-10-31 08:14:36 UTC
From: jackin@utacs.UTA.FI
Message-ID: <771@utacs.UTA.FI>
Source record: 247622

In ST-Magazin 11/89 were two PC-emulators compared :
PC-SPEED and SUPERCHARGER.

****

SuperCharger

- NEC V-30 at 8 Mhz
- 512 Kbyte ram (max. 1024 Kb)
- socket for 8087
- CGA-emulation (only this, no herc.)
- MS-DOS 4.01 included (on two 3.5`` disks)
- supports ST-mouse fully
- supports also SLM 804 !
- '' harddisks (AHDI-compatib.)
- connects to DMA (external housing, size of an Atari 3.5'' Drive)
- two DMA-ports (one for ST, the other for HD, SLM etc.)
- reset switch (on the front of the housing)
- you can flip between ST/PC via hotkey
- Norton SI 4.2
- price 798 DM (about 435 USD)

Beta Systems Computer AG
Stauenfenstrasse 42
6000 Frankfurt
West-Germany
(tel. 069/1700040)

Reviewers found out that SuperCharger is very compatible. Among tested
programs were dbase 3 +, Flight Simulator 3, all Larrys, 1-2-3, MS-windows,
Norton Utilities 4.0,Turbo-Basic, -Pascal 3.0 & 4.0, -C 1.0, Psion Chess.
All except two games (ChessMaster 2000 and some other) worked.

PC-SPEED

- NEC V-30 at 8 Mhz
- uses ST-ram (1 Meg ST ;704 Kb free ram + 64 Kb EMS)
- no socket for 8087
- CGA, Herc, Olivetti - emulation (with Hyperscreen FULL Herc-screen)
- no MS-DOS included
- supports harddisks (AHDI, ICD - compatib.)
- goes inside ST
- Norton SI 4.0
- price 598 DM (about 326 USD)

Sack Electronic
Bleichstrasse 49
4792 Bad Lippspringe
West-Germany
(tel. 05252/4290)

PC-SPEED runs about the same programs as SuperCharger (MS-windows failed). It has more trouble with protected programs (mostly games) because it's floppydisk-driver isn't as good as SpeedCharger's. Mouse support ain't that good either. But Graphics emulation is better. No idea how much free ram with 2 Meg, propably no more than with 1 Meg (they didn't say).

****

Thought you might be interested.

These are availiable in West-Germany now. By the way why don't you folks in USA get ST-stuff from Europe. There is various ways to achieve this (mail is one :-). After all I usually buy my stuff from the USA (and England and Germany).

! Markku M{enp{{ ! University of Tampere (in Finland), CS !

2247. TOS 1.4 Incompatibility

Newsgroup: comp.sys.atari.st
Date: 1989-10-31 09:56:01 UTC
From: neil@cs.hw.ac.uk
Message-ID: <3629@brahma.cs.hw.ac.uk>
Source record: 247609

In light of the recent discussion on software incompatibilities that people seem to find now that they have got TOS 1.4 here is my tuppence worth.

I am 99% certain that most cases of incompatibility are due to the software house and not Atari's ROMs.

Some software developers always think that they know best and take an anything goes attitude.

When TOS 1.2 came out loads of things broke:-

* Arkanoid & Publishing Partner couldn't read the mouse any more because they were using an illegal method for reading it.
(A fixed version of Arkanoid was later shipped by Atari UK in a games pack)

* Super Sprint's protection wouldn't work because they relied on a bug in the disk handling.

* Many games software loaded at absolute addresses but still needed TOS calls. They broke because TOS 1.2 used more RAM and the games sat on that RAM. FS2 from Sublogic did this but I believe that they've fixed it now.

* Some games software insisted on setting their screen RAM to absolute address $78000. When TOS 1.2 took more RAM the loaded executable banged its head on its own screen RAM.
(I believe this still goes on)

I heard people saying that the new ROM's were crap, even dealers who should have known better. Have you ever had to explain the underscore bug to a student who just lost his big text file?

Now we have TOS 1.4 and a new set of incompatibities have sprung up. Most games these days are probably using encrypted executables which to TOS bear no resemblance to what will actually be run. I badmouthed packing executables earlier this year for the same reason. We now have the fast loading bit in the header. Who knows what future uses the other bits may have.

PC and Mac Emulators have had some compatibility rumours too. Would someone care to explain to to me how TOS 1.4 which is in 68000 could have any effect or even be needed by a PC emulator that tells TOS to 'shut the **** up'. Emulators want the inbuilt hardware not the software. With the exception of the loading/startup software emulators DON'T USE TOS!

The STE has its ROM loctated at a different address. Perhaps protected games are checking that all the vectors are in ROM before running. If they

assume that the ROM starts at FC0000 then they will break. There are official methods for this too.

Ken Baderstcher said that some bugs were left in the TOS 1.4 for compatibility reasons (most notably the 2K wasted disk space and Malloc handling). But he also said that they were no longer committed to future compatibilty on these issues and that we should play by the rules or suffer the consequences.

The speed of the TT means that lots of software will really fly! I would just love to see all those game get all their work done in under a frame but if they fool about we never will. The TT I hear has two kind of RAM and TOS may have the say in where and which RAM your program is loaded. If people insist on absolute location of programs then there will be havoc.

OK I know I'm gonna get flamed rotten for all the above.
Atari should probably have said most of it themselves. My favourite program, Gulam, is going to have problems with TOS 1.4 too. Again I still don't blame Atari. (Go an Allan post yours)

Most uninformed crap I ever heard award:-
"New TOS? Yeah I know all about it! It gonna be version 2.00, will be written by Dave Staugas and Atari UK are the people working on it!"
This stupid statement was based on the fact that Dave worked on some of the ROM and that he put some messages in it.
No offence meant to you Dave. I *love* Neochrome and hope you are working on a version that uses the power of the TT.

+---+
! DISCLAIMER: Unless otherwise stated, the above comments are entirely my own !
! !
! "I think all right thinking people in this country are sick and tired of !
! being told that ordinary decent people are fed up in this country with !
! being sick and tired. I'm certainly not and I'm sick and tired of being !
! told that I am!" - Monty Python !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK !
+---+

2248. Source code to display Spectrum-type images?

Newsgroup: comp.sys.atari.st
Date: 1989-10-31 10:01:11 UTC
From: ADAM_TILGHMAN@bdt.UUCP
Message-ID: <169@bdt.UUCP>
Source record: 247629

Does anyone out there have some source code to display Spectrum-type images?
C would be great, Pascal even greater, but 68K would suffice. No point
in being picky, right :-).

On another topic, has anyone ported GhostScript to the ST yet? Or is it
even out?

Adam G. Tilghman
(Please post replies to the net, as my mail account is flakey at best =:(
.

2249. Re: ST in USSR

Newsgroup: comp.sys.atari.st
Date: 1989-10-31 10:48:38 UTC
From: bartho@obs.unige.ch
Message-ID: <386@obs.unige.ch>
Source record: 247617

In article <758@utacs.UTA.FI>, jackin@utacs.UTA.FI (Markku M{enp{{) writes:
> ... I have thought of USSR being
> a very attractive marketing place for Atari ST. The writer (don't remember
> his name) told that ATARI (the company) missed a big chance to make ST
> de facto in Soviet schools...
>
> Just a thought. Any comments any one ?
>
living in Switzerland, I had to sign a 'No Export' licence for my ST,
on the ground that the atari 1040ST contains 'sensitive' material ...
This may not be true any more, but was still the case last may. This would
have made it very difficult for Atari to sell to soviet schools!

Paul Bartholdi, Geneva, Switzerland.

2250. Re: GNU C and SOZOBON C

Newsgroup: comp.sys.atari.st
Date: 1989-10-31 11:24:40 UTC
From: piet@cs.ruu.nl
Message-ID: <1754@ruuinf.cs.ruu.nl>
Source record: 247619

In article <4830@sdcc6.ucsd.edu>, pa1329@sdcc13 (pa1329) writes:
`
`1. Can the GNU C complier use dlib and gemfast bindings for writing
`TOS and GEM programs?
`

Not without change. Dlibs and Gemfast have been written for a 16 bit compiler. I have a version of Dlibs that I adapted for use with GCC. It has been modified for 32 bit integers. I also found and corrected quite a number of bugs. I did not like everything from Dlibs, so I changed a few things to be more Unix-like, and I replaced a few modules with stuff from other sources. The library as it stand now is very useful. I found a few bugs in the last weeks while porting ``perl''. I have reported most bugs to Dale Schumacher (except the batch from last week).

As for gemfast, somebody did a port of a previous version to GCC, but that seems to be very buggy. There was also a gccgem library on the net, but I haven't tried that yet.

--
Piet van Oostrum, Dept of Computer Science, University of Utrecht
Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands.
Telephone: +31-30-531806 Internet: piet@cs.ruu.nl
Telefax: +31-30-513791 Uucp: uunet!mcsun!hp4nl!ruuinf!piet

2251. Oh dear, and just when everyone was being so good...

Newsgroup: comp.sys.atari.st
Date: 1989-10-31 12:24:00 UTC
From: AMEIJ@vax.oxford.ac.UK
Message-ID: <8911011639.AA18262@ucbvax.Berkeley.EDU>
Source record: 247618

Anyone remember the discussion here a while ago about For Sale notices? And how it seemed a bit silly to send details of equipment available only to those in limited geographical areas all round the world, using up network time and giving lots of us useless messages to read? Well, 'silly' is a euphemism - 'bloody inconsiderate and plain stupid' hit the mark a tad nearer.

Well, we've had a respite for a while and now what do I see? Long for sale adverts in each of the last two issues.

I am sure there are lots of us with things to buy or sell, but I am equally sure that this is the wrong place for it. Please, dear friends who post these messages, ask yourselves how you would like a few hundred of us European ST users to post For Sales which were of no use?

As a committed pacifist I abhor childish 'flames' and hope that kindness and a gentle reminder about the consequences of these actions will do the trick.

Jan Ameij,
Department of Applied Metaphysics,
Oxford University.

ameij@uk.ac.oxford.vax

PS Why not have a US_ATARI_SALES newsletter?

2252. Problematic internal drives.

Newsgroup: comp.sys.atari.st
Date: 1989-10-31 13:17:11 UTC
From: zmacu06@doc.ic.ac.uk
Message-ID: <ZMACU06.89Oct31131711@tsun1.doc.ic.ac.uk>
Source record: 247557

Hi,

I have had my 520ST for about 2 years now (it has a single sided internal drive) and recently it has started to play up. The symptoms are mainly :-

1 strange noises during some disk accesses.
2 inability to format disks - very strange noises!
3 a lot of Drive Not Responding errors.

What really confused me was that these errors were sporadic. Some days everything was fine and others it would just NOT work. I initially thought that the head was dirty so I used a head cleaner on it. This seemed to make no difference.

At present I just try to get by on the bad days - oh well....

Does anybody know what could be wrong? I will consider using this as an opportunity to upgrade to a 2 sided internal drive (if the cost of correcting this one is too high).

Thanx for any possible replies.....(mail is preferable for the rest of Net-Land)

Frank.
--
Frank Taylor	Engineers often ponder upon the problem...
DoC 2	Why do the girls with the most streamlined shape offer
Imperial College	the most resistance? anon.
--------------------+--------+--
JANET: zmacu06@doc.ic.ac.uk	All rights unreserved.

2253. HyperScreen

Newsgroup: comp.sys.atari.st
Date: 1989-10-31 13:31:00 UTC
From: 01659@AECLCR.BITNET
Message-ID: <8911011636.AA18034@ucbvax.Berkeley.EDU>
Source record: 247620

```
Would someone on the net please repost information about HyperScreen?
Thanks in advance.
```

2254. Re: TT/P - what's in a name?

Newsgroup: comp.sys.atari.st
Date: 1989-10-31 15:09:37 UTC
From: soohoo@cory.Berkeley.EDU
Message-ID: <18974@pasteur.Berkeley.EDU>
Source record: 247633

In article <2456@cadovax.UUCP> royg@cadovax.UUCP (Roy J. Good) writes:
>"TT/P" was referred to as "Plastic" during my days at Atari, to differentiate
>it from the larger, metal, versions.
>
Roy, I thought TT/P refered to TT/Production,
in order to differentiate it from TT/Development versions.

>"TT/P" should now be considered, at least in these circles, to refer to the
>"Personal" version of "TT" (ie desktop), as distinct from the larger version
>which is more business/multi-user oriented.
>
>Roy Good

In any case, the TT/P certainly is "Personal", 'cause it's just
slightly larger than a 1040ST (keyboard separate), with a hard
drive inside the case, plus VME slots in the back... It could
easily sit on a desktop, and the monitor sits nicely on top,
so you hardly notice your TT/P is there at all (a 68030 monitor
stand...).
--Kenneth "kens" Soohoo (soohoo@cory.Berkeley.Edu)
Atari Hacker (Atari's Hacker...)
"It could be worse, you could get hit by a bus..."
My opinions are my OWN, _not_ necessarily Atari's. But "hey", who knows?

2255. Posting EDISK

Newsgroup: comp.sys.atari.st
Date: 1989-10-31 15:14:19 UTC
From: OHICEH89@IRLEARN.BITNET
Message-ID: <8911011608.AA16026@ucbvax.Berkeley.EDU>
Source record: 247621

V. Brandt asked where he should post his updated version of ETERNAL, EDISK
By all means post it to Stephen Grimm, most BITNET users,like myself
should be able to get it from here. However some people on BITNET/EARN
have said that they can't access comp.binaries.atari.st or the terminator
archive.
So you should also post it to the BITNET archives :-

LISTSERV@canada01.BITNET (nothing new has been added for ages so maybe it
has died - even though you can still request
files from it)

LISTSERV@FINHUTC.BITNET (This is a fairly recent server so there are only
a few files on it at the moment.)

EARN users (the European side of BITNET/NETNORTH) should also be able to
access the Bradford server (I think this is actually on Janet)

SERVER@marvin.brad.eleceng.ac.uk (this has much of the stuff from
panarthea and terminator.)

While I'm on the subject of mail servers does anybody know if ATARINET
has died or not. Last I heard Michael Vederman was running it but nothing
new seems to have been added since last year. Also is netlib@lakesys ever
going to return as a mail server ? The main reason I use so many servers
is to spread the load of requests over as many servers as possible.

Padraig.
Acknowledge-To: <OHICEH89@IRLEARN>

2256. Re: TT's VME-slots

Newsgroup: comp.sys.atari.st
Date: 1989-10-31 15:51:37 UTC
From: covertr@force.UUCP
Message-ID: <468ef7cd.14a1f@force.UUCP>
Source record: 247643

In article <1189@cc.helsinki.fi>, JALKIO@cc.helsinki.fi (Jouni Alkio) writes:
> In article <801@carroll1.UUCP>, dnewton@carroll1.UUCP (Dave 'C is cool, but what about LOGO?' Newton) writes:
> > In article <1160@cc.helsinki.fi> JALKIO@cc.helsinki.fi (Jouni Alkio) writes:
> >>In article <4675ca0d.14a1f@force.UUCP>, covertr@force.UUCP (Richard E. Covert) writes:
> >>> But, I will NEVER buy another computer from Atari. Especially
> >>> a closed system like the TT/P. One lousy short VME card slot
> >>> does not make an OPEN system. you need 5 or more. One slot
> >>> just guarantees that no one will design for it. Lack of resources.
> >>What do you need those 5 or more slots for. (And please don't answer:
> >>"internal modems, hard-disks, etc", because that's only a cosmetic issue.)
> >
> > Well, AD/DA cards, interrupt cards (for process control), parallel output
> > cards, co-processors (i.e. high-speed DSP's, _Transputers_, an 80386 machine
> > for doing DOS if you must), and probably some I can't think about.
>
> Well, I still don't think you'll need that many (over 5) slots. It would
> be nice if the TT/P had more than one slot, but that would certaily
> raise its price. You could wait for the TT/X (I think it'll have more
> VME-slots). I think it is nice that there are options to choose from. If
> you want a cheap 68030 machine you can buy the TT/P. And it is possible
> that there'll be some slot expansions, too. (You can build the Mega ST's
> VME-bus for the 1040ST's if you want now.) And some of the devices above
> could be connected otherwise than in the VME-slot. If you can afford
> using all those devices at once, you certainly can afford buying a more
> expensive host computer!
>
>
> Jouni Alkio

My main point is that having ONLY one slot guarantees that no vendor will design hardware for that slot. This is because a vendor is competing against others for a very limited resource. Say there were three vendors all wanting to sell a HW card for the ONE slot. But, since there is only one slot all three vendors are competing against each other for use of the one slot. And that is true even if the 3 vendors aren't producing the same function.

Also, having only one slot means that a vendor won't produce a simple board, but will need to produce an all in one board. For example, if you have many slots a vendor might produce a cheap RAM board, but with only one slot the vendor would have to produce a RAM, I/O, video board all in one. Thus a more expensive board and a smaller market for the vendor.

Having multiple slots means that small HW vendors can design special purpose quickly and cheaply. The IBM PC market is an excellent example of this. Having

only one slot means little or no HW support. The Mega ST is an excellent example of this.

So, while I personally may not need or what a AD/DA card for a TT, having many VME slots may mean that someone will produce a board that I do want. And the TT/P with its one partial-VME slot just doesn't allow for any growth.

What would I like to see in card slots?? Well, have about a cheap Ethernet controller, or a cheap tap controller, or a a cheap RAM board, or a cheap INTERNAL modem, or a cheap hi rez color graphics board, or a cheap serial IO card. Heck, there are many HW boards that could enhance the TT. And none will ever be developed if the TT comes out with only one slot.

And that is why I won't buy another closed system from Atari. I would rather wait for the 80486 machines with AT&T Sys V Release 4.0 with X Windows.

Richard Covert

2257. question SPECTRE GCR

Newsgroup: comp.sys.atari.st
Date: 1989-10-31 16:14:35 UTC
From: reus@kub.nl
Message-ID: <617@kubix.kub.nl>
Source record: 247630

Does anyone know anything about floppy compatibility between ATARI-1040ST with SPECTRE GCR and Macintosh II. I mean: can I port data from ST to Mac (vice versa) by means of a floppy? Do I need special hardware? Or is sending the only solution?

Please reply to:

DICK de REUS, E-mail: BITNET: reus@kub.nl UUCP: ..!mcvax!kubix!kubil2!reus
phone: ++31.13662779 fax: ++31.13663069
ITK, (ILTAI) Institute for Language Technology and Artificial Intelligence
Tilburg University, P.O.Box 90153, 5000LE Tilburg, the Netherlands

2258. Re: GNU C and SOZOBON C

Newsgroup: comp.sys.atari.st
Date: 1989-10-31 17:09:53 UTC
From: 7103_300@uwovax.uwo.ca
Message-ID: <4022.254d8b92@uwovax.uwo.ca>
Source record: 247623

In article <4830@sdcc6.ucsd.edu>, pa1329@sdcc13.ucsd.edu (pa1329) writes:
> 1. Can the GNU C complier use dlib and gemfast bindings for writing
> TOS and GEM programs?
>

The new GCC library (distributed with versions 1.34 and later) is partly based on dlibs, and partly on other PD routines. The intention was to provide the maximum degree of portability with UNIX and MS-DOS systems. I think it succeeds quite well; I've used the GCC to port dozens of applications (including NetHack 3.0) with remarkably little effort. There is a GEM library available for the GCC, which seems fairly complete; I can't recall if it was based on gemfast or not. There's also a port of Berkeley's curses package (you can't get much more portable than that :-). All this stuff is available by anonymous FTP from dsrgsun.ces.cwru.edu (129.22.16.2) and probably from other archive sites as well. (Of course, source code is available for everything.)

DISCLAIMER: I'm biased; I helped put together the library, and wrote some of the routines. What I didn't like, I fixed...

Eric Smith
ersmith@uwovax.uwo.ca

2259. Re: UNIX -- ATW Speed

Newsgroup: comp.sys.atari.st
Date: 1989-10-31 17:33:29 UTC
From: daveh@cbmvax.UUCP
Message-ID: <8367@cbmvax.UUCP>
Source record: 247637

in article <5188@cbnewsh.ATT.COM>, wolf@cbnewsh.ATT.COM (thomas.wolf) says:

>>>> 4 megabytes of RAM, upgradable to 120 meg
>>>> With all 4 boards, that is 13 transputers, the machine
>>>> runs at 10 MIP (= 1/5 Cray)
>>>I guess this should be at least 100 Mips, because ONE T800 can run at 10
>>>Mips.

> These claims are very misleading in that they imply that a system with 13
> transputers will actually run a program 1/5th as fast as a Cray (I'm assuming
> the above MIPS figures are correct.) _Each_ T800 has a processing power
> of 10 MIPS (the upper limit at which instructions can be processed.)

First, there are quite a few misconceptions here. First of all, while a Transputer can crank through 10 million Transputer instructions per second _in_some_cases_, you have to realize that a Transputer instruction doesn't do all that much work. And that Transputer's don't access external memory very efficiently. So unless you're running only with internal Transputer memory, you only get about 2-3 VAX 11/780 (eg, standard) MIPS out of each Transputer. They do far better on floating point, which is really your main concern anyway if you're comparing to a Cray. While Crays are certainly fast, they're hardly 100 MIPS machines. Though a single Cray integer instruction does lots of work (64 bit machine, after all), the real point of a Cray, like most supercomputers, is that it's a vector machine. Which, for problems that can be vectorized, is A Really Big Win.

> So if you have a calculation-intensive application, say one that does ray-tracing,
> you can expect that peek to be reached. If you ran this same program on
> a 13-transputer based ATW, I doubt whether you will see significant increases
> in performance, since that application will be run on a single T800 (unless
> it was specifically written with parallelism in mind - using OCCAM(I guess that
> is the T800 assembly language?) - I don't think there are compilers smart
> enough to take conventional C programs and parallelize them.)

A problem like ray tracing is very easy to run in parallel, and in fact it's one of the best applications to run on a multiprocessor machine. Yes, you have to program the parallelism in this case, but it's pretty simple.

> I am not familiar as to how applications have to be written to run on a CRAY,
> but my guess is that you can use conventional C programming.

Again, the Cray is mainly useful for two types of problems. The first is a problem that lends itself well to vectorizing, and ray tracing works well here too. The vectors are floating point, of course, and images require floating point at any reasonable resolution, so ray tracing is a good match for vector machines. However, as you say, there are vectorizing compilers, at least for FORTRAN, which do a good job at fitting a problem to a vector machine. So far, at least, there's nothing

that's very good at automatically moving a problem into terms a parallel machine can handle. The other kind of problem you hand to a Cray or other supercomputer is a problem that requires several gigabytes of real memory. That's nothing you're likely to be solving on a PC or Workstation for a few years yet.

> +---------------+----------------------------+ I don't remember,
> | Tom Wolf | Phone: (201) 949-2079 | I don't recall,
> | Bell Labs, NJ | E-mail: twolf@homxb.att.com | I have no memory,
> +---------------+----------------------------+ Of anything at all. P. Gabriel

--
Dave Haynie Commodore-Amiga (Systems Engineering) "The Crew That Never Rests"
{uunet|pyramid|rutgers}!cbmvax!daveh PLINK: hazy BIX: hazy
Too much of everything is just enough

2260. Re: redirect printout to disk

Newsgroup: comp.sys.atari.st
Date: 1989-10-31 17:36:11 UTC
From: rona@hpdml93.HP.COM
Message-ID: <480030@hpdml93.HP.COM>
Source record: 247642

ron@argus.UUCP (Ron DeBlock) writes:
>I need a TSR or Desk Accessory which redirects output intended for the
>printer to a disk file. Some programs (like WordPerfect) have this
>capability built in, but I need 'print-to-disk' for Easy Draw.

I once tried a program called "barrel" which would capture printouts
and save them in RAM, print them in background OR save them in a file
(I believe).

Does anyone know if this program is available on GENIE? If you can't
find it, maybe I can dig through my PD disks and send it to you.

Good Luck!
Ron Abramson

rona@hpdml92.HP.COM
208-323-4293

2261. DOES CALAMUS SUPPORT COLOR MONITORS AND HP LASERJET II P:

Newsgroup: comp.sys.atari.st
Date: 1989-10-31 19:07:18 UTC
From: ia4@CUNIXD.CC.COLUMBIA.EDU
Message-ID: <8910311907.AA21489@cunixd.cc.columbia.edu>
Source record: 247636

```
DOES CALAMUS SUPPORT COLOR MONITORS AND HP LASERJET IIP ?
- - - - - - - - - -

Well, does it? :-)
How much is it for?

Imran
```

2262. How to get GDOS

Newsgroup: comp.sys.atari.st
Date: 1989-10-31 19:44:17 UTC
From: MBERNAR@ERENJ.BITNET
Message-ID: <8911011612.AA16273@ucbvax.Berkeley.EDU>
Source record: 247624

Is there a legal way of obtaining GDOS and associated printer drivers (specifically: Epson compatible) without buying a commercial software that I don't need? I got AMCGDOS from this discussion group, but have been unsuccesful in installing it to run with OPUS 2.2. I have the Mac fonts from Panarthea but no printer drivers or META.SYS.

Thanks,
Marcelino Bernardo
mbernar@erenj.bitnet

2263. Computer Shopper/Protfolio

Newsgroup: comp.sys.atari.st
Date: 1989-10-31 20:01:59 UTC
From: Mark.Johnson@p0.f30.n147.z1.FIDONET.ORG
Message-ID: <117.254F83E6@metnet.FIDONET.ORG>
Source record: 247625

If you think that article was bad, you should read the review about it in the US trade paper InfoWorld! I actually wrote a letter to them and also one about their ommission of the Atari when talking about the Mac protable (when they mentioned no Mac "clones" are available - what about the ST and Spectre GCR?)

1

--
Mark Johnson - via FidoNet node 1:147/10
UUCP: ...!att!occrsh!uokmax!metnet!30.0!Mark.Johnson
INTERNET: Mark.Johnson@p0.f30.n147.z1.FIDONET.ORG

2264. Re: questions, questions, questions

Newsgroup: comp.sys.atari.st
Date: 1989-10-31 20:05:58 UTC
From: covertr@force.UUCP
Message-ID: <468fdb2f.14a1f@force.UUCP>
Source record: 247644

In article <30200009@inmet>, hedger@inmet.inmet.com writes:
>
>
> I have some questions (again....yeah I know it's getting old)
> about various things. Your help would be greatly appreciated.
> 1) I need to get a telecommunications software package for my
> mega2. I want something that will do terminal emulation,
> file transfer, maybe automatic dialing etc. I keep hearing
> about a program called Flash. Is this program any good
> or would you recommend something else ?

There are 2 main comerical Modem programs. FLASH is sold by ANTIC
Software and Interlink by Intersect. I use FLASH exclusively because
I like the builtin script and its editor. Also, FLASH is GEM based
so I don't have to give up my favorite DAs (get MultiDesk real fast!!)
FLASH allows you to build script files (called DO files) which
are run when you get connected to a remote modem. Verry handy to
enter your GEnie account name and number!!

As I said, I don't use Interlink but I have friends who swear by
it. Maybe someone else can explain Interlink.

UNITERM is a pd modem program by Simon Poole and is loved by many
here on USENET. Look for it.

> thanks,
> keith
You are Quite Welcome!!
>
> (see I told you I was confused....! :-))
I still am!!

Richard Covert

2265. Re: Which filehandle for stderr?

Newsgroup: comp.sys.atari.st
Date: 1989-10-31 20:36:12 UTC
From: steve@thelake.UUCP
Message-ID: <0931891436129971@thelake.UUCP>
Source record: 247640

In article <1748@atari.UUCP>,
apratt@atari.UUCP (Allan Pratt) writes ...

>piet@cs.ruu.nl (Piet van Oostrum) writes:
>
>>Which filehandle should be used for stderr? I have seen compilers that use
>>2 and others that use -1.
>
>>If you use 2: you can redirect stderr, but it is not official TOS usage (2
>>is supposed to be stdaux). So you need a sheel that sets up 2 to default to
>>the console. On the other hand it is Unix compatible.
>
>>If you use -1: it is TOS standard, compatible with the desktop, but you
>>can't redirect it to a file.
>
>Boy, if only all the questions on the net were this well thought out
>and concise. Way to go, Piet!
>
>My personal opinion, not to be construed as an Atari policy statement,
>is that handle 2 is a fine choice. I realize it requires a shell which
>supports it, but I think it's worth the effort. You can even tell if
>you've been run from the Desktop, and if you are, you Fforce handle 2
>to -1 or something.
>
>(You can tell if you're launched from the Desktop by checking for a CR
>character just PAST the end of your command line. It's not very nice,
>but it works. Here's the code you'd have to use in your startup,
>before anybody munges the command line.)
>

<code omitted>

Wait a sec ... I'm not sure I understand this handle-forcing redirection
(I have to count it on my fingers, you know) ....

But let's assume that the implementor of a C function library uses Handle
2 for stderr, and I launch a program compiled with that library by simply
using Pexec().

Since there's no CR past the end of the command line, the child program
assumes a shell has managed any necessary redirection.

Then the child writes to stderr handle 2, which merrily chatters out the
AUX port, causing my semi-intelligent/mostly idiot modem to have a nervous
breakdown and start calling all sorts of strange numbers at 3 o'clock in
the morning, raising holy Ned all over town and sending sheriff's deputies

with big guns and handcuffs to my door.*

---
* Something like this really happened to a local BBS sysop who
is notoriously poor at typing ... he had mistyped a phone
number in his networking list.

Did I miss a turn back there somewhere? If not, I'd really rather lose the
option of redirecting stderr than have Weird Things Happen in the Night
when thelake is running unattended.

-- Steve Yelvington, up at the lake in Minnesota
... pwcs.StPaul.GOV!stag!thelake!steve (UUCP)

2266. Re: Piggiback ROMs (2 TOS versions

Newsgroup: comp.sys.atari.st
Date: 1989-10-31 20:52:47 UTC
From: davidli@umn-cs.CS.UMN.EDU
Message-ID: <16704@umn-cs.CS.UMN.EDU>
Source record: 247639

In article <23524@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>I was referring to the feeling of "get in there with a soldering iron and
>fix it yourself" that is endemic in the Atari world.

It's not endemic throughout the WHOLE "Atari world". In the 3 years I've owned the machine, I have yet to rip open the cover and so much as look inside! The uses to which I put the machine are not dependent on hardware modifications. I would expect that the great majority of people who own Atari ST computers fit into the same category.

At the same time, I remember only too well how much of the "get in there with a soldering iron and fix it yourself" attitude was generated by the more technical Macintosh owner, up until the release of the Mac II, when card slots appeared (back in 1987, remember? If memory serves, the Mega arrived shortly around that time period with, lo and behold, a card slot ala the Mac SE)

> Hack in a memory upgrade because Atari doesn't offer one.

I don't know of any manufacturer who offered a memory upgrade on a closed-architecture machine. Apple's own response when asked "How do I upgrade my 128K machine?" was -- buy a 512K machine, or pay the $1000 upgrade cost for the extra memory. Their response when asked "How do I upgrade my 512K machine?" was -- buy a Mac Plus, or pay the $xxxx upgrae cost for a 512K Enhanced machine. Their response to the 512K Enhanced owner was -- Buy a new Macintosh. Some memory upgrade! Ditto with IBM, or have you noticed them upgrading PC's past 640K of memory on anything less than an 80286 machine?

>Rip out your CPU to kludge in a faster processor, since Atari hasn't offered
>anything in 5 years.

Correction ... 4 years. And only if you don't consider the new to-be-released machines. Seems to me that the Mac Plus (3 1/2 year old technology at the time) and the Mac SE (4 year old technology) didn't offer a faster processor either. I'd certainly like to know what people are using for comparison!

> Tear out your Shifter chip to add colors to bring your system up to the level
>that other manufacturers now sell.

Actually, this is no more of a hack than third-party attempts to give machines like the Macintosh color, except _there_ you have to pay $1000s in order to get color on a black and white machine at all...

>How many DEC VAX customers are going to go out and "burn a XXXXX EPROM
>instead of two XXXXX Eproms and switch between the $0000 and $FFFF
>address areas"..? When was the last time your VAX had to have chips
>piggybacked or held in place by double-sided "sticky tape"..?

Of COURSE DEC provides more support -- and they CHARGE for that support!

For example, to maintain a VAX 11/750 with a 450 megabyte
disk, 8 megabytes of memory and a tape drive would cost well over $15,000
per year. At that price, I don't expect to have to LOOK at the hardware
when something goes wrong, let alone work on some makeshift repair.

>Atari makes a lot of noise about becoming a real presence in the business
>world, but falls far short of the kind of performance that business is
>going to require.

The people who provide the "performance" are not the manufacturers, but the
dealers and software vendors. Hardware is a platform for useful work --
while it is nice if the hardware manufacturer encourages such support, if
they are TRULY to manufacture hardware, they can't get into the software
business, or the repair business. Even Apple Computers recognizes this fact,
which is why the spun of Claris to separate their hardware and software
divisions.

I've gone on so much because I'm getting pretty tired with people _telling_
Atari what they need to do ... especially when that _telling_ is nothing more
than thinly disguised kvetching. You don't like the hardware/software, you
can "vote with your money". Just don't repeat that you're GOING to do so if
they don't "get their act together". Do it, and then leave this forum to
those who want to put what they've GOT to better use.

For those who extol the -386 machines -- BUY one and then wander over to the
IBM PC forums. You can kvetch there at IBM/Compaq/Microsoft and leave the
rest of us in comparative peace.

-- David Paschall-Zimbel

2267. (none)

Newsgroup: comp.sys.atari.st
Date: 1989-10-31 21:05:00 UTC
From: corsaro@ACOUSTICS.NRL.NAVY.MIL
Message-ID: <8911011612.AA16299@ucbvax.Berkeley.EDU>
Source record: 247626
Body handling: HTML body converted to readable text

Re: ICD FA-ST Tape Backup (R. Covert)

2268. v03INF1: Introduction to comp.sources.atari.st

Newsgroup: comp.sys.atari.st
Date: 1989-10-31 21:08:10 UTC
From: koreth@panarthea.ebay.sun.com
Message-ID: <34651@grapevine.uucp>
Source record: 247641
Cross-posted to: comp.sources.atari.st,comp.sys.atari.st

```
Submitted-by: koreth@panarthea.ebay.sun.com (Steven Grimm)
Posting-number: Volume 3, Info 1
Archive-name: intro

This is the first of two introductory articles about comp.sources.atari.st.
This one describes how to submit source to the newsgroup, where the
archive sites are, and how to contact them. The companion article lists
all previously-published sources.

I am always looking for suggestions on how to improve the usefulness
of the newsgroup, and can be contacted as listed below.

-- Steven Grimm
koreth@panarthea.ebay.sun.com

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Subject: Submitting source for publication

Items intended for posting or queries and problem notes should be sent to
atari-sources@panarthea.ebay.sun.com. If you are on a UUCP-only site, you
can send them to sun!ebay!panarthea!atari-sources. In Europe, send your
submissions to Jan-Hinrich Fessel, the European submoderator of the group,
at unido!atari-sources (or, if you're a masochist, atari-sources@unido.
informatik.uni-dortmund.de.)

If you want verification of arrival, so say in a cover note, or at the
beginning of your submission, if it is small. I try to verify that a
program works, and if I can't get it to work, I may hold up posting it
for a couple of days. Please note that, except in rare cases, source
without documentation will not be published. The backlog from receipt
to posting varies from one to four weeks depending mostly on the set
of submissions currently in my queue.

I prefer that you submit sources and binaries separately, as it's a
pain to separate them, and such submissions are invariably placed on
the back burner. Sources should be submitted in "shar" format, plaintext
and split up into reasonable (less than 50K) chunks, unless you don't
have access to a shar program, in which case "arc" is all right.

Please inform me of any special system requirements, and what development
environment was used, so that I can properly test your submission and
label it when I post it.

--------------------

Subject: The structure of comp.sources.atari.st articles
```

Each posting in comp.sources.atari.st is called an "issue"; there are roughly 100 issues to a volume. The division is arbitrary and may vary. There are two types of articles in comp.sources.atari.st: sources and "information postings." They can be distinguished by the subject line:

Subject: v03INF3: Index for Volume 1 and other info

This first word in the title identifies this as the third info posting of volume one. Similarly, the subject line shown below:

Subject: v03i081: tossrc -- Source code to TOS

identifies this as the 81st source article in Volume 3. Large sources are broken up into smaller pieces, and have subject lines that look like this:

Subject: v03i082: VMS clone in ST-LOGO, Part03/08

Certain information about the system configuration required to use the program is given on the keywords line.

Keywords: MWC, Megamax, 1meg, high

This means that the program compiles with Mark Williams or Megamax C, requires at least one meg of RAM and only runs in high resolution. Following is a list of keywords; new ones may be added as needed. They are mostly self-explanatory.

Alcyon - Alcyon C (included with Atari developer's kit)
MWC - Mark Williams C
Megamax - Megamax C
Laser - Laser C
Lattice - Lattice C
C - Any C compiler
OSI - OSI Personal Pascal
BASIC - ST BASIC (this is not a joke!)
uuencode - program is uuencoded (uudecode required to unpack)
arc - program is archived (arc required to unpack)
high - high resolution
medium - medium resolution
low - low resolution
1meg - needs 1 meg of RAM

The first few lines of an article are auxiliary headers that look like this:

Submitted-by: david@bdt.UUCP (David Beckmeyer)
Posting-number: Volume 3, Issue 80
Archive-name: micro-rtx

The "Submitted by" is the author of the program. If you have comments about the sources published in comp.sources.atari.st this is the person to contact. When possible, this address is in domain form, otherwise it is a UUCP bang path relative to some major (backbone) site.

The second line repeats the volume/issue information for the aide of notes sites and automatic archiving programs.

The Archive-name is the "official" name of this source in the archive. Large postings will have names that look like this:

Archive-name: desktop/part01

Please try to use this name when requesting that sources be mailed to you. Also, note that the "part number" given in the title, and the archive name given in the auxiliary header need not be identical.

Since most archive sites run UNIX, articles are given UNIX-style filenames rather than ST-style filenames. I do try to limit filenames to eight characters whenever possible, though.

Subject: Reporting and tracking bugs and patches to postings

Most of the time, bugs and updates will be posted to comp.sys.atari.st. Sometimes, "official" updates from the author will be posted submitted to comp.sources.atari.st so that they are archived with the sources.

Since there is no easy way to apply source code patches on the ST, changes to a program often result in a whole new version being posted.

To report bugs, contact the person listed in the Submitted-to header. Often there is a contact address in a README file, too. I do not maintain the sources I moderate, so don't send your bug reports to me.

Subject: Listing of archive sites in no particular order

1. Site panarthea is running an archive server, which automatically answers mail requests. Send mail to archive-server@panarthea.ebay.sun.com with the word "help" in the message body for more information. Both the sources and binaries groups are archived on panarthea.
2. Unido is the European archive site. It's running an archive server similar to panarthea's; send "help" to unido!archive-server for more information. Unido archives both the sources and binaries groups.

If you know of additional sites which reliably archive comp.sources.atari.st (or comp.binaries.atari.st, for that matter), please tell me so I can add them to the list.

2269. v03INF2: Index of volumes 1 and 2

Newsgroup: comp.sys.atari.st
Date: 1989-10-31 21:10:19 UTC
From: koreth@panarthea.ebay.sun.com
Message-ID: <34652@grapevine.uucp>
Source record: 247627
Cross-posted to: comp.sources.atari.st,comp.sys.atari.st

Submitted-by: koreth@panarthea.ebay.sun.com (Steven Grimm)
Posting-number: Volume 3, Info 2
Archive-name: Index

(See the companion article for information about retrieving these files
from an archive site.)

-- Volume 1 --

volume1/intro Introduction to comp.sources.atari.st
volume1/basic-uud Uudecode in BASIC
volume1/bootcopy Automatic file copier for RAMdisk
volume1/joyread Joystick-reading routines
volume1/cc/part01 C compiler driver (Alcyon)
volume1/cc/part02
volume1/cc/part03
volume1/cc/part04
volume1/mkmfor Something for Absoft Fortran
volume1/make/part01 Program maintainer
volume1/make/part02
volume1/make/part03
volume1/make/part04
volume1/make/part05
volume1/make/part06
volume1/make/part07
volume1/blank Fast disk eraser
volume1/mmdummy Megamax dummy routines
volume1/fdum Megamax floating-point dummy routines
volume1/idle Screen saver
volume1/autotime Time setter for auto folder
volume1/time Time setter
volume1/autodisk Copy files to RAMdisk
volume1/dvist32/part01 DVI previewer
volume1/dvist32/part02
volume1/dvist32/part03
volume1/dvist32/part04
volume1/dvist32/part05
volume1/dvist32/part06
volume1/dvist32/part07
volume1/dvist32/part08
volume1/dvist32/part09
volume1/cache Disk cache
volume1/vdit VDI interface with GDOS font support
volume1/flip/part01 Double-sided disk copier

volume1/flip/part02
volume1/rzsz/part01 UNIX end for zmdm, below
volume1/rzsz/part02
volume1/rzsz/part03
volume1/rzsz/part04
volume1/rzsz/part05
volume1/zmdm/part01 Zmodem file transfer program
volume1/zmdm/part02
volume1/zmdm/part03
volume1/zmdm/part04
volume1/zmdm/part05
volume1/zmdm/part06
volume1/zmdm/part07
volume1/zmdm/part08
volume1/ops5/part01 OPS5 production system in LISP
volume1/ops5/part02
volume1/ops5/part03
volume1/assist2/part01 Multifunction desk accessory
volume1/assist2/part02
volume1/errorchk Verbose display of error codes
volume1/joinprnt Echo console output to printer
volume1/color Color-selection dialog box
volume1/rsctoc Convert resource to C source
volume1/fastdump Text-only screen dump
volume1/readme12 Online help system
volume1/newstart Fancy printing
volume1/varlint
volume1/flip27/part01 Double-sided disk copier
volume1/flip27/part02
volume1/poplib Shared libraries, with examples
volume1/uupc/part01 UUCP clone (pre-pre-release)
volume1/uupc/part02
volume1/uupc/part03
volume1/uupc/part04
volume1/gnufp GNU floating point routines
volume1/scroll Fast screen scroller
volume1/break Stop programs with a keypress
volume1/newbreak New version of above
volume1/timecode Determine 68000 code speed
volume1/achlib/part01 Memory management and other routines for MadMac
volume1/achlib/part02
volume1/sttar Unix-style "tar" utility
volume1/d110edit D110 patch editor (MIDI)
volume1/raymovi2/part01 Raytrace movie generator
volume1/raymovi2/part02
volume1/gstlink Faster linker for GST object files
volume1/mx2v230/part01 Multitasking kernel with utilities
volume1/mx2v230/part02
volume1/mx2v230/part03
volume1/mx2v230/part04

volume1/mx2v230/part05
volume1/mx2v230/part06
volume1/mx2v230/part07
volume1/mx2v230/part08
volume1/limiter Limit uppermost hard disk device letter
volume1/d110edit Patch editor for D110 synthesizer
volume1/mt32edit Patch editor for MT32 synthesizer
volume1/starchrt/part01 Diffs to Unix starchart program for ST
volume1/starchrt/part02
volume1/passm/part01 Logic circuit assembler
volume1/passm/part02
volume1/leolife Game of Life

-- Volume 2 --

volume2/sc_src/part01 Source to Sozobon C compiler
volume2/sc_src/part02
volume2/sc_src/part03
volume2/sc_src/part04
volume2/sc_src/part05
volume2/sc_src/part06
volume2/sc_src/part07
volume2/sc_src/part08
volume2/sc_src/part09
volume2/dlibs12/part01 Source for DLibs C libraries
volume2/dlibs12/part02
volume2/dlibs12/part03
volume2/shar Pack and unpack shell archives
volume2/keyfix Fix Gulam for non-American keyboards
volume2/sed/part01 GNU sed (stream editor)
volume2/sed/part02
volume2/sort/part01 UNIX-style sort utility
volume2/sort/part02
volume2/uw/part01 Unix Windows windowing terminal software
volume2/uw/part02
volume2/uw/part03
volume2/uw/part04
volume2/uw/part05
volume2/uuduue Dumas uuencode/decode programs
volume2/mwstring dpANS string.h for MWC
volume2/mailtruk GFA BASIC uucp software
volume2/format83 Make Intel ASCII Hex files
volume2/mailtruk.11 Version 1.1 of GFA-BASIC uucp software
volume2/1stjet 1st-Word configuration file for DeskJet
volume2/1stjethv 1st-Word config file to use helvetica font on DeskJet
volume2/cpboot Copy executable boot sectors between floppy formats
volume2/du List disk usage in directory trees
volume2/fplib10 Floating point routines for Sozobon C
volume2/prtset Set printer parameters
volume2/hexify Hexidecimal encode/decode for mailing binaries
volume2/nutshell Use a shell from within a GEM prog

volume2/texchang Change files for BibTeX, Tangle, and Weave
volume2/deskset Re-read DESKTOP.INF and set up system accordingly
volume2/which Find programs using PATH env. variable
volume2/atime89 Set GEMDOS time from keyboard clock
volume2/fplib20/part01 New floating-point library for Sozobon C
volume2/fplib20/part02
volume2/decky Connect DEC keyboard to ST
volume2/djreset Reset DeskJet Plus
volume2/mededit Hardwire an editor into German Modula-2
volume2/overscan Software driver for increased screen size
volume2/gnutar/part01 GNU's version of UNIX "tar"
volume2/gnutar/part02
volume2/gnutar/part03
volume2/gnutar/part04
volume2/gnutar/part05
volume2/gnutar/part06
volume2/gnutar/part07
volume2/gnutar/part08
volume2/coloremu Color emulator for mono screens
volume2/gccgem/part01 GEM libraries for GCC
volume2/gccgem/part02
volume2/gccgem/part03
volume2/gccgem/part04
volume2/gccgem/part05
volume2/gccgem/part06
volume2/postmort Analyze post-bomb information
volume2/crunch Executable file compressor
volume2/environ Set environment variables from AUTO folder
volume2/viruskil Virus killer
volume2/norad Earth satellite tracking program
volume2/diff File difference utility
volume2/emacs.diff/part01 Diffs to GNU-EMACS 18.52 for Atari
volume2/emacs.diff/part02
volume2/protect Virus killer/protector
volume2/ff31 File finder version 3.1
volume2/gcclib2/part01 Patches to GCC library
volume2/gcclib2/part02
volume2/gcclib2/part03
volume2/gcclib2/part04
volume2/gcclib2/part05
volume2/gcclib2/part06
volume2/gcclib2/part07
volume2/gcclib2-patch1 Patch for GCC library
volume2/mandel Fast Mandelbrot set generator
volume2/gfadiff File difference generator
volume2/nolock Disable Caps-Lock key
volume2/builds09 Build Motorola S-records from .ttp files
volume2/colorca Cellular automata in color
volume2/eternal3 Reset-proof ramdisk
volume2/degadesk Load DEGAS .P?3 files onto desktop

volume2/truchet Display random Truchet tilings on mono screens
volume2/yaff Yet Another File Finder
volume2/strings Find text strings in files
volume2/curses/part01 Screen updating package
volume2/curses/part02
volume2/sozobon1.2/part01 Update to Sozobon C compiler
volume2/sozobon1.2/part02
volume2/sozobon1.2/part03
volume2/sozobon1.2/part04
volume2/sozobon1.2/part05
volume2/sozobon1.2/part06
volume2/sozobon1.2/part07
volume2/sozobon1.2/part08
volume2/sozobon1.2/part09

2270. Re: Where is that environment-setting accessory?

Newsgroup: comp.sys.atari.st
Date: 1989-10-31 21:24:34 UTC
From: ignac@electro.UUCP
Message-ID: <1142@electro.UUCP>
Source record: 247555

In article <8910280710.AA12896@ucbvax.Berkeley.EDU> VBRANDT@DBNUAMA1.BITNET writes:
> Whatever happened to the 'Set environment & find TOS version etc' accessory
>that someone@Atari (either apratt or kbad, can't remember) promised? Does
>it exist? Is it in the queue? Or do I have to write it myself??

well, if you can wait just a couple of more weeks for the Quick Utilities
1.6 shareware release, you will have this exact feature built into Quick ST 1.6
and have the ability to edit the environment (in Laser C style) using
Quick Inf 1.6. Quick ST 1.6 will automatically load an environment file
at boot up time, which becomes the default GEM environment. Quick Inf 1.6 will
allow you to edit, load or save that environment at will.

like you say, utils such as these have to be written by the users of the
atari st. atari itself doesn't seem to care.

btw, it kbad back from his extended holiday yet???? or has he been nuked??
(if so, that's one hell of a bad move atari!!!!!)

--
=====Ignac A. Kolenko (The Ig) watmath!watcgl!electro!ignac=====
co-author of QuickST, and the entire line of Quick Shareware!!!!
"I don't care if I don't win, 'cause I don't care if I fail"
from 'Youth Of Today' by SUBURBAN DISTORTION

2271. Ramblings of a madman (Sozobon C topics)

Newsgroup: comp.sys.atari.st
Date: 1989-10-31 21:44:15 UTC
From: S61304@PRIME-A.POLY-SOUTH-WEST.AC.UK
Message-ID: <8911011638.AA18226@ucbvax.Berkeley.EDU>
Source record: 247628

(From "The Masked Rat Fink" "Computing and Informatics Yr4")

Having just read a message in Vol. 89 Issue 565 questioning whether there is a shell available for Sozobon C, I would also like to second this question!

I am starting my final year project using Sozobon C and would find a shell _VERY_ useful, espesially if it can handle environment variables.

I would also like to take this opportunity to make clear my appreciation of what can only be described as a wonderful package! I was looking to spend money on a C compiler for my project and had even considered the radical thought purchasing MWC, but having seen sozobon I immediately stopped looking any further. There ... that's probably enough praise even for Sozobon!

I'd just like to say that I am not related to/sleeping with any of the Sozobon team, I just think their product knocks seven bells of anything you care to mention out of all other compilers!

Thank you for reading this drivel, I'll get of my soapbox now!

Simon
(aka The Masked Rat Fink)

==================++==
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==================++==

2272. Re: TOS 1.6 & TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1989-10-31 21:45:29 UTC
From: JALKIO@cc.helsinki.fi
Message-ID: <1229@cc.helsinki.fi>
Source record: 247556

In article <4280003@hpgnd.HP.COM>, alex@hpgnd.HP.COM (Alexis MERMET-GRANDFILLES) writes:
>
> My question is quite simple ,...
> Does TOS 1.6 gives the same new functions that TOS 1.4 ?
> Are they compatible ?
>
> In fact , Is TOS 1.6 an enhancement of TOS 1.4 ? or are they
> two different branches of TOS 1.2 enhancement ? ...

As far as I know TOS 1.6 is enchanced TOS 1.4 and it includes all that
TOS 1.4 does plus routines for controlling the STE's special features.

Jouni Alkio

2273. Re: STe Incompatibilities (Was: TOS 1.4 Incompatibility List)

Newsgroup: comp.sys.atari.st
Date: 1989-10-31 22:41:01 UTC
From: apratt@atari.UUCP
Message-ID: <1759@atari.UUCP>
Source record: 247561

colas@trinidad.inria.fr (Colas Nahaboo) writes:
>I have brought a lot of confusion with my message...

Boy, you can say that again.

You blamed TOS 1.4 for something which may or may not work on STe. STe doesn't run TOS 1.4, it runs TOS 1.6, but there are other differences which can make a program break. There aren't many, and they're minor, but they still exist.

One BIG one is the new base address of the ROMs. You'd be surprised how many programs assume the ROM starts at a certain address, and go straight to that address to get some information (like the ROM version number). You can learn the OS header address by looking at the system variable _sysbase; the OS header contains, among other things, the base address of the OS. It's not always in ROM (witness RAM TOS 1.4) and it certainly isn't always in the same place.

If you go to $FC0000 for the ROM header, you will lose on STe. You will get a bus error and die horribly.

Let me take this opportunity to say that the correct date for TOS 1.4 ROMs, as seen at offset $18 in the OS Header (OK, OK, at $FC0018) is 04 06 19 89; that's 4/6/1989.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

2274. Re: TOS 1.6 && TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1989-10-31 22:41:47 UTC
From: apratt@atari.UUCP
Message-ID: <1760@atari.UUCP>
Source record: 247562

alex@hpgnd.HP.COM (Alexis MERMET-GRANDFILLES) writes:
> In fact , Is TOS 1.6 an enhancement of TOS 1.4 ?

Bing! Yes! You win the prize! This is exactly the case. Congratulations.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

2275. (none)

Newsgroup: comp.sys.atari.st
Date: 1989-10-31 23:05:41 UTC
From: rudi@guvaxin.UUCP
Message-ID: <8910312305.AA01290@rug12.ruginf.uucp>
Source record: 247634

```
INDEX PROG-A16
INDEX INFO-A16
```

2276. (none)

Newsgroup: comp.sys.atari.st
Date: 1989-10-31 23:06:53 UTC
From: rudi@guvaxin.UUCP
Message-ID: <8910312306.AA01296@rug12.ruginf.uucp>
Source record: 247635

```
INDEX INFO-A16
INDEX PROG-A16
```

2277. CMI update... I got screwed royally...

Newsgroup: comp.sys.atari.st
Date: 1989-11-01 00:28:18 UTC
From: uace0@uhnix2.uh.edu
Message-ID: <883@uhnix2.uh.edu>
Source record: 247645

Well, in case you never saw my original posts concerning the CMI accelerator board, to summarize, I couldn't get it to work worth anything, plus my ST got fried in the process.

So... They offered to fix any ST damaged from installation for $50...
I sent my ST to them (second mistake - first was buying the damn board) over 2 months ago.

They called me up and said they couldn't fix it, and were going to send it back to me. That was close to 2 weeks ago, and still no ST or a refund check of $300.

Well... I called their number today and guess what - 'The number you have dialed is no longer in service...'

So now, CMI has my $300 and my ST!!!! I am fuming mad, and would suggest that if anyone else out there is even considering doing business with this company to completely put it out of your mind!!!

I have since contacted my local postal inspector and discussed the matter with him, and since the US Mail was involved, they are extremely interested in following up with mail fraud action...

I was hoping to just get my money back, and my ST (albeit it would be broken), but now it looks as though my hopes are completely dashed. BNut, I am sure that involving a federal agency will at least put the screws to these people big time...

Total cost to me now, has been - $300 (accl bd) - $500 (1st ST) - $300 (2nd ST)
Total cost = $1100 !!!!!! Look slike I got screwed, and I didn't even get kissed first!!!

This really hurts, since I don't have much money to begin with, now I have even less... Try to deal with a company and give them the benefit of a doubt...

If anyone is close to Tualitin, OR, please let me know. I'd like to hire someone for a small fee to do some dirty work...

- mike

The opinions expressed are my own, and do not in anyway reflect those of Double Click Software or any other living person...

--

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2278. Re: 386's, TT's, a machine I want

Newsgroup: comp.sys.atari.st
Date: 1989-11-01 00:58:15 UTC
From: rwa@cs.AthabascaU.CA
Message-ID: <1200@atha.AthabascaU.CA>
Source record: 247648

winston@fjcnet.GOV (Winston M. Llamas) writes:

>In article <09268910564292 43@thelake.UUCP>, steve@thelake.UUCP (Steve Yelvington) writes:
[....]
>I would hope that Atari can release their version of Unix for the TT within
>a reasonable time period of the computer's release (unlike Commodore, which
>has promised Unix on the Amiga for years now). The availability of Unix
>applications would be a boon, but I doubt whether the average Atari user out
>there is going to bother with Unix unless it is made considerably easier to
>use.

Point a: average atari user's won't buy Unix (sVr3.2, I believe it's
to be), which is fine. They need it like a fish needs a bicycle. Unix
will be the preserve of the business work-group users and more
sophisticated home hacker types.

Point b: I'm not planning on buying into all that missed'em 5 grief
;-), the machine's got a 68030 in it so the MACH port ought to be
pretty straightforward. I sincerely hope so, anyway. I'll run minix
until it gets done - at least I'll have source. Physician, heal thyself!

Ross

2279. Re: TT's VME-slots

Newsgroup: comp.sys.atari.st
Date: 1989-11-01 02:44:01 UTC
From: gl8f@astsun8.astro.Virginia.EDU
Message-ID: <2195@hudson.acc.virginia.edu>
Source record: 247646

In article <468ef7cd.14a1f@force.UUCP> covertr@force.UUCP (Richard E. Covert) writes:

> My main point is that having ONLY one slot guarantees that no vendor will
> design hardware for that slot.

See, for example, the Mac SE, for which you can buy all sorts of interesting
cards. Vendors build cards for machines which lack features and which
have profit potential.

The TT comes with most of what you'd ordinarily put into slots. Serial I/O.
High-performance video. A place to plug RAM SIMMs.

The marketing trade-off is this: the average user don't need 5 cards. If
he does, he buys the more expensive machine TT. The PC wasn't that way -- it
lacked so many features that you needed a bunch of cards.

Your mileage may vary.

Now if you can produce a bunch of users who have more than one card in their
Mac II (excluding a "normal" video card), let us know.

Greg Lindahl
gl8f@virginia.edu I'm not the NRA.

2280. (none)

Newsgroup: comp.sys.atari.st
Date: 1989-11-01 03:03:00 UTC
From: JOHNMAR@IITVAX.BITNET
Message-ID: <8911012037.AA03897@ucbvax.Berkeley.EDU>
Source record: 247638

ftp and binaries
To: INFO-ATARI16@WSMR-SIMTEL20.ARMY.MIL
X-Original-To: INFO-ATARI16@WSMR-SIMTEL20.ARMY.MIL, JOHNMAR

I've been trying to get binaries off of terminator.cc.umich.edu using ftp. I'm using a vax and downloading from it. Is the code getting scrambled or something? Is what I'm trying possible? Do I need another kind of unarchiver? I couldn't even use the arc.ttp from there. What am I doing wrong?
Mark J

2281. Re: Piggiback ROMs (2 TOS versions

Newsgroup: comp.sys.atari.st
Date: 1989-11-01 04:14:34 UTC
From: la062594@zach.fit.edu
Message-ID: <657@winnie.fit.edu>
Source record: 247647

I just received the TOS 1.4 eproms from a dealer in Orlando. While it is ATARI's official policy that the roms should be installed by an authorized dealer, I opted to do it myself, as the inside of my 2.5meg 1040ST isn't too pretty. The installation itself was pretty easy. Since my 1040 had a 2 rom set initially, I had to remove three solder connections and make 3 solder connections. (The locations inside the machine are obvious, as they are marked plainly....) Anyways, I booted up the machine and it worked right away! I tried running every program that I use on a regular basis, and every program worked fine. I even tried a few of the games that other users mentioned, DM, Rick Dangerous, Lost Dutchman's Mine, etc. and all worked fine. (With Lost Dutchman's mine, I had to remove STARTGEM, and install the actual program as an auto boot). I imagine there are a number of programs out there which do break with this TOS, but so far so good......

I have been reading many complaints lately about the price of TOS1.4, and while I have to agree that $99 is a bit steep for me, the comparisons being made to other machine are hardly fair. One fellow compared this upgrade to Macintosh's system upgrades which are free to Mac owners, but shouldn't the comparison really be to the cost of a 512K mac owner upgrading from the 64K roms to the 128K roms? (no path even exists for them to upgrade to the 256K roms in the Mac II). It would be nice if ATARI were releasing programs like NEODESK for free, but this just isn't realistic. If ATARI charged us in advance for user support like Apple or IBM (i.e. jacked up prices) then we should expect a bit more. Maybe the current line of computers hasn't mad it in the business world, but show me one other machine that can easily run three separate operating systems at anywhere near the price! Don't get me wrong, I think ATARI needs to do something more for the US market. The wait for TOS1.4 was ridiculous, and the STACY and the TT may as well not exist at all if they aren't released soon, but let's keep things in perspective. If anyone owns an ATARI ST, then I assume that person made a concious decision to purchase it. Since nothing can be done about which computer you own short of selling it, make the best of it. If half the people complaining on this board spent some time developing hardware or software, there would be nothing left to complain about.

One last comment.... I recently purchased Signum2, a document processor distributed here in the states by ASD//Megamax, and written by Application Systems Heidelberg. This program is GREAT!! I am currently using it to write my thesis as I haven't found any package (including EXP, Latex, etc.) with the ease of use and versatility of this program. Check it out...

John P. Karp, Department of Applied Mathematics,
Florida Institute of Technology

The above comments in no way reflect the attitudes or beliefs of any person, living or deceased, happy or sad, grumpy, sneezy, or dopey, other than myself and anyone who may agree with me.... I think

---

2282. PD Midi-dump filer for the Atari

Newsgroup: comp.sys.atari.st
Date: 1989-11-01 10:22:40 UTC
From: tonyj@UNIXA.CLP.AC.UK
Message-ID: <8773.8911011022@unixa.clp.ac.uk>
Source record: 247649

Does any one know of, or has anyone written, a simple program for filing MIDI bulk dump information for the 520ST ?

I have an Oberheim Prommer sampler, which has no real storage facilities. However it can be persuaded to dump all its data (about 64k) over MIDI. What I need is a program to store this information to disk, and to read it off disk and send it out again at a later point.

I'm sure that if I knew more about 68000 m/c and the ST, it would be a very easy program to write. I'm not worried about being able to edit, split up or move the data around, I just need to write it to memory or disk as it comes in, so I don't need one the flashy generic dump editors that are on the market. However, I'm sure some one must have written a program like this ...

I have a 520ST with Med-res screen ONLY.

Thanks

Tony J Jewell
Systems Officer City Of London Polytechnic

JANET: tonyj@uk.ac.clp.unixa
EARN/BitNet: tonyj@unixa.clp.ac.uk
EAN: tonyj%clp.unixa@ean-relay.ac.uk

"But what we need to know is, do people want nasally-insertable computers?"

2283. Re: GNU C

Newsgroup: comp.sys.atari.st
Date: 1989-11-01 10:27:52 UTC
From: gjh@otter.hpl.hp.com
Message-ID: <570040@otter.hpl.hp.com>
Source record: 247650

GNU C isn't really worth using on a 1Mbyte m/c. I tried it and it works only for trivially-sized files. You'd also have *major* problems fitting it on a SS disk. Sorry.

Graham
======

Graham Higgins | Phone: (0272) 799910 x 24060
Hewlett-Packard Labs | gray@hpl.hp.co.uk
Bristol | gray%hplb.uucp@ukc.ac.uk
U.K. | gray@hplb.hpl.hp.com

Disclaimer: My opinions above are exactly that, mine and opinions.

2284. OPUS,GDOS,NEED AESQ,VDIQ.A

Newsgroup: comp.sys.atari.st
Date: 1989-11-01 10:40:28 UTC
From: glk3593@uxf.cso.uiuc.edu
Message-ID: <46300054@uxf.cso.uiuc.edu>
Source record: 247560

Could someone please e-mail me an encoded GEMQ (AESQ & VDIQ) library
implementation or information on a BBS that has it, I was sent a copy,
but it would not uudecode.
Very much appreciated,
-Spieu!
P.S. Has anyone else experienced the following problems with OPUS2.2
1) Right justified numbers hang into the following column,
even the row numbers.
2) When installing my WORDUP2.0 GDOS with it, it would say
printer fonts do not match screen fonts even after
assigner and fontwid, so I edited them and found that
the NECP7 printer fonts contained half of their listed
point size in the fourth byte and set it to their corrected
size. Now opus boots, but when it prints, the fonts are
currupted.
3) Spline doesn't produce a smooth curve on my KXP-1124 even
at 360 resolution and 1 step.

Any help very much welcome...
-Spieu!

2285. Re: UNIX

Newsgroup: comp.sys.atari.st
Date: 1989-11-01 11:19:18 UTC
From: hase@netmbx.UUCP
Message-ID: <3686@netmbx.UUCP>
Source record: 247591

In article <4212@blake.acs.washington.edu> themod@blake.acs.washington.edu (Chris Hinton) writes:
> This is in response to a request for information on the Atari Transputer
>Workstation (ATW). There is an article in the November STart.
>
> Here are some of the highlights :
>
> RISC (reduced instruction set computer) running at 50 mHz
RISC: Not really true. Ther T800 Transputer is a "processor" that is
said to be a RISC processor, but the instruction set ist a lot larger
and nicer than 6502 :-)
Almost nobody will do serious programming on this machine in assembler.
The multiple opcode instructions always drive me crazy :-)
> With all 4 boards, that is 13 transputers, the machine
> runs at 10 MIP (= 1/5 Cray)
MIPS: Most Insane measurment for Processor Speed.
MIPS: Marketing Instrument for Pushing Sales.
MIPS won't tell You, how fast the machine will do Your job.
Transputers work fast when pushed to the limits. The network layout (the
Transputers have "links" - high speed (5, 10 or 20 MBit per second)
serial interfaces with DMA - to exchange data and code among each other)
is a critical factor as ist parallelism of the program.
There is an optimal network; one for each given task :-)
> Helios OS (UNIX-like) with both CLI and Graphic interface
HELIOS is - or will be? - POSIX compatible; it's very much Unix but it's
different, of course: Transputers are different.
Multitasking was introduced to have all that expensive equipment
(processor, I/o, disk, card reader/puncher, hardcopy terminal) busy -
doing work - all the time; to have the processor doing another job,
while the editor is waiting for You to press the "ANY" key.
Multi-processor systems do not just make multitasking faster. A four
processor computer can be faster than for single processor machines.

The ATW HELIOS comes with csh-like command line interface and X-Windows
for graphics.

HELIOS is not ATW-specific.
One of the development team showed a version that booted on an AT-clone
equipped with an Inmos B004-clone (the B004 was one of the first Transputer
evaluation board from Inmos; the clone is the TEK4/8, the building
instructions were published in the german magazine c't)

A T414, T425 ot T800 will not run Unix faster than a - say - 68030 or
80386 at compareble clock frequencies.
It will to a better job on programs, that have independent tasks running

simultaniously. The Transputers do the basic multitasking in hardware
(!). Inter process communication (for multiprocessing) and multitasking
are very much supported by the hardware. Virtual memory is not.

hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
Dennis had stepped up into the top seat whet its founder had died of a
lethal overdose of brick wall, taken while under the influence of a
Ferrari and a bottle of tequila. (Douglas Adams; the long dark teatime...)

2286. 3D-Reconstruction on the ST.

Newsgroup: comp.sys.atari.st
Date: 1989-11-01 11:28:23 UTC
From: n-waters@NIMR.MRC.AC.UK
Message-ID: <8911011128.AA28149@nimsn41.>
Source record: 247551

Hi there,
I am trying to find out if there are any 3D-reconstruction packages available either commercially or in the PD. These packages are primarily used to reconstruct a series of 2D outlines into a 3D image eg. the reconstruction of a series of sections cut
through a cell or leg! to give an overall image of the object before it was sectioned. Other capabilites usually include the ability tomeasure cross sectional areas, volumes and other morphometric measurements.
I would also like to know if there are any other ST'rs out there who usethese machines in a scientific environment, if so, what do you use them for?

Thanks,

Nick Waterson JANET: n-waterson@uk.ac.mrc.nimr
Limb Development group UUCP:
Nat. Inst. Medical Research DARPA:n-waterson%mrc.nimr@nss.cs.ucl.ac.uk
The Ridgeway
Mill Hill
LONDON NW7 1AA Tel: 01-959 3666
U.K. ext. 2366

2287. Re: TT's VME-slots

Newsgroup: comp.sys.atari.st
Date: 1989-11-01 11:34:39 UTC
From: n62@nikhefh.nikhef.nl
Message-ID: <546@nikhefh.nikhef.nl>
Source record: 247559

In article <468ef7cd.14a1f@force.UUCP> covertr@force.UUCP (Richard E. Covert) writes:
>> a discussion about how many VME slots one need <<
>My main point is that having ONLY one slot guarantees that no vendor will
>design hardware for that slot. This is because a vendor is competing against
But for a VME slot nothing have to be developed: for VME already very
much boards do exist.

Klamer.
--
_____Yes, mail address changed again :-(_____
Klamer Schutte mcvax!nikhefh!{n62,Schutte} {Schutte,n62}@nikhef.nl

2288. Re: UNIX -- ATW Speed

Newsgroup: comp.sys.atari.st
Date: 1989-11-01 12:03:14 UTC
From: hase@netmbx.UUCP
Message-ID: <3687@netmbx.UUCP>
Source record: 247592

In article <5188@cbnewsh.ATT.COM> wolf@cbnewsh.ATT.COM (thomas.wolf,ho,) writes:
>These claims are very misleading in that they imply that a system with 13
>transputers will actually run a program 1/5th as fast as a Cray (I'm assuming
>the above MIPS figures are correct.) _Each_ T800 has a processing power
>of 10 MIPS (the upper limit at which instructions can be processed.) So

Well, The T800 interger and floating point unit are running
independently and parallel...
MIPS do not say anything.

>if you have a calculation-intensive application, say one that does ray-tracing,
>you can expect that peek to be reached. If you ran this same program on
>a 13-transputer based ATW, I doubt whether you will see significant increases
>in performance, since that application will be run on a single T800 (unless
>it was specifically written with parallelism in mind - using OCCAM(I guess that
>is the T800 assembly language?) - I don't think there are compilers smart
>enough to take conventional C programs and parallelize them.)

True.
Well, OCCAM is not the "transputer assembly language", but it's the
language everybody uses for a start...

OCCAM ist very much compareble to C: it's a high level language that is
pretty close to the processor.

OCCAM and the T's were made for each other; OCCAM has high level
language contructs, that can be directly mapped to hardware funtions.
For Example there is the construct

```
PAR
SER
procedure1(foo)
procedure2(foo)
procedure4(foo)
output(foo)
ENDSER
SER
f1(foobar)
f3(huhu)
f1(huhu)
ENDSER
ENDPAR
```

This will run procedure[124] after each other *while* running f1(huhu)
after f3(huhu) after f1(foobar). The multitasking is done by the T's
hardware (microcode counts as hardware to me if it is burned to the

microcode ROM, not booted off disk).

Another contruct is the "channel". Channels are - kind of - pipes where a taks puts in some stuff to be received by another task. The sending task is held until the message is received by the receiver. This can be used for task synchronizing and inter process communication.
If the receiver task runs on the same Transputer (chip) (well, it's probably not running but "sleeping for input"), the channel is mapped to a memory location, probably a location in the T's on-chip-fast-nowait-RAM.
If the receiver ist running (sleeping) on another Transputer, the channel will be mapped to the one of the four (eight in case of T222 or so) "links"; thel ink connected to the other T.

The links are used to connect Transputers with each other.
In an advanced Transputer system there will probably be some link switch chips (there are availeble from SGS Thomson/Inmos). These are kind of crosspoint switches (like the ones used in telecommunication). With these, the network of Transputers can be reconfigured by the system software, while the system is up and running.

Well, face it: the softies just cannot handle systems like this at this time. It's much to different from classic computer systems.
To me, parallel programming is a more new way of thinking (like object oriented programming) than just programming a new machine.

hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
Dennis had stepped up into the top seat whet its founder had died of a lethal overdose of brick wall, taken while under the influence of a Ferrari and a bottle of tequila. (Douglas Adams; the long dark teatime...)

2289. Re: UNIX -- ATW Speed

Newsgroup: comp.sys.atari.st
Date: 1989-11-01 12:09:00 UTC
From: dnewton@carroll1.UUCP
Message-ID: <807@carroll1.UUCP>
Source record: 247552

In article <5188@cbnewsh.ATT.COM> wolf@cbnewsh.ATT.COM (thomas.wolf,ho,) writes:
>a 13-transputer based ATW, I doubt whether you will see significant increases
>in performance, since that application will be run on a single T800 (unless
>it was specifically written with parallelism in mind -
>using OCCAM(I guess that
>is the T800 assembly language?) - I don't think there are compilers smart
>enough to take conventional C programs and parallelize them.)

OCCAM is a high-level language designed specifically for writing parallel
applications. There are many (relatively speaking) C compilers that will
produce parallel code, f.i., in the IBM world, MicroWay sells a number of
co-processor/T800 boards. Available for these boards is a parallel C and
FORTRAN.

--
David L. Newton | uunet!marque!carroll1!dnewton | The Raging Apostle--
(414) 524-7343 (work) | dnewton@carroll1.cc.edu | for the future--
(414) 524-6809 (home) | 100 NE Ave, Waukesha WI 53186 | for the world.
"Isn't it fun to take two unrelated sentences and mix the batter lightly?" -me

2290. Re: questions, questions, questions

Newsgroup: comp.sys.atari.st
Date: 1989-11-01 12:29:43 UTC
From: dnewton@carroll1.UUCP
Message-ID: <808@carroll1.UUCP>
Source record: 247553

Ahh... Atari ST GEM programming. I unfortunately chose to do my senior
comp. sci. project on an ST without knowing anything about the programming.
This was a boo boo.

In article <30200009@inmet> hedger@inmet.inmet.com writes:
>3) I have been trying to learn about programming GEM applications.
> I have the MWC documentation and the Balma Fittler book on GEM.
> I have a little experience with C (I'm learning) and I've never
> written any software using any windowing system.

C experience is a definate plus. Some of the things can get a little
hairy. Like grabbing text out of an editable text field in a dialog box.
That one was weird.

> I'm confused.....I have a program that hopefully will display
> a window on the screen. I have been able to get the window to
> appear and look for me to hit the 'close' box. I notice that
> I have to apparently trap the cursor movement to the sliders,
> bar at the top(to move the window), or the shrinkbox thingy.
> I have my program setup using evnt_mesag() to wait for these
> but I don't know what to do when I get one of them.

basically, you set up an event loop. looks like this.

```
while (TRUE) { /* i.e. forever */
event = evnt_multi (parameters up the wazzoo);

if (event & MU_MESAG)
handle_message ();
else if (event & MU_KEYBD)
handle_keyboard ();

etc...

} /* end event loop */
```

Then, say, for most window stuff, you drop into the handle_message
function. In there you have a switch statement for message types, defined by
Laser C as things like WM_REDRAW, WM_CLOSE, WM_FULL, etc. Each of those
message types will have a function related with it. i.e. a WM_REDRAW message
would be handled by a function that went through the window's rectangle list,
set some clipping rectangles, and redrew the contents of the window.
If anyone has specific questions they can't find in a book, feel free to ask.
This is a real brief overview. Obviously.

> Is there a book that will tell me step by step what needs to
> be done to write a very simple GEM application?

I'll tell ya', I sure as heck haven't seen one. I looked. I looked a lot. I begged, pleaded, cajoled. I lost. What I did find was that PROGEM series available by ftp from terminator.cc.umich.edu. Some were helpful, some weren't.

>4) What is the relationship between a window and a workstation in
> GEM ?

a workstation is a physical device, whereas a window is a data structure placed _on_ that device, assuming the device is a screen. Us mortals (that don't feel like some serious OS hacking) cannot use physical workstations, we must use a virtual workstation. Then once we have that opened, we can draw on it, spit out text on it, etc. I haven't worked with any other device type than screen, so don't know much about anything else.

>5) How do you make a GEM program display data in one (or more) of
> the windows/workstations you've created ?

God, that sounds familiar. Text-to-GEM-windows? Asked the same thing myself a few months ago. Two people repsonded, I think, and pointed me in somewhat the right direction. ya' gotta do a v_gtext, but the tricky part is to actually get it into the window. i wrote some routines that would put text to a window anywhere on the screen (if on top at least, suited my application okay) by setting the clip to the window, finding the window's current location, getting current character width and height, and giving it a _character_ x and y location. it then translates this into actual pixel locations and spits it out.

>(see I told you I was confused....! :-))

probably more confused now. i know i am, it's really quite a bit too early for this. (6:30am |-)

--
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"Isn't it fun to take two unrelated sentences and mix the batter lightly?" -me

2291. VME bus

Newsgroup: comp.sys.atari.st
Date: 1989-11-01 12:38:33 UTC
From: dnewton@carroll1.UUCP
Message-ID: <809@carroll1.UUCP>
Source record: 247554

Question: I know absolutely nothing about the VME bus except that it exists. Are the slots individually addressed? Or would it be possible to build a bus extender that would give you more slots with little cost save for some drivers? Hence making the as-yet mythical TT a multi-bus (oops, getting the ol' busses mixed up) machine?

Just wondering.

--
David L. Newton | uunet!marque!carroll1!dnewton | The Raging Apostle--
(414) 524-7343 (work) | dnewton@carroll1.cc.edu | for the future--
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"Isn't it fun to take two unrelated sentences and mix the batter lightly?" -me

2292. Re: redirect printout to disk

Newsgroup: comp.sys.atari.st
Date: 1989-11-01 15:14:37 UTC
From: silvert@cs.dal.ca
Message-ID: <1989Nov1.151437.3425@cs.dal.ca>
Source record: 247558

In article <480030@hpdml93.HP.COM> rona@hpdml93.HP.COM (Ron Abramson) writes:
> I once tried a program called "barrel" which would capture printouts
> and save them in RAM, print them in background OR save them in a file
> (I believe).

I have barrel.tos on my BBS, if there is demand I can post it or mail
it. It was one of Moshe Braner's gems.

--
Bill Silvert, Habitat Ecology Division.
Bedford Institute of Oceanography, Dartmouth, NS, Canada B2Y 4A2
UUCP: ...!{uunet,watmath}!dalcs!biomel!bill
Internet: biomel@cs.dal.CA BITNET: bs%dalcs@dalac.BITNET

2293. perl beta release

Newsgroup: comp.sys.atari.st
Date: 1989-11-01 15:44:09 UTC
From: piet@cs.ruu.nl
Message-ID: <1758@ruuinf.cs.ruu.nl>
Source record: 247563

I have ported Larray Wall's perl program to the Atari. It will be ready for
a beta release next week. If you want it, send me a mail.

THE REQUIREMENT IS THAT YOU WILL USE IT AND SEND ME BUG REPORTS.

This version is based on Larry Wall's gamma release and I am going to
switch over to the official version after the beta release.

Here is a small description:

Perl is a interpreted language optimized for scanning arbi-
trary text files, extracting information from those text
files, and printing reports based on that information. It's
also a good language for many system management tasks. The
language is intended to be practical (easy to use, effi-
cient, complete) rather than beautiful (tiny, elegant,
minimal). It combines (in the author's opinion, anyway)
some of the best features of C, sed, awk, and sh, so people
familiar with those languages should have little difficulty
with it. (Language historians will also note some vestiges
of csh, Pascal, and even BASIC-PLUS.) Expression syntax
corresponds quite closely to C expression syntax. Unlike
most Unix utilities, perl does not arbitrarily limit the
size of your data--if you've got the memory, perl can slurp
in your whole file as a single string. And the hash tables
used by associative arrays grow as necessary to prevent
degraded performance. Perl uses sophisticated pattern
matching techniques to scan large amounts of data very
quickly. Although optimized for scanning text, perl can
also deal with binary data, and can make dbm files look like
associative arrays (where dbm is available). If you
have a problem that would ordinarily use sed or awk or sh,
but it exceeds their capabilities or must run a little fas-
ter, and you don't want to write the silly thing in C, then
perl may be for you.
--
Piet van Oostrum, Dept of Computer Science, University of Utrecht
Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands.
Telephone: +31-30-531806 Internet: piet@cs.ruu.nl
Telefax: +31-30-513791 Uucp: uunet!mcsun!hp4nl!ruuinf!piet

2294. TT Unix implementation

Newsgroup: comp.sys.atari.st
Date: 1989-11-01 15:54:02 UTC
From: winston@fjcnet.GOV
Message-ID: <218@fjcp60.GOV>
Source record: 247564

According to the November 1989 issue of Unix World magaazine, Atari will be bundling Non Standard Logics' InDepth GUI with their version of Unix for the TT. The article, entitled "Friendly Desktops" also state that this GUI comes with a 68030 based workstation whose base price will be $3000. Anybody have any idea what this particular bundled TT configuration will be composed off?

- Winston

2295. TT vs 386

Newsgroup: comp.sys.atari.st
Date: 1989-11-01 16:09:56 UTC
From: 2546R@FRESTP11.BITNET
Message-ID: <8911011609.AA16103@ucbvax.Berkeley.EDU>
Source record: 247565

Date: 31 Octobre 1989, 17:31:09 FRA
From: 2546R at FRESTP11
To: info-atari16 at wsmr-simtel20.army.mil

Hi ppl
Just a word about the 386 TT discussion.
One of the greatest disadvantage of the Atari STf compared with the PCs was that the STf was a "closed" machine. With a PC, you were at least able to buy upgrades and to adapt a machine to your specific needs. People wanting to work in the fields of data bases can buy a cheap and rather slow machine along with a highly efficient storage device. I hope that some folks in Sunnyvale will think more about this in the coming times.

J.M. de Montarby (2546R FRESTP11)

Ecole Speciale des Travaux Publics, Paris.

Avoir le souci constant de l'utilisateur
Croire en l'avenir et aux techniques nouvelles
Construire le lendemain des autres

2296. (none)

Newsgroup: comp.sys.atari.st
Date: 1989-11-01 16:14:04 UTC
From: INFO-ATARI16-REQUEST@WSMR-SIMTEL20.ARMY.MIL
Message-ID: <8911011614.AA16431@ucbvax.Berkeley.EDU>
Source record: 247566
Body handling: HTML body converted to readable text

The following is a bit long but I grabbed this from the Amiga net.
Of particular interest are items indicating product delays for all makes
of computers and software. See, it is not just Atari having problems
on getting products out.
Also, be on the look out for an item stating that the Mac laptop
is not yet available (???????????).

Larry Rymal: |East Texas Atari 68NNNers|

Sent: 10/29/89 13:40 Rcvd: 10/29/89 13:40 Number: 4071
To: JBILLS@SFAUSTIN.BITNET From: I-AMIGA
Subject: WARNING: Reading this will expose you to some RISC

Date: Sun, 29 Oct 89 14:22:13 EST
Reply-To: Murph Sewall
Sender: Info-Amiga List
Comments: Warning -- original Sender: tag was I-AMIGA@RUTVM1
From: Murph Sewall
X-To: INFO-MICRO@SIMTEL20.ARPA, Apple 2 Newslist ,
INFO-MAC@SUMEX-AIM.STANFORD.EDU, INFO-IBMPC@SIMTEL20.ARPA,
Bob Church ,
HAUGE@VLSI.JPL.NASA.GOV, MACMAN@CZHETH5A.BITNET,
Jim Frost ,
NETOPRMS@NCSUVM.BITNET, gsnow%pro-freedom.cts.com@NOSC.MIL,
wb1j+@Andrew.CMU.Edu, 27313853@WSUVM1.BITNET
To: Jim Bills ,
Larry Rymal ,
Robert Burks

VAPORWARE
Murphy Sewall
From the November 1989 APPLE PULP
H.U.G.E. Apple Club (E. Hartford) News Letter
$15/year
P.O. Box 18027
East Hartford, CT 06118
Call the "Bit Bucket" (203) 569-8739
Permission granted to copy with the above citation

Comdex Fall '89.
November is Comdex month. Among the announcements expected
are: a bevy of i486 EISA computers, including a system from
Grid, the Sharp PC 8000 color laptop (prematurely announced
in an accidental press release at PC Expo in Chicago last
month), the Zenith 386SX-based color laptop with 1 Mbyte of

RAM and VGA graphics listing at $2,995, and several PC HyperCard clones, among them Plus for Presentation Manager from Spinnaker Software.
- MacWeek 19 September, PC Week 9 October, and InfoWorld 9 October

Merry Christmas From Big Bluegrass.
Once again IBM plans a foray into the home market with a line of low-cost home computers starting at $700. Code-named Bluegrass, the line will have two more expensive models and a variety of memory, speed, and hard drive options.
- PC Week 9 October

SCAT.
Chips & Technologies has announced the 82C235 Single Chip AT (SCAT) which will allow manufacturers to build an AT compatible motherboard using as few as 14 components plus memory. The SCAT is available at 8, 10, 12.5 and 16 MHz and can drive up to four expansion slots. The chip will be available in sample quantities this month.
- InfoWorld 9 October

Apple, Microsoft Font Alliance.
Apple and Microsoft have announced a cross-license agreement which gives Microsoft Apple's outline font technology, code-named Royal, for use in the OS/2 Presentation Manager in return for Microsoft's PostScript-clone technology for use in future Apple printers. Rumors of the agreement precipitated a decline in Adobe stock from $23 to a 52-week low of $15 5/8. Adobe announced plans to buy back up to $15 million worth of common stock (about 4.8% of outstanding shares).
- InfoWorld 25 September and MacWeek 19 and 26 September

Widening and Extending the Micro Channel.
IBM announced that later this year they will make public technical specifications on how board makers and MCA system manufacturers can quadruple the current 20 Mbyte per second transfer rate. Entry Systems vice president Robert Carberry emphasized that the specifications are not a change in the MCA architecture. IBM also announced plans to extend the Micro Channel beyond PS/2s to scientific workstations and select System/370 mainframes.
- PC Week 2 October and InfoWorld 2 October

HP's EISA i486 Tower.
Hewlett-Packard has announced the Vectra 486 PC, a tower-style PC based on Micro Channel rival Extended Industry Standard Architecture (EISA), for shipment in January. The 25 MHz computer offers hard disks ranging in size from 84 Mbytes to 670 Mbytes with announced prices of less than $14,000 to around $17,000. - PC Week 16 October

Second Generation RISC Chip.
Although operating system problems have delayed the announcement of IBM's new RT-3 line (see the September and October columns), Big Blue has officially divulged details of their new, second generation RISC processor in three technical papers presented at last month's IEEE conference in Cambridge, Massachusetts. Among other attributes, the new chip is able to execute multiple instructions simultaneously, a capability critical to multiprocessing. - PC Week 16 October

RISC Workstation Running OS/2.
Microsoft and DEC are said to have the OS/2 kernel up and running on a workstation built around the Motorola 88000 RISC CPU. - PC Week 9 October

Intel i960 Doubles RISC Performance.
Intel has announced the 32-bit i960 RISC chip which is capable of 66 MIPS at it's 33 MHz clock speed (two instructions per cycle and nearly four times as fast as the 33 MHz i486). The i960 was developed for real-time and embedded systems applications and can increase the speed of page publishing printers by as much as six times. According to Intel the i960 will be available in the second quarter of 1990. - InfoWorld 18 September

Open Systems Foundation Switches to Mach.
The Open Systems Foundation has told its members that it may swap out the IBM AIX kernel from its operating system and replace it with Carnegie Mellon University's Mach. The reason for the move is the superior multiprocessing capability and security of Mach. Industry analysts doubt that OSF/1 can meet the announced July 1990 availability date after such a dramatic change in the operating system's contents. - InfoWorld 2 October

What NeXT?
Although more than 50 vendors have announced plans to introduce products for Steve Job's NeXT computer, only a handful will be available by the end of this year. Graphics and publishing professionals are eagerly awaiting a color display, but Steve Jobs has indicated that one won't be available until NeXT, er next, year. NeXT plans to by-pass eight-bit color and introduce a full 32-bit color display. In order to assure adequate performance, the company is developing a custom video chip and accelerator for manipulating 24-bit color images. - NeXTWeek 19 October

IIgs Laptop.
Although the LapMac finally has been announced, it may be several months before it is readily available. Rumor has it that Apple has a project code-named "Malibu" to use the matrix display and battery pack developed for the LapMac in

a laptop IIgs. It would be nice if they'd sell the display all by itself for all those //c owners who have never had a monitor as portable as their computer.
- Thanks to Lynda Botez for passing this along from the Cupertino NewsNet

Splashy Product Rollout Scheduled for March.
Apple has booked the hall for a major product announcement in March. Details of exactly what's planned remain sketchy, but the best guess at this point is that it will be the long rumored Mac-Tower and a new family of QuickDraw laser printers. - MacWeek 3 October

Better Laptop Battery.
Moltech Corporation is developing a new battery for laptop and notebook computers that will have five times greater storage capacity than current nickel-cadmium or lead-acid batteries. The new "thin-film" batteries use solid polymer electrolytes. Polymer batteries also are less expensive to manufacture, but they are likely to be sold for higher prices initially because of their reduced size and weight and increased usable lifetime. - Random Access 23 September

3-D, Full-Color Animation.
Electic Image is set to ship Spotlight, a 32-bit color 3-D rendering and animation program, in January 1990. The $7,495 program requires a Mac II family computer with a minimum of 2 Mbytes of RAM and a large capacity hard disk or optical storage system. Spotlight brings broadcast quality 3-D animation to the Macintosh. - MacWeek 3 October

Cache a Faster Mac IIci.
Apple plans to announce a cache board for the Macintosh IIci later this year. One already is available from Daystar Digital for $995. The board produces an up to 40% increase in speed according to Andrew Lewis, president of Daystar. Mr Lewis also said that cache boards increase speed less expensively than accelerator boards. Daystar makes 33, 40, and 50 MHz accelerators for the Mac II and IIcx, and is expected to announce accelerators for the IIci by the time this column appears in print. - InfoWorld 2 October

Serious Video Game.
Nintendo plans to start an online financial service to be run by Fidelity Investments of Boston. The service will use a standard Nintendo game unit as a terminal. Software and hardware for connecting to a telephone line are due in 1990. - Random Access 14 October

But Will It Bag 'Em?
Prodigy, the telecommunications joint venture between IBM and Sears, is test marketing grocery shopping by

telecomputing in three cities. Prodigy expects its basic service to be available to 40% of American homes by the end of this year. - Random Access 14 October

Macintosh System 7.0 On-Schedule?
Apple executives are cautiously optimistic about progress on the announced new Macintosh operating system software. Last May, Apple indicated developers would begin receiving seed modules of the new system in the fall. Ed Birss, Apple vice president of product engineering, now says "Developers will begin getting code before the end of the year." Apple had planned on shipping System 7.0 in the first quarter of 1990, but officials now acknowledge that not all of the core technologies announced last spring will be ready to ship at the same time. One problem which remains to be dealt with is the system's size. Developers recently assembled and linked an alpha version and consumed 1.2 Mbytes!
- MacWeek 3 October and InfoWorld 9 October

Word For Windows.
Microsoft has not announced nor shown developers its Windows version of Word, but those who have seen the beta software say that it is an entirely new product with more differences than similarities to the DOS product.
- InfoWorld 2 October

Deja Vu.
The vast delay between the originally announced release and delivery dates of Microsoft's Windows brought the word "vaporware" out of the realm of jargon and into general use. Hence, it should be no surprise that Microsoft cannot ship Windows 3.0 (see last February's and July's columns) by year's end as originally planned. "Immature source code" and the lack of a full set of device drivers will keep Windows 3.0 at home in Redmond until March or later. When the program finally is available, users will find that many of their Windows 2.1 applications will not run in protected mode; while those applications can run in real mode, they will be restricted to 640K. An obvious problem is that both Lotus 1-2-3 Version 3 and dBase IV rely on Rational Systems' DOS extender, but Windows 3.0 will be ir-Rational.
- PC Week 17 September and 16 October
and InfoWorld 16 October

dBase for Windows.
Two versions of dBase IV for Windows have been shown to developers in recent months. Ashton-Tate programmers are working on a "core program" that can be rapidly ported to a wide range of environments including Windows, X Window, Motif, Presentation Manager, and Macintosh.
- InfoWorld 16 October

Lotus 1-2-3 Update.
The graphic 1-2-3/G for the Presentation Manager (see last August's column) now has a scheduled delivery date of 23 March 1990. Macintosh 1-2-3 is slated for March 1991.
- PC Week 16 October

Plans for Excel.
Microsoft's product manager for Excel, Susanne Foels, said the next version of Excel will permit users to mix graphics and worksheets on the same page and also will contain three dimensional charting. - InfoWorld 16 October


```
_____________________________________________________________
(~~~~) / \
( 0 0 ) | (Prof) Murph Sewall |
(| > |) ___/ Marketing Department |
( \__/ ) <___ School of Business ...psuvax1!uconnvm.bitnet!sewall |
(____) \_ U. of Connecticut *standard disclaimer applies* /
\_____________________________________________________________/
```


(This .sig "borrowed" from Johnson Earls Thanx!)

"Studies show 80 percent of all Americans know about home computers. That's higher than the percentage of Americans who know about sex."

2297. Re: question SPECTRE GCR

Newsgroup: comp.sys.atari.st
Date: 1989-11-01 16:34:20 UTC
From: hcj@lzaz.ATT.COM
Message-ID: <846@lzaz.ATT.COM>
Source record: 247567

In article <617@kubix.kub.nl>, reus@kub.nl (Dick de Reus) writes:
>
> Does anyone know anything about floppy compatibility between ATARI-1040ST with
> SPECTRE GCR and Macintosh II. I mean: can I port data from ST to Mac (vice

spectre gcr will read and write native mac disks.
also a macII will read and write ms/dos format, which is native atari format
also.

Howard C. Johnson
ATT Bell Labs
att!lzaz!hcj
hcj@lzaz.att.com

2298. Re: Morse Code Translate

Newsgroup: comp.sys.atari.st
Date: 1989-11-01 16:35:17 UTC
From: carlo@electro.UUCP
Message-ID: <1146@electro.UUCP>
Source record: 247568

On that note, does anyone know of any shortwave listener's or ham radio software out there for the ST?

--

Carlo Sgro Vote for your favorite .signature!
watmath!watcgl!electro!carlo Call 1-900-GOODONE ($2 on your phone bill).

2299. StuffIt on Spectre formatted disk wanted

Newsgroup: comp.sys.atari.st
Date: 1989-11-01 16:36:08 UTC
From: FKET07@DKLUNI01.BITNET
Message-ID: <8911011635.AA17991@ucbvax.Berkeley.EDU>
Source record: 247569

Anybody here in Germany, or Europe using also Spectre128 and using the
PD-Utility StuffIt ? I'm looking for ...

Anybody able to tell me, were I can get it ?
Better: Anybody able to send me the Spectre formatted Disk with StuffIt on it
??

thanks in advance

Stefan dk6px @lx0pac
dk6px @cosmo.uucp
fket07@dkluni01

2300. Re: 386's, TT's, a machine I want

Newsgroup: comp.sys.atari.st
Date: 1989-11-01 16:48:10 UTC
From: depeche@quiche.cs.mcgill.ca
Message-ID: <1694@calvin.cs.mcgill.ca>
Source record: 247570

In article <212@fjcp60.GOV> winston@fjcnet.GOV (Winston M. Llamas) writes:
>
>I don't think I said that the ST sucked. The gist of my previous post was
>that even if Atari manages to get the TT out in time, it will take a while
>(if ever) before a significant software base is developed for it. Yes,
>Uniterm is a nice program (thank's Simon). But let's get real. I want
[...]

what is really funny is that Apple's support of the][series was the
entire reason I switched to Atari in the first place!!!

Apple announced the][x - a 16-bit][e compatible computer approximately
three years before the][gs finally came out. I had been waiting for it
for the whole time, and purchased my 1040ST approximately 4 months after
the][gs came out on the market. This was simply because it was so over
priced for the relative power it offered I said, "screw it!"

well, now that I have left the APPLE world, I am never going back, so if I
end up leaving the ST world, it will also be for good - I hate companies
which screw their users around like this.

Well, I guess I will wait until the TT comes out, and then make my real
decision. It would be a terrible feeling to know that I purchased one
of those damned 386's and then saw how wonderful the TT was.

2301. Re: laser printer vs. hard drive

Newsgroup: comp.sys.atari.st
Date: 1989-11-01 17:13:41 UTC
From: ya16@mrcu
Message-ID: <248@mrcu>
Source record: 247571

In article <4634c22d.14a1f@force.UUCP>, covertr@force.UUCP (Richard E. Covert) writes:
> > I have a mega-4, atari laser printer, and external hard drive (Supra card).
> > Apparently when I boot with the laser printer attached it must be turned on;
> > otherwise I can't access the hard drive. If I turn the printer off after I
> > boot I have trouble accessing both the hard drive and the floppy. It's a
> > real pain to swap cables to bypass the laser printer. I talked to a dealer
> > who said that this was "normal behavior".
>
> Dennis, I too own the SLM804 and an external hard drive. My local Atari
> delaer came up with a solution to the problem. It tunrs out that if the
> SLMC804 controller box is powered up you can turn off the SLM804 laser
> printer itself. But, as the controller box is powered by 5 volts DC from the
> laser printer you can't turn on the controller box with the printer turned off.

I have found that by opening the back cover the main printer
mechanisms is disabled just leaving the power supply on: hence
keeping power on the control box. The power supply appears to
remain at a reasonable temperature even after lengthy periods.
However after using the printer the fan should be allowed to run
for at least five minutes.

As far as I can see there is no problem with this method.
However I am not certain, is there anyone out there who can
comment.

Ian Powell
ya16@uk.co.gec-mrc.a

2302. Smalltalk/v on Spectre

Newsgroup: comp.sys.atari.st
Date: 1989-11-01 17:25:03 UTC
From: ya16@mrcu
Message-ID: <249@mrcu>
Source record: 247572

Is there anyone out there that has tried to run Smalltalk/V on
the Spectre 128 or GCR Mac emulators. If so what problems did you
experience.

Thanks for any information in advance.

Ian Powell
ya16@uk.co.gec-mrc.a

2303. Re: TT's VME-slots

Newsgroup: comp.sys.atari.st
Date: 1989-11-01 17:37:52 UTC
From: daveh@cbmvax.UUCP
Message-ID: <8376@cbmvax.UUCP>
Source record: 247573

in article <468ef7cd.14a1f@force.UUCP>, covertr@force.UUCP (Richard E. Covert) says:
> Summary: More then one slot

> My main point is that having ONLY one slot guarantees that no vendor will
> design hardware for that slot.

That's certainly not true in general. A good example is the Macintosh SE and SE-30. These machines have only one slot (different ones, to boot), yet Macintosh developers have come up with various goodies to put in those slots.

What you probably won't see is much diversity. There are processor accelerator boards and video boards for these Macs, and apparently quite a few of them, but not much else. There's always one or two things that lots of folks want to add to there machines; you won't get the interesting stuff until there's a place to put them after the basic addins are in place.

> Richard Covert
--
Dave Haynie Commodore-Amiga (Systems Engineering) "The Crew That Never Rests"
{uunet|pyramid|rutgers}!cbmvax!daveh PLINK: hazy BIX: hazy
Too much of everything is just enough

2304. Re: Self-Modifying Code

Newsgroup: comp.sys.atari.st
Date: 1989-11-01 17:48:13 UTC
From: mackeown@CompSci.Bristol.AC.UK
Message-ID: <1037@csisles.Bristol.AC.UK>
Source record: 247574

Another obvious reason for not writing self-modifying code is it won't work when programmed in ROM, PROM, EPROM/EEPROM etc.

It could copy itself beforehand into another more writeable part of virtual memory (e.g. on-line magnetic storage media) but then the expensive, non-volatile electronic memory would be wasted.

2305. Re: TT vs 386 boxes and Apples...

Newsgroup: comp.sys.atari.st
Date: 1989-11-01 18:23:02 UTC
From: JALKIO@cc.helsinki.fi
Message-ID: <1242@cc.helsinki.fi>
Source record: 247575

In article <23526@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
> Replying to my message, Jouni Alkio says:
>>People still buy ST's and MAC's, they are much the same technology
>
> True, except that in the same time period Apple has improved their product
> by expanding it, speeding it up, adding expansion capabilities and giving
> it far improved sound and graphics... Atari has not.

If you buy a Mac Plus, for example, it doesn't expand by itself. You must buy a new model. How can a new model help you if you don't buy it? And I guess the Mac Plus is still selling much more than the newer (and more expensive) models. I admit that Atari hasn't brought many interesting ST-computers lately (I don't like the MEGA ST's), but that doesn't really matter, I've been quite satisfied with my good old ST.

>>Do you think introducing a PC-pocket clone is playing. Many people
>>really want to buy one. Do you mean that Atari should only introduce
>>computers - not video games?
>
> Not at all... they can of course make whatever they want, whatever makes
> them money. My objection is that they've neglected their computer market
> and owners of their computers by going out after the "gadgets" market.
> A PC-pocket clone does not benefit ST owners at all. (No arguments about
> the influx of R&D or advertising money please.. Atari Corp has already
> demonstrated that to be false).

Why should a PC-pocket clone benefit us ST owners? There are the new ST-models, too (and the TT's). And what is a gadget for you is not necessarily a gadget for some other people.
>
>>Do refer to the TT as nonstandard?
>>Is UNIX not a standard?!?! What about all the ST programs there are??
>
> Yes, the TT is non-standard. While it has a VME card slot, the rest of
> the system is non-standard. Atari Corp would have to obtain a VERY large
> market share before it could be considered a "standard".. this is not going
> to happen. UNIX _is_ a standard, but Atari has already announced that UNIX
> will _not_ be shipped with the first TTs. With their track record of
> "followup", I would not call a promise of UNIX a "standard".

As I understand you, all which is not a PC-clone, Apple-clone or something like that can't possibly be a standard. Well, if so, how could anybody introduce a new standard computer (not clones)???? They are automatically non-standard if they aren't clones.

>
> ST programs are by definition "non-standard" because they run on the
> "non-standard" ST (in the same way Amiga is "non-standard" and now CP/M
> and Apple II have become).
>
And after all, how do you know where the line goes between standard and
non-standard? If you use the market share as the criteria, the ST could
very well be called a standard in West-Germany, for example. I doubt
Apple is selling much more there.

>>Haven't you heard of the Stacy and the ATW? They are not video games.
>
> Yes, I've "heard" of them. I've also "heard" of the Octobussy, the
> Moses PromisedLAN, the CD-ROM drive, the Atari hardware IBM emulator board
> and the AMY chip.

CD-ROM drives are (as far as I know) available in Germany. Stacy, too.
And think ATW will be very soon. And you don't have to believe all what
you hear. Atari has now "promised" that they won't introduce a new
device before than three months before the first shipments. I hope
this will make your life a bit easier.

>
> Even if the STacey ever makes it to the marketplace, it is only a portable
> version of a "non-standard" computer. They'll probably only sell to owners
> of STs and small niche markets like performing musicians. If Atari would
> develop the ST market so that it *WAS* a "standard", then they'd be able
> to sell a portable version of it.

Again, if you think the ST as non-standard, it's your problem. You could
buy another computer and stop complaining. It's so simple. If you don't
want it, you don't have to keep it.
>
> The ATW is not a video game, but it's not something that's likely to benefit
> you or me. Development of the Atari ST computer line _would_

The people who have an ATW don't think in the same way, I guess. And
who knows, I could even buy an ATW some day. As an ST user I'm quite
satisfied with the development of the Atari ST-line happening now.

>
>>> Will your company's President approve a purchase order for "Atari Computer
>>> because they make the "third rate" video games in the world..?
>
>>I certainly would not work for a company that has such a President! I
>>don't really like prejudiced people.
>
> It's not a matter of "prejudice", it's a matter of track record, credibility
> expertise and trust. Atari Corp has NONE of those. A company would be
> foolish to risk their financial wellbeing on using Atari computers.
> Computer companies like IBM and Apple have _demonstrated_ their ability to
> deliver and support their products. Atari Corp has not.
>

> BobR

Well, if I was a boss, I could choose Atari IF it had all the programs etc. my company needs and IF it had the best price/performance ratio. I certainly wouldn't reject it for that reason that Atari produces video games, as well. (But I'm not a boss and I doubt I'll ever be...)

Jouni Alkio

2306. GEMDOS Extended Argument Spec (LONG)

Newsgroup: comp.sys.atari.st
Date: 1989-11-01 19:18:30 UTC
From: kbad@atari.UUCP
Message-ID: <1763@atari.UUCP>
Source record: 247576

GEMDOS EXTENDED ARGUMENT (ARGV) SPECIFICATION

Introduction

The Pexec() function of GEMDOS allows a program to pass to a child process a command line up to 125 characters long, with arguments separated by spaces. No provision is made in GEMDOS for the child to know its own name. This makes it difficult for C programs to correctly fill in argv[0], the standard place where a C program finds the command which invoked it. Because the command line arguments are separated by spaces, it is difficult to pass an argument with an embedded space. This document will specify a method of passing arguments which allows arbitrary argument length, embedded spaces, and support for argv[0].

Standard Argument Passing

The Pexec Cookbook specifies how to use Pexec() to launch a child process, passing a command tail (argument string) and an environment. Before getting into the extended argument scheme, let's review how arguments are normally passed to a child.

A parent process builds a command line into an argument string - a null terminated string whose first byte contains the length of the rest of the string - and its address is passed as one of the arguments to Pexec(). GEMDOS copies this argument string to the basepage which it creates for the child. Thus the parent is responsible for gathering all the child's arguments into one string. This is normally handled by a library exec() function. The child is responsible for parsing the string of space-separated arguments back into an array of strings. This parsing is normally handled by the child's startup code.

Evolution

Several methods of bypassing the limits imposed by Pexec() have been used by GEMDOS programs. Some allow a user to specify a file on the command line which contains the rest of the arguments. Others get a pointer to the arguments, or the arguments themselves, from the environment string. Most MS-DOS programs use a command file for the extra arguments. This can be inconvenient for a user, cluttering the file system with command files, and making the operation of batch files and makefiles more confusing.

Several "standards" have arisen on the ST which use the environment to pass arguments. While more convenient than command files, these standards have other problems. Some rely on sharing memory between parent and child processes. Some take advantage of undocumented features of the operating system to get argv[0]. Others give the

child process no way to validate that the arguments it finds are intended for it.

Rationale

In order to pass more than the standard 125 characters worth of arguments to a child, or to let the child find its name, the parent must place the extra information in a place where the child can access it safely and legally. The most convenient place is in the child's environment string. An environment string is a series of null-terminated strings of the format "VARIABLE=value" (e.g. PATH=c:\bin,c:\etc, or ShellP=YES). The last null-terminated string in the environment is followed by a zero byte, thus two consecutive nulls indicates the end of the environment. The environment is allocated for the child by GEMDOS, it is owned by the child, and its contents can be specified by the parent.

The child must have some way of knowing that the arguments which it finds in its environment are intended for it. The child may have been invoked by a parent which does not conform to this specification. Such a parent would leave _its_ arguments in the environment, and could pass that environment on to the child. The child would mistakenly interpret its parent's arguments as its own.

Placing arguments in the environment passed to the child gets around all of the command line limits of the standard Pexec() command tail. Because there is no limit on the length of the environment, arbitrary length arguments are supported. Arguments placed in the environment are null terminated, so they may contain spaces. A parent can also place the name of the command with which it invokes the child in the child's environment, providing support for argv[0]. Validation of the extended arguments can be placed in the standard Pexec() command line, by assigning a special meaning to an invalid length byte.

The GEMDOS Extended Argument Specification

This specification uses the convention that the presence of an environment variable named ARGV (all upper case) indicates that extended arguments are being passed to the child in its environment. This means that ARGV is a "boolean" environment variable. For the purpose of this specification, its value is not significant, but its presence indicates that the strings following it are the arguments for the child. Implementations of this specification are free to give the ARGV environment variable any value. The ARGV environment variable must be the last one in the environment passed to the child, so that the child can truncate its environment at that point, and treat everything before the ARGV as environment, and everything after it as arguments.

The first argument to the child (argv[0]) is the first string in the environment after the ARGV variable. This argument is the "pathname" parameter passed by the parent to Pexec(). The remaining arguments are those that the child would normally find in the command tail in its

basepage. Even if all of the arguments would normally fit in a child's command tail, the parent should set up the arguments in the environment to take advantage of the benefits of this extended argument scheme.

As many arguments as will fit in the command tail will be passed there as well as in the environment, to support non-conforming programs. As a flag that arguments are also in the environment, the length byte of the command tail will be 127 (hex 7f). Non-conforming programs should not have a problem with this length byte, because it is longer than the maximum 125 bytes allowed by Pexec().

As an aside, the Pexec Cookbook erroneously implies that a command line can be 126 or 127 characters long. In fact, GEMDOS only copies to the child's basepage up to 125 bytes, or until it encounters a null, from the argument string passed to Pexec(). It ignores the length byte, placing a null at the same place it found one or at the 126th byte if no null is found. This has several implications: the length byte is not validated by GEMDOS (necessitating validation in the child's startup code, but also making this extended argument spec possible), and the null terminator _can_ be located after the end of the real command tail (the Desktop places a CR character after the command tail and before the null). The ARGSTART.S startup code listing below demonstrates how to correctly validate and parse a GEMDOS command tail.

A child which finds an ARGV environment variable can use the command tail length byte value of 127 to validate that the arguments following the variable are valid, and not just left over from a non-conforming parent which left its own ARGV arguments in the environment.

Because the strings in the environment following an ARGV variable are not environment variables, a child should truncate its own environment at the ARGV variable by changing the 'A' to a null.

Implementation: Parental Responsibilities

To pass arguments in the environment, a parent must create an environment string for the child. This can be achieved by first allocating as much space as is used in the parent's own environment, plus enough room for the ARGV variable and the arguments to the child, and then copying the parent's environment to the newly allocated area. Next, the ARGV variable must be appended, since it must be the last variable in the child's environment string. Following the ARGV variable is the null-terminated pathname of the child as passed to Pexec(), then the null-terminated arguments to the child, followed by a final null byte indicating the end of the environment.

After setting up the arguments in the environment, the parent must place as many arguments as it can fit in the command tail it passes to Pexec(). This way, a child which does not conform to this specification can still get arguments from the command tail in its basepage. When placing arguments in the environment, the parent must set the first (length) byte of the command tail to 127 (hex 7f),

validating the arguments in the environment.

Here is an example execv() library routine in C. It uses three local utility routines, e_strlen(), e_strcpy(), and str0cpy() for getting environment size and copying strings into the environment created for the child.

```
/* EXECV.C - example execv() library routine
* ================================================================
* 890910 kbad
*/

long Malloc( long nbytes );
long Pexec( short mode, char *filename, char *tail, char *env );
long Mfree( void *address );

/* Return the total length of the characters and null terminators in
* an array of strings.
* `strings' is an array of pointers to strings, with a null pointer
* as the last element.
*/
static long
e_strlen( char *strings[] )
{
char *pstring;
long length = 0;

while( *strings != 0 ) { /* Until reaching null pointer, */
pstring = *strings++; /* get a string pointer, */
do { /* find the length of this string, */
++length; /* using do-while to count the */
} while( *pstring++ != 0 ); /* null terminator. */
}
return length; /* Return total length of all strings */
}

/* Copy a string, including the null terminator, and return a pointer
* to the end of the destination string.
*/
static char *
str0cpy( char *dest, char *source )
{
do { /* use do-while to include null terminator */
*dest++ = *source;
} while( *source++ != 0 );
return dest;
}

/* Copy an array of strings into an environment string, and return a pointer
* to the end of the environment string.
* `strings' is an array of pointers to strings with a null pointer
* as the last element.
```

```
* `envstring' points to the environment string.
*/
static char *
e_strcpy( char *envstring, char *strings[] )
{
while( *strings != 0 ) {
envstring = str0cpy( envstring, *strings );
++strings;
}
return envstring; /* Return end of environment string */
}

/* Run a program, passing it arguments according to the
* GEMDOS Extended Argument Spec.
*
* `childname' is the relative path\filename of the child to execute.
* `args' is an array of pointers to strings to be used as arguments
* to the child. The last array element must be a null pointer.
* `environ' is a global array of pointers to strings
* which make up the caller's environment.
*/
long
execv( char *childname, char *args[] )
{
long envsize, ret;
char *parg, *penvargs, *childenv, *pchildenv;
short lentail;
char argch, tail[128], *ptail;
static char argvar[] = "ARGV=";
extern char *environ[];

/*
* Find out how much memory we'll need for the child's environment
*/
envsize = e_strlen( environ ); /* length of environment */
envsize += e_strlen( args ); /* plus command tail args */
/* plus length of argv[0] */
parg = childname;
do { /* use do-while to include null terminator */
++envsize;
} while( *parg++ != 0 );
/* plus length of ARGV environment variable and final null */
envsize += 7;
envsize += envsize & 1; /* even # of bytes */
/*
* Allocate and fill in the child's environment
*/
ret = Malloc( envsize );
if( ret < 0 )
return ret; /* Malloc error */
childenv = (char *)ret;
```

```
pchildenv = e_strcpy( childenv, environ ); /* copy caller environment */
pchildenv = str0cpy( pchildenv, argvar ); /* append ARGV variable */
pchildenv = str0cpy( pchildenv, childname ); /* append argv[0] */
penvargs = pchildenv; /* save start of args */
pchildenv = e_strcpy( pchildenv, args ); /* append args */
*pchildenv = 0; /* terminate environment */
/* put as much in the command tail as will fit */
lentail = 0;
ptail = &tail[1];
while( (lentail < 126) && (penvargs < pchildenv) ) {
argch = *penvargs++;
if( argch == 0 ) {
*ptail++ = ' ';
} else {
*ptail++ = argch;
}
}
/* terminate command tail and validate ARGV */
*ptail = 0;
tail[0] = 127;
/*
* Execute child, returning the return code from Pexec()
*/
ret = Pexec( 0, childname, tail, childenv );
Mfree( childenv );
return ret;
}
/* End of execv() example code */
```

Implementation: Prenatal Responsibilities

A program's startup code must handle getting extended arguments out of the environment. The startup code should get the basepage pointer off the stack, then get the environment pointer from the basepage, and search the environment for "ARGV=". If "ARGV=" is found, the command line length byte in the basepage is checked. If the command line length byte is 127, then the arguments in the environment are valid. The first argument begins after the first null following the "ARGV=". It is important not to assume that the null follows immediately after the "ARGV=", because some implementations may assign a value to the ARGV environment variable. After setting up an array of pointers to the arguments, the startup code should set the 'A' of the "ARGV" variable to null, thus separating the environment from the argument strings (remember: a double null terminates the environment).

Here is some example C startup code which shows how a child could look for arguments in its environment:

```
* ARGSTART.S - example C startup code
* using GEMDOS Extended Argument Specification
* ============================================================
```

```
* 890910 kbad

.globl _main ; external, C entry point
.globl _argv0 ; external, name used for argv[0] if no ARGV
.globl _stksize ; external, size of application stack
.globl _basepage ; allocated here, -> program's basepage
.globl _environ ; allocated here, -> envp[]
.globl _argvecs ; allocated here, -> argv[]
.globl _stklimit ; allocated here, -> lower limit of stack
.BSS
_basepage: ds.l 1
_environ: ds.l 1
_argvecs: ds.l 1
_stklimit: ds.l 1
.TEXT
_start:
move.l 4(sp),a5 ; get basepage
move.l a5,_basepage ; save it
move.l 24(a5),a0 ; bss base
add.l 28(a5),a0 ; plus bss size = envp[] base
move.l a0,_environ ; save start of envp[]
move.l a0,a1 ; start of env/arg vectors
move.l 44(a5),a2 ; basepage environment pointer
tst.b (a2) ; empty environment?
beq.s nargv ; yes, no envp[]

lea.l (sp),a4 ; use dummy return pc on stack for ARGV test
* --- fill in the envp[] array
nxenv: move.l a2,(a1)+ ; envp[n]
move.l a2,a3
nxen1: tst.b (a2)+
bne.s nxen1 ; get the end of this variable
tst.b (a2) ; end of env?
beq.s xenv
* --- check for ARGV
move.b (a3)+,-(a4) ; get 1st 4 bytes of this var
move.b (a3)+,-(a4)
move.b (a3)+,-(a4)
move.b (a3)+,-(a4)
cmp.l #'VGRA',(a4)+ ; is it ARGV?
bne.s nxenv
cmp.b #'=',(a3) ; is it ARGV=?
bne.s nxenv
clr.b -4(a3) ; ARGV marks the end of our environment
cmp.b #127,$80(a5) ; command line validation?
bne.s nargv ; nope... and we're done with the env.
* --- got an ARGV=, create argv[] array
clr.l (a1)+ ; terminate envp[]
move.l a1,_argvecs ; save base of argv[]
nxarg: move.l a2,(a1)+ ; argv[n]
nxar1: tst.b (a2)+
```

```
bne.s nxar1
tst.b (a2)
bne.s nxarg
* --- end of environment
xenv: move.l _argvecs,d0 ; if we got an argv[]
bne.s argok ; don't parse command tail
* --- No ARGV, parse the command tail
* NOTE: This code parses the command tail IN PLACE. This can cause problems
* because the default DTA set up by GEMDOS for a program is located
* in the command tail part of the basepage. You should use Fsetdta()
* to set up your own DTA before performing any operations which could
* use the DTA if you want to preserve the arguments in the command tail.
nargv: clr.l (a1)+ ; terminate envp[]
move.l a1,_argvecs ; base of argv[]
move.l #_argv0,(a1)+ ; default name for argv[0]
lea 128(a5),a2 ; command tail
move.b (a2)+,d2 ; length byte
ext d2
moveq #125,d1 ; validate length
cmp d1,d2
bcs.s valen
move d1,d2 ; if invalid length, copy all of tail
valen: clr.b 0(a2,d2) ; null tail because desktop inserts <cr>
moveq #' ',d1 ; space terminator
get1: move.b (a2)+,d2 ; null byte?
beq.s argok ; if so, we're done
cmp.b d1,d2 ; strip leading spaces
beq.s get1
subq #1,a2 ; unstrip start char
move.l a2,(a1)+ ; and store that arg
get2: move.b (a2)+,d2 ; next char
beq.s argok ; if null, we're done
cmp.b d1,d2 ; if not space...
bne.s get2 ; keep looking
clr.b -1(a2) ; terminate argv[argc] in the command tail
bra.s get1 ; get next arg
argok: clr.l (a1)+ ; terminate argv[]
* --- allocate stack
move.l a1,_stklimit ; end of env/arg vectors is stack limit
add.l _stksize,a1 ; allocate _stksize bytes of stack
move.l a1,sp ; set initial stack pointer
* --- release unused memory
sub.l a5,a1 ; size to keep
move.l a1,-(sp)
move.l a5,-(sp) ; base of block to shrink
pea $4a0000 ; Mshrink fn code + junk word of 0
trap #1
lea 12(sp),sp ; pop args
*
* Everything beyond here depends on implementation.
```

```
* At this point, _environ points to envp[], _argvecs points to argv[],
* and _stklimit points to the end of the argv array. Thus argc can
* be calculated as ((_stklimit-_argvecs)/4)-1.
* _main could be invoked as follows:
*
move.l a5,-(sp) ; basepage
move.l _environ,-(sp) ; envp[]
move.l _argvecs,-(sp) ; argv[]
move.l _stklimit,d0 ; 4 bytes past end of argv[]
sub.l (sp),d0 ; (argc+1) * sizeof( char * )
asr.l #2,d0 ; argc+1
subq #1,d0 ; argc
move d0,-(sp)
jsr _main ; call mainline
lea 14(sp),sp ; pop args
```

A Final Note

This specification was formulated with careful deliberation, and with input from several companies and developers who have created development tools for GEMDOS. The Mark Williams extended argument passing scheme was the main influence for this specification, because it has been in use, and supported by Mark Williams and other companies for several years. This specification is very similar to the Mark Williams scheme, with the following important exceptions:

1) Under the specification, the arguments after the ARGV environment variable may be validated by checking the command tail length byte. The Mark Williams execve() library function uses the command tail length byte as a telltale, but it is not checked by the crts0 startup code. This validation is important for the reasons mentioned in the Rationale section above.

2) The specification allows the ARGV environment variable to take on any value. Mark Williams uses the value of ARGV as an iovector, which is described in the Mark Williams documentation. The iovector should no longer be needed, as its primary purpose was to simplify the MWC implementation of the C library function isatty().

3) Some versions of the MWC startup code do not require the ARGV= to have an `='. Because ARGV is an actual environment variable in the specification, the equals character is required.

--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

2307. Am I a DA? (long)

Newsgroup: comp.sys.atari.st
Date: 1989-11-01 19:51:32 UTC
From: kbad@atari.UUCP
Message-ID: <1764@atari.UUCP>
Source record: 247577

Several people have asked me recently how to write a program so that it could be used as both a desk accessory and as a program. The problem is not too hard, but requires some mucking about with the startup code of the program - if you're not willing or able to do that, then you needn't read any further...

Still with me?

Okay, the key to identifying whether your code is running as a DA or a program is the parent basepage pointer in the basepage. If the longword in the basepage at offset 36 (0x24) - which points to the basepage of whatever launched your code - is NULL (0), then your code is running as a DA. The problem is that a DA does not get a pointer to its basepage on the stack like an application does. In fact, a DA's registers (including the stack pointer!) contain garbage on startup, which is the reason that a DA must set up its own stack straight away.

The startup code provided with some compilers includes code which checks whether the parent basepage pointer is null or not. This code usually gets around the aforementioned problem of locating the basepage by taking advantage of the way the system normally loads DAs and programs. The TPA (Transient Program Area, i.e. text, data, BSS, and stack/heap) of a program or DA is normally contiguous with its basepage in memory. All the startup code has to do is look back 256 bytes from the start of the text segment, which is the first part of the TPA, and voila! There's the basepage.

The operative word here is "normally." It is not entirely safe to assume that your program's basepage is contiguous with its TPA, because it is possible for a program to set up a non-contiguous basepage and TPA by using the more arcane Pexec() modes. If you must assume that the basepage and TPA of your program are contiguous, then your startup code should validate that the basepage it is using points to a contiguous basepage and TPA. If the basepage and TPA are contiguous, then the longword located 256 bytes before the text segment will point to itself, since the first longword of the basepage points to the base of the TPA. Ideally, you should even go a step further, and check the text base address. The third longword in that basepage should match your startup code's base address.

There is an alternative method which is not used by any startup code of which I am aware. This method will allow the same code to run as a program or as a DA, and will also allow it to run with a non-contiguous basepage and TPA. It also takes advantage of the way the system "normally" does things, but we can guarantee that the system will always do things this way.

I mentioned before that a DA's registers are garbage on startup, well, that's not entirely true. When the DA gets control, register A0 always points to its basepage. When a program is started by a GEMDOS Pexec(), register A0 is always cleared. Using this fact, it is possible to implement startup code which gets the basepage address from register A0 if the code is launched as a DA, or at 4(sp) if the code is launched by Pexec(). Since it knows how it was launched, it can also do the stack setup required of a DA, otherwise it can use the stack pointer it gets.

I strongly recommend that startup code implementors use the latter method of DA/program startup. It allows far more flexibility in Pexec implementations, it works just as well as the "text base minus 256" method, and it is supported by Atari.

--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

2308. Looking for info on National Atari Echo

Newsgroup: comp.sys.atari.st
Date: 1989-11-01 20:05:55 UTC
From: MBERNAR@ERENJ.BITNET
Message-ID: <8911012038.AA03997@ucbvax.Berkeley.EDU>
Source record: 247578

A proposal has been made to the local Atari users group in my area, JACG, hook up their BBS with "National Atari Echo". The current sysop is not familiar with this, (how to get connected, hardware/software required, fees etc.), so I thought I could help him by getting some info from the rest of you.

Please reply to me directly. And if there's enough interest I'll summarize to the net.

Thanks,
Marcelino Bernardo
mbernar@erenj.bitnet

2309. Re: TT's VME-slots

Newsgroup: comp.sys.atari.st
Date: 1989-11-01 20:42:28 UTC
From: covertr@force.UUCP
Message-ID: <4695035f.14a1f@force.UUCP>
Source record: 247579

In article <2195@hudson.acc.virginia.edu>, gl8f@astsun8.astro.Virginia.EDU (Greg Lindahl) writes:
> In article <468ef7cd.14a1f@force.UUCP> covertr@force.UUCP (Richard E. Covert) writes:
>
> > My main point is that having ONLY one slot guarantees that no vendor will
> > design hardware for that slot.
>
> See, for example, the Mac SE, for which you can buy all sorts of interesting
> cards. Vendors build cards for machines which lack features and which
> have profit potential.

Well, that's the answer then. The MEga lacks "profit potential"> I wondered
why no cards are being marketed for the Mega ST.

> The TT comes with most of what you'd ordinarily put into slots. Serial I/O.
> High-performance video. A place to plug RAM SIMMs.

Ethernet controller?? Nope.
Tape backup controller?? Nope.
Internal high speed modem?? Nope.

You see there are lots of potential internal addons for the TT.

>
> The marketing trade-off is this: the average user don't need 5 cards. If
> he does, he buys the more expensive machine TT. The PC wasn't that way -- it
> lacked so many features that you needed a bunch of cards.

That's my point:
You can't just go out and buy the more expensive Atari computer.
Because Atari introduces a new computer every two years, and if you don't
like it you are stuck. You can't enhance it and you can't buy a more powerful
computer. So, you are stuck.

> Greg Lindahl

Richard Covert

2310. Re: atari-bashing/vaporware

Newsgroup: comp.sys.atari.st
Date: 1989-11-01 20:55:26 UTC
From: covertr@force.UUCP
Message-ID: <46950eee.14a1f@force.UUCP>
Source record: 247580

In article <00114@citasim.sf-bay.org, red_wiz@citasim.sf-bay.org (Jason Herfurth) writes:
> let me just say two things. i am really getting annoyed with all the
> "atari doesnt support me so i am going to buy another computer" and "dont
> you all know that X computer is much better than atari" messages. im
> mean really,this is the comp.sys.atari.st group. how about a
> comp.flame.atari.st conference? then we wouldnt have to read this garbage
> if we didnt want to.
> two,i have noticed quite a few people talking about the STACY/STE/TT
> et al. as being "vaporware" because they cannot see it. look,vaporware
> means it does not exist,is all hype. or a prototype exists in a primitive
> form (this is stretching the term). all three DO exist and have been
> shown,used,seen,touched by REAL people in the US and in Europe,etc. if
> you cant see it,that doesnt mean its vaporware. this is an extremely
> narrow form of mind and it scares me to see ST users thinking this way.
> it is like an infant whose world consists of only what he/she can see.
> if something is hidden or in another room,there is no such thing. oh
> well,just my $.02 worth.
> ---
> "...in the spirit of hobbyist computing" ...apple!spies!citasim!%s
>
> Spies in the Wire, PUBLIC ACCESS UNIX (408) 867-7400

Well, people saw, and touched the Atari CD-ROM drive years ago, and everybody
would agree that it is VaporWare.

People saw and touched the 1400XL 6 years ago (back in the old 8 bit days) and
everybody would agree that it is VaporWare.

Atari has a long history of VaporWare. Remember the ST that was going to use
the 68020 cpu?? It never came out either.

And all of the products mentioned here are just being shown as prototypes,
not production runs!! So, they too are VaporWare. Maybe when Atari starts
SELLING products they we can change them from VaporWare to HardWare.

And as far as selling them in Europe, they are still VaporWare here in the
United States. I understand that Atari has been selling IBM PC clones in
Germany for some time now. But now here in the States. So, those machines
are VaporWare to me.

But, maybe I should fly to Germany to buy an Atari computer??
With all of the US dealers dropping Atari it may not be long before
you have to fly to Germany to buy an Atari computer!!

I still say that a product that can't be purchased MONTHS or YEARS after
it was announced is VAPORWARE. And the STacy, the Lynx,the 1040STE, and the

TT/P are all 100% VaporWare!!

Or do you know where I can buy one of them today??

Rich Covert

2311. Games only for the ST?

Newsgroup: comp.sys.atari.st
Date: 1989-11-01 21:54:44 UTC
From: Mark.Johnson@p0.f30.n147.z1.FIDONET.ORG
Message-ID: <118.25505692@metnet.FIDONET.ORG>
Source record: 247581

That seems strange, since Word Perfect Corp took their ST version off the shelf and put the Amiga version there instead; Several new CAD prgrams have hit the market in the last 2 months (as well as 3 to 6 new word processors); GFA BASIC 3.0 (and compiler) updates are now available; PageStream 1.8 is shipping, Spectre GCR is shipping to distributors; and the list goes on....

Where have you been?

6

--
Mark Johnson - via FidoNet node 1:147/10
UUCP: ...!att!occrsh!uokmax!metnet!30.0!Mark.Johnson
INTERNET: Mark.Johnson@p0.f30.n147.z1.FIDONET.ORG

2312. A3000

Newsgroup: comp.sys.atari.st
Date: 1989-11-01 22:03:49 UTC
From: Mark.Johnson@p0.f30.n147.z1.FIDONET.ORG
Message-ID: <119.25505695@metnet.FIDONET.ORG>
Source record: 247582

Hmmm seems to me that the logic used by the Atari bashers makes that A3000 a vaporware product too. Seems odd that they aren't crying about their awful - supportless - lying - cheating C= company like they are trying to accuse Atari of, eh?

d

--
Mark Johnson - via FidoNet node 1:147/10
UUCP: ...!att!occrsh!uokmax!metnet!30.0!Mark.Johnson
INTERNET: Mark.Johnson@p0.f30.n147.z1.FIDONET.ORG

2313. Re: TOS, Zoo, or Zen?

Newsgroup: comp.sys.atari.st
Date: 1989-11-01 22:18:51 UTC
From: kbad@atari.UUCP
Message-ID: <1765@atari.UUCP>
Source record: 247583

achowe@tiger.waterloo.edu (anthony howe) writes:

| So the problem is that both versions of zoo will not generate sound
| archives under TOS 1.4 - 89.4.6 for some reason. Yet under the developer
| release of TOS 1.4 - 88.8.8 everything is hunky-dorey.

It is possible that it is due to Zoo mishandling DTA management.
GEMDOS DTA handling (in the internal* part of the DTA) was changed,
possibly in the time between the developer release and the final TOS
release. Another problem is that GEMDOS _uses_ the DTA differently
in the final Rainbow TOS version than previous TOS versions... to wit:
if you don't save out DTA information between Fsfirst/next calls, when
the last call fails (with file not found), the DTA _will_ contain
garbage.

Or maybe it's just bad fairies in your computer.
--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

2314. Re: TOS 1.4 Incompatibility

Newsgroup: comp.sys.atari.st
Date: 1989-11-01 22:22:31 UTC
From: apratt@atari.UUCP
Message-ID: <1766@atari.UUCP>
Source record: 247584

neil@cs.hw.ac.uk (Neil Forsyth) writes:
>The speed of the TT means that lots of software will really fly! I would just
>love to see all those games get all their work done in under a frame...

As you know, games are the worst offenders in terms of doing things
which aren't portable and defeat our efforts at compatible upgrades.
The fact is, it is NON-game software which you can expect to work, and
games which are more likely to fail. (As it happens, a number of games
DON'T fail, notably Air Warrior on GEnie and SubLogic's FS2(!).
SideWinder also works, and it *does* get its work done in one frame.

(And now for the standard disclaimer before people rag on me about
things I didn't say...) Don't take this as a comprehensive list of
what works and what doesn't. It's just some games which I happen to
know work.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

2315. Re: UNIX -- ATW Speed

Newsgroup: comp.sys.atari.st
Date: 1989-11-01 22:34:53 UTC
From: kbad@atari.UUCP
Message-ID: <1767@atari.UUCP>
Source record: 247585

wolf@cbnewsh.ATT.COM (thomas.wolf) writes:

| >>> 4 megabytes of RAM, upgradable to 120 meg
| >>> With all 4 boards, that is 13 transputers, the machine
| >>> runs at 10 MIP (= 1/5 Cray)
| >>I guess this should be at least 100 Mips, because ONE T800 can run at 10
| >>Mips.
| ...speed improvements (if 100MIPS = 1/5 Cray, I guess the program would run
| at 500 MIPS?)

MIPS == Meaningless Indications of Processor Speed
--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

2316. Re: unix on the TT

Newsgroup: comp.sys.atari.st
Date: 1989-11-01 22:37:23 UTC
From: kbad@atari.UUCP
Message-ID: <1768@atari.UUCP>
Source record: 247586

depeche@quiche.cs.mcgill.ca (Sam Alan EZUST) writes:

[read in a magazine...]
| THE DESKTOP MODEL WILL NEVER WORK WITH UNIX
| only the TOWER will....

| if this is true, WHY?????

Because the magazines don't know what they're talking about.

--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

2317. Re: TT's VME-slots

Newsgroup: comp.sys.atari.st
Date: 1989-11-01 23:07:17 UTC
From: JALKIO@cc.helsinki.fi
Message-ID: <1244@cc.helsinki.fi>
Source record: 247587

In article <468ef7cd.14a1f@force.UUCP>, covertr@force.UUCP (Richard E. Covert)
writes:
(Reply for my recent article.)

>
> My main point is that having ONLY one slot guarantees that no vendor will
> design hardware for that slot. This is because a vendor is competing against
> others for a very limited resource. Say there were three vendors all wanting
> to sell a HW card for the ONE slot. But, since there is only one slot all
> three vendors are competing against each other for use of the one slot. And
> that is true even if the 3 vendors aren't producing the same function.

How can you be so sure that one slot results in no hardware?
>
> Also, having only one slot means that a vendor won't produce a simple board,
> but will need to produce an all in one board. For example, if you have many
> slots a vendor might produce a cheap RAM board, but with only one slot the
> vendor would have to produce a RAM, I/O, video board all in one. Thus a more
> expensive board and a smaller market for the vendor.

I agree on this.
>
> So, while I personally may not need or what a AD/DA card for a TT, having many
> VME slots may mean that someone will produce a board that I do want. And the
> TT/P with its one partial-VME slot just doesn't allow for any growth.

As I already said, there will be the TT/X, which will be much more
expensive, though.

> What would I like to see in card slots?? Well, have about a cheap Ethernet controller,
> or a cheap tap controller, or a a cheap RAM board, or a cheap INTERNAL modem,
> or a cheap hi rez color graphics board, or a cheap serial IO card. Heck,
> there are many HW boards that could enhance the TT. And none will ever be
> developed if the TT comes out with only one slot.

As far as I know, you'll be able to fit quite a lot RAM inside the TT.
Atari has said it will offer the ATW's good graphics board for the TT.
And I wouldn't really wonder if somebody introduced a some kind of slot
expansion for the TT.
>
> And that is why I won't buy another closed system from Atari. I would rather
> wait for the 80486 machines with AT&T Sys V Release 4.0 with X Windows.

..and pay quite a lot more...
>
> Richard Covert

Jouni Alkio

2318. Naive Question : ST & IBM Disk Compatibility

Newsgroup: comp.sys.atari.st
Date: 1989-11-01 23:26:45 UTC
From: ladasky@codon3.berkeley.edu
Message-ID: <1989Nov1.232645.9023@agate.berkeley.edu>
Source record: 247588

I have a program for my ST that writes PostScript files, but my only
access to a laser printer is through this here UN*X computer account. I did
a ten-page project last semester, transferring each page by modem. It was
painfully slow, and when I found errors in the printouts, I had to go back
to square one.

My local ST retailer told me that Atari disks were compatible with
3.5" IBM drives. He gave me a program called FSFORMAT which initializes the
disk in a format that is readable by both TOS and MS-DOS... or so he said.
I was able to see that it woked on two systems that he had set up in his store,
but when I went to the PC on campus that is hooked in to the network, it
wouldn't read it!

Now there's a new PS/2 lab on campus which is hooked in to the net.
Does anyone know if this is a workable solution to my problem? Furhtermore,
does anyone know of specific PC/XT/AT/OS2 configurations which will NOT read
ST disks?

Thanks in advance.

T CROSS POLICE LINE DO NOT CROSS POLICE LINE DO NOT CROSS POLICE LINE DO NOT CR

"Do unto others as you would like - John J. Ladasky ("ii")
to do unto them. " Richard Bach (ladasky@enzyme.berkeley.edu)

2319. Re: WordPerfect for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 1989-11-01 23:38:37 UTC
From: Xorg@cup.portal.com
Message-ID: <23588@cup.portal.com>
Source record: 247589

I can verify the fact that WP still supports the ST 100%, I just ordered my upgrade yesterday with no problems and the operator knew exactly what I was talking about and listed all the new features for me over the phone. A company that truely sets the standard for software support!

Peter Szymonik
Xorg@cup.portal.com

2320. Re: question SPECTRE GCR

Newsgroup: comp.sys.atari.st
Date: 1989-11-01 23:46:27 UTC
From: Xorg@cup.portal.com
Message-ID: <23589@cup.portal.com>
Source record: 247590

Spectre GCR allows you to pop a MAC disk into the ST drive and emulate
a real MAC. MAC and ST format disks are *very* different, when you use
GCR you are always in MAC mode - not ST mode. If you put an ST disk in
a MAC you will get nothing. If your asking whether you can DL a file
(MAC file) to an ST disk and then run it under GCR, the answer is no.
Niether would you be able to DL an ST program to a MAC disk and run it
on an ST. There IS a program included with Specter GCR called TRANSVERTER
which does allow you to move files between the two different disk formats
however.
Peter Szymonik
Xorg@cup.portal.com

2321. Re: HyperScreen

Newsgroup: comp.sys.atari.st
Date: 1989-11-02 01:13:33 UTC
From: jlemon@cory.Berkeley.EDU
Message-ID: <19043@pasteur.Berkeley.EDU>
Source record: 247593

In article <8911011636.AA18034@ucbvax.Berkeley.EDU> 01659@AECLCR.BITNET (Greg Csullog) writes:
>Would someone on the net please repost information about HyperScreen?
>Thanks in advance.

I pulled this off the net a while ago. Unfortunately, I seem to have forgotten who wrote it. Oh well. The software patch to go along with this exists on terminator and (I think) panarthea. Enjoy.

==========
Several people have asked me to expand on the circuitry from "ST-magazin" to allow an expanded ST screen. The trick is this: a composite signal is generated by ANDing together the HSynch and Vsynch signals and supplying this signal to the MMU and Shifter chips instead of the normal DE (display enable) signal from the GLUE chip. Note that the original DE signal must still be passed on to the Timer B interrupt (pin 20) of the MFP68901. Additionally, a switch is used to enable either the new DE signal or the original signal to be used, allowing normal operation to be resumed when desired.

So, to describe the circuitry: the heart is an NPN transistor, type BC555 or equivalent. They give a BC237 as an equivalent; offhand I don't know what 2N series would be equivalent -- perhaps someone with access to a D.A.T.A. handbook can comment. Next are two resistors: a 240 Ohm emitter resistor to ground, and a 10K pullup on the base to +5 V. The collector is also connected to +5, so it's essentially a common-emitter circuit; a 100 nF capacitor from collector to ground takes care of the switching transients. Finally two diodes, 1N4148, are also connected to the base, with their cathodes going to HSynch and Vsynch respectively. Thus when either synch signal is low, the base is pulled low via a diode and the transistor switches off giving a low signal at the emitter; when both are high, the base is pulled high by the 10K resistor and the transistor switches on, pulling the emitter high to ~4.4 V.

As for the actual connections, the original was built in a 520 STM where the synch and +5 signals were conveniently located together at the modulator. Here +5, HSynch and VSynch are pins 7, 5, and 4 resp. For older 520s +5 is on pin 6 instead of 7. My internals book gives H and V synch signals at pins 37 and 38 of the GLUE chip, but there's a comment that the signal should be taken from the modulator input connections even when it is not installed. There's also a comment that a Version D 1040ST sometimes has too weak a synch signal to properly drive the transistor circuit, and I think it says you have to buffer the signals through two 7404 inverter gates (but it might be saying that these gates already exist -- I had to quit my German classes just when we were learning "werden").

That takes care of the inputs; the output from the transistor emitter is taken to one side of a SPDT switch, while the original DE signal from the

GLUE chip (pin 39) goes to the other. Now, the PC trace for DE is cut so that the it still goes to the timer chip but not the MMU and Shifter chips; the common pin of the switch is connected somewhere on the MMU/Shifter side of the cut. The three wires to the switch have to be long enough to allow the switch to be mounted in some convenient location on the case of the ST -- personally I'd prefer something a little more complex using DC switching so that the signals weren't taken over such a long route (nearly 12 inches judging from the photographs). The original was also constructed in a "fliegenden Aufbau", i.e. suspended in mid-air by the component leads, and wrapped in insulating tape. I would suggest a bit of perf-board or something so that a neater and more stable construction can be made.

There's also a comment that you might have to remove C114 in a version D 1040ST, I think to get a better risetime ("Flankensteilheit"); this capacitor is at the upper left of the shifter shield (? "Shifter-Abschirmgehauese").

As for the software, I'm still baulking at typing in 2900 bytes of hex-dump, plus I'm not sure of the legality of posting it to the net. However, the introduction states that when a substitute DE signal has been arranged "then compute-time intensive synchronisation tricks are unneccesary and a modified TOS or BIGSCREEN (ST-Magazin 11/88 edition) runs with the new Hyper-Screen resolution under GEM". Keith at UH Atari Computer Enthusiasts (uace0@uhnix2.uh.edu) informs me that he has already modified the BIGSCREEN code to suit, and is waiting on this detailed circuit description. I trust that he will make the code available once it has been tested. By the way, it is supposed to work in all resolutions: 420x284x16 colours in Lo-rez, 840x284x4 colours in Med-rez and 840x568 in monochrome Hi-rez. I hope this has answered all the questions...

--

Jonathan ...ucbvax!cory!jlemon or jlemon@cory.Berkeley.EDU

2322. TT and STE

Newsgroup: comp.sys.atari.st
Date: 1989-11-02 01:46:58 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.88.625974418.larserio@kyrre.uio.no>
Source record: 247594

We all know that both the TT and the STE will run ST software,
but will the TT run STE software ?
Will the STE run some STE software (i guess not) ?
What I'm aiming at is: Will TT-user have the possibility of using programs
made for the STE (if the great TT user want to a game :-)

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

2323. Re: TOS 1.6 && TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1989-11-02 02:07:45 UTC
From: towns@atari.UUCP
Message-ID: <1769@atari.UUCP>
Source record: 247595

in article <4280003@hpgnd.HP.COM>, alex@hpgnd.HP.COM (Alexis MERMET-GRANDFILLES) says:

>
> My question is quite simple ,...
> Does TOS 1.6 gives the same new functions that TOS 1.4 ?
> Are they compatible ?
>
> In fact , Is TOS 1.6 an enhancement of TOS 1.4 ? or are they
> two different branches of TOS 1.2 enhancement ? ...

TOS 1.6 is essentially TOS 1.4 with the support for the new features of
the STE. It does give the same new functions as TOS 1.4. They are NOT
two different versions of the TOS 1.2 "enhancement."

-- John Townsend ames!atari!towns
Atari Corporation

2324. sm124 flyback problems

Newsgroup: comp.sys.atari.st
Date: 1989-11-02 02:10:00 UTC
From: DETECTOR@TRIUMFER.BITNET
Message-ID: <8911020803.AA14907@ucbvax.Berkeley.EDU>
Source record: 247596

Has anyone had any problems with sm124 monitors dying due to flyback problems? We have had a flurry of deaths recently, around 6 or 8% of our 100 or so units on site. Most of these had manufacturing dates around New Year '88. I've scanned our archive of this mailing and found only two references to this, neither recent. We generally have our 1040's running 24 hours a day, so if this is a bad batch problem, it may take a while to show up on less exercised systems. I'd be interested in any feedback about monitor lifetimes, as we are debating the virtue of modding a more rugged monitor such as little Panasonic general purpose units (assuming this is possible) which typically last around 10 years at 24 hrs a day. Thanx.
Pete Vincent,
TRIUMF, Vancouver

2325. Re: TT's VME-slots

Newsgroup: comp.sys.atari.st
Date: 1989-11-02 02:20:37 UTC
From: gl8f@astsun.astro.Virginia.EDU
Message-ID: <2202@hudson.acc.virginia.edu>
Source record: 247597

In article <4695035f.14a1f@force.UUCP> covertr@force.UUCP (Richard E. Covert) writes:

>Well, that's the answer then. The MEga lacks "profit potential"> I wondered
>why no cards are being marketed for the Mega ST.

There are cards for the Mega.

>> The TT comes with most of what you'd ordinarily put into slots. Serial I/O.
>> High-performance video. A place to plug RAM SIMMs.
>
>Ethernet controller?? Nope.

Can hang off SCSI a la Mac, or internal.

>Tape backup controller?? Nope.

SCSI.

>Internal high speed modem?? Nope.

Why internal? Get it on RS232 and then it doesn't have to be VME or TT
specific.

>You see there are lots of potential internal addons for the TT.

Yes, things like D/A boards. But many conventional type devices ought
NOT go in an internal slot, especially when you can take a product and
sell it for the Mac *AND* ST *AND* TT because it interfaces to SCSI.

You can continue to loudly claim that you have the right answers. But you
have no proof, and you make little sense.

Greg Lindahl
gl8f@virginia.edu I'm not the NRA.

2326. LHARC Source wanted!

Newsgroup: comp.sys.atari.st
Date: 1989-11-02 03:08:57 UTC
From: ajy2208@ultb.UUCP
Message-ID: <1541@ultb.UUCP>
Source record: 247598

Help!
=====

I am looking for the sources to LHARC, if they are in the public domain... LHARC is very slow and a bunch of us here in Rochester would love to re-write. Rest assured that this will be the first place an improved version of LHARC would appear, so any help I receive in getting the source will benefit you too (in the long run)....

Thanks,

(keeping my fingers crossed that LHARC is public domain)..

____
Albert Yarusso, Rochester ajy2208@ritvax.bitnet, ajy2208@ultb.rit.edu
Institute of Tech. ____
Computer Science /___ / {rutgers, ames}!rochester!ritcv!ajy2208
_____________________/ / ajy2208@ritcv.cs.rit.edu GEnie: A.Yarusso

2327. XFormer 2.55

Newsgroup: comp.sys.atari.st
Date: 1989-11-02 03:43:07 UTC
From: Vaprak@cup.portal.com
Message-ID: <23609@cup.portal.com>
Source record: 247599

Well, I am baffled... I have spent two days working with Xformer 2.55 with no sucess. I seem to be missing the boat as I can not get any of my 8 bit files into the proper format for the XFormer. I have the parallel cable, the lastest ARC of STXF255 and can not get the two to interact. When I load DOS 2.5 as a Context, I have tried numerous variations of the 'A' - Directory command to get the 1050 to kick in and with no luck. All I get is an Error 138. Has anyone had any experience with this combination?

Vaprak@Cup.Portal.Com
Sun!Cup.Portal.Com!Vaprak

2328. Need help locating DVI fonts

Newsgroup: comp.sys.atari.st
Date: 1989-11-02 05:08:23 UTC
From: PMR2@PSUVM.BITNET
Message-ID: <89306.000823PMR2@PSUVM.BITNET>
Source record: 247600

Can anyone tell me how to either obtain a set of 240dpi DVI fonts or to generate them using .MF files? I'm trying to get the DVI-to-Epson driver program to work, and all I lack are fonts of the appropriate size. I tried downloading some files with provocative names like CM_MF.ARC and MF_FILES.ARC, but there was no documentation included. (I seem to recall obtaining them from terminator.umich.edu.) Please reply to PMR2@PSUVM... well, you can read the header too. If you're knowledgeable about the matter, please let me know whether it would be worthwhile to post a summary of the responses I get.

Thanks.

Paul Ricker

2329. Re: 386's, TT's, a machine I want

Newsgroup: comp.sys.atari.st
Date: 1989-11-02 05:33:37 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <10089@stag.math.lsa.umich.edu>
Source record: 247501

In article <1200@atha.AthabascaU.CA> rwa@cs.AthabascaU.CA (Ross Alexander) writes:
>Point b: I'm not planning on buying into all that missed'em 5 grief
> ;-), the machine's got a 68030 in it so the MACH port ought to be
> pretty straightforward. I sincerely hope so, anyway. I'll run minix
> until it gets done - at least I'll have source. Physician, heal thyself!

Good idea. I've got BSD 4.3 source here (Tahoe) that I plan to get running
on this NeXT at some point. (It's called MACH, but whatever it is the NeXT
runs, it's *too slow*... And it doesn't come with sources. What an utter
drag.) Will probably try the same for the TT whenever it's available...
--
-=- PrayerMail: Send 100Mbits to holyghost@father.son[127.0.0.1]
and You Too can have a Personal Electronic Relationship with God!

2330. Re: (none)

Newsgroup: comp.sys.atari.st
Date: 1989-11-02 05:45:41 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <10090@stag.math.lsa.umich.edu>
Source record: 247502

In article <8911012037.AA03897@ucbvax.Berkeley.EDU> JOHNMAR@IITVAX.BITNET writes:
>ftp and binaries
>To: INFO-ATARI16@WSMR-SIMTEL20.ARMY.MIL
>X-Original-To: INFO-ATARI16@WSMR-SIMTEL20.ARMY.MIL, JOHNMAR
>
>I've been trying to get binaries off of terminator.cc.umich.edu using ftp. I'm
>using a vax and downloading from it. Is the code getting scrambled or some-
>thing? Is what I'm trying possible? Do I need another kind of unarchiver?
>I couldn't even use the arc.ttp from there. What am I doing wrong?
>Mark J

How do you download from the Vax - using Kermit? I presume you're setting
binary filetype when you ftp, so that's not the problem. However, if you're
using Vax-Kermit, also known as Kermit-32, you should "set filetype fixed"
on the Vax, not "binary" - but still use binary on the ST Kermit...
--
-=- PrayerMail: Send 100Mbits to holyghost@father.son[127.0.0.1]
and You Too can have a Personal Electronic Relationship with God!

2331. Re: Ramblings of a madman (Sozobon C topics)

Newsgroup: comp.sys.atari.st
Date: 1989-11-02 08:02:10 UTC
From: steve@thelake.UUCP
Message-ID: <1002890202100185@thelake.UUCP>
Source record: 247503

In article <8911011638.AA18226@ucbvax.Berkeley.EDU>,
S61304@PRIME-A.POLY-SOUTH-WEST.AC.UK (Rat) writes ...

>Having just read a message in Vol. 89 Issue 565 questioning whether there is a
>shell available for Sozobon C, I would also like to second this question!
>
>I am starting my final year project using Sozobon C and would find a shell
>_VERY_ useful, espesially if it can handle environment variables.

Sozobon C works perfectly well with Un*x-style shells, such as Gulam, tsh,
etc. I use jShell, which perhaps John Stanley will someday quit making
perfect and post. :-)

But I suppose you're looking for a GEM shell for Sozobon C.

I worked on one for a month or two. A number of factors stopped me:

* I'm not good enough at programming to make a "gee-whiz"
graphic compiler shell -- something like Think C on the Macintosh.
This is a hobby. I don't do this for a living.

* I got involved in other projects, namely some Usenet netnews
software.

* I didn't find it useful.

The last point is probably the most important. I really didn't see much
use for GEM in the write-compile-link-test cycle. Working from a command
line is a lot more convenient. I'd rather type "cc fubar.c" than
point-click-point-click-point-click-point-click-knock-over-my-coffee-cup.

If you disagree, I'd like to hear why. What do you expect to get out of a
compiler shell? What sort of user interface do you envision? I might be
persuaded to dredge up my SeeShell code and start hacking at it again.

Or maybe you'll be inspired to write your own.

-- Steve Yelvington, up at the lake in Minnesota
... pwcs.StPaul.GOV!stag!thelake!steve (UUCP)

2332. Re: Piggiback ROMs (2 TOS versions

Newsgroup: comp.sys.atari.st
Date: 1989-11-02 10:39:38 UTC
From: hase@netmbx.UUCP
Message-ID: <3694@netmbx.UUCP>
Source record: 247522

In article <23524@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>I was referring to the feeling of "get in there with a soldering iron and
>fix it yourself" that is endemic in the Atari world. Hack in a memory
>upgrade because Atari doesn't offer one. Rip out your CPU to kludge in
>a faster processor, since Atari hasn't offered anything in 5 years. Tear
>out your Shifter chip to add colors to bring your system up to the level
>that other manufacturers now sell.

How many faster processors did IBM make since the second (8 MHz) AT?
How many accelerators for the PC are availeble from IBM, how many memory
upgrades?

Atari did not document the hardware, so few third-party hardworkers bit
the bullet and worked out, how it works themselves.

The second mistake is the ST pricing: it's to cheap to be taken serious.
Atari made games. My brother uses to play with an 2600 game system
dayly, just as lot's of sons of "managers" did.

hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
Dennis had stepped up into the top seat whet its founder had died of a
lethal overdose of brick wall, taken while under the influence of a
Ferrari and a bottle of tequila. (Douglas Adams; the long dark teatime...)

2333. Re: TT's VME-slots

Newsgroup: comp.sys.atari.st
Date: 1989-11-02 10:46:14 UTC
From: hase@netmbx.UUCP
Message-ID: <3695@netmbx.UUCP>
Source record: 247521

In article <468ef7cd.14a1f@force.UUCP> covertr@force.UUCP (Richard E. Covert) writes:
>My main point is that having ONLY one slot guarantees that no vendor will
>design hardware for that slot. This is because a vendor is competing against
>others for a very limited resource. Say there were three vendors all wanting
>to sell a HW card for the ONE slot. But, since there is only one slot all
>three vendors are competing against each other for use of the one slot. And
>that is true even if the 3 vendors aren't producing the same function.

Well, the first card, I'll get for my TT, will be a VME bus tranceiver,
the second one beiing a 8-slot backplane.

That is, if the TT will ship until January. If not - and I do not
exspect it to be in one of the 5 Atari shops here in the small Berlin
till then - I'll buy one of the used Mac II, that showed up since the
IIx and IIci.

hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
Dennis had stepped up into the top seat whet its founder had died of a
lethal overdose of brick wall, taken while under the influence of a
Ferrari and a bottle of tequila. (Douglas Adams; the long dark teatime...)

2334. Atari ST multi-tasking/user operating systems

Newsgroup: comp.sys.atari.st
Date: 1989-11-02 11:11:38 UTC
From: gng@spocom.UUCP
Message-ID: <11@spocom.UUCP>
Source record: 247504

I'm compiling a survey about Atari ST multitasking/user operating systems.
If you use such an OS, please help me by just answering these questions:

1) What is the name of the OS and the latest version of it?

2) Is this OS multitasking, multiuser, or both?

3) What is the minimal ST hardware (and software if necessary) configuration
for this OS and if possible, the usual/best configuration for it?

4) Who is the manufacturer of this OS, and how can they be contacted?
(address, phone, uucp, etc)

5) How much does it cost (at the present time if possible)?

6) How long have you been using this OS?

7) On a rating of zero to ten, how Unix compatible is this OS?
(An explanation following it would be nice too)

8) What strengths prevail in this OS (if possible, compared to others also)?

9) What weaknesses are noticeable in this OS?

10) Other comments about this OS, the makers of it, etc?

Please send replies to me by email, and I'll post a summary here when I get a
sufficient number of replies. Thanks very much.
--
George Ng (Computer Science, Univ. of Toronto) | "Sure, I would like Canadian
UUCP: uunet!mnetor!{becker,hybrid}!spocom!gng | winters too...if it weren't
or utgpu!ncrcan!ziebmef!spocom!gng | for the weather."

2335. Re^2: questions, questions, questions

Newsgroup: comp.sys.atari.st
Date: 1989-11-02 11:16:20 UTC
From: joep@tnosoes.UUCP
Message-ID: <498@tnosoes.UUCP>
Source record: 247505

Just a quick note for a very small comment...

David L. Newton writes:

```
> if (event & MU_MESAG)
> handle_message ();
> else if (event & MU_KEYBD)
> handle_keyboard ();

> etc...
>
> } /* end event loop */
```

> Then, say, for most window stuff, you drop into the handle_message
>function. In there you have a SWITCH STATEMENT for message types, defined by
>Laser C as things like WM_REDRAW, WM_CLOSE, WM_FULL, etc. Each of those
>message types will have a function related with it.

Watch out for using a 'switch'- or 'if-else'-statement for checking out your events, because it's possible that GEM gives you more than one event at a time (?!)k. I don't know exactly when this will happen, so I'll have to check one of my GEM-programs to see when and where this problem may occur. The only thing I can remember at this moment is that I noticed an incomplete update and that it was solved by using something like:

```
if (event & X)
...
if (event & Y)
...

etc...
```

With X and Y being MU_* or WM_*.

Joep Mathijssen, TNO Soesterberg, The Netherlands

joep@tnosoes.uucp
mcvax.cwi.ml!tnosoes!joep

2336. GNU C

Newsgroup: comp.sys.atari.st
Date: 1989-11-02 12:12:41 UTC
From: MEGGIN@vm.epas.utoronto.ca
Message-ID: <89Nov2.071438est.57346@ugw.utcs.utoronto.ca>
Source record: 247506

GNU C should run fine in one meg without optimization. There is a utility distributed along with 1.34 to adjust the stack size for your machine. You might have to get rid of some DAs and TSR programs.

David Megginson, Centre for Medieval Studies, Toronto

2337. 1st word to postscript converter ?

Newsgroup: comp.sys.atari.st
Date: 1989-11-02 13:21:00 UTC
From: PHFRESAR@CNEDCU51.BITNET
Message-ID: <8911060804.AA19658@ucbvax.Berkeley.EDU>
Source record: 247507

I have two specific questions to ask:

1) Does anybody tried to use the 1st word-plus to postscript converter 1STW2PS from the terminator archives? It works fine with the supplied example on a Mega-ST2, but I am unable to make it print graphics. I obtain a postscript file containing nuls in place of the apropriate postscript graphics commands. I tried to contact by E-mail the author, but I got no answer so far. So if somebody have succeeded in printing graphics, could he/she send me his/her example.

2) I wonder if there is a simple vectorized drawing program for the ST which produces Postscript output, so I can print it on a postscript Laser printer at work with high resolution. Since I am using Knuth TeX program for text and mathematical formulae, I find very frustrating to insert graphics in low resolution mode. I am interested to know what you guys who (or their institution) owns a postscript Laser printer are doing.

Thanks in advance to all replies.

Jean-Francois Germond
University of Neuchatel
Switzerland
Bitnet: PHFRESAR@CNEDCU51

2338. Re: questions, questions, questions

Newsgroup: comp.sys.atari.st
Date: 1989-11-02 15:25:42 UTC
From: bob@cmpfen.UUCP
Message-ID: <265@cmpfen.UUCP>
Source record: 247508

covertr@force.UUCP (Richard E. Covert) writes:
>There are 2 main comerical Modem programs. FLASH is sold by ANTIC
>Software and Interlink by Intersect. I use FLASH exclusively because
>I like the builtin script and its editor. Also, FLASH is GEM based
>so I don't have to give up my favorite DAs (get MultiDesk real fast!!)

Flash is GEM-based? Right. Yeah, sure, you can summon up the menu bar -- as long as you don't mind losing your terminal emulation screen while you do so. Flash is a refugee from the IBM PC world of user interfaces, not a real GEM program. You want a GEM terminal emulation program? Get ST-Talk Pro. It's cheap, and it's a real GEM program.

Disclaimer: I don't have any connection w/the ST-Talk people; I just get disgusted with programmers who throw in a single menu bar or some cutesy dialog boxes and think that they have written a GEM program. Give me a break.

--
Computer Fenestrations Bob Breum
Post Office Box 151 {uiucuxc|hoptoad|petsd|ucf-cs}!peora!cmpfen!bob
Lake Monroe, FL 32747 USA
+1 407 322-3222 (if a modem answers, try 322-2002) "C is the new BASIC"

2339. Re: atari-bashing/vaporware

Newsgroup: comp.sys.atari.st
Date: 1989-11-02 16:08:56 UTC
From: steve@thelake.UUCP
Message-ID: <1002891008560239@thelake.UUCP>
Source record: 247509

In article <46950eee.14a1f@force.UUCP>,
covertr@force.UUCP (Richard E. Covert) writes ...

>Well, people saw, and touched the Atari CD-ROM drive years ago, and everybody
>would agree that it is VaporWare.

I believe I saw a disagreement about that within the last week. Maybe it
was vapor, too.

>People saw and touched the 1400XL 6 years ago (back in the old 8 bit days) and
>everybody would agree that it is VaporWare.

Yeah, I'm really upset about that. I'm also angry that Ford won't sell me
an Edsel. Those corporate buzzards! What's happening to civilization,
anyway? Next thing you know, they'll take Gunsmoke and Bonanza off TV. At
least we still have Lawrence Welk. What? What do you mean, he's ....

>Atari has a long history of VaporWare. Remember the ST that was going to use
>the 68020 cpu?? It never came out either.

That's the real reason I bought my ST -- because I read some half-baked
rumor in an Atari magazine based on an offhand comment from an Atari
executive that they were working on a bigger/faster/better ST that would
make mine obsolete. (Sheesh!)

>But, maybe I should fly to Germany to buy an Atari computer??
>With all of the US dealers dropping Atari it may not be long before
>you have to fly to Germany to buy an Atari computer!!

All of the U.S. dealers are dropping Atari? Now, there's a Weekly World
News cover for you:

IT'S A VAPOR CAPER!
PHANTOM ATARI DEALERS
SPOTTED ACROSS AMERICA
*
"My Dealer is Alive,"
Elvis tells reporter
*
Roseanne Barr's
love child gets Lynx
for Christmas
*
Space alien types
on tiny computer
no bigger than a
videotape

*
Two-headed computer
invades shopping mall;
"I'm a Viking,"
one proclaims

>I still say that a product that can't be purchased MONTHS or YEARS after
>it was announced is VAPORWARE. And the STacy, the Lynx,the 1040STE, and the
>TT/P are all 100% VaporWare!!

The STacy is overdue, but I don't think I'm going to pee all over myself
because of it. I have not seen any announcement from Atari of the U.S.
availability of the STE or the TT (MegaStation). They'll be here when
they're here. Go take a valium, or study Zen, or something.

>Or do you know where I can buy one of them today??

Yeah. The Lynx is available. This is from Fidonet:

|From: Joseph Muha
|To: Joseph Muha Msg #201, 28-Oct-89 10:37am
|Subject: LYNX
|
|Norm, I called the Sears 800 number, they were clueless for a while, but then
|the put me through to Chicago and BOOM, they called me back in 5 minutes (no
|lie) and I placed my order. The LYNX is on SALE right now, listing at $159.00
|I got mine for $147.50 and it will be here in 10 days!@ Thank you , thank you,
|1000 times, THANK YOU. Also, the cartridges are on sale too. I ordered
|Gauntlet III, but that is on BACK ORDER. The catalog number for the LYNX from
|Sears is 49 TD 75425. You can call from their many 800 numbers or the local
|store as long as you have the catalog number. Again Norm, thanks, you just
|made my Christmas!!!!! ;-)

-- Steve Yelvington, up at the lake in Minnesota
... pwcs.StPaul.GOV!stag!thelake!steve (UUCP)

2340. micro emacs v3.10 binary on terminator

Newsgroup: comp.sys.atari.st
Date: 1989-11-02 16:17:58 UTC
From: colas@trinidad.inria.fr
Message-ID: <283@mirsa.inria.fr>
Source record: 247510

Since nobody seems to have a me310 with a working shell-escape, I have
put my binary version on terminator (directory atari/new)
In the .zoo I have put also the docs, config files and atari sources.
(I haven't put other sources so that the whole thing fit in a disk)
(full distrib can be ftped on midas.mgmt.purdue.edu)

PS: for the STe Incompatibilities problems, a friend of mine is buying one,
so you will get soon FIRST-HAND reports of what's running or not!

Colas NAHABOO BULL Research FRANCE -- Koala Project
(GWM X11 Window Manager)
Internet: colas@mirsa.inria.fr
Surface Mail: Colas NAHABOO, INRIA - Sophia Antipolis,
2004, route des Lucioles, 06565 Valbonne Cedex -- FRANCE
Voice phone: (33) 93.65.77.71, Fax: (33) 93 65 77 66, Telex: 97 00 50 F

2341. Re: Naive Question : ST & IBM Disk Compatibility

Newsgroup: comp.sys.atari.st
Date: 1989-11-02 17:08:24 UTC
From: wallace@ynotme.dec.com
Message-ID: <47@e2big.dec.com>
Source record: 247511

In article <1989Nov1.232645.9023@agate.berkeley.edu>, ladasky@codon3.berkeley.edu (John Ladasky;1021 Solano No. 2;528-8666) writes...
>but when I went to the PC on campus that is hooked in to the network, it
>wouldn't read it!

DCFROMAT will also make a ST floppy useable on a PC. Don't use folders on the disk as this causes problems sometimes. If formatting on the ST doesn't work try formatting it on the PC (format for DD not HD, ie: 726kb not 1.44mb or whatever the exact # is) and then put it in the ST to copy the files onto.

I've had luck using DCFORMAT on the ST, writting the files on a Tandy PC, then reading the files on the ST. Some combinations work for some people other combinations for other people (or machines). The best you can do is try a few different things and hope one way eventualy works for you.

Good luck,

Ray Wallace
(INTERNET,UUCP) wallace@oldtmr.enet.dec.com
(UUCP) ...!decwrl!oldtmr.enet!wallace
(INTERNET) wallace%oldtmr.enet@decwrl.dec.com

2342. GNU C and sizeof(int)

Newsgroup: comp.sys.atari.st
Date: 1989-11-02 17:58:11 UTC
From: rbutterworth@watmath.waterloo.edu
Message-ID: <30975@watmath.waterloo.edu>
Source record: 247512

In article <1754@ruuinf.cs.ruu.nl> piet@cs.ruu.nl (Piet van Oostrum) writes:
>Dlibs and Gemfast have been written for a 16 bit compiler.
>I have a version of Dlibs that I adapted for use with GCC.
>It has been modified for 32 bit integers.

This reminds me of something I've been wondering about for a while.
Why does GCC on the ST have 32 bit ints?
Surely 16 is the obvious size considering it has 16 bit memory access.
(Note that I don't consider
"so that badly written code will still work ok"
as a valid reason.)

Every time anything accesses an int in CGG, it requires two memory
accesses. Most programs are full of things like "++i" or "i+=7"
or "if(i>j)", and such things take approximately 100% longer when
ints are 32 bits.

Even worse, take a look at the source for functions that interface
with the OS. Typically the function has a loop that takes the 32-bit
ints from the stack and moves them to 16-bit words and then invokes
the system trap with a pointer to this list.
Surely it would be many times faster with 16-bit ints,
since the function could simply pass a pointer to the stack arguments
without having to do any of the moves and resizing.

Has anyone made a 16-bit GCC and library and done a comparison?

2343. PageStream 1.80

Newsgroup: comp.sys.atari.st
Date: 1989-11-02 18:08:52 UTC
From: covertr@force.UUCP
Message-ID: <46998172.14a1f@force.UUCP>
Source record: 247513

PageStream 1.80 for The ST Ships!!

I have owned Soft-logik's products since the original Publishing Partner was released back in 1987. I still use PP 1.03 instead of Page Stream as I was never satisfied with the reliability of PgS 1.5.

Well, I don't have PgS 1.80 yet, but I did get a real nice package in the US Mail from Soft-Logik. The package was 70 page, small-manual sized newsletter titled "Soft-Logik Review Vol. II, No. 1". I was surprised to receive the newsletter as I haven't heard anythin from SL in six months. I had tried PgS 1.5 was decided that Calamus 1.09 was better. So, I stopped reading GEnie messages, and talking to SL.

The newsletter is very nicely organized with an attractive cover page, a Table Of Contents, six appendices, and an index. The newsletter is designed to slip into your PgS manual binder, which is a nice touch.

The newsletter describes the new features in PgS 1.80, how to order it, and the SL BBS.

The next chapter (section) describes two new features, irregular text runaround and Rotation.

There is a chapter on PostScript printing, and a new Beginners Tutorial. the Beginners Tutorial shows how to install the PgS software, and gives a sample personalized letterhead and document.

The newsletter ends with two chapters on additional products for PgS. One chapter covers fonts and other SL products.

The last chapter is probably the best part of this newsletter. It is a collection of third party fonts, cliparts, and PgS designs. There are samples of many of the fonts and some of the clip art. So, you can view the fonts before purchasing them. SL has even included ads for text special effects produced with PgS. One ad is for business cards prepared by Roland Steele in duncacville Texas.

All in all, I am impressed by this newsletter. I especially liked the third party ads which show the support that Soft-logik provides third party vendors. It is enough to encourage someone to develop PgS fonts or docs and submit them to SL.

I congratulate Soft-Logik on a fine newsletter. I will submit a review of PgS 1.80 once I get my update from SL. I sent them a check (only $10 for this update!!) today.

Rich Covert

2344. Info-atari16 listserver for Britain

Newsgroup: comp.sys.atari.st
Date: 1989-11-02 18:18:57 UTC
From: S61304@PRIME-A.POLY-SOUTH-WEST.AC.UK
Message-ID: <8911030816.AA09867@ucbvax.Berkeley.EDU>
Source record: 247514

(From "The Masked Rat Fink" "Computing and Informatics Yr4")

Request for help from any fellow British readers! I have a friend who would like to subscribe to this fine (Grovel) digest, but I cannot remember which list-server to send to. Can anyone let me know please as at the moment he has to rely on me remembering to forward issues to him.

Thankyou.

Simon (aka Rat)

==================++==
Simon P. Chappell || JANET S61304@UK.AC.PLYMOUTH.PRIME-A
51, Amherst Road, || BITNET S61304@PRIME-A.PLYMOUTH.AC.UK
Penny-Come-Quick, || INTERNET S61304%UK.AC.PLYMOUTH.PRIME-A@NSFNET-RELAY.AC.UK
Plymouth, |+==
Devon, || DISCLAIMER : Anything said by me is the truth as far as I
England. || know and I cannot be held responsible for any offence
PL3 4HJ. || this causes, though I do apologise for any inaccuracies
Tel: (0752) 223365 || in anything written above.
==================++==

2345. GDOS

Newsgroup: comp.sys.atari.st
Date: 1989-11-02 18:48:02 UTC
From: Mark.Johnson@p0.f30.n147.z1.FIDONET.ORG
Message-ID: <121.255145A4@metnet.FIDONET.ORG>
Source record: 247515

GDOS is explained fairly well in several manuals that come with
GDOS-based applications for the ST.

--
Mark Johnson - via FidoNet node 1:147/10
UUCP: ...!att!occrsh!uokmax!metnet!30.0!Mark.Johnson
INTERNET: Mark.Johnson@p0.f30.n147.z1.FIDONET.ORG

2346. Re: official tos 1.4 release

Newsgroup: comp.sys.atari.st
Date: 1989-11-02 18:51:19 UTC
From: kimes@cbnewsc.ATT.COM
Message-ID: <4454@cbnewsc.ATT.COM>
Source record: 247516

From article <5115@orca.WV.TEK.COM>, by stank@anvil.WV.TEK.COM (Stan Kalinowski):
| In article <1989Oct22.195156.14155@gpu.utcs.utoronto.ca> nemeth@gpu.utcs.UUCP (Gabe Nemeth) writes:
|>What I find annoying is that ROMs that fix bugs in the operating system
|>that was promised years ago is costing me $100. Surely Atari could
|>afford to foster some loyalty by offering a "nominal" trade in price
|>for ROMs.
|
| C'mon folks, give Atari a break. They're trying to provide support
| for their product and all they get are complaints. Trade-in's on ROMs
| don't make sense, they don't have any intrinsic value so what's the
| point of trading them in? It's not like a used car where the
| manufacturer could resell it. Mask programmed ROMs cannot be reused,
| so they have no value. Why should Atari take them on trade in?

Sure they have value. They can put them in the 520STFM's they are going to dump on the market next year for approx. $300. Does anyone seriously think they will have TOS1.4?

Kit Kimes
AT&T Bell Labs
Naperville, IL
...!att!ihlpe!kimes

2347. ATW specs

Newsgroup: comp.sys.atari.st
Date: 1989-11-02 18:53:24 UTC
From: Mark.Johnson@p0.f30.n147.z1.FIDONET.ORG
Message-ID: <122.255145A7@metnet.FIDONET.ORG>
Source record: 247517

```
Strange about the previous comment about the MAX speed of the "fully
loaded" ATW being only 10MIPS, since all the specs I've seen quote the
STOCK ATW as being 10MIPS and that each additional transputer card
installed (up to a limit) adds 7.5MIPS....

--
Mark Johnson - via FidoNet node 1:147/10
UUCP: ...!att!occrsh!uokmax!metnet!30.0!Mark.Johnson
INTERNET: Mark.Johnson@p0.f30.n147.z1.FIDONET.ORG
```

2348. Floppy media-change fix

Newsgroup: comp.sys.atari.st
Date: 1989-11-02 18:56:08 UTC
From: Mark.Johnson@p0.f30.n147.z1.FIDONET.ORG
Message-ID: <123.255145A9@metnet.FIDONET.ORG>
Source record: 247518

```
For the time being, any time you swap disk, be sure to either press the
ESC key or click on the top shaded bar of the item selector before
saving/reading to the new floppy. This forces a directory update of the
newly-inserted disk and will be a nice work-around until you can get to
a hardware solution.

.

--
Mark Johnson - via FidoNet node 1:147/10
UUCP: ...!att!occrsh!uokmax!metnet!30.0!Mark.Johnson
INTERNET: Mark.Johnson@p0.f30.n147.z1.FIDONET.ORG
```

2349. Re: TT's VME-slots

Newsgroup: comp.sys.atari.st
Date: 1989-11-02 19:29:48 UTC
From: apratt@atari.UUCP
Message-ID: <1771@atari.UUCP>
Source record: 247519

Somebody wrote:

> My main point is that having ONLY one slot guarantees that no vendor will
> design hardware for that slot.

Remember (as has been pointed out before) no vendor HAS to design
hardware specifically for that slot: it's already been done. That's
why we chose a standard bus interface.

You are also overlooking the fact that the first TT, internally
designated the TT/P, is the low-cost base model. It has one VME slot
(not full size, either). The larger, more expandable model will have
more than one (I don't know the number) and they'll be full size.

There is also the possiblity, but don't hold me to this, that you can
connect a VME card-cage to that one slot, and get as many slots that
way as you want. Such a cage would have to have its own power supply,
and the connecting cable would have to be short and well-shielded (or
crosstalk and Old Man FCC will get you) but I don't think there are any
impossibilities there. I don't know for sure that it's possible,
though: I'm not a VME guy.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

2350. Congratulations (was: GEMDOS Extended Argument Spec)

Newsgroup: comp.sys.atari.st
Date: 1989-11-02 19:30:11 UTC
From: buchanan@grads.cs.ubc.ca
Message-ID: <5469@ubc-cs.UUCP>
Source record: 247520

In article <1763@atari.UUCP> kbad@atari.UUCP (Ken Badertscher) writes:
>
>GEMDOS EXTENDED ARGUMENT (ARGV) SPECIFICATION
>
>Introduction

This is what we have being waiting for. Nice to hear an OFFICIAL
word about this whole mess.

WELL DONE ATARI.

2351. Re: TT's VME-slots

Newsgroup: comp.sys.atari.st
Date: 1989-11-02 20:22:25 UTC
From: covertr@force.UUCP
Message-ID: <4699f8e3.14a1f@force.UUCP>
Source record: 247523

In article <2202@hudson.acc.virginia.edu>, gl8f@astsun.astro.Virginia.EDU (Greg Lindahl) writes:
> In article <4695035f.14a1f@force.UUCP> covertr@force.UUCP (Richard E. Covert) writes:
>
> >Well, that's the answer then. The MEga lacks "profit potential"> I wondered
> >why no cards are being marketed for the Mega ST.
>
> There are cards for the Mega.

OK, just tell me about these Mega cards?? The oNLY one I can buy, off the shelf is for the Moniterm 19" monochrome monitor. And, if Atari still haves them, just maybe a Math Coprocessor Mega card. But, my dealer doesn't stock the Math Coprocessor card, so I don't know about it for sure.

Please, tell me about all of those Mega cards!!

>
> >Internal high speed modem?? Nope.
>
> Why internal? Get it on RS232 and then it doesn't have to be VME or TT
> specific.

Because internal IBM modem cards are cheaper then external modems. Just price them yourself. So, an internal modem for the TT should be cheaper then an external modem. As far as resale value goes, a used modem is only worth 50% of retail at best. And even less as faster modems are introduced.

>
> >You see there are lots of potential internal addons for the TT.
>
> Yes, things like D/A boards. But many conventional type devices ought
> NOT go in an internal slot, especially when you can take a product and
> sell it for the Mac *AND* ST *AND* TT because it interfaces to SCSI.
>
> You can continue to loudly claim that you have the right answers. But you
> have no proof, and you make little sense.
>
> ------
> Greg Lindahl
> gl8f@virginia.edu I'm not the NRA.

Furthermore, wouldn't it be nice for Atari to sell a truly open system and let the Marketplace decide what to add to it. I place a lot more faith in third party vendor then I do in Atari!! So, if the TT Tower EVER comes out, which I have very serious doubts about, I might consider another Atari computer. But the TT Plastic

is just another closed, limited support, game machine to me.

P.S. Do you know why Atari Corp doesn't just quit pretending to be
a SERIOUS computer vendor and go back to making Game Machines??
Could it be because of the Atari Stock Prospectus filed with the
USA SEC?? which says that Atari will make COMPUTERS?? If Atari
stopped pretending to make computers and concentrated on making
GAME MACHINES, they make commit fraud?? Actually, the TT
sounds like one hell of a GOOD Game Machine!! IT should be
marketted as such!!!

********** GOOD NEWS SECTION **********
Craig Daymon wrote an excellent ShareWare program called MANUAL MAKER.
MM is used to print out hlaf-page sized manuals, on double sided printouts.
MM has macros which allow for bold, italic,underlinging, footers,
and headers. It is GDOS, but given good GDOS fonts you can make
excellent printouts. MM prints out all even pages and allows you
to re-feed the sheets to print the odd pages on the back side.
MM has some canned cover sheets you can use. Unfortunately, MM
doesn't allow you to include graphics. but, Craig has indicated
that with the proper encouragement (shareware $$) he could add
such. Craig asks $15 for MM. Please connect Craig on GEnie. I will
post his name and address here if asked. All in all, Manual Maker
is execellent for printing out small manuals.
****

Rich Covert

2352. WordPerfect and the ST

Newsgroup: comp.sys.atari.st
Date: 1989-11-02 21:00:38 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <891102.14424461.064137@SFA.CP6>
Source record: 247524

Mark Johnson writes:

> That seems strange, since Word Perfect Corp took their ST version off
>the shelf and put the Amiga version there instead.

How so? WordPerfect has just released their new version for the ST
and is asking for input on new features.
Such statements as these are neither helpful or of benefit to anyone.

Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

2353. Re: CMI update... I got screwed royally...

Newsgroup: comp.sys.atari.st
Date: 1989-11-02 21:30:42 UTC
From: med@druwy.ATT.COM
Message-ID: <4424@druwy.ATT.COM>
Source record: 247525

in article <883@uhnix2.uh.edu>, uace0@uhnix2.uh.edu (Michael B. Vederman) says:
>
> <stuff deleted>
>
> So now, CMI has my $300 and my ST!!!! I am fuming mad, and would suggest that
> if anyone else out there is even considering doing business with this company
> to completely put it out of your mind!!!
>
> I have since contacted my local postal inspector and discussed the matter with
> him, and since the US Mail was involved, they are extremely interested in
> following up with mail fraud action...

I sincerely hope that you have better luck with the Postal Inspector than
I did (read that as *NO* help at all!). I got stung by Hippo for an
EPROM programmer that never did work. They ended up with the programmer
and about $200 of my cash, and the Postal Inspector was of *ABSOLUTELY*
no help. We exchanged correspondence for about 6-8 months (with some
up close and personal interactions as well), and that was enough time
for Hippo to be totally gone, with no hope to recover any of my losses.

I do suspect, however, that you may have slightly better luck getting
your ounce (I guess I should say pound ;-)) of flesh from CMI, since
they still sell in the Amiga market as well (unless they've really
gone belly up).

>
> - mike
>
> The opinions expressed are my own, and do not in anyway reflect those of
> Double Click Software or any other living person...
>

Myron Drapal
med@druwy.att.com

2354. Re: GNU C and sizeof(int)

Newsgroup: comp.sys.atari.st
Date: 1989-11-02 21:40:06 UTC
From: stephen@oahu.cs.ucla.edu
Message-ID: <28772@shemp.CS.UCLA.EDU>
Source record: 247526

In article <30975@watmath.waterloo.edu> rbutterworth@watmath.waterloo.edu (Ray Butterworth) writes:

>Has anyone made a 16-bit GCC and library and done a comparison?

You can always use this simple hack:

#define int short

But you have to be careful with constants. If you pass 3 as an argument to a routine expecting a 16 bit integer, it will pass 00 00 00 03 instead of 00 03. To get around that, pass your constants as (short)3 instead.

Of course if you haven't written your program yet, just write stuff to use shorts instead of ints.

Steve Whitney "It's never _really_ the last minute" (())_-_(())
UCLA Comp. Sci. Grad. Student | (* *) |
Internet: stephen@cs.ucla.edu UCLA Bruin--> { _@_/ }
GEnie: S.WHITNEY `-----'

2355. Atari Benchmarks

Newsgroup: comp.sys.atari.st
Date: 1989-11-02 22:06:00 UTC
From: Ritzert@DMZRZU71.BITNET
Message-ID: <891102220627.588651@DMZRZU71-UNI-MAINZ--GERMANY>
Source record: 247527

Recently, i did a few benchmarks on two Megas. Programs: quikdex1.0 and
ICD's ratehd. Systems:

a) ST2, TurboST1.6, NO blitter installed, SH205 (Tandon 262 (at 1:1
interleave, i think)).
Partitions: 2.4/6/6/6 MB.
TOS 1.2, Turbodos 1.5, AHDI 1.7.

b) ST4, TurboST1.6, blitter, Seagate ST296 at 1:2, Supra host.
Hypercache Board --- 16 MHz 68000, 8k cache.
Partitions: 21.2/21.2/21.3/21.3 MB formatted with Supra Software
(i.e. long FATS)
TOS 1.4, CACHE90, AHDI 3.01

Both Systems:
ACC's: TurboST, Control, HP-Calculator.
SM124.
Atari's 68881 Board

Results (average of 10 ICD-tests):
a)
CPU: 99 %
BIOS-text: 343 %
GEM draw: 338 %
GEMDOS i/o: 1561 %
DMA-read: 2254 %
Data rate: 262 +29 -20 kB/s
Access: 121 +- 3 ms

b) Cache off, TurboSt + Blitter
CPU: 100 %
BIOS-text: 346 %
GEM draw: 349 %
GEMDOS i/o: 1279 % (large FAT's!)
DMA-read: 3367 %
Data rate: 407 +- 0 kB/s
Access: 31 +- 1 ms

b) Cache on, TurboSt + Blitter
CPU: 180 %
BIOS-text: 500 %
GEM draw: 409 %
GEMDOS i/o: 1370 %
DMA-read: 3367 %
Data rate, Access: see above

The FPU has not been tested by these Benchmarks.

Effect of caching:
Compilation speedup is typically 1.4 times (Laser C, GNU C, Absoft Fortran)
Most FPU floating point operations are speeded up 1.5 times (large
overhead of communication between 68000 and 68881). Real programs
with much floating point and large address space (0.5 - 2.8 MB for variables)
which call the '881 from library routines run 1.5 times faster. Software
floating point ops are speeded up 1.85 times typically. In most cases,
an 8MHz ST with '881 performs fp faster than the Hypercache machine
without '881.

Michael Ritzert

mjr@dmzrzu71.bitnet

BTW: In my opinion, 30$ shareware fee for a simple benchmark program
like quikdex is quite expensive. The authors should think of putting
this program into the PD as ICD did with ratehd. (Only for comparison
--- in Germany you have to pay the equivalent to 30$ for the ultra fast
shareware TeX! The Author translated this TeX manually from Pascal to
Turbo C.)

2356. Calamus PD and Shareware fonts

Newsgroup: comp.sys.atari.st
Date: 1989-11-02 22:07:54 UTC
From: MEGGIN@vm.epas.utoronto.ca
Message-ID: <89Nov2.171348est.57671@ugw.utcs.utoronto.ca>
Source record: 247528

Since I mentioned that there were over 50 PD and shareware Calamus fonts already available, I've been swamped with requests for more information. I called ISD, and they're working hard on Outline, so do not write to them for copies of the PD fonts. The official source of Calamus support software, including PD fonts, is Genie in the Atari Library (p.476). Call up menu #8 and go into library #30, which is the ISD customer support library.

I am not on Genie, and I do not use PD fonts (we have almost half of the CG fonts now), so I cannot help. Could someone please start posting the PD fonts to the net? There is a lot of interest.

David Megginson, Centre for Medieval Studies, Toronto

2357. Atari Benchmarks

Newsgroup: comp.sys.atari.st
Date: 1989-11-02 22:08:00 UTC
From: Ritzert@DMZRZU71.BITNET
Message-ID: <891102220825.414779@DMZRZU71-UNI-MAINZ--GERMANY>
Source record: 247529

Correction: it must be ratehd 1.1 and Turbodos 1.05
--- -

Michael Ritzert

mjr@dmzrzu71.bitnet

BTW: In my opinion, 30$ shareware fee for a simple benchmark program like quikdex is quite expensive. The authors should think of putting this program into the PD as ICD did with ratehd. (Only for comparison --- in Germany you have to pay the equivalent to 30$ for the ultra fast shareware TeX! The Author translated this TeX manually from Pascal to Turbo C.)

2358. Atari ST software for sale

Newsgroup: comp.sys.atari.st
Date: 1989-11-02 22:19:41 UTC
From: sysop@comhex.UUCP
Message-ID: <240@comhex.UUCP>
Source record: 247530
Cross-posted to: comp.sys.atari.st,misc.forsale

I have the following Atari ST software packages w/manuals for sale:
(I will pay the shipping)

Gridiron!: The Football Simulator $15
GFA Championship Basketball: Two-on-Two $10
Leader Board: Pro Golf Simulator $15
w/Tournament Disk #1
Rogue $10
Phantasie III: The Wrath of Nikademus $12
Roadwar Europa $12
Roadwar 2000 $12
Colonial Conquest $12
Gauntlet $12
The ChessMaster 2000 $15
Breach $10
Dungeon Master $18
Carrier Command $12
Gunship $12
Jet $12
Flight Simulator II $15
w/Scenery Disk 7
Starglider $12
Harrier Strike Mission $10
The Music Studio $20
PC Ditto I $25
(or all for $225)

The following magazines w/disk:
Compute!'s Atari ST
February 1987 Volume 2, No 1, Issue 3 $3
April 1987 Volume 2, No 2, Issue 4 $3
June 1987 Volume 2, No 3, Issue 5 $3
August 1987 Volume 2, No 4, Issue 6 $3
October 1987 Volume 2, No 5, Issue 7 $3
December 1987 Volume 2, No 6, Issue 8 $3
February 1988 Volume 3, No 1, Issue 9 $3
April 1988 Volume 3, No 2, Issue 10 $3
(or all for $20)
STart: The ST Quarterly
Spring 1987 Volume 1, No 4 $3
Spring 1987 Volume 2, No 1 $3
Fall 1987 Volume 2, No 2 $3
Winter 1987 Volume 2, No 3 $3
Spring 1988 Volume 2, No 4 $3

(or all for $12)

--
Joe E. Powell, unf7!comhex!sysop@bikini.cis.ufl.edu
"You trip and fall down the stairs. -more- "
"Your pet rock bounds down the stairs after you. -more-"
"*crunch* -more-"

2359. Re: atari-bashing/vaporware

Newsgroup: comp.sys.atari.st
Date: 1989-11-02 23:11:11 UTC
From: parsons@b.ee.engr.uky.edu
Message-ID: <13113@s.ms.uky.edu>
Source record: 247531

Well, as a matter of fact, you CAN buy a 1450XLD... A limited few of
them WERE made, and sold. Seriously!

--
parsons@b.ee.engr.uky.edu
Born with a stearing wheel in my hand, and lead in my feet!
The small furry one... Rat
All statements belong to someone, who I'm not quite sure.....

2360. Spectre GCR Drive speed

Newsgroup: comp.sys.atari.st
Date: 1989-11-02 23:35:01 UTC
From: 2FHDBEAK@kuhub.cc.ukans.edu
Message-ID: <16727@kuhub.cc.ukans.edu>
Source record: 247532

I have a question for all the Happy Users of the Spectre GCR.

I know from experience with the old Spectre that it was significantly faster than a Mac Plus when doing drive I/O to native Spectre/Magic Sac disks.

Is this speed lost when the new GCR reads/writes to Mac GCR disks, or is it the same or faster than a Mac?

Thanks,
Jim Sisul

2361. Re: GNU C and sizeof(int)

Newsgroup: comp.sys.atari.st
Date: 1989-11-03 00:12:19 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <10092@stag.math.lsa.umich.edu>
Source record: 247533

In article <30975@watmath.waterloo.edu> rbutterworth@watmath.waterloo.edu (Ray Butterworth) writes:
>This reminds me of something I've been wondering about for a while.
>Why does GCC on the ST have 32 bit ints?

For compatibility - using the 32 bit int mode, I can take just about any source file off a Sun, Usenet (comp.sources.unix), etc., type "cc" or "make" and have a running executable without ever having to edit a single source file.

>Surely 16 is the obvious size considering it has 16 bit memory access.

Yep. So obvious, in fact, that every version of ST GCC that's been posted has been sent out with *both* 16 *and* 32 bit libraries. What are you complaining about?
>
>Has anyone made a 16-bit GCC and library and done a comparison?

Look again, if it's not there, whoever gave you your copy has done you and the FSF a disservice. You can also get the latest gcc stuff off of terminator if it's really missing.

As an offhand comparison, ARC is about 20% faster with the 16 bit library. Unfortunately, the stdio stuff seems really slow, dunno if that's just my bad luck/bad configuring...
--
-=- PrayerMail: Send 100Mbits to holyghost@father.son[127.0.0.1]
and You Too can have a Personal Electronic Relationship with God!

2362. Re: atari-bashing/vaporware

Newsgroup: comp.sys.atari.st
Date: 1989-11-03 00:52:54 UTC
From: Xorg@cup.portal.com
Message-ID: <23636@cup.portal.com>
Source record: 247534

Maybe the REAL problem is people who take rumors and run with them. Or reporters who take sightings at research labs and trun them into the newest and hottest items, due out 'real soon'. Mr Covert AGAIN takes the vaporware concept and runs with it. To me, vaporware means items which are talked about and promised but which do NOT exist in hardware or pre-production form. I have *SEEN AND USED* a real honest to goodness STacy. If STacy never sees the light of day it will not be vaporware my friend, just like GCR was NEVER vaporware. Just because people whine and complain about not being able to buy hardware just announced a few months ago does NOT mean that a company somehow is miraculously able to ship thousands out units overnight. Things take time, tooling up takes time, FCC approval takes time.

2363. >everybody would agree that it is VaporWare.

Newsgroup: comp.sys.atari.st
Date: 1989-11-03 00:57:00 UTC
From: UUCJEFF@ECNCDC.BITNET
Message-ID: <8911051924.AA11364@ucbvax.Berkeley.EDU>
Source record: 247535

```
>
>Atari has a long history of VaporWare. Remember the ST that was going to use
>the 68020 cpu?? It never came out either.
>
Well in all fairness, they decided the 68020 did not improve performance
over the 68000 that much so why bother. Goto the 68030 instead.
No sense in putting out something that is not much of an improvement.

But they do have problems in getting their other stuff out on schedule.

Jeff Beer, chicago
```

2364. Re: TOS 1.4 Incompatibility List: Populous

Newsgroup: comp.sys.atari.st
Date: 1989-11-03 01:31:55 UTC
From: danscott@atari.UUCP
Message-ID: <1772@atari.UUCP>
Source record: 247536

in article <267@mirsa.inria.fr>, colas@trinidad.inria.fr (Colas Nahaboo) says:
>
> Yes, Most of the greatest ST games do not work with TOS 1.4: Populous,
> dungeon master, Falcon, Rick Dangerous...
>
> At least there are some good news: It is only the PROTECTION on
> populous which crashes, my original do not work, but my cracked copy
> I have for everyday use works perfectly (I try never to use originals, as a
> power cut will fry the disk inside a ST drive...)
>
> bad news: even the cracked versions of falcon and DM do not work.

Really?

I have both Falcon and Populous on a MEGA 4 w/ TOS 1.4 installed in it
(six chip ROM set-production release) and both of those games work fine on
my computer. I haven't tried Dungeon Master in for a few months but I *THINK*
I remember trying it and it ran as well.

Anyone else have any problems with these programs?

Dan

2365. Re: TT's VME-slots

Newsgroup: comp.sys.atari.st
Date: 1989-11-03 01:32:30 UTC
From: koreth@panarthea.ebay.sun.com
Message-ID: <34680@grapevine.uucp>
Source record: 247537

In article <4699f8e3.14a1f@force.UUCP> covertr@force.UUCP (Richard E. Covert) writes:
>Because internal IBM modem cards are cheaper then external modems. Just
>price them yourself. So, an internal modem for the TT should be cheaper
>then an external modem. As far as resale value goes, a used modem is only
>worth 50% of retail at best. And even less as faster modems are introduced.

An IBM-PC card bus is not a VME bus. VME cards are much more expensive to
make. An internal VME modem card would end up costing over a thousand
dollars, I'd guess.

And as someone else touched on, you won't have to wait for TT-specific
VME cards. VME is a standard that's been around for years, and you can
already buy lots of VME products, from D/A converters to memory to high-
speed I/O controllers to video cards to multiple serial-port boards to...
But they don't come cheap, unfortunately.

" !" - Marcel Marceau
Steven Grimm Moderator, comp.{sources,binaries}.atari.st
sgrimm@sun.com ...!sun!sgrimm

2366. Re: TT's VME-slots

Newsgroup: comp.sys.atari.st
Date: 1989-11-03 01:57:28 UTC
From: gl8f@astsun8.astro.Virginia.EDU
Message-ID: <2207@hudson.acc.virginia.edu>
Source record: 247538

In article <4699f8e3.14a1f@force.UUCP> covertr@force.UUCP (Richard E. Covert) writes:

>> >Internal high speed modem?? Nope.
>>
>> Why internal? Get it on RS232 and then it doesn't have to be VME or TT
>> specific.
>
>Because internal IBM modem cards are cheaper then external modems. Just
>price them yourself.

I have. The trade-off is that you pay more for the computer in the first
place (slots cost money) to maybe save money down the road. By the way,
VME slots are a lot more expensive to build than a PC-BUS slot, so I'd be
amazed if anyone ever made an internal VME modem card. Why don't you find
one and tell us how much it costs?

A VME slot isn't like a PC-BUS slot. It's faster and more expensive. You
put quite different things in them.

> Furthermore, wouldn't it be nice for Atari to sell a truly open
> system and let the Marketplace decide what to add to it.

They've announced one. Why don't you sit back and see if it materializes?
They also have a corporate philosophy that the average user doesn't
need a truly open system. If you don't like that philosophy, go found
a competing company and quit bitching here.

By the way, I'm typing this on a Sun 3/80. It has room for SIMM memory,
a SCSI port, and serial ports. It's a little less expandable than the
TT/P....

> But the TT Plastic
>is just another closed, limited support, game machine to me.

Much like the Sun 3/80, eh? Wow, great games.

>P.S. Do you know why Atari Corp doesn't just quit pretending to be
>a SERIOUS computer vendor and go back to making Game Machines??

Because Atari makes a lot more money selling computers than it does
selling game machines. Read their annual report. With a few facts
to back up your postings, they might become educational.

Greg Lindahl
gl8f@virginia.edu I'm not the NRA.

2367. I can't resist sending this...

Newsgroup: comp.sys.atari.st
Date: 1989-11-03 04:37:47 UTC
From: phoenix@ms.uky.edu
Message-ID: <13119@s.ms.uky.edu>
Source record: 247539

```
If the P in TT/P stands for Plastic, will the T in TOS 1.6
stand for Tupperware?
- R'ykandar.
--
| R'ykandar Korra'ti, Editor, LOW ORBIT | phoenix@ms.uky.edu | CIS 72406,370 |
| Elfinkind, Unite! | phoenix@ukma.bitnet | PLink: Skywise | QLink: Bearclaw |
```

2368. Line-A help requested

Newsgroup: comp.sys.atari.st
Date: 1989-11-03 05:45:42 UTC
From: jjung@nunki.usc.edu
Message-ID: <6223@merlin.usc.edu>
Source record: 247540

Hi there. I'm trying to write a C application for the ST that copies a raster block from a 32K buffer to the screen. According to the Laser C documentation, all I need is:

```
MFDB *source, *dest;
:
[MFDB's are assigned]
:
a_copyraster (source, dest);
```

Problem is, I can't get it to work. I've verified that my MFDBs are set up properly (they work fine with vro_cpyfm()). I've tried setting the various line-a variables, to no effect. I'm out of ideas, and I need help.

If anyone knows how to get this to work, I'd appreciate you writing a reply, either by e-mail or by post. An actual example would be especially welcome. Thanks for your time and patience.

John

2369. Rich Covert, V.D.

Newsgroup: comp.sys.atari.st
Date: 1989-11-03 08:13:10 UTC
From: schiers@imdm.uke.uni-hamburg.dbp.DE
Message-ID: <331
Source record: 247541

Hi there,

I suggest Rich Covert for the vaporman of the year. He might be touched by his american girl-friend, but I can't buy him here in Europe.

Sorry for that, but I could not withhold this rubbish. Maybe, I got infected by all this orgasmic intellectual discussions about Atari's marketing practice.

Carsten.

Carsten Schiers

DFNet: schiers@imdm.uke.uni-hamburg.dbp.de
Usenet: unido!imdm.uke.uni-hamburg.dbp.de!schiers
Bitnet: schiers%imdm.uke.uni-hamburg.dbp.de@dfngate
Internet: schiers%imdm.uke.uni-hamburg.dbp.de@relay.cs.net

2370. Re: TT's VME-slots

Newsgroup: comp.sys.atari.st
Date: 1989-11-03 08:45:01 UTC
From: logic@wet.UUCP
Message-ID: <734@wet.UUCP>
Source record: 247542

In article <4695035f.14a1f@force.UUCP> covertr@force.UUCP (Richard E. Covert) writes:
>
>> The TT comes with most of what you'd ordinarily put into slots. Serial I/O.
>> High-performance video. A place to plug RAM SIMMs.
>
>Ethernet controller?? Nope.
>Tape backup controller?? Nope.
>Internal high speed modem?? Nope.
>
>You see there are lots of potential internal addons for the TT.
>

The TT already has a SCSI port. Why would you need a tape backup controller?
With the proper software, you could hang an Exabyte or a RDAT off the port.
What more, in terms of tape backup, can you ask for?

Also, what good is an internal modem? I know no one who has a high speed
internal modem. Every high speed modem that I've seen is external.
(Including the Dual Standard I'm using to call this system.)

Besides, who wants to spend $700 (or whatever amount) for a high speed modem
that will only work on one machine?

>
>That's my point:
> You can't just go out and buy the more expensive Atari computer.
>Because Atari introduces a new computer every two years, and if you don't
>like it you are stuck. You can't enhance it and you can't buy a more powerful
>computer. So, you are stuck.
>
>Richard Covert

You can't enhance an Atari computer? Am I hearing this from the mouth of
someone has a Turbo-16 upgrade inside his Mega? Or the Spectre GCR
emulator? Or whatever else you might have inside that Mega?

Why can't you buy a new computer if Atari comes out with one? What is
preventing you from doing just that?

--
Henry Kwan | AppleLink: D0690
FWB, Inc. | CompuServe: 71320,1034
2040 Polk St. Ste 215 | Internet: claris!wet!logic@ames.arc.nasa.gov
San Francisco, CA 94109 | UUCP: {claris,hoptoad,lamc,ucsfcca}!wet!logic

2371. (none)

Newsgroup: comp.sys.atari.st
Date: 1989-11-03 08:46:43 UTC
From: ee367021@WILIKI.ENG.HAWAII.EDU
Message-ID: <8911060806.AA19774@ucbvax.Berkeley.EDU>
Source record: 247543

```
SUBSCRIBE INFO-A16 Jack W. Wine
```

2372. Floppy stepping rate

Newsgroup: comp.sys.atari.st
Date: 1989-11-03 09:00:57 UTC
From: rode@uniol.UUCP
Message-ID: <1200@uniol.UUCP>
Source record: 247412

Hello,
I have a problem.
I use the TOS 1.4 Developper Version from the 08.08.1988.
Does anybody know the adress or a function where I can
change the stepping rate for Disk Drives?
I will use a TEAC FD55 Drive and I will read 360K MS-DOS Disks.
So I have to change the stepping rate from 3ms to 6ms.

Thanks in advance
Waldi

****
* Dirk Rode * UUCP: ...!unido!uniol!rode *
* Zwischenahner Str. 64 * Bitnet: 077481@Doluni1.Bitnet *
* 2910 Howiek **
** Nickname: Waldi *
* Irre oder nicht Irre ... ***********************************
************************** DAS ist hier die Frage !!!!!!!!!!!!!! *
****
* Arbeitsgruppe Rechnerbetrieb Informatik der *
* Universitaet Oldenburg (FB 10 - ARBI) *
****

2373. Missing sozobon1.2 shar files

Newsgroup: comp.sys.atari.st
Date: 1989-11-03 10:27:13 UTC
From: news@laas.laas.fr
Message-ID: <475@laas.laas.fr>
Source record: 247544
Cross-posted to: comp.sys.atari.st,comp.sources.d

Of the 9 part shar distribution of sozobon1.2 in the newsgroup
comp.sources.atari.st only parts 6, 7, 8, and 9 made it here due to a
disk overflow problem (amazing that rnews didn't stop!). If someone
can e-mail me parts 1 through 5, I would very much appreciate it.

Thanks a lot. Distribution is limited to eunet.

Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!mcvax!laas!ralph If all else fails, try:
SOBEK@FRMOP11.BITNET sobek@eclair.Berkeley.EDU
==
Upon the instruments of death the sunlight brightly gleams. -- King Crimson

2374. Missing parts of macfonts archive in comp.binaries.atari.st

Newsgroup: comp.sys.atari.st
Date: 1989-11-03 10:37:15 UTC
From: news@laas.laas.fr
Message-ID: <476@laas.laas.fr>
Source record: 247419
Cross-posted to: comp.sys.atari.st,comp.sources.d

In the beginning of Oct. the following was posted to the
comp.binaries.atari.st newsgroup:

Submitted-by: hyc@math.lsa.umich.edu (Howard Chu)
Posting-number: Volume 7, Issue 82
Archive-name: macfonts/part01

I do not know how many parts are in the posting, but I believe many.
I have received only the first 5 parts named gdos1.uaa to gdos1.uae.
If some kind person has recovered the missing parts I would be very
grateful if he/she could e-mail me them.

Thanks in advance,

Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!mcvax!laas!ralph If all else fails, try:
SOBEK@FRMOP11.BITNET sobek@eclair.Berkeley.EDU
==
Upon the instruments of death the sunlight brightly gleams. -- King Crimson

2375. 5 1/4" Drive Question

Newsgroup: comp.sys.atari.st
Date: 1989-11-03 12:11:00 UTC
From: roger@tippy.uucp
Message-ID: <146900001@tippy>
Source record: 247545

I'd llike to use a Percom 5 1/4" DS/DD disk drive (designed for Atari 8-bit computers) to transfer IBM 5 1/4" disks to 3 1/2" for use with PC Ditto. Can this be done? If so, does anyone know where I can get a cable to hook up the Percom drive to my ST?

Thanks in advancroger

2376. Re: laser printer vs. hard drive

Newsgroup: comp.sys.atari.st
Date: 1989-11-03 12:28:53 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <1487@syma.sussex.ac.uk>
Source record: 247546

Thanks to Richard Covert, Ian Powell & co. for their tips on how to maintain access to disk drives without having the SLM804 laser printer switched fully on.

We have a slightly different problem concerning the printer and the hard drive. We have two 'desktop publishing' setups featuring Mega 4, SH205 20mb Atari hard drive and laser printer. One was bought in Spring 88, the other the following Autumn. The first is connected as per the manual, i.e. the DMA connection runs CPU->Printer Controller-> Hard Disk. I works OK, usually, and we have few problems with autobooting using the Atari software supplied at the time (SH204DVR.SYS is installed on drive C:).

The second configuration, however, does not work when connected this way. The hard disk is not recognised. However, when we connect it differently, i.e. CPU->Hard Disk->Printer Controller, it works. At least, it works some of the time, for we often have difficulty at boot-up time, when the system decides it wants to boot up from the floppy.

I suspect this is due to timing problems in the DMA channel, and would like to be able to reconnect the system in the 'proper' way. But how can I get it to recognise the existence of the hard disk if I do? I now have a copy of HDX v3.01 (sent by a friend in America - I assume there would be no problems using it on a UK setup), so does anyone think that reformatting the hard disk with it would solve the problem?

When the SLM804 came out, the UK magazine ST World reviewed the same desktop publishing setup that we have, and they too found that they had to connect the peripherals in the same non-standard manner, so I'm relatively confident that we didn't do anything drastically wrong (or different from the first setup) when we installed the second configuration. Does anyone have information that could help, or at least explain the puzzle?

Thanks,

Graham
--
Graham Thomas, SPRU, Mantell Building, U of Sussex, Brighton, BN1 9RF, UK
JANET: grahamt@uk.ac.sussex.syma EARN/BITNET: grahamt@syma.sussex.ac.uk
ARPA: grahamt%syma.sussex.ac.uk@nsfnet-relay.ac.uk
UUCP: grahamt@syma.uucp Phone: +44 273 686758

2377. missing include files for GCC

Newsgroup: comp.sys.atari.st
Date: 1989-11-03 14:30:29 UTC
From: andre@maestro.htsa.aha.nl
Message-ID: <1155@maestro.htsa.aha.nl>
Source record: 247417

I'm missing some include file in my GNU-CC distribution. Therefore I can't make the loader. the file i'm missing is "st-out.h". Can somebody send that file to me please.

--

Andre v.d. Vlies
Algemene Hogeschool Amsterdam, The Netherlands
Technische en Maritieme Faculteit
andre@maestro.htsa.aha.nl or ...{backbones}!htsa!andre

2378. Re: TT's VME-slots

Newsgroup: comp.sys.atari.st
Date: 1989-11-03 14:32:03 UTC
From: 4224_5132@uwovax.uwo.ca
Message-ID: <4034.25515b15@uwovax.uwo.ca>
Source record: 247547

In article <468ef7cd.14a1f@force.UUCP>, covertr@force.UUCP (Richard E. Covert) writes:
>
> And that is why I won't buy another closed system from Atari. I would rather
> wait for the 80486 machines with AT&T Sys V Release 4.0 with X Windows.
>
> Richard Covert

One of the first i486 machines has been produced by Apricot systems, here
in Ontario (Mississauga, to be exact). It is a server with all sorts of
neat-o security devices, 6 SCSI ports ect, ect. (I'll leave a description
to the dedicated news group). Anyways, you can also get some i486 tabletops
too, and they are pretty interesting also. ALL come with MS-DOS 4.1. Oh Boy!
Hold me back! I can't wait to buy one so I can go out and drop another wad
of bucks on AT&T Sys V. Richard, haven't you heard the one that goes:
"The grass is always greener,...."

Andrew Semple ads@uwovax.uwo.ca
2nd Year Applied Math/Computer Science Andrew.Semple@uwovax.uwo.ca
The University of Western Ontario Semple@uwovax.BITNET
London, Ontario
Canada

2379. Memory upgrade affects performance?

Newsgroup: comp.sys.atari.st
Date: 1989-11-03 14:47:03 UTC
From: dmk@cbnewsi.ATT.COM
Message-ID: <1184@cbnewsi.ATT.COM>
Source record: 247548

Hello all,

I just upgraded my 1985 vintage 520ST to 2.5 Meg of
memory and I've noted some system performance differences
that make me wonder if I've done the upgrade correctly.

First let me say that I've run a number of memory diagnostic
programs and all seems fine. TOS recognizes the added memory
and the memory seems to be working.

The thing I don't understand is that the computer takes at least
4 times as long to boot (possibly longer). Is TOS running some
kind of memory test, or is it just zeroing out RAM? Even worse,
once that system is up and running, it takes a lot longer for
applications to load and run. Is the system slowed down by the
dynamic RAM refresh cycle? I thought that the MMU handles that?

The one thing that I noticed is that if I configure and install a
large RAM disk (~1.5 Meg) the loading and running of applications
goes much faster.

Any ideas on what's going on?

Thanks in advance.

dan

2380. Re: question SPECTRE GCR

Newsgroup: comp.sys.atari.st
Date: 1989-11-03 15:19:34 UTC
From: matthews@umd5.umd.edu
Message-ID: <5574@umd5.umd.edu>
Source record: 247416

In article <617@kubix.kub.nl> reus@kubix.UUCP (Dick de Reus) writes:
>
>Does anyone know anything about floppy compatibility between ATARI-1040ST with
>SPECTRE GCR and Macintosh II. I mean: can I port data from ST to Mac (vice
[stuff deleted]

I do it all the time. Reading is no problem, writing will be slower on the
GCR due to the Mac II's skewing scheme.

Mike

2381. Re: TT and STE

Newsgroup: comp.sys.atari.st
Date: 1989-11-03 15:23:17 UTC
From: soohoo@cory.Berkeley.EDU
Message-ID: <19123@pasteur.Berkeley.EDU>
Source record: 247549

In article <CMM.0.88.625974418.larserio@kyrre.uio.no> larserio@IFI.UIO.NO (LarsErikOsterud) writes:
>We all know that both the TT and the STE will run ST software,
>but will the TT run STE software ?

The TT will not be able to run STE software that makes use of the STE's horizontal scrolling feature...
Any software that doesn't need this, and uses either the extended color pallette (1 more bit R, G, and B) and/or DMA sound should work just fine.

>Will the STE run some STE software (i guess not) ?

Yes, STE specific software is going to be developed.

>What I'm aiming at is: Will TT-user have the possibility of using programs
>made for the STE (if the great TT user want to a game :-)

In some cases, yes, in some cases, no.
Say, for example, you've got a new STE Paint program, why then of course (as long as it doesn't scroll horizontally using hardware) you can use it, and the 4096 colors, on the TT! Problem with games is that they'll _probably_ use the horizontal scroll...

>
> Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
> Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
>_________/ _____________________/ ____/ / Klubben, user association

--Kenneth "kens" Soohoo (soohoo@cory.Berkeley.Edu)
Atari Hacker (Atari's Hacker...)
"It could be worse, you could get hit by a bus..."
My opinions are my OWN, _not_ necessarily Atari's. But "hey", who knows?

2382. Re: GNU C and sizeof(int)

Newsgroup: comp.sys.atari.st
Date: 1989-11-03 15:58:51 UTC
From: ron@argus.UUCP
Message-ID: <1336@argus.UUCP>
Source record: 247420

In article <30975@watmath.waterloo.edu> rbutterworth@watmath.waterloo.edu (Ray Butterworth) writes:
>In article <1754@ruuinf.cs.ruu.nl> piet@cs.ruu.nl (Piet van Oostrum) writes:
>>Dlibs and Gemfast have been written for a 16 bit compiler.
>>I have a version of Dlibs that I adapted for use with GCC.
>>It has been modified for 32 bit integers.
>
>This reminds me of something I've been wondering about for a while.
>Why does GCC on the ST have 32 bit ints?
>Surely 16 is the obvious size considering it has 16 bit memory access.
>(Note that I don't consider
> "so that badly written code will still work ok"
> as a valid reason.)

[problems associated with 32 bit ints deleted]

This isn't a flame, just a reminder:

If you want 16 bit ints, you must declare short ints.

If you want 32 bit ints, you must declare long ints.

If you just declare int, the size is implementation dependent.

You're right that a 16 bit int makes more sense in a 16 bit architecture,
but DO NOT depend on all compilers to do it that way!

GCC is supposed to be portable over a wide range of machines, many of
which are 32 bit. Perhaps this is why GCC ST has 32 bit ints.

--
Ron DeBlock N2JSO
Net: ...!rutgers!galaxy!argus
US Mail: 42 Davis Street, Phillibsburg, NJ 08865 USA

2383. Docs, gem, gdos, fonts and printer driver

Newsgroup: comp.sys.atari.st
Date: 1989-11-03 16:04:23 UTC
From: chang@cme.nbs.gov
Message-ID: <1899@puertorico.cme.nbs.gov>
Source record: 247418

Hi, I'm the thus far happy owner of a 1040ST for two weeks
now.

Now that I've spent a bit of time familiarizing myself with
the machine, I'd like to start writing programs for it. I'd like to
know if there is any documentation, hopefully PD for the following.

1) Gem. Yes, I'd like to write a fairly gem intensive
program. I'm thinking of using sozobon or gcc. I'm a fairly
experienced X11 programmer, so I don't think this should be a
difficult task, I just need some reference guide.

2) Gdos. Been hearing this and that about it on this group.
I don't really know what it is or how I can get it. My aforementioned
program will want to print various non-standard characters (say
chinese). And from what I've read about it, GDOS seems to be a good
thing to deal with such. I see some gdos related stuff on some of the
archives, but unfortunately there's no detailed list of what all the
things are.

3) Fonts and printer driver. Well, I'd like to create,
convert some asian character fonts and be able to support them on a
printer. The aforementioned program does exist for X, I'm hoping to
port it, and I'd like to support this.

Could anyone mail me info on any of these topics, or at least
suggest source code of existing PD programs, of which I can look to as
examples.

Many thanx.

Forrest

P.S. Please......

2384. Re: WordPerfect for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 1989-11-03 16:04:26 UTC
From: covertr@force.UUCP
Message-ID: <469e19ab.14a1f@force.UUCP>
Source record: 247550

In article <23588@cup.portal.com>, Xorg@cup.portal.com (Peter Ted Szymonik) writes:
> I can verify the fact that WP still supports the ST 100%, I just

Yes, but do they support the Atari SLM804 laser printer?? That was my
main comment, that because of the bugs in the Diablo Emulator supplied
by Atari, WP wouldn't support the SLM804. Has this changed with the
new release??

>
> Peter Szymonik
> Xorg@cup.portal.com

I own the SLM804 and one reason I never bought WP was because of the
poor performance of WP with regards to the SLM804. I hope that this
has changed.

Rich Covert

2385. Re: question SPECTRE GCR

Newsgroup: comp.sys.atari.st
Date: 1989-11-03 16:12:25 UTC
From: covertr@force.UUCP
Message-ID: <469e20ce.14a1f@force.UUCP>
Source record: 247401

In article <23589@cup.portal.com>, Xorg@cup.portal.com (Peter Ted Szymonik) writes:
> on an ST. There IS a program included with Specter GCR called TRANSVERTER
> which does allow you to move files between the two different disk formats
> however.
> Peter Szymonik
> Xorg@cup.portal.com

As far as I know Transveter 4.50 (TV450) does not allow transfer from a
Mac HFS floppy or hard disk partition. So, to get your Mac files from
Mac to ST you need to either create a Mac MFS floppy, or a Mac MFS hard
disk partition. That is in addition to the Mac HFS partition, which is
required to run MOST new Mac programs.

So, the Mac has two totally different file systems.

Makes the ST's standard DOS-like file system look great!!

Now, if Dave Small & Co. would just modify TV450 so that it can
xfer between Mac HFS floppies and hard disk partitions to ST Spectre
would be really useful.

An example of when you need a Mac MFS parition is if you need
to xfer a Mac file that is bigger then 800K. 800K is the size of a
Mac MFS floppy. If the Mac file on the Mac HFS hard disk partition is
llarger then 800K then it won't fit on a Mac MFS floppy. So, you need two
types of Mac hard disk partitions. One for HFS and one for MFS. And you
use the MFS to xfer files back to the ST world using TV450.

Mac has to make everything more complicated!!
I wish that TV450 could xfer between Mac HFS and ST, then you wouldn't
need a Mac MFS hard disk partition, or Mac MFS floppies.

so, PLEASE Dave or Dan ADD that feature to TV450!!!

Rich Covert (no longer flaming aout SLM804 & Spectre)

2386. Re: TOS, Zoo, or Zen?

Newsgroup: comp.sys.atari.st
Date: 1989-11-03 16:17:28 UTC
From: covertr@force.UUCP
Message-ID: <469e255f.14a1f@force.UUCP>
Source record: 247402

In article <1765@atari.UUCP>, kbad@atari.UUCP (Ken Badertscher) writes:
>
> It is possible that it is due to Zoo mishandling DTA management.
> GEMDOS DTA handling (in the internal* part of the DTA) was changed,
> possibly in the time between the developer release and the final TOS
> release. Another problem is that GEMDOS _uses_ the DTA differently
> in the final Rainbow TOS version than previous TOS versions... to wit:
> if you don't save out DTA information between Fsfirst/next calls, when
> the last call fails (with file not found), the DTA _will_ contain
> garbage.
>
> ||| Ken Badertscher (ames!atari!kbad)
> ||| Atari R&D System Software Engine
> / | \ #include <disclaimer>

Ken, I use Mark Williams C version 3.09 (mwc). Will MWC have to be changed
to support the new TOS 1.4?? From the above message it seems that the
programmer just needs to restore the DTA after the last call. It doesn't
seem to impact AES/VDI libraries, or am I mistaken??

If I was a developer would I get this kind of info earlier??
I am thinking about applying 'cause of some Forem Utilities that I
want to market as ShareWare.

Rich Covert

2387. Re: unix on the TT

Newsgroup: comp.sys.atari.st
Date: 1989-11-03 16:26:29 UTC
From: covertr@force.UUCP
Message-ID: <469e2d5c.14a1f@force.UUCP>
Source record: 247403

In article <1768@atari.UUCP>, kbad@atari.UUCP (Ken Badertscher) writes:
> depeche@quiche.cs.mcgill.ca (Sam Alan EZUST) writes:
>
> [read in a magazine...]
> | THE DESKTOP MODEL WILL NEVER WORK WITH UNIX
> | only the TOWER will....
>
> | if this is true, WHY?????
>
> Because the magazines don't know what they're talking about.
>
>
> --
> ||| Ken Badertscher (ames!atari!kbad)
> ||| Atari R&D System Software Engine
> / | \ #include <disclaimer>

Ken, I have made this comment on GEnie, but briefly I think that the
TT could be a killer machine if two things are done:

1) It must be an OPEN system with plenty of card slots for third party vendor
addons. This is really an important feature for an expensive workstation
class machine.

2) It must have AT&T System V Release 4.0 UNIX with X Windows. AT&T has
publicly announced binary compatibility between all Sys V Rel 4 UNIX
on the same cpu. So, with X Windows you have a common platform to develop
applications for many different machines. This means that the TT Tower
could run programs from Sun or maybe even Apple.

I have heard rumors that Atari is going to buy some strange non-AT&T UNIX
type OS w/o X Windows. I hope that this is NOT true because UNIX/X Windows
could blast Atari into the 1990s!! Especially if the TT/Tower is cheaper
then a Sun or an Apple Mac A/UX system. so, please tell your folks at the
shop that AT&T UNIX (and the new one Rel 4) with X Windows is mandatory for
the TT/Tower.

I personally couldn't care less what you put on the TT/Plastic as I don't
plan to buy another Atari computer w/o plenty of card slots. And the TT/Tower
with its 5 full VME card slots looks good to me. so, produce the TT/Tower
with UNIX/X Windows and you will have a killer machine. Produce anything less
and you have a Game Machine!!

Rich Covert

2388. Re: A3000

Newsgroup: comp.sys.atari.st
Date: 1989-11-03 17:01:55 UTC
From: daveh@cbmvax.UUCP
Message-ID: <8406@cbmvax.UUCP>
Source record: 247404

in article <119.25505695@metnet.FIDONET.ORG>, Mark.Johnson@p0.f30.n147.z1.FIDONET.ORG (Mark Johnson) says:

> Hmmm seems to me that the logic used by the Atari bashers makes that
> A3000 a vaporware product too.

In one sense, any product that hasn't been released can be called "vaporware"; at least, that's the sense that's been used around here.

> Seems odd that they aren't crying about their awful - supportless -
> lying - cheating C= company like they are trying to accuse Atari of, eh?

Commodore-Amiga has been shipping a 68020 based machine for almost a year and we have a A2500-based 68030 machine practically out the door (eg, in production). That's not the A3000 yet, but it does demonstrate that much of what Commodore shows does actually ship. It may not ship as soon as you like, it never ships as soon as I'd like, but it does ship. And there's been quite a bit of support and on-going development on the software side.

I'm not here to bash anyone. But I do recall the way things worked here, say, about 6 years ago. I hope things never got like that at Atari. And you have to look at who's doing the bashing for you can judge it. There's always one or two who bash anything a particular company does or doesn't do -- you see 'em here, in the Amiga, Mac, NeXT, and probably groups I don't read as well. When you start to see a large variety of folks making similar complaints, something real may be wrong.

> Mark Johnson - via FidoNet node 1:147/10
> UUCP: ...!att!occrsh!uokmax!metnet!30.0!Mark.Johnson
> INTERNET: Mark.Johnson@p0.f30.n147.z1.FIDONET.ORG
--
Dave Haynie Commodore-Amiga (Systems Engineering) "The Crew That Never Rests"
{uunet|pyramid|rutgers}!cbmvax!daveh PLINK: hazy BIX: hazy
Too much of everything is just enough

2389. Re: TT's VME-slots

Newsgroup: comp.sys.atari.st
Date: 1989-11-03 17:59:47 UTC
From: rwa@cs.AthabascaU.CA
Message-ID: <1213@atha.AthabascaU.CA>
Source record: 247405

I think the obvious product here is a buss-repeater card and an external vme cage. Should be doable - apart from the usual FCC problems - and cheap enough to be viable for people who need more than 1 extra card. Personally, I would have thought two slots to be a better design than just one, but perhaps this is a form factor problem (also pronounced 'styling' or 'marketing' :^P)?

Ross

2390. Re: Memory upgrade affects performance?

Newsgroup: comp.sys.atari.st
Date: 1989-11-03 18:13:31 UTC
From: ins_bac@jhunix.HCF.JHU.EDU
Message-ID: <3181@jhunix.HCF.JHU.EDU>
Source record: 247406

In article <1184@cbnewsi.ATT.COM> dmk@cbnewsi.ATT.COM (daniel.m.kuster..jr,ho,) writes:
>I just upgraded my 1985 vintage 520ST to 2.5 Meg of
>memory and I've noted some system performance differences
>that make me wonder if I've done the upgrade correctly.
>
>Thanks in advance.
>
>dan
I think with the expanded memory, you have to zero out all the memory at startup.
I may be wrong.(net.guru's step in anytime)
I have heard that Pinhead v1.4 work very well and diminishes your problem.
Well, I have a .5meg machine :-((anyone have a used EZ-RAM II board)
Well have a good time..
-Ajay Choudhri

2391. Re: Memory upgrade affects performance?

Newsgroup: comp.sys.atari.st
Date: 1989-11-03 18:15:57 UTC
From: wallace@oldtmr.dec.com
Message-ID: <1345@engage.enet.dec.com>
Source record: 247407

In article <1184@cbnewsi.ATT.COM>, dmk@cbnewsi.ATT.COM (daniel.m.kuster..jr) writes...
>I just upgraded my 1985 vintage 520ST to 2.5 Meg of
...
>4 times as long to boot (possibly longer). Is TOS running some
>kind of memory test, or is it just zeroing out RAM? Even worse,
>once that system is up and running, it takes a lot longer for
>applications to load and run. Is the system slowed down by the
...

Every time you run a program the ST writes zeros to all unused memory (and does it slowly at that). So when you go from 512kb to 2.5kb starting up a program becomes signifantly longer. The reason booting takes longer is probably because you have programs in your auto folder which get run when you boot and the same memory zeroing happens with these programs as well (I'm not sure if this applies for desk accessories).

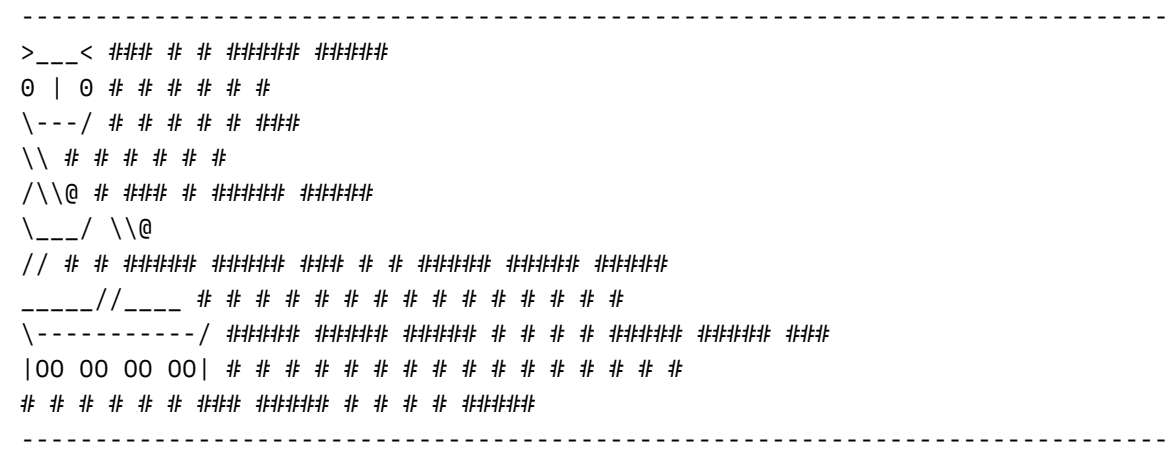
The solution is to get one of the programs which work around (fix?) this problem. The one I use which seems to work very well is called PINHEAD.
I have a 1040ST with only 1 meg of ram and pinhead still makes a very noticeable difference in booting (all those auto programs to enhance the ST starting up you know) and the normal running of programs.

Ray Wallace
(INTERNET,UUCP) wallace@oldtmr.enet.dec.com
(UUCP) ...!decwrl!oldtmr.enet!wallace
(INTERNET) wallace%oldtmr.enet@decwrl.dec.com

2392. Wanted: sampler software

Newsgroup: comp.sys.atari.st
Date: 1989-11-03 19:10:17 UTC
From: ebeam@nvpna1.prl.philips.nl
Message-ID: <769@prles2.UUCP>
Source record: 247408

Is there someone out there who has an sampler program for me. I made
an sampler wich connects to the printerport but i don't think i can
write all that timing software. So if someone would send me a copy
of his sources please do.



2393. Re: Memory upgrade affects performance?

Newsgroup: comp.sys.atari.st
Date: 1989-11-03 19:22:25 UTC
From: krieg@gemed.uucp
Message-ID: <1354@mrsvr.UUCP>
Source record: 247424

In article <1184@cbnewsi.ATT.COM> dmk@cbnewsi.ATT.COM (daniel.m.kuster..jr,ho,) writes:
>
>
>
>Hello all,
>
>I just upgraded my 1985 vintage 520ST to 2.5 Meg of
>memory and I've noted some system performance differences
>that make me wonder if I've done the upgrade correctly.
>
>The thing I don't understand is that the computer takes at least
>4 times as long to boot (possibly longer). Is TOS running some

I just upgraded about a month ago and had the same problem. I believe TOS 1.2 does do a memory check after each load. I'm not sure exactly what it is doing but it is a bug, and TOS 1.4 is supposed to correct the problem. However, I have not upgraded to TOS 1.4 and still was able to correct the problem. How, you may ask? Well, there is a nifty shareware program by CodeHead software called "Pinhead". You place it in your AUTO folder, and **BAMM** things will be flying again. The latest version even fastloads itself, so there is hardly any noticable difference. If you would like a copy, let me know. I can e-mail it to you or post it here (if anyone else would like it).

Otherwise, how do you like being at 2.5 Meg? I don't know how I survived without it for so long!! :^)

--
==
= The Marvel Historian A. Krieg =
= G.E. Medical Systems - CT - New Berlin, WI =
= USENET: krieg@jupiter.med.ge.com =
==
= "Landing gear, landing gear, landing gear. =
= Have a beer, shut the door." - Howard Borden =
==

2394. Re: Memory upgrade affects performance?

Newsgroup: comp.sys.atari.st
Date: 1989-11-03 19:52:29 UTC
From: tim@brspyr1.BRS.Com
Message-ID: <6486@brspyr1.BRS.Com>
Source record: 247409

dmk@cbnewsi.ATT.COM (daniel.m.kuster..jr) writes:
>The thing I don't understand is that the computer takes at least
>4 times as long to boot (possibly longer). Is TOS running some
>kind of memory test, or is it just zeroing out RAM? Even worse,
>once that system is up and running, it takes a lot longer for
>applications to load and run. Is the system slowed down by the
>dynamic RAM refresh cycle? I thought that the MMU handles that?
>
>The one thing that I noticed is that if I configure and install a
>large RAM disk (~1.5 Meg) the loading and running of applications
>goes much faster.
>
>Any ideas on what's going on?

This has been covered before ... what you are noticing is that when the system loads and runs an application, the first thing it does is clear all available memory from the end of the program and up. When there is only 512K of RAM to clear out, less your application and any DA or RAMdisk memory, this goes in a flash. Now that you have 2 Meg or so free to be cleared, it is noticable.

Some (poorly behaved) software relies on this memory space being zeroed out, some do not. For those that don't there are a couple of PD programs which will tell TOS not to clear RAM on invocation. This means things will launch much quicker (especially with 2-4 Meg of RAM), but also that some things will not function well at all. Check the archives near you for such a program.

-- Tim
--
Tim Northrup +--+
+--------------------------------+ GEnie: T.Northrup |
UUCP: uunet!crdgw1!brspyr1!tim | Air Warrior: "Duke" |
ARPA: tim@brspyr1.BRS.Com +--+

2395. HARD DISK UTILITIES

Newsgroup: comp.sys.atari.st
Date: 1989-11-03 20:04:05 UTC
From: CHIASSA@UDEM.BITNET
Message-ID: <ID1934.D891103.T160406.CHIASSA@UDEM>
Source record: 247410

I am looking for a program to optimize hard disk partitions. I had ordered through my local dealer "HARD DISK SENTRY" but there seems to be a supply problem (the program is by BECKEMEYER DEVELOPMENT TOOLS). So I am now thinking about another choice. Any recommendations? Anyone with experience with "TUNEUP" by MichTron?

2396. Re: TT vs 386 boxes and Apples...

Newsgroup: comp.sys.atari.st
Date: 1989-11-03 20:15:31 UTC
From: rogers@ncrcce.StPaul.NCR.COM
Message-ID: <1681@ncrcce.StPaul.NCR.COM>
Source record: 247428

Seems to me the big difference between the TT and and a 386 PC is that the one is available and the other isn't!

--

Bob Rogers rogers@stpaul.ncr.com or rogers@pnet51.cts.com
NCR Comten, St. Paul, MN GEnie: R.C.ROGERS

2397. Re: unix on the TT

Newsgroup: comp.sys.atari.st
Date: 1989-11-03 20:18:25 UTC
From: rjd@brunix
Message-ID: <19775@brunix.UUCP>
Source record: 247425

In article <1656@calvin.cs.mcgill.ca> depeche@calvin.cs.mcgill.ca (Sam Alan EZUST) writes:
>
>I hear that there will be two versions of the tt:
>one "tower" model very much reminicent of the model 80 and another
>"desktop" model....
>Apparently, the tower comes with more memory than the desktop, and maybe
>a larger hard disk.... that's nice.
>
>but my father read me aloud an ST-World article about this infamous computer
>where I thought i heard this:
>THE DESKTOP MODEL WILL NEVER WORK WITH UNIX
>only the TOWER will....
>
>if this is true, WHY?????
>
>In what other ways will the two versions be non software compatible??

Well, I'm not sure where you got this information. I just came
back from Switzerland and Germany. The TT is shipping there in
only *one* form - the desktop model. It is pretty much everything
that has been discussed on this newsgroup. The UNIX (tm) it
supports *is* Berkley Unix...it also supports X-Windows. In
addition, a special "TOS" window can be opened up to run
the now familiar TOS desktop. (I am not sure, however, that this TOS
window supports color ST programs...I saw no indication that it
did.)

It comes with an ethernet port, a *high* rez screen, etc etc etc...

If anyone wants, I'll translate the product review in
the November issue of 'St Magazin' (a german publication) and
post it.

Also, just to dispell any rumors: the ST is *huge* in Germany and
Switzerland. A head-to-head contender with the IBM and IBM clones.
As to the Mac? I only found it in one computer store as a "speciality"
order...and, this was amusing, the Mac had custom paint jobs! (You could
order orange with a racing stripe, for instance.)

In other words, there is a reason why the Atari ST is still around:
europe.

- Rob DeMillo | UUCP: ...ima!brunix!rjd
Brown University | BITnet: DEMILLO%BRNPSG.SPAN@STAR.STANFORD.EDU
Planetary Science Group | Reality: 401-863-3769
"I say you *are* the Messiah, Lord! And I ought to know, I've followed a few!"

2398. Re: questions, questions, questions

Newsgroup: comp.sys.atari.st
Date: 1989-11-03 20:28:52 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440074@hplsla.HP.COM>
Source record: 247411

```
|As I said, I don't use Interlink but I have friends who swear by
|it. Maybe someone else can explain Interlink.
|
|Richard Covert
|----------
```

I have been using Interlink for about 3 months.

I give Interlink an "okay" rating. I bought Interlink because it is GEM based (didn't realize Flash was GEM based). But, the GEM interface is not well thought out in a couple of areas and so is a mixed blessing. (At least, the organization of the menus doesn't make too much sense _to_me_). It is hard to figure out where to find things in some cases. I end up using the function keys much of the time.

Other notes:

The learn mode works but you can't edit the resultant script (at least not officially). Maybe the file is editable, I haven't looked.

The manual is comprehensive but it is hard to find things (the index is not very complete). I learned alot about "telecommunications" from it, though. It bears several readings if you are new to modems and such.

The program has lots of esoteric (for me) features, so I doubt I'll need a program that does more. I would guess that most anyone can do what they want with this program.

The code seems fairly robust. I've had trouble with running programs during background downloads, and I had trouble when I set the fast bit. Otherwise, the code seems very solid.

The program came with a free Genie sign-up, so I effectively paid $5 for it.

Summary: I'd have a closer look at Flash if I were to do it again. But I intend to keep on using Interlink now that I have it. It does what I need and does it reliably. I may upgrade to Masterlink to gain scripting and improved background download capabilities though.

Disclaimer: The opinions expressed herein are those solely of the author, who has no pecuniary interest in the companies mentioned.

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%%%

% Hewlett-Packard Lake Stevens Instrument Division %
% 8600 Soper Hill Road Everett, WA 98205-1298 %
% (206) 335-2211 %
%%%

2399. What is Vaporware? (was: atari-bashing/vaporware)

Newsgroup: comp.sys.atari.st
Date: 1989-11-03 20:40:10 UTC
From: daveh@cbmvax.UUCP
Message-ID: <8409@cbmvax.UUCP>
Source record: 247427

>>I still say that a product that can't be purchased MONTHS or YEARS after
>>it was announced is VAPORWARE. And the STacy, the Lynx,the 1040STE, and the
>>TT/P are all 100% VaporWare!!

First of all, most folks get real confused about what constitutes a real announcement. Believe it or not, it's not what you read in the "rumors" column of your favorite computer rag. To pick a more netural territory, take for instance the Apple IIx that was mentioned here earlier. Apple never announced such a machine. Never. There were big-time rumors that Woz was working on such a beast a few years back, when in fact I think he was doing university stuff and really nothing for Apple at all. Then there were more rumors about how Apple axed the IIx and canned the whole II line, then shortly thereafter the IIgs emerged. Most likely, the IIx rumors were based on the IIgs project -- judging by the work that went into the IIgs, it wasn't exactly a slam-dunk project (carrying the architectural baggage necessary to remain compatible in these older machines usually means lots of otherwise unnecessary complexity). But you'll find boat loads of Apple fans who'll swear that the IIx was a real, announced product. At least 5% will even claim is was what the IIgs "should have been". Chances are, nothing even close to what they're raving about ever even existed.

It's not entirely the fault of the computer groupies, either. It used to be common practice (circa 1985 and earlier) to show stuff at consumer oriented shows that were basically trial balloons. These shows aren't for the public; they're the way vendor and distributer get together. A company would show a prototype, sometimes a barely functional prototype. And they wouldn't tell anyone that it wasn't complete. The idea was to attract vendors. If there was no interest, the project went no further. In many ways, this substituted for a lack of true market research.

Nowadays, I don't think anyone really does this, and I'm sure no one gets away with it. It just doesn't work when you're dealing with real computers instead of toy computers. That's not to say that no one every shows a product that never ships; of course they may. But they aren't doing it intentionally; products get cancelled for a variety of reasons: management changes, market changes, new technology, etc.

In the case of Atari, there are certainly some products there that aren't what I'd call Vaporware, even obvious to an outsider. Lynx, for instance, is a technology they acquired from a group at Epxy (former Amiga folks, I might add). The ATW was also an acquired technology. While there's often an element of NIH (Not Invented Here) in any such aquisition, a smart company doesn't by true vaporware, and they don't interfere with it too much once they buy it.

--
Dave Haynie Commodore-Amiga (Systems Engineering) "The Crew That Never Rests"
{uunet|pyramid|rutgers}!cbmvax!daveh PLINK: hazy BIX: hazy
Too much of everything is just enough

2400. DOES ATARI LASER PRINTER WORK ONLY WITH MORE THAN 1 MEG RAM STs:

Newsgroup: comp.sys.atari.st
Date: 1989-11-03 21:29:14 UTC
From: ia4@CUNIXD.CC.COLUMBIA.EDU
Message-ID: <8911032129.AA27713@cunixd.cc.columbia.edu>
Source record: 247426

DOES ATARI LASER PRINTER NEED MORE THAN 1 MEG RAM ?
- - - - - - -

STUPID QUESTIONS PRODUCTIONS PRESENT :-)

Another in a continuing series of apparently (and probably also actually :-)
stupid questions.

My search for the HP Laserjet IIp info stemmed from the fact that somone told
me an SLM 804 Atari Laser printer needed a computer with more than 1Meg.

Is that true? Your valuable (flattered?)[OK OK OK]......
Your extremely kind attention and highly valued opinion in this matter is
and will be highly appreciated (Happy? :-)

Imran

2401. Translation of modula2 read.me

Newsgroup: comp.sys.atari.st
Date: 1989-11-03 22:15:39 UTC
From: dnewton@carroll1.UUCP
Message-ID: <821@carroll1.UUCP>
Source record: 247433

Has anyone undertaken a translation of the modula2 docs? I know (remember) very little German, enough to get a little start, but not a whole lot. If anyone has done this, could they shoot me a copy? Thanx in advance.

If no one replies pretty soon, I'll request the services of our German teacher here at school and post the translated version.
Is that legal?

--
David L. Newton | uunet!marque!carroll1!dnewton | The Raging Apostle--
(414) 524-7343 (work) | dnewton@carroll1.cc.edu | for the future--
(414) 524-6809 (home) | 100 NE Ave, Waukesha WI 53186 | for the world.
"Isn't it fun to take two unrelated sentences and mix the batter lightly?" -me

2402. Re: GNU C and sizeof(int)

Newsgroup: comp.sys.atari.st
Date: 1989-11-04 01:54:45 UTC
From: apratt@atari.UUCP
Message-ID: <1773@atari.UUCP>
Source record: 247440

rbutterworth@watmath.waterloo.edu (Ray Butterworth) writes:

>In article <1754@ruuinf.cs.ruu.nl> piet@cs.ruu.nl (Piet van Oostrum) writes:
>>Dlibs and Gemfast have been written for a 16 bit compiler.
>>I have a version of Dlibs that I adapted for use with GCC.
>>It has been modified for 32 bit integers.
>Why does GCC on the ST have 32 bit ints?

It also has 16-bit ints: use -mshort on the command line.

> "so that badly written code will still work ok"

I *do* consider this a valid reason. Personally, I consider "int" to
be an evil data type when the issue of portability comes up. But look
at UNIX and all the libraries meant to look like UNIX: malloc, fwrite,
etc. all take "int" arguments, because "int" is "big enough" on those
machines. A 16-bit library will probably work, but you can't malloc /
write more than 32K at a time. Thanks. MWC suffers from this, as does
Alcyon and some Mac-derived compilers (but for a different reason).

It's not pretty, but we're stuck with it. If you don't want it to be
slow, use "short." (Unless your compiler is REALLY bad, like MegaMax's
is or was, and "short" is *8* bits!)

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

2403. Re: TT's VME-slots

Newsgroup: comp.sys.atari.st
Date: 1989-11-04 02:31:41 UTC
From: bga@odeon.ahse.cdc.com
Message-ID: <2471@odeon.ahse.cdc.com>
Source record: 247430

In article <1771@atari.UUCP>, apratt@atari.UUCP (Allan Pratt) writes:
> Remember (as has been pointed out before) no vendor HAS to design
> hardware specifically for that slot: it's already been done. That's
> why we chose a standard bus interface.

Only part of the design process is the hardware. If the vendor doesn't see the TT as a large enough market, the customer will have to write the device drivers, which would be a major undertaking for the average TT owner.

2404. Re: TOS 1.4 Incompatibility List: Populous

Newsgroup: comp.sys.atari.st
Date: 1989-11-04 03:03:49 UTC
From: kbad@atari.UUCP
Message-ID: <1774@atari.UUCP>
Source record: 247441

in article <267@mirsa.inria.fr>, colas@trinidad.inria.fr (Colas Nahaboo) says:
>
> Yes, Most of the greatest ST games do not work with TOS 1.4: Populous,
> dungeon master, Falcon, Rick Dangerous...
- ^^^^^^^^^^^^^^ -

I find this quite hilarious. In fact, we had to MODIFY a change we
made for Rainbow TOS so that Dungeon Master would WORK!

Heeeheeheheheh.

Dungeon Master most assuredly works on Rainbow TOS.
So do Populous and Falcon and Rick Dangerous.

As to the other comments, I hope that every cracked game in existence
fails on Rainbow TOS.

--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

2405. Re: TT's VME-slots

Newsgroup: comp.sys.atari.st
Date: 1989-11-04 03:08:53 UTC
From: kbad@atari.UUCP
Message-ID: <1775@atari.UUCP>
Source record: 247442

covertr@force.UUCP (Richard E. Covert) writes:

| Actually, the TT
| sounds like one hell of a GOOD Game Machine!! IT should be
| marketted as such!!!

Richard, you are confused. Sure, some really hot games will probably come
out for TT. And despite the fact that TT will be _very_ reasonably priced,
it won't quite be priced in the range of game machines.

Get real, guy.
--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

2406. Re: Memory upgrade affects performance?

Newsgroup: comp.sys.atari.st
Date: 1989-11-04 03:35:41 UTC
From: bmaraldo@watserv1.waterloo.edu
Message-ID: <45@watserv1.waterloo.edu>
Source record: 247429

A friend of mine, who hacks the atari, assures me that the atari
bios zeros the memory before it launches an application. This leads to
longer and longer delays before the program begins (as with booting).
When you boot, every desktop application will prompt this delay.
I have also upgraded my vintage '85 520st to 2.5megs. I assure you,
I expereince the same delay effects you do. This is 'normal', well...
normal for atari's brain-damaged bios.

Brett L Maraldo

--
-------- Unit 36 Research ---------
"Alien Technology Today"
bmaraldo@watserv1.UWaterloo.ca
{uunet!clyde!utai}!watserv1!bmaraldo

2407. terminator archive

Newsgroup: comp.sys.atari.st
Date: 1989-11-04 04:06:54 UTC
From: zmact59@tsun10.doc.ic.ac.uk.doc.ic.ac.uk
Message-ID: <1346@gould.doc.ic.ac.uk>
Source record: 247413

Could anybody tell me if it is stil possible to access the
terminator archive via mail from the uk?

I have tried for a long time now but have received no replies.
thanx,
Paul

2408. Re: Piggiback ROMs (2 TOS versions

Newsgroup: comp.sys.atari.st
Date: 1989-11-04 04:25:05 UTC
From: clf3678@ultb.UUCP
Message-ID: <1554@ultb.UUCP>
Source record: 247414

In article <657@winnie.fit.edu> la062594@zach.UUCP (John Karp) writes:
>
>I have been reading many complaints lately about the price of TOS1.4, and
>while I have to agree that $99 is a bit steep for me,

[Rest Deleted]

You think $99 is expensive? Listen to this one:

Our local Atari "dealer" had difficulty getting TOS 1.4 because of the stupid rule Atari has/had that said they could only get as many sets of ROMS as they have desktop publishing systems. Since this "dealer" does not sell Megas, they couldn't get any. Our user group prez interceeded, and the dealer got some ROMS. At first, they said it would be $100, or $130 installed. When they got them, they returned the favor WE (as in our user group) did for THEM by raising the price to $110, or $140 installed. Correct me if I'm wrong, but that's the highest price in the country.

This dealer also got the new PageStream upgrade disks, but RETURNED them because they didn't want to be bothered with upgrading people's versions. Even getting them free from SoftLogic, and being able to charge what they want for the upgrade, they still don't want to do it. Doesn't seem to be much of a dealer anymore, eh?

By the way Atari, I'm talking about Software House in Rochester, NY. Maybe you aughta talk to them a little.....

Chris Freemesser, Rochester Institute of Technology :BITNET:%clf3678@RITVAX
||| ____________ :GEnie: C.FREEMESSER
||| /___ / (and 8-bit too!) :USENET: Don't bother,
/ | \ ______/ / : it doesn't work
Call the A.C.O.R.N BBS (716)436-3078, 300/1200 baud :<-or my BBS

2409. Re: GNU C and sizeof(int)

Newsgroup: comp.sys.atari.st
Date: 1989-11-04 05:26:45 UTC
From: 7103_300@uwovax.uwo.ca
Message-ID: <4038.25522cc6@uwovax.uwo.ca>
Source record: 247436

In article <28772@shemp.CS.UCLA.EDU>, stephen@oahu.cs.ucla.edu (Steve Whitney) writes:
> In article <30975@watmath.waterloo.edu> rbutterworth@watmath.waterloo.edu (Ray Butterworth) writes:
>
>>Has anyone made a 16-bit GCC and library and done a comparison?
>
> You can always use this simple hack:
>
> #define int short
> [more useful hints deleted]
>

Your suggestions are fine, but the easiest solution is to get the 16 bit libraries (and a version of the compiler that can handle them; anything later than 1.34, but I'd recommend getting 1.36). I routinely use -mshort with no problems (other than brain-damaged software that thinks sizeof(int) == sizeof(long); but the prototypes in the standard include files help a lot with even that).

The most up-to-date version of the libraries (both 16 and 32 bit) are available on dsrgsun.ces.cwru.edu, in ~ftp/atari. If you don't have these libraries, get them; thanks to some nice work by Dale Schumacher (dLibs), Henry Spencer (strings), Jwahar Bammi (lots of stuff), the people at Berkeley (curses and doprnt) and yours truly, they're a big improvement on the original GCC library.

Eric R. Smith
ersmith@uwovax.uwo.ca

2410. certain incorrect rumors

Newsgroup: comp.sys.atari.st
Date: 1989-11-04 06:15:48 UTC
From: w-darekm@microsoft.UUCP
Message-ID: <8608@microsoft.UUCP>
Source record: 247434

If Andrew Semple is reading this...

Three attempts to reply to your email this week were bounced back by watmath.
Seems you don't exist! Either try a different path, or leave me a voice #.
Hope the subject of this message answers your question.

- Darek

2411. Re: TT's VME-slots

Newsgroup: comp.sys.atari.st
Date: 1989-11-04 06:37:38 UTC
From: stephen@oahu.cs.ucla.edu
Message-ID: <28834@shemp.CS.UCLA.EDU>
Source record: 247435

In article <2471@odeon.ahse.cdc.com> bga@odeon.ahse.cdc.com (Bruce Albrecht) writes:
>In article <1771@atari.UUCP>, apratt@atari.UUCP (Allan Pratt) writes:
>> Remember (as has been pointed out before) no vendor HAS to design
>> hardware specifically for that slot: it's already been done. That's
>> why we chose a standard bus interface.
>
>Only part of the design process is the hardware. If the vendor doesn't see
>the TT as a large enough market, the customer will have to write the device
>drivers, which would be a major undertaking for the average TT owner.

Of course, this opens up a new "fourth party" market. Just as there are
HP laserjet, deskjet, and postscript GDOS drivers, if there's a large
enough market, an Atari developer will write and market a driver. This
developer might even sell the card as a value added package. At least,
he/she would not have to do hardware development to put out something
like a NetBIOS for the TT...

--Steve

Steve Whitney "It's never _really_ the last minute" ())_-_())
UCLA Comp. Sci. Grad. Student | (* *) |
Internet: stephen@cs.ucla.edu UCLA Bruin--> { _@_/ }
GEnie: S.WHITNEY `-----'

2412. General Cheat Utility

Newsgroup: comp.sys.atari.st
Date: 1989-11-04 07:40:14 UTC
From: a55@mindlink.UUCP
Message-ID: <664@mindlink.UUCP>
Source record: 247415

Recently, on a friends IBM, he showed me the ultimate game/utility cheat program. During the game, by pressing a hot-key, a menu popped up that allowed him to do the following. He would look at the number of men he had in his game, say, 5. Then he would call up the editor and scan for 5. The program would tell him how many 5's it found. Then he would purposely kill his man, decreasing it to 4. Then by calling up the menu, he could enter 4 and the program would check for any variables that changed from 5 to 4. Then he could lock his men to any number he wanted. I am interested in the same type of program for the ST. Anyone out there that thinks it can be done? I think the hardest part is probably getting the game to pause while you enter those commands, then resume.

.s

2413. Re: am I a DA

Newsgroup: comp.sys.atari.st
Date: 1989-11-04 08:02:20 UTC
From: UO04@DDAGSI3.BITNET
Message-ID: <8911040802.AA00887@ucbvax.Berkeley.EDU>
Source record: 247437

H.Friedrich Kammer
0441/798-3467
FB Physik Theorie Universitaet Oldenburg
Postfach 2503
D-2900 Oldenburg FRG

I think that you do not have to worry about startup code and the basepage to let a program find out how it is has been started (as application or DA). It is right that the startup code should do the right thing (mshrink or not), but there are startup codes available (e.g. APPACC.A) which ensure the correct startup in both cases. The other problem (find out the way the program is invoked) can be solved simply by using the AES-function shel_read, which returns a pointer to the string containing the program name (xxx.ACC or xxx.PRG) and a pointer to the parameter string. I have not yet tested this function (better look into the GEM-documentation about that) but when a program is started as a DA, either shel_read should return a pointer in addrout(.0.) or an error code (0) in intout(.0.). Friedrich

2414. Re: Problematic internal drives.

Newsgroup: comp.sys.atari.st
Date: 1989-11-04 10:40:09 UTC
From: glk3593@uxf.cso.uiuc.edu
Message-ID: <46300056@uxf.cso.uiuc.edu>
Source record: 247438

I had the same problem with my 2 year old 1040. What I did is
open the case (after trying the same things you did...).

Turns out my disk drive was full of dust. I brushed it all
off, took the rectangle mech. out of the case and cleaned it.

Now everything works.

One other thing to watch for is placement of your monitor.

Atari's monitors emit an exorbitant emf field which can
royally @%#! over your drive's operation. i.e. if it is
placed anywhere over the drive..

-Spieu!

2415. Hard Drive RLL info... Good Deal?

Newsgroup: comp.sys.atari.st
Date: 1989-11-04 10:40:11 UTC
From: glk3593@uxf.cso.uiuc.edu
Message-ID: <46300055@uxf.cso.uiuc.edu>
Source record: 247439

I am buying/have ordered from my dealer a 30 meg RLL hard
drive in an expandable case with a 40ms access time MiniScribe
drive. Any comments on the price of $600? He's giving me the
offer of $300 down and $100/month for the following three months.

Any comments on the drive/ICD controller would be very much appreciated
He said he is not using SCSI or something like that since getting
a second drive would be cheaper later...

Thanks in advance for any e-mail or responses. (I do read
this news-file)

-Spieu!

2416. Prolog 10, Common LISP

Newsgroup: comp.sys.atari.st
Date: 1989-11-04 12:16:12 UTC
From: MEGGIN@vm.epas.utoronto.ca
Message-ID: <89Nov4.072332est.57669@ugw.utcs.utoronto.ca>
Source record: 247421

I address this especially to continental European ST users:

Auf Deutschland gibt es ein Prolog 10 oder ein Common LISP?
Ich kenne Cambridge LISP und MProlog, aber sie sind nicht, wass ich
suche.

Es tut mir Leid, dass mein Deutsch nicht so gut sei, aber weil soviel
ST Gebraucher Deutsch sind, glaubte ich, dass sie hier English immer
lesen nicht mussen woellten.

Danke,

David Megginson, Centre for Medieval Studies, Toronto

2417. BIOS help

Newsgroup: comp.sys.atari.st
Date: 1989-11-04 12:26:34 UTC
From: MEGGIN@vm.epas.utoronto.ca
Message-ID: <89Nov4.072933est.57656@ugw.utcs.utoronto.ca>
Source record: 247422

I want to intercept Bconin and Bconout and put their i/o in a GEM window. How can I do this? If the Hitch-hiker's Guide to the BIOS is helpful and up-to-date here, I would appreciate it if anyone could mail me a copy. By the way, I work in C, so assembler examples are not too helpful (I can figure them out sooner or later, though).

David Megginson, Centre for Medieval Studies, Toronto

2418. Re: TT vs 386 boxes and Apples...

Newsgroup: comp.sys.atari.st
Date: 1989-11-04 16:41:33 UTC
From: q1cbw@turing.newcastle.ac.uk
Message-ID: <1989Nov4.164133.17343@newcastle.ac.uk>
Source record: 247423

There seems to be some confusion over the availability of the ATW. As far as I know it is available here in the UK to the public at large if thay can afford the price tag. This university has 2 and may be getting some more.

Dave Halliday.

2419. Want a fast Atari ST.

Newsgroup: comp.sys.atari.st
Date: 1989-11-04 19:54:56 UTC
From: qralph@dna.lth.se
Message-ID: <1989Nov4.195456.16444@lth.se>
Source record: 247431

Expires:
Sender:
Reply-To:
Followup-To:
Distribution: all
Organization: Computer Science, Lund Institute of Technology, Sweden
Keywords:

I have seen a number of 16MHz cards mentioned. Has there been any
comparison among them? I know about the German accelerator card, but
that one has no space for math chip. Is there any well functioning card
with 8 or more kbytes of cache memory and math chip? I have heard about
Turbo16 - place for math chip? Price/where can I order it if so?
I am also slightly mystified that it should go faster with 100ns ROMs.
I thought it was 16MHz only for CPU and cache memory, going down to 8 MHz
externally. How does that work???

|--|
| Want to talk to me? Try: |
| QRALPH@SELDC51 || QRALPH@SELDC52 || qralph@dna.lth.se |
| My name? In official Sweden it is: 4.901.185.654 (secret) |
| Anywhere else: Ralph Haglund |
| Disclaimer: If it works, it's out of date. |
|____|

2420. Micro Emacs 3.10

Newsgroup: comp.sys.atari.st
Date: 1989-11-04 19:59:58 UTC
From: cmm1@CUNIXA.CC.COLUMBIA.EDU
Message-ID: <CMM.0.88.626212798.cmm1@cunixa.cc.columbia.edu>
Source record: 247432

Just what is the difference between v3.10 and 3.9?

Chris

```
------------------------------+--------------------------
Chris Mauritz |Where there's a BEER,
cmm1@cunixa.cc.columbia.edu |there's a plan.
(c)All rights reserved. |
Send flames to /dev/null |Need I say more?
------------------------------+--------------------------
```

2421. Trying to read an Atari St Gem-Dos disk on a Mac SE using FD/HD

Newsgroup: comp.sys.atari.st
Date: 1989-11-05 01:20:52 UTC
From: pnh@pmin24.osf.org
Message-ID: <PNH.89Nov4202052@pmin24.osf.org>
Source record: 247443

Has anyone tried this? yes, I know about Spectrum and its successors
but I need to read ST disks and write them on the Mac, using the FD/HD.
I don't think it's possible w/ Apple File Exchange (I know it isn't, because
it recognizes the disks as MS/DOS, 720 K but can't read the directory
structure and only offers to format them) but it might be possible w/
MacTar or something--has anyone tried this?

2422. megamax

Newsgroup: comp.sys.atari.st
Date: 1989-11-05 02:56:18 UTC
From: depeche@quiche.cs.mcgill.ca
Message-ID: <1706@calvin.cs.mcgill.ca>
Source record: 247444

does megamax have an e-mail address I can send mail to from an internet account?
I sent some paper-mail to them but they haven't responded. It is very important!

2423. Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1989-11-05 09:21:55 UTC
From: Fred.Mah@p0.f30.n147.z1.FIDONET.ORG
Message-ID: <124.25553A2D@metnet.FIDONET.ORG>
Source record: 247445

To answer your question about Mac and Atari/Spectre GCR disk compatability I would have the following to say: Using Spectre GCR, the Atari will read SS/DD and DS/DD Mac disks but not high density so if you only put the info on double density disks there should be no problem.

3

--
Fred Mah - via FidoNet node 1:147/10
UUCP: ...!att!occrsh!uokmax!metnet!30.0!Fred.Mah
INTERNET: Fred.Mah@p0.f30.n147.z1.FIDONET.ORG

2424. Re: Hard Drive RLL info... Good Deal?

Newsgroup: comp.sys.atari.st
Date: 1989-11-05 10:40:40 UTC
From: rjk752@uxf.cso.uiuc.edu
Message-ID: <46300058@uxf.cso.uiuc.edu>
Source record: 247446

I have a 50meg ICD Fast drive with a Host adapter. ICD has a nice
hard drive utilities package with cache that makes it the fastest hard drive
I've used. In response to your question, I'm very happy with it so far.
Your dealer may have been talking about an imbedded SCSI controller
vs. a separate SCSI controller and drive. The imbedded SCSI's are faster,
cheaper, and slightly more dependable. The separate SCSI's have the advantage
of being able to drive other hard drive mechanisms later on when they are
added tyour expandable case. With imbedded controllers, each add on
drive has to have an imbedded controller also. 40ms access time is very
good for a drive that isn't imbedded though, so I'm not sure if this is what
he means.
I got my hard drive from Joppa, and it was about $700. List
price for the FA.50.ST is $899. The 30meg lists for $800. All in all,
you seem to be getting a good deal from the distance I'm standing at.

2425. MODULA2.ZOO FROM ETH XBIOX QUESTION

Newsgroup: comp.sys.atari.st
Date: 1989-11-05 10:40:49 UTC
From: glk01126@uxa.cso.uiuc.edu
Message-ID: <111500051@uxa.cso.uiuc.edu>
Source record: 247447

Has anyone figured out why xbios.def in the def\gemlib folder
and xbios.def in the def\system folder are not identical?

Which one is correct? In the gemlib\ folder, there is not
an xbios.sbm/obm whereas there is one in the system folder...
Did I receive a partial implementation?

Thanks in advance...
-Spieu!

2426. Re: DOES ATARI LASER PRINTER WORK ONLY WITH MORE THAN 1 MEG RAM STs:

Newsgroup: comp.sys.atari.st
Date: 1989-11-05 13:19:39 UTC
From: alderaan@tubopal.UUCP
Message-ID: <713@opal.tubopal.UUCP>
Source record: 247457

In article <8911032129.AA27713@cunixd.cc.columbia.edu> ia4@CUNIXD.CC.COLUMBIA.EDU (Imran Anwar) writes:
>
> DOES ATARI LASER PRINTER NEED MORE THAN 1 MEG RAM ?
> - - - - - - -

Yep. The SLM804 does not have local memory. It allocates parts of the ST's
memory to store images. This takes about 1Meg, as I know.
Where do you think are the bucks you save not buying a LaserJet ? :-)

--
Thomas Cervera | UUCP: alderaan@tubopal.UUCP
SysMan RKOpdp (RSTS/E) | ...!unido!tub!opal!alderaan (Europe)
D-1000 Berlin 30 | ...!pyramid!tub!opal!alderaan (World)
Motzstrasze 14 | BITNET: alderaan%tubopal@DB0TUI11.BITNET (saves $$$)

2427. Re: Floppy media-change fix

Newsgroup: comp.sys.atari.st
Date: 1989-11-05 13:35:53 UTC
From: alderaan@tubopal.UUCP
Message-ID: <714@opal.tubopal.UUCP>
Source record: 247458

In article <123.255145A9@metnet.FIDONET.ORG> Mark.Johnson@p0.f30.n147.z1.FIDONET.ORG (Mark Johnson) writes:
>For the time being, any time you swap disk, be sure to either press the
>ESC key or click on the top shaded bar of the item selector before
>saving/reading to the new floppy. This forces a directory update of the
>newly-inserted disk and will be a nice work-around until you can get to
>a hardware solution.

Er, as far as I know, this wouldn't help you so much because TOS doesn't recognize the media change if you have the hardware problem. Because the disk is only re-read only on media change, you'll get the data for updating the windows from memory. => no effect.
Workaround for pre-1.4 releases of TOS: toggle the write-protect status of your disk and insert it again. TOS then recognizes a media change and the ESC key will cause a re-read.
TOS 1.4 forces a media change every time you press ESC; this is a real fix to the problem.

--
Thomas Cervera | UUCP: alderaan@tubopal.UUCP
SysMan RKOpdp (RSTS/E) | ...!unido!tub!opal!alderaan (Europe)
D-1000 Berlin 30 | ...!pyramid!tub!opal!alderaan (World)
Motzstrasze 14 | BITNET: alderaan%tubopal@DB0TUI11.BITNET (saves $$$)

2428. (none)

Newsgroup: comp.sys.atari.st
Date: 1989-11-05 14:14:42 UTC
From: ahelget@ATHENA.MIT.EDU
Message-ID: <8911051414.AA00459@M11-111-2.MIT.EDU>
Source record: 247448

```
SUBSCRIBE INFO-ATARI16
REV INFO-ATARI16
```

2429. Re: unix on the TT

Newsgroup: comp.sys.atari.st
Date: 1989-11-05 16:15:13 UTC
From: buggs@cup.portal.com
Message-ID: <23721@cup.portal.com>
Source record: 247449

> - Rob DeMillo | UUCP: ...ima!brunix!rjd
>
>In other words, there is a reason why the Atari ST is still around:
>europe.

MUST be nice!

Ed June

2430. Re: TOS, Zoo, or Zen?

Newsgroup: comp.sys.atari.st
Date: 1989-11-05 16:22:36 UTC
From: buggs@cup.portal.com
Message-ID: <23722@cup.portal.com>
Source record: 247450

>I am thinking about applying 'cause of some Forem Utilities that I
>want to market as ShareWare.
>
>
>Rich Covert

Such as? What node do you run?

Ed June
FNET node 386 *&* Fido node 1:133/403

2431. Re: Smalltalk/v on Spectre

Newsgroup: comp.sys.atari.st
Date: 1989-11-05 16:44:09 UTC
From: buggs@cup.portal.com
Message-ID: <23723@cup.portal.com>
Source record: 247451

>Is there anyone out there that has tried to run Smalltalk/V on
>the Spectre 128 or GCR Mac emulators. If so what problems did you
>experience.

>Ian Powell
>ya16@uk.co.gec-mrc.a

Now that DOES sound interesting! How 'bout other language systems?

Ed June

2432. Re: TT's VME-slots

Newsgroup: comp.sys.atari.st
Date: 1989-11-05 17:02:12 UTC
From: rwa@cs.AthabascaU.CA
Message-ID: <1214@atha.AthabascaU.CA>
Source record: 247452

koreth@panarthea.ebay.sun.com (Steven Grimm) writes:
>An IBM-PC card bus is not a VME bus.

Agreed.

>VME cards are much more expensive to make.

Why? The connectors? OK, but the connectors represent perhaps only 10%
of the manufacturing costs of an "interesting" card. The rest of the
technology is identical.

>An internal VME modem card would end up costing over a thousand
>dollars, I'd guess.

Don't think anyone plans to get rich selling them @ that price!
There would be no market.

>And as someone else touched on, you won't have to wait for TT-specific
>VME cards. VME is a standard that's been around for years, and you can
>already buy lots of VME products, from D/A converters to memory to high-
>speed I/O controllers to video cards to multiple serial-port boards to...
>But they don't come cheap, unfortunately.

I agree completely about that. But consider why: VME is currently an
industrial specialist market. If it became a consumer/business
market, the usual economies of scale and competitive market forces
would drive the prices down to affordable ranges in a pretty
deterministic fashion. It might take a year or three, but it would
happen, at least for the most popular boards (which would be modems,
clever video hacks, memory, ethernet, high performance disk
controllers, probably some other things that haven't been invented
yet...). The market just isn't big enough right now, and it's
fragmented because these cards are going into a large number of
dissimilar software environments. Given a unified market, things
would start to snowball (I sincerely wish).

Ross

2433. Re: TT's VME-slots

Newsgroup: comp.sys.atari.st
Date: 1989-11-05 17:16:48 UTC
From: rwa@cs.AthabascaU.CA
Message-ID: <1215@atha.AthabascaU.CA>
Source record: 247453

gl8f@astsun8.astro.Virginia.EDU (Greg Lindahl) writes:
>A VME slot isn't like a PC-BUS slot. It's faster and more expensive. You
>put quite different things in them.

The buss is faster, agreed. But no law says that the _cards_ have to be faster. A modem, for instance, is inherently slow, so insert a few dozen wait states - who cares? Take your time about asserting VPA :-)

>By the way, I'm typing this on a Sun 3/80. It has room for SIMM memory,
>a SCSI port, and serial ports. It's a little less expandable than the
>TT/P....
>> [Richard Covert] But the TT Plastic
>> is just another closed, limited support, game machine to me.
>Much like the Sun 3/80, eh? Wow, great games.

You neglect to mention the ethernet connector on the back of the 3/80, which excuses a multitude of sins. You also neglect to mention the slots in your server. This is being written on a DEC VS2000, an even more restricted machine than a 3/80 - but I use the peripherals in a heavily-slotted 3/160 and 11/785 all the time, transparently, over the ethernet. So IMHO, the vs2000 doesn't need the slots; it needs servers ;-). Servers are just what the average home user of a TT/<n> doesn't have access to.

BTW, the Sun has one other thing not available to the TT user: a _real_ OS. SysV doesn't cut it, and I can't really get too excited about any version of TOS/GEM. Along with a real OS, one gets a very nice environment for developement, or just getting work done. SunOS 4.x is a bit of a pig, tho - I'll take 3.5 any day ;^).

Ross

2434. archive sites

Newsgroup: comp.sys.atari.st
Date: 1989-11-05 17:18:08 UTC
From: depeche@quiche.cs.mcgill.ca
Message-ID: <1707@quiche.cs.mcgill.ca>
Source record: 247454

I am trying to get ahold of FATSPEED. On xanth.cs.odu.edu the atari
directory is empty.
on him1.cc.umich.edu I downloaded about four files and all of the
ones are .arc files which I can't extract due to bad headers.

does anyone know
1] why xanth's atari directory is empty?
2] why I can't de-arc anything from him1?
3] how I can get FATSPEED?

thanks in advance.

2435. SURVEY!!! USA-North America Replies !!!

Newsgroup: comp.sys.atari.st
Date: 1989-11-05 17:54:31 UTC
From: kar7481@cuphub.cup.edu
Message-ID: <1682@cuphub.cup.edu>
Source record: 247455

The following are USENET responses originating in the United States with
regards to the post of September-Something-or-Other asking for ST-Usergroup
contacts.....

(compiled by Dan Karbowsky)
(kar7481@cuphub)
****

From: UUCP%"pitt!uafhp.uark.edu!f0057" 28-SEP-1989 22:03:59.10
To: kar7481@cuphub.cup.edu
CC:
Subject: Fayetteville, Arkansas

We have an Atari Users group here at the University of Arkansas.

------------------------James Everett Ward----------------f0057@uafhp.uark.edu
I have great faith in fools -- self confidence my friends call it.
-- Edgar Allan Poe

****
From: UUCP%"pitt!cunixd.cc.columbia.edu!ia4" 27-SEP-1989 14:51:23.90
To: kar7481@cuphub.cup.edu
CC:
Subj: Re: Pakistan..............Gee.......
From: Imran Anwar <pitt!cunixd.cc.columbia.edu!ia4>

No the ST was bought from J&R, shipped to Pakistan where it stopped working after
only a week. Talk about American quality. Had to be brought back and repaired
but it ended up having a new ROM based TOS instead of the original Disk based
system.

I am here in the US since 1/89 and bought a 1040ST here...

The 1040ST is $569 and the color monitor $300 here.

Yes this is going out on my ST..... + ZOOM modem.

Regards

/ ^
/ /_\
/ / \

__TODAY_____TOMORROW!_____
Imran Anwar Incorporated Technologies
Columbia Business School Middle C Inc.
New York NY 10027 Imran Anwar Holdings
(Learning What I Already Know) (Doing What I Never Learnt)

Dare to Dream!
- - - - - - - - - - - - -
All standard, non-standard, specific, general, usual, unusual dis-
claimers apply. All material copyright, copyleft, copyup, copydown
and copycenter. Opinions expressed are my own...who else could
have such opinions anyway ?! Tell me if you do, we'll form a Club!

****
From: UUCP%"pitt!cunixa.cc.columbia.edu!cmm1" 8-OCT-1989 16:03:56.44
To: kar7481@cuphub.cup.edu
CC:
Subj: Re: ST SURVEY Update.....Soviet-bloc users wanted if existing...
From: Christopher M Mauritz <pitt!cunixa.cc.columbia.edu!cmm1>
Organization: Columbia University

In article <1279@cuphub.cup.edu> you write:
>
>Well,
>
> 2 weeks have gone by since the ORIGINAL request for information
>regarding ATARI prices/products has gone out.
>
> Since then, replies have been received from:
>
> USA: Arkansas Univ.
> Columbia Business School, NYC
> Cupertino, CA
> Michigan
> and a few other states.....
>
> EUROPE:
> Norway
> Sweden
> France
> England
> Switzerland
> The Netherlands
> and a few others that escape me now (3:05am)...
>
> I would * R E A L L Y * like to hear from some ST owners/users
>in Soviet-bloc countries if there exist any!!!
>
> In the meantime, I STILL WANT TO HEAR FROM SOME MORE ST USERS!!!
>
> ^^
>
> Also, if ANYONE has ANY information on ANYONE ELSE who programs
> in the S.T.O.S. programming language for the ST, please send me E*mail!!!
>

> ==
>
> Ever notice how EVERYONE seems to enjoy using multiple exclamation points :-}
>
> +---+
> | Dan Karbowsky kar7481@pitt!cuphub / //===============/ |
> | 102 Lee Drive _____________________/ / / // // |
> | Belle Vernon, PA / _____________________ _/_ /_ __ //====// // |
> | 15012 U.S.A. / /__ __ __ __ _ / / / //_/ // // !!!!! |
> |_________________/ ___//_//_//_//_// / /_ / //_ -====// // |
> | / / |
> | Call the ATARI ELITE of PITTSBURGH'S BBS (Forem-ST,fnet node 19) |
> | at (412) 384-5609 at 300 thru 19.2k baud 24 hrs./day 7-days/week |
> | and see why we are the ATARI ELITE!!! Mention this message at logon. |
> |*note: UUCP site used is located at California U. of PA,California,PA. |
> +---+

If I am not mistaken, the Atari ST is considered too "high tech" for export
to Soviet Bloc countries. I think any machine with the MC68000 falls into
this category, but I may be mistaken.

Chris Mauritz
------------------------------+--------------------------
Chris Mauritz |Everything tastes better
cmm1@cunixa.cc.columbia.edu |when it sits on a
(c)All rights reserved. |mauRITZ. 8->
Send flames to /dev/null |
------------------------------+--------------------------
****
From: UUCP%"pitt!garp.MIT.EDU!rochester!kodak!nelson" 1-NOV-1989 08:09:49.41
To: rochester!garp!psuvax1!pitt!cuphub!kar7481
CC:
Subj: Survey
From: pitt!garp.MIT.EDU!rochester!kodak!nelson (Bruce Nelson)

I missed something along the way ... what survey?
If you are taking a survey of (USA) user groups, let me know. I'm president
of the Atari Computer Users of Rochester, NY and would be glad to respond
if we're in the area you are surveying.

-Bruce Nelson
****
From: UUCP%"pitt!Sun.COM!portal!cup.portal.com!R_Tim_Coslet" 15-SEP-1989 11:46:29.05
To: kar7481@cuphub.cup.edu (HI HO-HI HO - IS UNIX THAT GREAT? YOU K
CC:
Subj: Re: help
X-Origin: The Portal System (TM)
X-Possible-Reply-Path: R_Tim_Coslet@cup.portal.com
X-Possible-Reply-Path: sun!portal!cup.portal.com!R_Tim_Coslet

Yes, there are people on USENET with ST's...

You posted your question to an Atari ST group, didn't you...

You don't think there would be a group on UseNet for a computer
that UseNet users don't have... do you?
****
From: UUCP%"pitt!Sun.COM!portal!cup.portal.com!R_Tim_Coslet" 20-SEP-1989 00:39:02.81
To: Dan Karbowsky;AtariEliteOfPghPa bbs412-384-5609
CC:
Subj: Re: Where are you??? Really????
From: pitt!Sun.COM!portal!cup.portal.com!R_Tim_Coslet
Date: Tue, 19-Sep-89 20:00:57 PDT
X-Origin: The Portal System (TM)
X-Possible-Reply-Path: R_Tim_Coslet@cup.portal.com
X-Possible-Reply-Path: sun!portal!cup.portal.com!R_Tim_Coslet

>
> Where are you? Your sitename isn't too definitive.
Well the "cup." part of "cup.portal.com" means Cupertino California.
But there are users on Portal from all over the country.
I happen to be in Sunnyvale California right now.
>
>To what extent are you into ST's????????
>
>I am pretty much into everything except music on the ST.
>
>STOS? GFA? C?....lemme know!!!
I use the ST mostly for Telecom right now. But as I get time I want to
get into programming it more. I know many languages... trying to use
Modula-2 more now. Pascal is nice. I don't like C. Use assemblers as needed.
Right now trying to learn GEM programming on the ST.

I don't get involved with Music, DTP, fancy color graphics.

I have a MEGA ST2 with MEGAFILE 30 and SH204 hard disks, Monomonitor, and
Supra 2400 modem. I also have a color monitor... but don't use it much.

R. Tim Coslet

Usenet: R_Tim_Coslet@cup.portal.com
****
X-Origin: The Portal System (TM)
X-Possible-Reply-Path: R_Tim_Coslet@cup.portal.com
X-Possible-Reply-Path: sun!portal!cup.portal.com!R_Tim_Coslet

>Are you affiliated with any ST usergroups in Sunnyvale???
Bay Area Atari Users Group... BAAUG
>
>As you might guess from my message header, I'm with the Atari Elite ST
> Organization of Pittsburgh. Approx. 90 members.
Don't know BAAUG membership... I generally see maybe 20..30 at the
monthly meeting though
>We publish a bi-monthly newsletter (810k disk) which contains mostly
>GEnie conference captures and STReport info. Some original material, though.

>If you are interested, I could send you a copy of our last newsdisk.
No, never much liked "newsletters" on disk... and I never found much
interesting in STReport.
>
>Possibly a usergroup exchange? if you belong to one....
You probably already contacted another BAAUG member somewhere...
but if not, I will look up their address.
>
>B.T.W. , you looking for any good PD......????
Not right now... my HD is about full and I am busy learning Modula-2 and
GEM with the German PD Modula-2 compiler/linker that reciently was
posted to comp.binaries.atari.st
>
>Would like to try to send a Kermit or xmodem file via UUCP.
>Archived format, could extract without the header.
?? don't quite follow you here.

R. Tim Coslet

Usenet: R_Tim_Coslet@cup.portal.com
BIX: r.tim_coslet
****
From: UUCP%"pitt!wugate.wustl.edu!stag!moundst!tacook" 27-SEP-1989 15:33:09.97
To: kar7481@cuphub.cup.edu
CC:
Subj: Re: Survey; Minneapolis/St. Paul, Minnesota (612) 472-6582
From: pitt!wugate.wustl.edu!stag!moundst!tacook (Tom Cook)
Organization: Economy Electronics

>
> * The Atari Elite ST Organization of Pittsburgh *
> is looking to establish contacts with
> other ST usergroups.
>
> Preferably via UUCP channels or F-net channels.
> ----------
> When responding, please include your location {CITY,STATE}
> in your "subject" header.
> ----------
> Possibilities include LIBRARY/NewsDisk(letter) swaps, etc......
> Also, For my own personal survey, please answer the following questions.
> I am trying to compile a list of REGIONAL prices on:
>
> 1. 1040STf(m)'s [cpu only, color system,mono system]
> 2. Mega 2's " " " " " "
> 3. Mega 4's " " " " " "
>
I don't know what the current prices are here. I am a member of
the Minnesota Atari ST users group. I am also the sysop for the
groups BBS system (STadel) and have limited access to Usenet.

Tom Cook | What I said may or may not be true
moundst!tacook@stag.UUCP | I'm not sure myself, if you can figure
{tacook|sysop}@moundst.citadel | it out let me know.

If all else fails read the instructions.
****

From: UUCP%"pitt!jupiter.nmt.edu!scksnsr" 9-OCT-1989 02:03:51.33
To: kar7481@cuphub.cup.edu
CC:
Subj: Re: ST SURVEY Update.....Soviet-bloc users wanted if existing...
From: pitt!jupiter.nmt.edu!scksnsr (Sean Kelly)
Organization: New Mexico Tech, Socorro NM

I would like to take the survey! But the expire(8) program has already
nuked the original survey posting. True, I'm not a soviet-bloc user,
but I want to voice my opinions too!

--
kelly (sean) `What is the wasting?'
scksnsr@nmtsun.nmt.edu `The wasting is ... the wasting!'
Std disclaimers apply `Ahhhhh.' --Dr ?
--

****
From: <address witheld on request> 30-SEP-1989 10:03:39.83
To: kar7481@cuphub.cup.edu
CC:
Subj: Re: SURVEY; US-UK-EUROPE-ASIA ST Users----Please Answer!

Received: by water.waterloo.edu
Date: Sat, 30 Sep 89 09:30:54 EDT
Organization: U. of Waterloo, Ontario

OK, here is a reply.
I may in a state, but not a STATE, so I will tell you I am in
Waterloo, Ontario.

For the purposes of your survey you may use the following information:

This week I hear about a "special sale" at a nearby store
for members of its "Preferred Customer Club".

Computer
alone with monitor

520STfm C$ 399 C$ 799
1040STfm C$ 699 C$ 1099

These prices, in Canadian Dollars, are a little less than their
usual prices.

Permission:
You may use the information about the sale, and the name of the
city, but not any information that will identify me.

****
From: <name witheld by request> 2-OCT-1989 18:32:27.84
To: kar7481@cuphub.cup.edu
CC:
Subj: Re: By the way.....
Received: by water.waterloo.edu

I have not seen Darek Mihocka or Ignac Kolenko for some time now, but
that does not mean they are not around. I think Darek has posted
things recently from this address:

...!uunet!microsoft!w-darekm
...!uw-beaver!microsoft!w-darekm
w-darekm@microsoft.UUCP (Darek Mihocka)

****
Subj: Re: THANX...

Sorry DAN ! I have this way of mixing things up. There was
a student named Ken with a similar surname.

-THANX FOR THE INFO.....BY THE WAY, (CURIOUSITY...), WHY DIDN'T
YOU WANT YOUR NAME POSTED WITH YOUR PRICE QUOTES???

Because things are not completely smooth between the owners of
the local shop and some of its customers. Unavoidable, I suppose
for anybody in business. There is no point in stirring things up.

Now, a question for you. Why do you type with all CAPS?
I generally avoid this, because some people interpret it as
"shouting".

****
Subj: Re: C A P S......as in typing with....

Thank you for doing the survey.
I will be interested to see the patterns that result.

****
****
That was the North American section---hold on to your seats for the
European section!!!!!

-Dan

--
+---+
| Dan Karbowsky kar7481@pitt!cuphub / S U P P O R T T H E S T ! ! ! |
| 102 Lee Drive _____/Call the ATARI ELITE of PITTSBURGH'S |
| Belle Vernon, PA / BBS (Forem-ST,fnet node 19) at (412) 384-5609 at 300 |
| 15012 U.S.A. / thru 19.2k baud 24 hrs./day 7-days/week Mention this |
| / message at logon. |
+---+

2436. SURVEY!!! Europe/UK Replies !!!

Newsgroup: comp.sys.atari.st
Date: 1989-11-05 17:56:52 UTC
From: kar7481@cuphub.cup.edu
Message-ID: <1683@cuphub.cup.edu>
Source record: 247456

The following information was compiled in a series of price surveys on ATARI products in Europe.....You MIGHT wish to PRINT THIS OUT before reading it!!! (after all, it IS 910-lines long!)

Hope this puts some of YOU in contact with OTHER of YOU!!!

All replies are welcome, just send mail to me at "KAR7481@cuphub" with your "subject:" line stating "SURVEY--REVIEW/REPLY".

Thanx!

Dan Karbowsky kar7481@cuphub (UUCP)
102 Lee Drive
Belle Vernon, PA 15012 USA
tele-(412)929-4023
****

From: UUCP%"pitt!uwasa.fi!hv" 9-OCT-1989 05:03:34.71
To: kar7481@cuphub.cup.edu
CC:
Subj: Re: ST SURVEY Update.....Soviet-bloc users wanted if existing...
From: Harri Valkama LAKE<pitt!uwasa.fi!hv>
Subject: Re: ST SURVEY Update.....Soviet-bloc users wanted if existing...
Organization: U of Vaasa, Finland

In article <1279@cuphub.cup.edu> you write:
>
>Well,
>
> 2 weeks have gone by since the ORIGINAL request for information
>regarding ATARI prices/products has gone out.
>
> Since then, replies have been received from:
> EUROPE:
> Norway
> Sweden
> France
> England
> Switzerland
> The Netherlands
> and a few others that escape me now (3:05am)...
>
> I would * R E A L L Y * like to hear from some ST owners/users
>in Soviet-bloc countries if there exist any!!!

Sorry I can't remember what you were after in your original posting.
But if you want to know Atari prices from various countries I can
send you prices from Finland in a day or two when I get the latest
price catalog.

And what comes to Soviet-bloc: They are not connected yet.
--
Harri Valkama : email: hv@chyde.uwasa.fi (internet)
Computer Centre, University of Vaasa :
P.O.BOX 700 : voice: +358 61 248426
SF-65101 VAASA FINLAND : site: 128.214.12.3
****

From: UUCP%"pitt!uwasa.fi!hv" 11-OCT-1989 03:18:04.02
To: kar7481@cuphub.cup.edu (Dan Karbowsky;AtariEliteOfPghPa bbs412-384-5609)
CC:
Subj: Re: Awright!!! Yet ANOTHER intelligent european life form!
From: Harri Valkama LAKE<pitt!uwasa.fi!hv>
Date: Wed, 11 Oct 89 8:56:15 EET DST

> .....AS ATARI PRODUCTS ARE RELEASED FIRST BY ATARI-SCANDINAVIA, SECOND BY
> ATARI-UK, AND THIRD AND FINALLY (BUT STRANGELY ENOUGH) THE US!!!

Funny thing that you say so. But well I heard the day before yesterday
from Atari import people here in Finland that they are starting to sell
Stacy here in next month. I hope that this is not only sales scrap.
Anyway I got Finnish prices of them. Here they are.

Stacy in November -89
TT in the first od second quarter of -90 ? (bloody h*ll)
ATW (it is possible that I see this in next week)

FIM
Stacy 1104 (1M/720K) 11 000,-
Stacy 1125 (1M/20M) 13 240,-
Stacy 2146 (2M/40M) 17 800,-
Stacy 4147 (4M/40M) 21 200,-

> Hopefully, I will be able to keep in touch with you and others in the
> European ST community.

Yes. Hope so.

> Are you a member of any ST user groups or organizations???

No I'm a sort of independent 'hobbyist'. I have started with PC machines
over three years ago. Now I have AT. I bought Atari ST1040 last June. And
I have ordered both Spectres. Mac ROMs I have already. I have a firm with
two of mates and we happen to found a customer who is quite willing to
consider to buy Stacy especially if he can use it as portable Mac and PC.

> My organization here in the US is looking to swap/exchange info. and
> Public-Domain software (Share-ware too!)...

I keep here in University of Vaasa ftp'able directories of PD and ShareWare
software for PC and Mac. It is possible that I could start to keep also
Atari archive place... Now I take the programs from news-system but only
for myself.

--
** And Hey These Are My Personal Views - but you probably noticed it already **
Harri Valkama : email: hv@chyde.uwasa.fi (internet)
Computer Centre, University of Vaasa : site: 128.214.12.3
P.O.BOX 700, SF-65101 VAASA FINLAND : voice: +358 61 248426
****
From: UUCP%"pitt!ohdake.uta.fi!jackin" 12-OCT-1989 15:42:51.34
To: kar7481@cuphub.cup.edu
CC:
Subj: SURVEY
From: pitt!ohdake.uta.fi!jackin (Markku M{enp{{)
Subject: SURVEY

Hi,

Here are the Finnish Prices. All prices in FIM (Finland Mark about
4.2 USD). Prices are recommended retail prices.

520 stfm 3790 :- (no monitor)
Mega ST 2 9000 :- "
Mega ST 4 12000 :- "

SM 124 900 :-
MegaFile 30 3900 :-
MegaFile 60 7000 :-

SLM 804 9950 :-

Portfolio 3950 :-

I called importer (Teknocomputer) and asked about stacey, TT, STE.
They said that if there is enough interest they will start importing
them. Person whom I talked with didn't sound very excited.

There is 20% discount automatically for students (not too bad, could be less).

If I recall correctly, Stacy is already selling in Norway. (Is this message
going to Norway anyway). I would like to have some addresses and prices, please.

Hope this helps,

jackin (Markku M{enp{{) in utacs (University of Tampere CS)
****
From: UUCP%"pitt!ohdake.uta.fi!jackin" 16-OCT-1989 08:06:18.63
To: kar7481@cuphub.cup.edu
CC:
Subj: RE: SURVEY
From: pitt!ohdake.uta.fi!jackin (Markku M{enp{{)
Subject: RE: SURVEY

Well, I thougth I said at least my country, but here it is :

City : Tampere (second biggest in Finland ie. not so big :-)
Country : Finland
Inst. : Tampere university, Computer Science

Markku M. (jackin)
****
From: UUCP%"pitt!ohdake.uta.fi!jackin" 17-OCT-1989 03:06:10.37
To: kar7481@cuphub.cup.edu
CC:
Subj: Re: I kinda figured FINLAND....
From: pitt!ohdake.uta.fi!jackin (Markku M{enp{{)

Nothing much I am afraid. The importer (TeknoComputer) does have a few
advertisements now and then, but they all advertise this gamescollection
'Superpack' or whatever. Nothing wrong with that (I love games), I just
wish that they would give promotion to the professional market now and
then. Of course we get new machines months after they have been annonced
(don't they all :-). No sign of Stacey/TT yet.Nor TOS 1.4.

It is somehow interesting when you read a computermagazine MikroBitti
which is only magazine for homecomputers and notice that the same
people who were using Commodore 64 and Spectravideo (MSX) years ago are
now using Amiga nad Atari ST (resp.). I used to have Spectravideo. And
the great battle goes on. (Not me, at least not often).

We have quite a few ST-clubs around the country (BBSs too). I haven't myself
joined any of them. I tend to get my software (both PD and commerc.) abroad.
I am seriously thinking of buying a TT. Maybe from West-Germany or England,
Norway is a possibility too. Seen any TTs lately ? Nah, guess not.

Where are you from anyway ? I'm not very good at guessing by path. USA ?
Canada ?

By the way, have you ever used Objectworks (programming enviroment for
Smalltalk-80). It should be availiable for Sun, Mac II, PC, ST (4 meg), etc..

Well got to rush, a lecture is about to start. (did I say rush :-)

! Markku ! (Want to hear how my name is pronaunced the finnish way,
that always gave me some chuckles in the USA, "Pardon")
****

From: UUCP%"pitt!ohdake.uta.fi!jackin" 18-OCT-1989 07:06:37.47
To: kar7481@cuphub.cup.edu
CC:
Subj: Re: I kinda figured FINLAND....
From: pitt!ohdake.uta.fi!jackin (Markku M{enp{{)

Do you mean Scandinavian made programs etc. Or products availiable in
Scandinavia ? I know one dealer but they are dropping ST for good.
They feel that it does't make enough profit. But I can have their
product list. But there aren't many Scandinavian products there.

I have read about PITTSBURGH in a book from Kurt Vonnegut. But did
you say California. Oh boy, wanna trade universities ? I bet you
would love it here in winter (20 degr below 0 celsius, tons of snow :-).

! Markku !

P.S. Did I mention polarbears ?
****

From: UUCP%"pitt!irisa.fr!decouty" 27-SEP-1989 14:42:04.75
To: kar7481@cuphub.cup.edu
CC:
Subj: Re: SURVEY; US-UK-EUROPE-ASIA ST Users----Please Answer!
Organization: IRISA, Rennes (Fr)

In article <1028@cuphub.cup.edu> you write:
| !!!
|
| TO ALL US,UK,EUROPEAN,and ASIAN ST USERS.....
| Please take the time to read the following and
| also to reply.....It may seem silly,
| but I am VERY serious.....
|
| !!!
| (repost-1)
|
| ATTENTION!: Fellow ST users/programmers;
|
| ***************************************
| Looking for other U.S & European ST users who are members
| of ANY ST-related usergroups!!!!!
|
| * The Atari Elite ST Organization of Pittsburgh *
| is looking to establish contacts with
| other ST usergroups.
|
| Preferably via UUCP channels or F-net channels.
| --
| When responding, please include your location {CITY,STATE}
| in your "subject" header.
| --
| Possibilities include LIBRARY/NewsDisk(letter) swaps, etc......
Sorry, but i am not affiliated to any usergroup. I don't know of any
Atari usergroup here in France.

| Also, For my own personal survey, please answer the following questions.
| I am trying to compile a list of REGIONAL prices on:
|
| 1. 1040STf(m)'s [cpu only, color system,mono system]
| 2. Mega 2's " " " " " "
| 3. Mega 4's " " " " " "
|
Public prices in France:

1040 stfm: 4990 Fr (it is a bargain because of the new stE, before it was
at 5990 Fr.
1040 stfc: 5990 Fr
1040 stf : 3690 Fr

mega st1: 5490 Fr (without sm124)
mega st2m: 11300 Fr
mega st4m: 14900 Fr

sm124 (mono screen): 1000 -> 1490 Fr (true: in an ad from the same shop,
sm124 costs 1000F if bought with a 520, 1500 if bought with a 1040!!)
sc1224 (color screen): 2990Fr
520stec: 5490,
520stfc: 4490F

All prices include taxes (18.6%)

Hope this helps you.

--
+-----------------------------+---+
Bertrand DECOUTY	EMAIL : decouty@irisa.fr, decouty@irisa.uucp
IRISA - INRIA	{uunet,mcvax,inria}!irisa!decouty
Campus de Beaulieu	PHONE : +33 99 36 20 00
F-35042 Rennes Cedex - FRANCE| FAX : +33 99 38 38 32	TELEX: 950473 UNIRISA
+-----------------------------+---+
****

From: UUCP%"pitt!irisa.fr!decouty" 2-OCT-1989 10:40:13.33
To: kar7481@cuphub.cup.edu
CC:
Subj: Re: The STe .....

The STe has not been officially released here in France. Atari has to send
developpers some info about it but their building has burnt so there is
delay...

As soon as i have info, i shall mail you.

Bye

Bertrand Decouty
****

From: UUCP%"pitt!irisa.fr!decouty" 10-OCT-1989 07:03:47.68
To: kar7481@cuphub.cup.edu
CC:
Subj: Re: The STe .....

this a message about STE I have just sent to daniel@pkmab.se

Bye, Bertrand.

PS: If you see tos1.4 fix for rts/cts (and including: mouse doubler, screen saver)
could you e-mail me? Here we can't access to genie. Thank you.

Hello.
In the last issue of ST-magazine, a french magazine dedicated to ST (and now
also to others microcomputers, times are changing...),
there is a paper along with a photo about STe.
Chips are now square, no more DIL, and you can have 4 SIMMS mounted inside.
With 2 SIMM's (Single in line memory module) of 256 Kbits chips, you have
512KBytes, with 4x1Mbits you have 4 meg. It is not clear if the 4 sockets are in
520STE (money is money). New processor: a NS musical processor, i have not seen
the reference. 2 15-pin joystick ports, near the cartridge port. Genlock is
supported. It is a preview, so things may change.

Price is the same as old 520ST. 2 sockets ONLY for roms. Tos is 1.6. No bus
extension.

Regards.
Bertrand
****
From: UUCP%"pitt!dutrun.tudelft.nl!rcdsosw" 27-SEP-1989 14:43:26.18
To: kar7481@cuphub.cup.edu
CC:
Subj: Re: SURVEY; US-UK-EUROPE-ASIA ST Users----Please Answer!
From: pitt!dutrun.tudelft.nl!rcdsosw (Oswald Knoppers)
Organisation: Delft University of Technology, Delft The Netherlands.

As the 1040 is on its last days it is very cheap at the moment here in
Holland, less than 1500 guilders (about $ 730) inclusive a monochrome
monitor. The Mega 1 is about 500 guilders more expensive. Wouldn't know
how much the other Mega's currently cost.

Oswald Knoppers
****

From: UUCP%"pitt!duttnph.tudelft.nl!robert" 16-OCT-1989 08:05:38.14
To: kar7481@cuphub.cup.edu
CC:
Subj: Re: Borland's TURBO-C for the ATARI-ST...Exists???
Organisation: Delft University of Technology, Delft The Netherlands.
From: pitt!duttnph.tudelft.nl!robert (Robert de Vries)

Sure it exists, I use it for nearly a year now. It is based on the Turbo C
for the IBM PC, for what the parser is concerned. The code generation part
is done by Heimsoeth in Germany. At the Cebit fair in Germany they announced
version 1.1 including f68881 support, a source level debugger (december 1989)
a graphics library compatible with the PC version.

I think I've heard that they don't sell it in the USA. My own opinion about
the compiler is that it is fairly mature from the start, but a few small bugs
were in the first version. The optimizer is VERY good. The code is the fastest
from ALL ST compilers, including Mark Williams, Lattice, Laser, Gnu CC, etc.
I have used it to compile AIM (the Atari Image Manager) and I found two small
bugs in the code generation (which were easily circumvented) and one or two

bugs in the libraries, printf and realloc. printf handles floating point
numbers between 0 and 1 wrong. realloc is almost completely broken.
The codegeneration part for unsigned ints is also buggy. When adding an
unsigned int to a pointer it treats the unsigned int as if it were signed.
This goes well until 32767, after that complete disaster. Fix: use long ints.

Maybe this doesn't sound too great, and you may think I do not use this
compiler. The opposite is true. I use it all the time and I like it very
much.

Robert.
--
Robert de Vries | Every opinion expressed
robert@duttnph.tudelft.nl | above is my own.

****
From: UUCP%"pitt!ifi.uio.no!larserio" 20-SEP-1989 22:15:43.09
To: kar7481@cuphub.cup.edu (Dan Karbowsky;AtariEliteOfPghPa bbs412-384-5609)
CC:
Subj: Re: ST Usergroups:US/UK & Regional Price Survey
From: LarsErikOsterud <pitt!ifi.uio.no!larserio>

Try this to norwegian usergroups....

ST-Klubben (which is bnorwegian for The ST Club)
Ronny Hatlemark
Box 290
N-6151 Orsta
Norway

ABK-BBS (my bulletin board for Atari users)
Lars-Erik Osterud
Okriveien 39
N-1349 Rykkinn
Norway

Phone +47 2 13 15 71
BBS +47 2 13 26 59 (same for ST Klubben)

E-mail: larserio@ifi.uio.no

Lars-Erik / ABK-BBS +47 2132659 / ____ ______
Osterud / larserio@ifi.uio.no / /___ /
___________/ _____________________/ ____/ /
****
From: UUCP%"pitt!ifi.uio.no!larserio" 21-SEP-1989 21:15:23.33
To: Dan Karbowsky;AtariEliteOfPghPa bbs412-384-5609 <kar7481@cuphub.cup.edu>
CC:
Subj: Re: Now this, I can't believe!
From: LarsErikOsterud <pitt!ifi.uio.no!larserio>
To: Dan Karbowsky;AtariEliteOfPghPa bbs412-384-5609 <kar7481@cuphub.cup.edu>

I am a student at the university in Oslo (the Capital of Norway) and live
20 min outside Oslo (almost in the countryside :-). When I'm not sitting
in front of a Sun3 and typing I'm calling from home using a norwegian
2400 baud modem (the worlds best - Unimod 4161 MNP3) and my MEGA ST4 with
MiniTerm (my own comm-program with everything, IBM graphics etc etc)

We have PC4 - although it's just a Mitac 286 with an Atari logo :-)
Norway does not have it's own Atari division but is a sub-division of
Atari Scandinavia in Sweden. This doesn't help much and we have one hell
og a time fighting our way to get some info from them !!!! Fools !!!!
Well... What more... Did you know that it exist a swedish and even a
norwegian version of TOS !!!???? (i've got the US TOS 1.4 anyway - data
language is and will always be english !!!!)....

If you want more info about me try this command:
finger larserio@ifi.uio.no

Lars-Erik / ABK-BBS +47 2132659 / ____ ______
Osterud / larserio@ifi.uio.no / /___ /
___________/ _____________________/ ____/ /
****

From: UUCP%"pitt!ifi.uio.no!larserio" 25-SEP-1989 09:26:57.81
To: Dan Karbowsky;AtariEliteOfPghPa bbs412-384-5609 <kar7481@cuphub.cup.edu>
CC:
Subj: Re: Hey Lars--gimme a hand....
From: LarsErikOsterud <pitt!ifi.uio.no!larserio>

Well in Norway the smallest MAC costs 10 times an Atari or an Amiga !!!!!
But still - everybody buys the MAC - just to show that they have the money.
Will mail you a pricelist later.....

Lars-Erik / ABK-BBS +47 2132659 / ____ ______
Osterud / larserio@ifi.uio.no / /___ /
___________/ _____________________/ ____/ /
****

From: UUCP%"pitt!ifi.uio.no!larserio" 25-SEP-1989 16:44:13.89
To: Dan Karbowsky;AtariEliteOfPghPa bbs412-384-5609 <kar7481@cuphub.cup.edu>
CC:
Subj: Re: Your BBS...
From: LarsErikOsterud <pitt!ifi.uio.no!larserio>

The BBS program is self-made and PUBLIC DOMAIN !!!!
It is posted to comp.binaries, but I can send it to you if you don't
find it. Also try the MiniTerm communication program with IBM graphics.

Lars-Erik / ABK-BBS +47 2132659 / ____ ______
Osterud / larserio@ifi.uio.no / /___ /
___________/ _____________________/ ____/ /
****

From: UUCP%"pitt!ifi.uio.no!larserio" 26-SEP-1989 00:14:50.44
To: kar7481@cuphub.cup.edu

CC:
Subj: Prices

Here is the complete norwegian pricelist for Atari
All prices is in NKr (or NOK as somebody types)

```
================================================================================
Prisliste for Atari produkter Utdrag av prisliste pr. 26. september 1989
================================================================================
520 STFM 4995 | PC3 H -(640K, 8MHz, EGA, 30MB HD 11940
1040 STFM 6495 | PC3 H, PCM124 12" monochrome EGA 13140
1040 STFM, SM124 7995 |---------------------------------------
1040 STFM, SC1224 9995 | PC4 12H - 1MB, 12MHz 286, 60MB HD 20940
-----------------------------------| PC4 12R - med utskiftbar 44MB HD 23940
MEGA ST2 12474 | PC4 16H - 1MB, 16MHz 286, 60MB HD 23940
MEGA ST2, SM124 14340 | PC4 16R - med utskiftbar 44MB HD 26340
MEGA ST2, SM124, MEGAFILE 30 19140 |---------------------------------------
MEGA ST2, SM124, MEGAFILE 60 23940 | PC5 H - 4MB, 20 MHz 386 35940
-----------------------------------|---------------------------------------
MEGA ST4 17940 | ABC 286 SF - 640K, 80286 10740
MEGA ST4, SM124 19140 | ABC 286 H - 640K, 80286, 30MB HD 14340
MEGA ST4, SM124, MEGAFILE 30 25140 | ABC 286 SF, PCM124 12" mono EGA 11940
MEGA ST4, SM124, MEGAFILE 60 29940 | ABC 286 H, PCM124 12" mono EGA 15540
------------------------------(-----|---------------------------------------
SF314 DS 3,5" diskdrive 1995 | PCM124 12" monochrome EGA monitor 1740
MEGAFILE 30 5495 |=======================================
MEGAFILE 44 utskiftbar HD 11940 | SLM804 laserskriver 16740
MEGAFILE 60 10740 | SM124 12" monochrome monitor 1995
-----------------------------------| SM194 19" monochrome monitor 23940
STACY 1104 - 1MB, 720K disk 16740 | SC1224 12" RGB farge monitor 3995
STACY 1125 - 1MB, 20MB HD 20340 |---------------------------------------
STACY 2146 - 2MB, 40MB HD 23940 | 44MB utskiftbar harddisk plate 1595
STACY 4147 - 4MB, 40MB HD 29940 | 68881 matte prosessor til MEGA ST 1995
===================================|=======================================
Alle priser er veil. inklusive moms | ABK-BBS tar ikke ansvar for mulige feil.
-----------------------------------'---------------------------------------
```

****

From: UUCP%"pitt!ifi.uio.no!larserio" 8-OCT-1989 15:03:46.46
To: kar7481@cuphub.cup.edu (Dan Karbowsky;AtariEliteOfPghPa bbs412-384-5609)
CC:
Subj: Re: ST SURVEY Update.....Soviet-bloc users wanted if existing...
From: LarsErikOsterud <pitt!ifi.uio.no!larserio>

What were you trying to me on my BBS ?
What have I forgotten ? (I always forget something :-)

BTW: The 68000 was freed from the COCOM regulations some time ago, and
there is a fast growing number of ST's in the USSR..... I'll
try to get some more info (after all - we have a common border
with them :-)

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association
****

From: UUCP%"pitt!pkmab.se!daniel" 27-SEP-1989 14:53:41.33
To: kar7481@cuphub.cup.edu
CC:
Subj: {OREBRO,SWEDEN}
Organization: \"Orebros Tech. College, Sweden
From: pitt!pkmab.se!daniel (Daniel Deimert; Orebro Tech. College)

In article <1028@cuphub.cup.edu> you write:
>
>---
>When responding, please include your location {CITY,STATE}
>in your "subject" header.
>---

Hope I got it right, I live in a town called Orebro (O with two dots
on the top, you know?) in Sweden. Like the Subject:-header tells you...

I'm a member of several usergroups, but the one I'm speaking of is
the one I'm president of; HEXAGON. Soon we will connect to USENET
as well, we do have a Unix machine too.
We have STs and Amigas in our ug. And I think we've got a member or
two with Macintosh as well, but the ug hasn't got no mac.

All contact with us can be directed to me.

Everything is welcome. Just give me a hint by e-mail.

Nice idea, this! I just wished I had the time to manage the lot...
See you,
Daniel

--
Daniel Deimert, Fridstav. 4, S-715 94 Odensbacken, SWEDEN
Internet: daniel@pkmab.se
UUCP: ...{uunet,mcvax}!sunic.sunet.se!kullmar!pkmab!daniel
****

From: UUCP%"pitt!pkmab.se!daniel" 28-SEP-1989 22:03:42.73
To: kar7481%cuphub
CC:
Subj: Re: your mail

> Thanx GREATLY for the reply and the help.

You're welcome. Just funny...

>
> If possible, could you contact Atari Scandinavia and have them
> send me literature on "EVERYTHING THEY ARE MARKETING"
> ESPECIALLY the "STacy" and "ST-E's".

Ok, I will in the near future. If they don't have any english versions
I'll translate them to you.
The STacy is avaiable, I think. I haven't heard anything, what so ever,
of the ST-E, not even rumours.

> Also, I need to know a few REPUTABLE Swedish ST dealers
> who will ship to the U.S.

That should be no problem. I'll check it all out next week or something
like that. I'll send an e-mail, and maybe a paper by snailmail as well,
'just to be sure'.

Daniel Deimert, Fridstav. 4, S-715 94 Odensbacken, SWEDEN
Internet: daniel@pkmab.se
UUCP: ...{uunet,mcvax}!sunic.sunet.se!kullmar!pkmab!daniel
****

From: UUCP%"pitt!pkmab.se!daniel" 2-OCT-1989 10:40:38.96
To: kar7481@cuphub.cup.edu (Dan Karbowsky;AtariEliteOfPghPa bbs412-384-5609)
CC:
Subj: Re: About the STe's...
From: Daniel Deimert <pitt!pkmab.se!daniel>

> An ST user in FRANCE who claims to be having problems locating
> an ST USERGROUP there has claimed :
>
> ".....The 1040-STf/m has been discounted by 1000(francs) by all French
> dealers as to make room (in a pricerange) for the ST/e ....."

Oh... Not bad!
France is a very good country for the ST, as Germany. Here in Sweden
there are a lot more of these filthy Amigas than the ST's -- the '64
was very successfull here, 'back in the good old days'. And people tends
to keep their old company, for what reason I don't know.

Hope you can understand my english, I can't sometimes :-)

Be happy,
Daniel

Daniel Deimert, Fridstav. 4, S-715 94 Odensbacken, SWEDEN
Internet: daniel@pkmab.se
UUCP: ...{uunet,mcvax}!sunic.sunet.se!kullmar!pkmab!daniel

****

From: UUCP%"pitt!pkmab.se!daniel" 2-OCT-1989 22:07:26.83
To: kar7481@cuphub.cup.edu (Dan Karbowsky;AtariEliteOfPghPa bbs412-384-5609)
CC:
Subj: Re: Your english.....
From: Daniel Deimert <pitt!pkmab.se!daniel>

> Relax--
>
> You speak (write) better english than 25% of American college students.

Er, that implies that I write better english than I speak swedish... :-)

>
> To give you an idea of what SOME ST prices are like here....
>
> A Mega-2 cpu/keyboard unit (no monitor) can be had for $1000
> if you know where to look.....(J&R Music, Manhattan, NY)....

[whistling sound] Not bad! The rrp for the Mega ST2 here is
10400 SEK, that is approx. $1700 {calculated with $1 == 6 SEK, it's
usually something like that}
I'm still waiting for the list from Atari Corp. Scandinavia, though!
They haven't got the faintest idea what service is, here...

>
> Most US ST dealers try to keep prices close to retail though.

Shops do like that here, too. But there're a lot of of other companies
here, selling only by phone. They're often 10%-20% below rrp.

Are there any STe's in the US yet?

[Error: Out of greetings],
Daniel

Daniel Deimert, Fridstav. 4, S-715 94 Odensbacken, SWEDEN
Internet: daniel@pkmab.se
UUCP: ...{uunet,mcvax}!sunic.sunet.se!kullmar!pkmab!daniel
****

From: UUCP%"pitt!pkmab.se!daniel" 4-OCT-1989 17:37:28.07
To: kar7481@cuphub.cup.edu (Dan Karbowsky;AtariEliteOfPghPa bbs412-384-5609)
CC:
Subj: Re: STe's in the U.S. ....
From: Daniel Deimert <pitt!pkmab.se!daniel>

>
> My Dear Daniel,

What about MDD, :)

>
> The STACEY hasn't been released yet.
> The ABC's haven't been released yet.
> The PC3,4 & 5 HAVE NOT been released yet.
> The SM-194 (Moniterm 19" monitor) not released yet.

Not even the PC3 ? Hmm..

> but I DON'T like getting screwed over like this.

> Should I move to somewhere in Scandinavia or what?????

No... You shouldn't -- you wouldn't probably be able to afford an
Atari if you lived here, there are TAXES, TAXES and TAXES and even
more taxes; And they (socialistic gov) intend to raise them again!

For example fuel for cars (gaz?): Now about $0.80-$1 (or something
like that) and the wan't to raise it to aprrox $1.30 !!! A litre!

>
>
> P.s; Do ALL Scandinavian women have Blue eyes and Blonde hair???

No, not everybody. It's 60% blonde, I think. My girl for example,
has long beautiful brown hair. And what eyes! .-)

> And if they ARE blonde, is it naturally so???

Almost always, yes.

> Also, Could you ship a few over here???
We already have to few :-)

>
> -=* Dan Karbowsky --------------------at the "other" California in the U.S.

"other"?

> OOOOOOOOOOoooooooooooohhhh!!!!!!!!!!
>
>

> Almost forgot---
>
> Does HEXAGON publish a monthly/bi-monthly Newsletter/disk ??????
>
> The president of our organization says that we could send you
> the last few disk-letters and an info-pack if you wanna send
> us some info,etc......

No, we don't. But we can start, if you like :-)
Of course we can send you some programs, more or less regulary. We think
that would be great. And as you surely know, most of the demo's for
the ST's is European -- and nowadays SWEDISH!
The best ST-programmers in europe, and maybe the world, live in Sweden,
France and Germany. So I should say, at least.
[You do know of "The Exceptions", "The Carebears", "Bladerunners",
"SYNC", "Snails" and so on? I hope so...]

Daniel
****

From: UUCP%"pitt!pkmab.se!daniel" 18-OCT-1989 17:15:01.32
To: kar7481@cuphub.cup.edu (Dan Karbowsky;AtariEliteOfPghPa bbs412-384-5609)
CC:
Subj: Re: Price of Gasoline.......in the US
From: Daniel Deimert <pitt!pkmab.se!daniel>

> Just re-reading one of your messages......
>

>
> The price of gasoline in the US is about $0.87 per gallon for 87 octane,
> $0.97 per gallon for 92 octane,
> and $1.10 per gallon for 97 octane....
>

Awful. This implies that gasoline is FOUR TIMES more expensive in
Sweden than in the US.
I don't like socialism.

> (This cultural note supplied by boredom productions inc.) :-)

:-)

By the way, do you have some demos from the US?

****

From: UUCP%"pitt!pkmab.se!daniel" 29-OCT-1989 13:02:35.93
To: kar7481%cuphub
CC:
Subj: Re: your mail
From: Daniel Deimert <pitt!pkmab.se!daniel>

Hi Dan,
just remembered you asked me to find out what Atari Scand.
is marketing here, and so on.
Actually, I have managed to get hold of their lists, but I'm
afraid they're all Swedish. But I'll include the prices below.

> If possible, could you contact Atari Scandinavia and have them
> send me literature on "EVERYTHING THEY ARE MARKETING"
> ESPECIALLY the "STacy" and "ST-E's".
> About the documentation from Atari Scandinavia---if there
> exists ENGLISH versions, they would be verymuch appreciated.

520 STfm + ST Organizer 3995 SEK
1040 STfm + SM124 7495 SEK
MEGA ST/2 + SM124 10950 SEK + MOMS
MEGA ST/4 + SM124 14950 SEK + MOMS
SM 124 1995 SEK
SC 1224 3995 SEK (!)
Megafile 30 4995 SEK
Megafile 44 8950 SEK + MOMS
Megafile 60 7950 SEK + MOMS
SLM804 12950 SEK + MOMS
(toner 595 SEK + MOMS, drum 2595 SEK + MOMS)
SM194 17950 SEK + MOMS

'packs'
MEGA 2/SM124/MEGAFILE 30 14950 + MOMS
MEGA 2/SM124/MEGAFILE 60 17950 + MOMS
MEGA 4/SM124/MEGAFILE 30 18950 + MOMS

MEGA 4/SM124/MEGAFILE 60 22950 + MOMS

MEGA 2/SM124/MEGAFILE 30/SLM804 26950 + MOMS
MEGA 2/SM124/MEGAFILE 60/SLM804 29950 + MOMS
MEGA 4/SM124/MEGAFILE 30/SLM804 31950 + MOMS
MEGA 4/SM124/MEGAFILE 60/SLM804 34950 + MOMS

Math co-proc. MC68881 1995 SEK

STACY 1104 12950 + MOMS
STACY 1125 15950 + MOMS
STACY 2146 18950 + MOMS
STACY 4147 22950 + MOMS

Portfolio 3495 ?

Hypercache-ST 1995 SEK
PARSEC 4768 9900 SEK + MOMS

MOMS is the Swedish value added tax and is currently 23.46% [yeak!]
1 USD ($1.00) is something between 6.00-7.00 SEK, I believe. Check with
your favourite bank.

Maybe you can do some kind of summarization of the worlds ST-prices
and post it to the net? Would be interesting, indeed. 8-)

>
> Also, I need to know a few REPUTABLE Swedish ST dealers
> who will ship to the U.S.

Are you really sure... You won't get it cheap from here, you know.

OK, TH-TH-TH-THATS ALL FOLKS...
****

From: UUCP%"pitt!hplb.hpl.hp.com!gjh" 27-SEP-1989 14:49:35.99
To: kar7481@cuphub.cup.edu
CC:
Subj: Re: SURVEY; US-UK-EUROPE-ASIA ST Users----Please Answer!
From: Graham Higgins <pitt!hplb.hpl.hp.com!gjh>

!!

TO ALL US,UK,EUROPEAN,and ASIAN ST USERS.....
Please take the time to read the following and
also to reply.....It may seem silly,
but I am VERY serious.....

!!

Fine ... I will upload your posting to CIX (Compulink Information Exchange),
which seems to a BIX-style unofficial comms hub for the ST in the UK.

Graham
======

Graham Higgins | Phone: (0272) 799910 x 24060
Hewlett-Packard Labs | gray@hpl.hp.co.uk
Bristol | gray%hplb.uucp@ukc.ac.uk
U.K. | gray@hplb.hpl.hp.com
****

From: UUCP%"pitt!NSFNET-RELAY.AC.UK!grahamt%syma.sussex.ac.uk" 13-OCT-1989 22:08:30.02
To: kar7481%cuphub.cup.edu@NSFNET-RELAY.AC.UK
CC:
Subj: Re: ST SURVEY Update.....Soviet-bloc users wanted if existing...
From: Graham Thomas <pitt!NSFNET-RELAY.AC.UK!grahamt%syma.sussex.ac.uk>

OK - I'll ask Lez if he'll send you a message. From the header
I got when I 'replied' to your message just now, there should
be no problem communicating. The 'edu' domain is easy for us
to reach.

No, I'm not Graham Higgins from HP Labs. We do vaguely know each
other by Email. The worst thing about him is that he also ends
his letters by saying ...

Cheers,

Graham

Graham Thomas, SPRU, Mantell Building, U of Sussex, Brighton, BN1 9RF, UK
JANET: grahamt@uk.ac.sussex.syma EARN/BITNET: grahamt@syma.sussex.ac.uk
ARPA: grahamt%syma.sussex.ac.uk@nsfnet-relay.ac.uk
UUCP: grahamt@syma.uucp Phone: +44 273 686758
****

From: UUCP%"pitt!NSFNET-RELAY.AC.UK!grahamt%syma.sussex.ac.uk" 16-OCT-1989 17:10:58.61
To: kar7481%cuphub.cup.edu@NSFNET-RELAY.AC.UK
CC:
Subj: Re: A question or two.....
From: Graham Thomas <pitt!NSFNET-RELAY.AC.UK!grahamt%syma.sussex.ac.uk>

I'll get the ST Action subscription info to you later. The
publishers have just changed address, and the only mags I have with
the new address on them are at home. Seems like all the entertainment
oriented mags here are now including disks of demos, utilities, etc.
(ST User, ST Format, now ST Action). The more applications-oriented
ST World (same mob as ST Action) is holding out with a paper-only
release, though.

Graham
Graham Thomas, SPRU, Mantell Building, U of Sussex, Brighton, BN1 9RF, UK
JANET: grahamt@uk.ac.sussex.syma EARN/BITNET: grahamt@syma.sussex.ac.uk
ARPA: grahamt%syma.sussex.ac.uk@nsfnet-relay.ac.uk
UUCP: grahamt@syma.uucp Phone: +44 273 686758

```
*******************************************************************************

--
+-------------------------------------------------------------------------------+
| Dan Karbowsky kar7481@pitt!cuphub / S U P P O R T T H E S T ! ! ! |
| 102 Lee Drive _____/Call the ATARI ELITE of PITTSBURGH'S |
| Belle Vernon, PA / BBS (Forem-ST,fnet node 19) at (412) 384-5609 at 300 |
| 15012 U.S.A. / thru 19.2k baud 24 hrs./day 7-days/week Mention this |
| / message at logon. |
+-------------------------------------------------------------------------------+
```

2437. Animation Display Application...

Newsgroup: comp.sys.atari.st
Date: 1989-11-05 18:40:34 UTC
From: antony@lbl-csam.arpa
Message-ID: <4156@helios.ee.lbl.gov>
Source record: 247459
Cross-posted to: comp.sys.atari.st,comp.sys.mac,comp.sys.amiga,comp.graphics

I am working on a generalized animation display application. I would like to make it be able to handle virtually all the various animation formats that exist out there. I would like information describing the format of animation files out there. The goal would eventually be to have this runing under X and have the user be able to load in any type of animation file and display it on his workstation.

If people from the various Amiga, Atari and Mac. user groups could send me information on the various animation formats for your machines, I would appreciate it.

Thanks for your help!

Cheers,

-Antony
--
****
Antony A. Courtney antony@lbl.gov
Advanced Development Group ucbvax!lbl-csam.arpa!antony
Lawrence Berkeley Laboratory AACourtney@lbl.gov

2438. Re: WordPerfect for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 1989-11-05 18:50:27 UTC
From: djjouellette@lion.waterloo.edu
Message-ID: <17842@watdragon.waterloo.edu>
Source record: 247460

Just a short question.

This summer I phoned W.P. to ask them if version 5 is out for the ST.
The person in custumer support (Atari section) said that they had no
plans on releasing it.

Is this the "new" version of W.P. everyone keeps talking about, and if
so, what do they want for it?

thanks, Danny

.dpt

ps ignore garbage at bottem of screen, .sig is on fritz

\ _____
\ ___ / \

2439. Re: Trying to read an Atari St Gem-Dos disk on a Mac SE using FD/HD

Newsgroup: comp.sys.atari.st
Date: 1989-11-05 19:36:54 UTC
From: c60b2-cc@garnet.berkeley.edu
Message-ID: <1989Nov5.193654.3552@agate.berkeley.edu>
Source record: 247471

FDHD to ST conversion. By Axel K. Olmos

Thanks to countless miracles by Dave Small and his gang of technological wizards, we are now able to run Macintosh software on the Atari ST via Spectre 128. Unfortunately, the ability to run Macintosh software doesn't mean you can just put a Mac disk into an ST drive and run Spectre- until the release of the GCR. Before the GCR, the options available for moving software to the ST, were few and painful. You could send it through the RS232 onto a Spectre disk, or use a Translator, which unfortunately wasn't drastically quicker than the 9600 baud of the modem port. Then Apple came out with the FDHD, which allowed the transfer between IBM MSDOS 3.5" and Macintosh disks. This little disk drive was the answer to ST owners dreams.

I assume you have access to the following:

A double sided disk drive. (Doesn't everyone?!)

A Spectre. (Not the GCR, if you have that you're set!)

A MFS (Not HFS!) Partition on your hard disk with 720K free.
OR
A MFS formatted double sided disk. (Note, Spectre double sided disk are usually formatted HFS, you will need a special program to do this.)

Transverter. (This came with Spectre)

A Macintosh with a FDHD. (The new 1.44 meg Mac drive)

Stuffit on the Macintosh and on the ST.

I realize that is quite a large list. Most Spectre owners have all of that except for the FDHD Mac. This you will need to use at your rich friends house.

Part 1: The Mac

1. Run Stuffit on the Macintosh. Create a new archive on a hard disk or floppy, and add whatever files you wish to port to the ST into it. Be sure that the Archive gets no larger than ~710K or it will not fit on an MSDOS disk. I'll assume you called this archive the default, archive.sit.

2. Run the Apple File Exchange program on the Macintosh. Format an MSDOS 720K disk. Now Convert the archive.sit from the Macintosh disk to the MSDOS disk.

Part 2: The ST

1. If you have a hard disk with an MFS partition, go to 2.

Otherwise, get a hold of a utility which will format a double
sided HFS disk.

2. Run Transverter. Put the MSDOS disk in drive A and
set the ST source drive to A:. Set the destination Mac drive
to where ever your MFS disk or partition is. When it asks you if
you want to strip linefeeds, say NO. When it asks for creator
name and type for both, say "SIT!". (No quotes). (I have heard reports
that if your ST is one meg or less, you will have trouble transverting
large files)

3. After all your disks are converted, run Spectre and
unstuff the files!

Can't believe how easy that was? Neither can I. I stumbled
across that late one night when I had an ST an a IIcx in the same
room. It works like a champ.

I was hesitant in releasing this information because I
thought it might affect Spectre GCR sales. When I realized that
you must own a Spectre for this process to work, I forgot about my
worries. While this process is easier than others, it is still an
inconvenience. There is no better way to move Mac disks to the ST
than the Spectre GCR. This is just to hold you over while yours
arrives in the mail.

Have fun,
Ax.
(Special thanks to Frank and Clarence!)

P.S. I think if you format a disk on the Mac as MSDOS, then put it in
an ST, and copy ST files to it, then put it back in the mac, you might
be able to port ST files to the Mac...

c60b2@garnet.berkeley.EDU
Axel K. Olmos EECS/C UC Berkeley "But who can do more?"

2440. TT Unix, X Windows and slots.

Newsgroup: comp.sys.atari.st
Date: 1989-11-05 19:57:24 UTC
From: ATT3B@UCONNVM.BITNET
Message-ID: <8911060806.AA19807@ucbvax.Berkeley.EDU>
Source record: 247461

If the TT/X will run Unix (SysV or BSD), then it will run X-
Windows. X-Windows are public domain and there are enough
people out there able to port X-Windows.

If there are slots (>1) they will be used. The ST has no slots
and the ST Hardware "hackers" found thousands of ways of getting
something into the small plastic keyboard/cpu box.

The biggest problem, however, of the TT is the price. I really don't
care about the CPU (intel or motorola) as long as the machine runs Unix,
because i don't do any assembly language programming anyway (You don't
want to do this under Unix - no portability, no fun). So the TT will have
a hard stand against '386 Unix machines, which are down to about $4000 *now*.
In the newest Byte are adds for ~$5000 '486 machines! And that price will
get lower, too. With the $5000 announcement for the german TT/X, the price
is a little bit too high already now. And the TT/X will probably avail-
able early '91.

AND there are some programs for MSDOS machines, that the Atari boxes do
not have. There is no real Scheme for the Atari and others i'd like
to see.

Martin Stein

att3b@uconnvm.bitnet

2441. >RE> Atrocious Atari Dealer (Zephyr/Microworld)

Newsgroup: comp.sys.atari.st
Date: 1989-11-05 22:31:00 UTC
From: UUCJEFF@ECNCDC.BITNET
Message-ID: <8911060807.AA19911@ucbvax.Berkeley.EDU>
Source record: 247462

>
>Once home, I was filing the receipt away when I noticed that the total on
>the receipt and the total on the charge slip didn't match... Upon closer
>inspection, I discovered that I couldn't decipher the receipt at all!
>
I would protest this with your credit card company, showing the original
receipt being different than the charge ticket. It is obvious Microworld is
a shady outfit, and you should use all avenues to put persure on them.

I will definitely stay away from Zephyr.

Jeff

2442. Re: Memory upgrade affects performance?

Newsgroup: comp.sys.atari.st
Date: 1989-11-05 22:57:14 UTC
From: dac@ukc.ac.uk
Message-ID: <2544@gos.ukc.ac.uk>
Source record: 247474

In article <1184@cbnewsi.ATT.COM> dmk@cbnewsi.ATT.COM (daniel.m.kuster..jr,ho,) writes:
>The thing I don't understand is that the computer takes at least
>4 times as long to boot (possibly longer). Is TOS running some
>kind of memory test, or is it just zeroing out RAM?

When the ST boots it finds out the current memory configuration. It writes bit patterns throughout the memory of the machine and reads them back until it finds an error (ie end of memory). The larger your RAM, the longer this process will take.

>once that system is up and running, it takes a lot longer for
>applications to load and run.

As I understand it, when an application is loaded, the memory above that application is cleared (not just the BSS, *ALL* free memory below _memtop). So once again, the more memory there is in the machine, the longer this will take. I think there's a bit in the program header you can change to tell GEMDOS to just clear the BSS and leave the rest of memory alone. I don't know any more than that.

>The one thing that I noticed is that if I configure and install a
>large RAM disk (~1.5 Meg) the loading and running of applications
>goes much faster.

If you have a large ramdisk (or anything else that eats memory) then there is less free memory to clear when a program loads and so the application will start sooner.

It may be a good idea to try to follow up the magic bit to stop the memory being cleared but otherwise I guess you'll have to live with it. It's a small price to pay for such a gross amount of memory :-)

>dan

Dave.

--
% cc life.c | David Clear <dac@ukc.ac.uk>
% a.out | Computer Science, University of Kent,
Segmentation fault (core dumped) | Canterbury, England.

2443. Re: TT's VME-slots

Newsgroup: comp.sys.atari.st
Date: 1989-11-06 00:39:41 UTC
From: gl8f@astsun8.astro.Virginia.EDU
Message-ID: <2223@hudson.acc.virginia.edu>
Source record: 247475

In article <1215@atha.AthabascaU.CA> rwa@cs.AthabascaU.CA (Ross Alexander) writes:
>gl8f@astsun8.astro.Virginia.EDU (Greg Lindahl) writes:
>>A VME slot isn't like a PC-BUS slot. It's faster and more expensive. You
>>put quite different things in them.
>
>The buss is faster, agreed. But no law says that the _cards_ have to be
>faster. A modem, for instance, is inherently slow, so insert a few dozen
>wait states - who cares? Take your time about asserting VPA :-)

You're missing the overall argument. VME slots and PC slots both cost
extra money. One of the strategies Atari has always used is that you
should NOT sell the customer a slot he won't use, because that's
wasted money. Ever wonder why the first "open" Mac had lots of slots,
but yet most "open" Mac's sold today only have a few? It's because Joe
Average User doesn't need many slots because MOST expansions don't
require one.

Modem? Plug it into a serial port. Memory? Plug it into the
motherboard. Video comes standard. Hard disk on SCSI. This is what
Joe Average User needs.

Ethernet is the last thing. The TT/P doesn't come with this standard
(?), so you can either put it on SCSI (as in the various Mac versions,
which someone has running on the ST already?) or use your one slot for
that. The TT/P does come with serial networking, which might be fast
enough for Joe Average.

>>> [Richard Covert] But the TT Plastic
>>> is just another closed, limited support, game machine to me.
>>Much like the Sun 3/80, eh? Wow, great games.
>
>You neglect to mention the ethernet connector on the back of the 3/80,
>which excuses a multitude of sins.

You miss the point again. Richard claims that a "serious business system"
must have zillions of slots. The counterargument is that most workstations
don't need slots, if you have Ethernet and SIMMs and SCSI. The TT/P has
this, with an ethernet card. And you can use the TT/X or whatever it's
called as your fileserver.

You don't need zillions of slots on all computers. And Richard still
won't be able to find a fast modem to plug into a slot anytime soon.

;-)

> Servers are just what the average home user of a TT/<n>
>doesn't have access to.

Right, and a HOME USER with a TT/P doesn't need the things you plug into lots of slots. Why should a HOME USER then waste money on slots they won't use?

Greg Lindahl
gl8f@virginia.edu I'm not the NRA.

2444. Fractal Magic

Newsgroup: comp.sys.atari.st
Date: 1989-11-06 02:00:30 UTC
From: BAILEYS@FSU.BITNET
Message-ID: <89110521595313F.BPMX@RAI.CC.FSU.EDU>
Source record: 247480

I have two questions:

1. Does anyone out there have Fractal Magic? I have read that the ST version is superb, but this was before the comercial release.

2. I used to read this digest via bitnet, but now I subscribe to the comp.sys.atari.st newsgroup. Unfortunatelly, my university will not post messages to newsgroups (on that machine). Is Info-atari16 and comp.sys.atari.st the one and same? If so, will this post show up on comp.sys.atari.st also?

Bob Marley

FSU Comp Sci

2445. Fast Mandelbrot Generator

Newsgroup: comp.sys.atari.st
Date: 1989-11-06 02:02:13 UTC
From: BAILEYS@FSU.BITNET
Message-ID: <89110522003525E.BPMX@RAI.CC.FSU.EDU>
Source record: 247481

This is mainly addressed to M.S. Powell, author of the fast Mandelbrot Generator available at archive-server%panarthea@sun.com, but I would certainly like to hear anyone's suggestions.

Sir, I have downloaded your program, and I love it! It is incredibly fast, which makes working with it much more fun. I am trying to create a stand-alone demo of Mandelbrot tendancies, something like a slide show of various zooms into the set. I wish to use your Mandelbrot Generator to get the images (I like the color-cycling mode), and so I obtained DEGASNAP from the aforementioned archive-server. It takes input in the form <ctrl>+<alt>+<keys a-z> to create a DEGAS file DEGAS_x.PIX (x=letter, X=resolution). Unfortunatelly, the two applications do not like each other, the Degas dumper does not work within your program. I am not familiar with M68000 Assembler, and would not even know where to start to make these two things work (or for that matter, where to add such a routine to your code). Would it be possible to give me some hints? Or perhaps update your code to inclue a screen-save function? It might be possible to rig your code so that theTSR De Ram could see the keys. I do not mind doing the work myself (with your permission, of course), but I am not sure I could!

Bob Marley

FSU Comp Sci

P.S. I also tried a DEGAS screen saver called DUMPIT, and it did not work either.

2446. GEM help needed

Newsgroup: comp.sys.atari.st
Date: 1989-11-06 02:20:00 UTC
From: hedger@inmet.inmet.com
Message-ID: <30200010@inmet>
Source record: 247479

Okay.....I'm close to giving up (not really just terribly frustrated).
I've spent all day trying to get a full screen rectangle to appear on the
screen and wait for me to hit the return key before ending the GEM
program. I've been largely successful except that, try as I might, I
cannot get the screen 'fill' stuff to set to a particular color.

I do the following:

```
appl_init()
v_opnvwk()
vsf_perimeter()
vsf_style()
vsf_interior()
vsf_color()
v_bar()
```

The above stuff works and when the program is run I get a full screen
rectangle. I can adjust the parms in vsf_style and vsf_interior and
get the expected different patterns and cross hatching and stuff.
No matter what I do though, the vsf_color call doesn't seem to work.
I never get a rectangle with a colored fill, whether it's a solid pattern
or one of the special patterns.
All of the examples I can find in my Mark Williams C documentation or
the Balma/Fittler GEM book basically call vsf_color with the vdi handle
and the color. This is what I'm doing....no luck.

Obviously I haven't included all of the var declarations and the stuff
to wait for the return key to be hit....this stuff all works fine.

If anyone can shed any light on this problem, I would really appreciate
it a lot.
and ....
thanks again,

```
======================================================================
| |
| Keith Hedger : {...!}uunet!inmet!hedger hedger@inmet.inmet.com |
| 'It is a sad, but beautiful world.........' |
======================================================================
```

2447. Re: Prolog 10, Common LISP

Newsgroup: comp.sys.atari.st
Date: 1989-11-06 02:54:00 UTC
From: jkain@silver.bacs.indiana.edu
Message-ID: <36500071@silver>
Source record: 247476

/* ---------- "Prolog 10, Common LISP" ---------- */
I address this especially to continental European ST users:

Auf Deutschland gibt es ein Prolog 10 oder ein Common LISP?
Ich kenne Cambridge LISP und MProlog, aber sie sind nicht, wass ich
suche.

Es tut mir Leid, dass mein Deutsch nicht so gut sei, aber weil soviel
ST Gebraucher Deutsch sind, glaubte ich, dass sie hier English immer
lesen nicht mussen woellten.

Danke,

David Megginson, Centre for Medieval Studies, Toronto
/* End of text from silver:comp.sys.atari.st */

Well isn't *this* a fine how-do-you-do? Even if we live in the U.S.
perhaps we would like to know what you're saying.

Sabe Vd. que digo? Yo espero que Vd. no comprende que digo aqui y tambien
te pongas muy paranoioso :-)

Ciao.

2448. What's wrong with the AMY?

Newsgroup: comp.sys.atari.st
Date: 1989-11-06 05:20:28 UTC
From: cmm1@CUNIXA.CC.COLUMBIA.EDU
Message-ID: <CMM.0.88.626332828.cmm1@cunixa.cc.columbia.edu>
Source record: 247477

After having posted a few queries on comp.sys.amiga, I recieved almost 200K+ of very helpful info. I even went out and bought a few Amiga mags to see a bit of the hype first hand. I liked what I saw. It is amazing what the availability of expansion slots does for a machine. There were pages of add on video boards, RAM expansions (16 and 32 bit), disk controllers, and quite a few 68020 and 68030 add on boards. Brand loyalty aside, why would anyone sit around and continue bitching at Atari when they can go out and buy an Amiga 2000 or A2500 and just stuff whatever goodies they want in the mondo-expando slot thingies? I was dumbfounded. I always thought that the Amy users were in the same hapless boat that Atari users were in, but I was mistaken. When I eventually have to bring my Mac IIcx back to work, I think I will buy an Amiga. To all those people I ever ragged on about the Amiga "game machine", I stand corrected and humbly apologize.

Also, has anyone noticed how difficult it is becoming to even find ST magazines? I work on Wall Street so I pass by some of the largest newstands in New York City every day. Many of them have either cut down on the number of ST mags they carry or eliminated them all together. Walking around Grand Central Station for an hour and not being able to find one ST magazine does not bode well for my lil' ST. It is a shame, but technology seems to have passed the ST user by...and now back to Air Warrior. :-)

Chris Mauritz

------------------------------+--------------------------
Chris Mauritz |Where there's a BEER,
cmm1@cunixa.cc.columbia.edu |there's a plan.
(c)All rights reserved. |
Send flames to /dev/null |Need I say more?
------------------------------+--------------------------

2449. TT

Newsgroup: comp.sys.atari.st
Date: 1989-11-06 05:29:44 UTC
From: ramsiri@blake.acs.washington.edu
Message-ID: <4344@blake.acs.washington.edu>
Source record: 247478

I get the impression there are lots of disatisfied
"want to own a TT" netters out there. (no sh__!) Not simply because
we're going to have to wait for Comdex and then some, but
because the first issue TT will not really be the machine
of our dreams. I know for myself, I am not about to throw
a couple (?) of thousand into a system to satisfy me in the
short term.

I need faith that the next system I buy will be open enough and
powerful enough that i can work with it for a few years without
despair. If there are "lots and lots" of VME cards out there,
wouldn't it be nice to be able _IF YOU WANT TO_ to put lots and
lots of VME cards in your TT? How hard is it going to be
to eventually upgrade the TT/P to an 040? WOuld it be easier
to do so on a TT/x? WHy/why not?

The TT/x sounds like a great machine. How many netters are going
to bypass the TT/P and wait for the TT/x? Basically, what I am
saying is, can we really get all that excited about the TT/P?

So it's going to cost more to get better graphics, better RAM,
more slots etc... but, I am not necessarily looking for a "deal".
Again, you _sometimes_ get what you pay for. At this point, I
am willing to PAY for it.

A Mac? An IBM? No way...

I want a state of the art machine and still be
able to run my niffty ATARI software i have invested in over the
last several years.

The strange thing is that i have a hard time believing that i
am still considering buying an 030 that won't multitask all that
niffty GEM software i have on my drive.

Oh no, not this again: Multitasking GEM/TOS?

ramsiri@blake.acs.washington.edu

2450. Re: Congratulations (was: GEMDOS Extended Argument Spec)

Newsgroup: comp.sys.atari.st
Date: 1989-11-06 06:34:13 UTC
From: dal@syntel.mn.org
Message-ID: <1989Nov6.063413.509@stag.UUCP>
Source record: 247489

[buchanan@grads.cs.ubc.ca (John Buchanan) writes...]
> In article <1763@atari.UUCP> kbad@atari.UUCP (Ken Badertscher) writes:
>>
>>GEMDOS EXTENDED ARGUMENT (ARGV) SPECIFICATION
>>
>>Introduction
>
>
> This is what we have being waiting for. Nice to hear an OFFICIAL
> word about this whole mess.
>
>
> WELL DONE ATARI.

Humph. It IS nice to have an OFFICIAL statement on a subject that should have been settled YEARS ago, but what a statement it is! I guess ATARI figured that if they waiting long enough, and THEN posted a "standard", we would forget all the good arguments AGAINST this particular form of brain-damage. This "new" extended argument spec is Mark Williams form, with a thin (optional) layer of veneer on it, even after it was flatly stated that the MWC form WOULD NOT BE ACCEPTED due to the ways in which is was broken. It appears that politics has won out over technical merit once again. I don't expect that Atari will change their mind on this issue (without taking another YEAR to post an answer), but I will include some information on how the MWC form (at that time) and Atari's "new standard" are broken. Remember, one of the design goals of this standard is to be upward compatible with naive programs.

David Parsons wrote (in March):
| Say, for example, that I call the teeny-shell from a program that uses
| MWC arguments; Teeny-shell will get ARGV=<0>ARG0<0><ARG1<0>...<0><0>.
| which will parse to at least one valid environment variable - ARGV=ARG0.
| If any of the arguments I passed into the teeny-shell have `=' in them,
| they, too, will get converted into valid environment variables. (if I
| do `tsh -i PATH=g:,c:\bin,c:\games,. some-initial-command', for example.)
|
| And if this child (the one who doesn't grok the MWC `standard') does
| a putenv() or two, it will end up (most likely) putting new environment
| variables at the end of the arglist, after the corpse of the argument-list.
|
| The diddles to the length of the cmdline tail will prevent children from
| incorrectly reading the environment, but there will still be this
| collection of garbage left orphaned in the environment. And if the teeny-
| shell calls another process that groks MWC args, which then forks off another
| process, well, then that orphan will see the first ARGV= value, which is

| now being treated as a valid environment variable, and get stuck with the
| fun prospect of trying to figure out if it is, indeed, the start of the
| argument list or if it's something else.
| Say, for example, that I call the teeny-shell from a program that uses
| MWC arguments; Teeny-shell will get ARGV=<0>ARG0<0><ARG1<0>...<0><0>.
| which will parse to at least one valid environment variable - ARGV=ARG0.
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| which will parse to at least one valid environment variable - ARGV=ARG0.
| If any of the arguments I passed into the teeny-shell have `=' in them,
| they, too, will get converted into valid environment variables. (if I
| do `tsh -i PATH=g:,c:\bin,c:\games,. some-initial-command', for example.)
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| And if this child (the one who doesn't grok the MWC `standard') does
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| incorrectly reading the environment, but there will still be this
| collection of garbage left orphaned in the environment. And if the teeny-
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| process, well, then that orphan will see the first ARGV= value, which is
| now being treated as a valid environment variable, and get stuck with the
| fun prospect of trying to figure out if it is, indeed, the start of the
| argument list or if it's something else.

The major problem here is that the NUL separated pieces of the extended
argument list appear to the naive program AS ENVIRONMENT VARIABLES and
my be reshuffled (some shells may SORT them) by that program, modified
and passed on to a program which comforms to this "standard". Now what
happens when this conforming program finds "ARGV=" right up at the front
of the (sorted) environment and THROWS AWAY THE WHOLE ENVIRONMENT. It
does this because the command line length is not the magic value, thus
the "ARGV=" list is not from it's parent, but is still used to terminate

the environment!

\\ / Dale Schumacher 399 Beacon Ave.
\\ / (alias: Dalnefre') St. Paul, MN 55104-3527
>< ...umn-cs!midgard.mn.org!syntel!dal United States of America
/ \\ "What is wanted is not the will to believe, but the will to find out,
/ \\ which is the exact opposite." -Bertrand Russell

2451. Re: GEMDOS Extended Argument Spec (LONG)

Newsgroup: comp.sys.atari.st
Date: 1989-11-06 09:02:38 UTC
From: klute%trillian@laura.UUCP
Message-ID: <1711@laura.UUCP>
Source record: 247468

Path: trillian
!klute

Nice to get that document! I admit I have not read it yet, only
searched for the word "official" - and failed. Comments?

Dipl.-Inform. Rainer Klute klute@trillian.irb.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ ...uunet!mcvax!unido!klute
D-4600 Dortmund 50 |\|\ Tel.: +49 231 755-4663

2452. Am I a DA?

Newsgroup: comp.sys.atari.st
Date: 1989-11-06 09:06:17 UTC
From: hofer@urz.unibas.ch
Message-ID: <544*hofer@urz.unibas.ch>
Source record: 247463

Isn't it a good idea to look to the app_id? I think all ACC's will get a app_id > 0 and all PRG's will get the app_id = 0. I used this for a little ship accessory fo the harddisk using TDI Modula-2. The startupcode for accessories does the right thing for a small utillity (ok it doesn't Mshrink, but thats no problem for a program like this.) except terminating (but I can do this using Pterm). I don't know anything about the startupcode except that I have no chance getting the basepageadress. Any comments?

Remo Hofer <hofer@urz.unibas.ch>

2453. Re: GNU C and sizeof(int)

Newsgroup: comp.sys.atari.st
Date: 1989-11-06 10:01:29 UTC
From: ERIC_DANNEWITZ@bdt.UUCP
Message-ID: <171@bdt.UUCP>
Source record: 247482

What exaclty is the latest version of GCC ? How much memory is recommended ?
How fast is it ? How good is the Code it produces ?

2454. Re: v03INF2: Index of volumes 1 and 2

Newsgroup: comp.sys.atari.st
Date: 1989-11-06 10:01:41 UTC
From: ERIC_DANNEWITZ@bdt.UUCP
Message-ID: <172@bdt.UUCP>
Source record: 247484

```
Help Please ....
```

2455. Re: Memory upgrade affects performance?

Newsgroup: comp.sys.atari.st
Date: 1989-11-06 10:10:41 UTC
From: focke@gmdzi.UUCP
Message-ID: <1665@gmdzi.UUCP>
Source record: 247464

In article <1184@cbnewsi.ATT.COM>, dmk@cbnewsi.ATT.COM writes:
>
> I just upgraded my 1985 vintage 520ST to 2.5 Meg of
> memory and I've noted some system performance differences
> that make me wonder if I've done the upgrade correctly.
>
> The thing I don't understand is that the computer takes at least
> 4 times as long to boot (possibly longer).
>
> dan

I think I've read some time ago, that they have solved this problem
with the Blitter-TOS.

If you have an older version, you can put the program NULLFILL in
your AUTO-folder witch also makes loading a program faster.

Stefan Focke (focke@gmdzi.UUCP)

2456. New Mega STs and TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1989-11-06 10:16:59 UTC
From: focke@gmdzi.UUCP
Message-ID: <1666@gmdzi.UUCP>
Source record: 247465

I have heard, that in Germany also in future new Mega STs will be delivered
with the old Blitter TOS, not with TOS 1.4.

Is this the same in the rest of the world?

Does anyone know a good reason, why Atari sells new hardware with a faulty
TOS if they have a better one.

Stefan Focke (focke@gmdzi.UUCP)

2457. Still blitter errors in TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1989-11-06 10:22:12 UTC
From: focke@gmdzi.UUCP
Message-ID: <1667@gmdzi.UUCP>
Source record: 247466

I am a new owner of a Mega ST. Some time ago I read something about problems with Blitter-TOS and the Blitter. There is a program GOODBLIT (prehaps the name is not correct), witch does anything like preventing system crashes (I do not know the exact problem).

Is this program also neccesary with TOS 1.4?

Thank you

Stefan Focke (focke@gmdzi.UUCP)

2458. 1STW2PS

Newsgroup: comp.sys.atari.st
Date: 1989-11-06 11:00:46 UTC
From: a_kowald@NIMR.MRC.AC.UK
Message-ID: <8911061100.AA02031@nimsn41.>
Source record: 247467

Recently Jean-Francois Germond asked for a simple drawing program which
produces Postscript output.
On the panarthea file server there is a program which does some very helpful.
It converts a .gem file from EasyDraw2 into postscript, and the results are
realy very impressive.
The program is called 'Gem2ps' and is in volume6 of this server.
I hope this is of any help.
Axel

a_kowald@uk.ac.mrc.nimr

2459. terminator archive

Newsgroup: comp.sys.atari.st
Date: 1989-11-06 12:55:43 UTC
From: n-waters@NIMR.MRC.AC.UK
Message-ID: <8911061255.AA02683@nimsn41.>
Source record: 247372

Paul at Glasgow,
In answer to your question YES it is possible to reach terminator from
the UK. It is also possible to get to Panarthea which is another archiver. The
addresses are below:

1) atari@terminator.cc.umich.edu.
2) archive-server%panarthea.ebay@sun.com.

I would also be glad to hear of any other ST archivers or Lists .

Thanks,

Nick Waterson JANET: n-waterson@uk.ac.mrc.nimr
Limb Development group UUCP:
Nat. Inst. Medical Research DARPA:n-waterson%mrc.nimr@nss.cs.ucl.ac.uk
The Ridgeway
Mill Hill
LONDON NW7 1AA Tel: 01-959 3666
U.K. ext. 2366

2460. Seed Fills on the ST!!

Newsgroup: comp.sys.atari.st
Date: 1989-11-06 13:06:40 UTC
From: n-waters@NIMR.MRC.AC.UK
Message-ID: <8911061306.AA02690@nimsn41.>
Source record: 247384

Hi out there,
Recently I have been trying to find a way of determing the area of irregular shapes. The method I was going to employ was a fill routine, the number of pixels in the fill being converted to an area. So the question is ....
Is it possible to return the number of pixels 'filled' from the atari ROM seed fill routine, if so how, and if not does anyone have a suitable routine?

Thanks,

Nick Waterson JANET: n-waterson@uk.ac.mrc.nimr
Limb Development group UUCP:
Nat. Inst. Medical Research DARPA:n-waterson%mrc.nimr@nss.cs.ucl.ac.uk
The Ridgeway
Mill Hill
LONDON NW7 1AA Tel: 01-959 3666
U.K. ext. 2366

2461. SPECTRE OWNERS: need SOUNDMASTER !

Newsgroup: comp.sys.atari.st
Date: 1989-11-06 13:15:04 UTC
From: remco@tnoibbc.UUCP
Message-ID: <1281@tnoibbc.UUCP>
Source record: 247483

Hello,

I just received SPECTRE GCR ('the one that reads MAC floppies') and
I would like to try soundmaster. I have version 1.0 but I have no sound
files. Can anyone mail me some (binhex-ed) files ? I would also be glad
if you could send me a newer version of soundmaster (if it exists).

BTW: SPECTRE GCR works like a charm. I do much of my work on it and it
(almost) never crashes. Mac floppies are read flawless(ly?).

Thanks in advance, Remco

2462. Re: SURVEY!!! Europe/UK Replies !!!

Newsgroup: comp.sys.atari.st
Date: 1989-11-06 13:35:58 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <2740@water.waterloo.edu>
Source record: 247369

In article <1683@cuphub.cup.edu> kar7481@cuphub.cup.edu (Dan Karbowsky) writes:

> .... You MIGHT wish to PRINT THIS OUT before reading it!!!
>(after all, it IS 910-lines long!)

This is all the more reason NOT to print it.

The author of this survey might have provided a service by extracting
and collating the information that he said that he was collecting.
I think there were only 10 distinct respondents, so 30 lines might have
done it.

As it is, this posting looks like a dis-service.

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@water.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

2463. Re: >RE> Atrocious Atari Dealer (Zephyr

Newsgroup: comp.sys.atari.st
Date: 1989-11-06 13:57:00 UTC
From: hedger@inmet.inmet.com
Message-ID: <30200011@inmet>
Source record: 247370

I also would not have paid the guy the 'consultant' fee. Fuck him!
You never agreed to pay for consultant services and you never received
consultant services......you received a demonstration of products by
a salesman. Period.

As the previous responder suggested, I would have my credit card company
refuse to honor any charges but the ones for software and hardware.

You're not obligated to pay for services that were never asked for or
rendered. Make it his problem, not yours.

==
| |
| Keith Hedger : {...!}uunet!inmet!hedger hedger@inmet.inmet.com |
| 'It is a sad, but beautiful world.....' |
==

2464. GEMDOS extended arg spec

Newsgroup: comp.sys.atari.st
Date: 1989-11-06 14:01:34 UTC
From: MALCOLM@tower-vax.city-poly.ac.UK
Message-ID: <8911070803.AA12551@ucbvax.Berkeley.EDU>
Source record: 247374

Hmmm. Seems to me like a non-conforming child might have problems with this spec if the circumstances are right (i.e. wrong). Example:

Suppose I Pexec a child and want to pass an argv[1] of "PATH=bletch" (don't ask why!); suppose further that the *real* environment doesn't contain a PATH variable. Now the child starts up with an environment something like:

```
REAL_ENVIRONMENT_VARIABLE=anything
ARGV=
c:\bin\foo.prg
PATH=bletch
```

If the child's startup code knows nothing of extended args and doesn't clobber ARGV, then any subsequent getenv("PATH") will get the value of something which was never intended to be an environment variable. PATH is just an example, of course: it would happen with anything.

The xarg standard didn't have this problem, if I remember rightly, since the extended args were in the parent's address space rather than in the child's environment. But that's probably undesirable - the child ought to leave the parent's space alone. But what's wrong with something like this?:

```
REAL_ENVIRONMENT_VARIABLE=anything
ARGV=
ARGV0=c:\bin\foo.prg
ARGV1=PATH=bletch
ARGV2=etc
```

Yes, I know what's wrong with it: it's yet *another* standard, when the MWC one is tried and tested, and if startup code has to deal with all the standards then we'll all need Megas (hey, wait a minute :-). Just felt like being pedantic, that's all.

Now, a small gripe (more a flicker than a flame).
silver!jkain@iuvax.cs.indiana.edu complained about some German from David Megginson:

> Well isn't *this* a fine how-do-you-do? Even if we live in the U.S.
> perhaps we would like to know what you're saying.

Writing queries to non-English readers (not including Americans ;-) in their own language is a nice touch I suppose, but maybe a bit unnecessary since if they didn't read English they wouldn't be reading this list. BUT (a big but): I'd *far* rather struggle through some simple German than the megabytes of why-Atari-are-jerks/why-Commodore-are-better drivel that we see every day here and which I've been seeing for *years*. 90% of this stuff says nothing new, so what purpose does it serve? It certainly doesn't gee-up Atari: they've

heard it all, they *know* there are p*ssed-off users out here. Yeah, I know I'm wasting my breath...

Malcolm Ray
City of London Polytechnic Computer Service

JANET: malcolm@uk.ac.clp.tvax
EARN/BitNet: malcolm@tvax.clp.ac.uk
Internet: malcolm%tvax.clp.ac.uk@nsfnet-relay.ac.uk

2465. Spectre-GEM partition file transfers

Newsgroup: comp.sys.atari.st
Date: 1989-11-06 14:15:00 UTC
From: 01659@AECLCR.BITNET
Message-ID: <8911070803.AA12569@ucbvax.Berkeley.EDU>
Source record: 247385

My true commercial copy of Spectre GCR arrived today (up to now I had a gamma test version) and I have not had a chance to check out Transverter yet. I agree with the netter who asked Transverter to support HFS transfers. What would be even better would be for someone to write a Mac code that would access the GEM partitions (most Macs come with DOS disk capability now) to allow direct read/write to GEM partitions while in Mac mode. Any whiz kid wanna pick up the challenge on this one?

2466. Vapourware!!!

Newsgroup: comp.sys.atari.st
Date: 1989-11-06 14:28:00 UTC
From: 01659@AECLCR.BITNET
Message-ID: <8911070804.AA12600@ucbvax.Berkeley.EDU>
Source record: 247376

How many netters have actually used a NeXT computer or even seen one. Just because YOU have not seen one does not mean it does not exist or it is vapourware. The same goes for the TT, the ATW, the STACY, the LYNX.

Why do some many netters bash Atari in the Atari forum? If you hate Atari so much, get on the Mac or PC forum circuit and stop suffering. Let us Atari users have fun without having to listen to your bitching.

2467. Spectre and other Mac emulators

Newsgroup: comp.sys.atari.st
Date: 1989-11-06 14:55:00 UTC
From: E_GS18@vaxa.nerc-murchison.ac.UK
Message-ID: <8911070804.AA12638@ucbvax.Berkeley.EDU>
Source record: 247386

Hi! Especially to the Mac emulation experts - may I pick your brains?

** Background
I am working in collaboration with University colleagues in California, who are totally Mac oriented. I need to exchange documents and data with them in Mac formats. My first inclination was to get a Mac emulator for my Atari, but, as I will describe below, my attempts have not worked out, and my employers are now the proud owners of a shiny new SE 2/20 which sits on my lab bench, alongside my ST. I continue to be interested in buying a Mac emulator to use with my home Atari, but I have many questions, most of them rather basic. Although I have been reading the lists for some months, these issues have not come up directly, so maybe the answers will be of interest to a wider group.

** A mini-review of the Aladin emulator
I describe my experiences with this product, in part because it may be of general interest, and in part to place my questions about the Spectre in context. My first step in the quest for an emulator was to approach my friendly local Atari dealer. He was not too clued up on Mac emulators, but let me have an Aladin emulator and its associated disk translator for a couple of weeks on a 'sale or return' basis. The basic Aladin emulator consists of the usual cartridge, which comes with a set of 48k (?) ROMs, and a set of disks - Atari, Mac and Aladin formats - with the software which rearranges the ST to make it look like a Mac, some software for copying Mac disks to Aladin format via the serial ports, and a hard disk installation utility. Note that there is no Mac system software. The (floppy) disk translator consists of another cartridge and a program for the ST which runs under TOS. To copy disks, it is necessary to switch off the ST, replace the Aladin cartridge with the exchanger cartridge, remove any external floppy and connect the output of the translator cartridge to the external floppy port, and reboot TOS. The file copy program takes five minutes or so to copy an 800k disk, and requires a bit of disk juggling even on a 1Mb machine. The makers of Aladin say that it may not be able to read Mac disks on all STs. For my application, where I anticipate doing a fair bit of work with Apple format disks, all this is a major drawback. In principal, I could perhaps buy a second 1Mb Atari and keep it on standby, but the cost doesn't make sense. The Aladin/translator combo costs about US$600 in the UK; a second Atari would cost about the same, and they total to more than the cost of a Mac Plus! (All 'education' prices, by the way). Which brings me to the second drawback of the Aladin - because it has the very old ROMs, it won't run current Mac software, such as Hypercard and Excel 2.2 :-(. I had a very hard time finding a friendly Apple dealer who would let me have a copy of an out-of-date Mac system, and I never did get the Aladin to read HFS format Mac disks, even though the documentation said it was possible. It seems that a special disk driver is required; I was unable to trace a copy. So I returned the Aladin to my friendly local dealer with thanks but no sale!

** Spectre in the UK
I also tried to find out about Spectre, having seen the good notices on this list. The UK distributors are HiSoft, originators of the excellent DevPac ST and other products. They appear rather uninterested in marketing the Spectre, however. My friendly local dealer wasn't able to get any useful information from them and when I called them myself, I found only an answering machine. I left a polite message explaining my application and requesting information, but to date have received no response. I also tried to email Dave Small at the uucp address he gave here, but I gave up after about half a dozen attempts to stuff the message down a DECnet/JANET/BITNET/uucp chain, which taught me some more about mailers, but not much about Spectre! The only info I have managed to get on Spectre is the prices of UKL289 [US$470] for Spectre 128, plus about UKL90 [US$140] for startup kit and printer drivers, and UKL379 [US$600] for the Spectre GCR. Questions below!

Last weekend, I called at another local Atari dealer. He had an interesting demo disk, apparently from a German company who expect to market it in a few months' time, which turned his Mega into a Mac. Please note: no cartridge in sight. I wonder about this. I guess the disk contains a copy of the firmware from the Mac ROMs. The Atari was running Version 6, so it must be a copy of the 128k or 256k(?) ROMs. Given Apple's litigious inclinations, I would be surprised if they could get away with such a thing. Can any of you shed any light on this product?

Dealer 2 also said that he was planning to import some Spectre 128s direct from the US and would undercut HiSoft to sell at about UKL200 [US$320]. He said also that he would be marketing a cartridge which would allow any normal ST external drive to read Mac disks. This was not connected with Spectre GCR, which he said was not available yet in the US (so I informed him of what I had read here!). Again, any information? I gained the impression the Mac disk reader had a European origin. The description did not match the Aladin translator.

** At last! The questions!
1. I understand that Spectre 128 uses 128k Mac ROMs, and runs Version 6 software. I have also been told that current Macs are running 256k ROMs and that Version 7 will support virtual memory (though I presume only on the '030 models). How will this affect Spectre users?

2. What facilities for disk access does Spectre GCR support? Can I read files directly from a Mac disk into my application? Most importantly, is the GCR an add-on extra to the Spectre 128, or is it complete in itself?
(Comment: at UK prices of UKL760 [US$1200] for 128+GCR+support kit, it would make a real Mac look quite cheap!)

3. Are there any differences between the US and UK versions?

4. Should I consider buying one when I am in California next month? How much should I expect to pay?

5. Can anyone comment on the reliability of Spectre 128 or GCR?
(Comment: I bought a BMS hard disk kit a couple of years back, and experienced a chip failure within a couple of days of starting up. No flames on BMS; chips

do fail sometimes and they exchanged the card for a new one without question on my next visit. Nice guys to do business with. But I'm a long way away if I am looking for support!)

6. Is there a good Atari shack in the Santa Barbara area? Given that it's the kind of area where anything less than a Mac IIci is considered demode (please reinstate accents!), I would be surprised to find one. Alternatively, I will also be visiting the west Bay area, specifically Menlo Park, although I expect to be very busy at that time. Can anyone recommend a good place? Directions from, say, downtown Palo Alto at El Camino Real would be particularly helpful. Perhaps there's a good store in Sunnyvale :^)

I hope you guys don't find the length of this msg an abuse of bandwidth.
As usual, I'll happily summarize comments received by mail.

Russ Evans
c/o British Geological Survey, Edinburgh, UK

Signature ? You mean, sign my name ? Sorry, I only ever learned to type ....

Please reply to any of the following accounts, preferably the first :
1. e_gs18@va.nmh.ac.uk (BITNET->JANET - used daily)
^ Note - underscore
2. j.r.evans@edinburgh.ac.uk (BITNET->JANET - used often)
3. revans@nsfnet-relay (Internet in UK - used occasionally)
4. evans@sbgel.ucsb.edu (Internet in US - rarely used)

2468. XLISP 2.0

Newsgroup: comp.sys.atari.st
Date: 1989-11-06 14:58:16 UTC
From: trimble@laic.UUCP
Message-ID: <737@laic.UUCP>
Source record: 247492

I have been unsucessfully trying to get the sources for Dave Betz's XLISP 2.0. If you have these or know where I can find them, please respond via email. Thanks!

2469. WordPerfect ST vs. version 5.0

Newsgroup: comp.sys.atari.st
Date: 1989-11-06 15:04:33 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <891106.09014497.067340@SFA.CP6>
Source record: 247377

A question was asked regarding how the ST version of WordPerfect compared to version 5.0 for other systems: IBM and Amiga.
The current WordPerfect ST has always approached version 5.0 in features and is more flexible than version 4.1 for the IBM.
What we don't get is a true WYSIWYG environment and the ability to mix graphics. We also don't have the ability to SORT.
We have the ability to use our accessories which is a feature not existing for the IBM version 5.xxx or the Amiga 5.xxx. These two versions have to use libraries supplied by WordPerfect to give an accessory type world. Both the Mac versions (version 1.xxx) and ST versions allow real pull down menus or key commands. Currently, the IBM and Amiga versions don't allow this without optional third party add-ons.
In my biased opinion, WordPerfect ST is a superior product if one does not need a graphics/text document, that is, mixing pictures, etc., with text. It is fast and is phenomenally flexible.
In my other biased opinion, if one needs to have such a constant graphics/text environment in a fast word processing mode, as opposed to a DTPing mode, I'd recommend buying Spectre GCR, connect it to at least a two-megged ST, and then buy FullWrite Professional from Ashton Tate. I use both products several hours a day on my ST and honestly wonder how I was able to write without them.
WordPerfect is soliciting ideas from users. The best idea is to "join the revolution" and *BUY* their product if one doesn't need the graphics/text environment. It is only if WordPerfect's bookkeeper can post a profit for the ST version when we will see further enhancement. We will get a FullWrite type environment if WordPerfect is truly supported by STers. Incidentally, the current version is incredibly rock solid...

DISCLAIMER: I don't work for WordPerfect, Gadgets by Small, or Ashton Tate, but sure wish I had the brains to do so....

Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

2470. Re: Micro Emacs 3.10

Newsgroup: comp.sys.atari.st
Date: 1989-11-06 15:18:11 UTC
From: iadt3tb@prism.gatech.EDU
Message-ID: <3111@hydra.gatech.EDU>
Source record: 247366

}Just what is the difference between v3.10 and 3.9?
}
.8

It's gonna be that kind of week!

Cheers,
TB

--
T. Terrell Banks uucp: { 'insert a backbone name here' }!gatech!prism!iadt3tb
Georgia Insitute of Technology - I.S.A. Internet: iadt3tb@prism.gatech.edu
190 Third Street NW Bitnet : iadt3tb@gitvm1
Atlanta, Georgia 30332-0185

2471. Re: Atari Benchmarks

Newsgroup: comp.sys.atari.st
Date: 1989-11-06 15:35:06 UTC
From: ignac@electro.UUCP
Message-ID: <1156@electro.UUCP>
Source record: 247368

In article <891102220825.414779@DMZRZU71-UNI-MAINZ--GERMANY> Ritzert@DMZRZU71.BITNET writes:
>
>BTW: In my opinion, 30$ shareware fee for a simple benchmark program
>like quikdex is quite expensive. The authors should think of putting
>this program into the PD as ICD did with ratehd. (Only for comparison
>--- in Germany you have to pay the equivalent to 30$ for the ultra fast
>shareware TeX! The Author translated this TeX manually from Pascal to
>Turbo C.)

if people would read the accompanying docs carefully (not just looking at the price) you would see that the $30 shareware fee is for ALL seven quick utilities, including Quick ST. compare that with the approximately $50 for that other gem accelerator T---- ST. it's up to you folks. you make the decision. but please, look and READ the docs before you make a statement like the above on a public network.

--
=====Ignac A. Kolenko (The Ig) watmath!watcgl!electro!ignac=====
co-author of QuickST, and the entire line of Quick Shareware!!!!
"I don't care if I don't win, 'cause I don't care if I fail"
from 'Youth Of Today' by SUBURBAN DISTORTION

2472. New Mega STs and TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1989-11-06 16:23:00 UTC
From: ESC@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19891106162341.4.ESC@DJINN.SCRC.Symbolics.COM>
Source record: 247378

Date: 6 Nov 89 10:16:59 GMT
From: mcsun!unido!gmdzi!focke@uunet.uu.net (Stefan Focke)

I have heard, that in Germany also in future new Mega STs will be delivered with the old Blitter TOS, not with TOS 1.4.

Is this the same in the rest of the world?

Does anyone know a good reason, why Atari sells new hardware with a faulty TOS if they have a better one.

I just bought a new Mega 2 and it did not come with TOS 1.4. According to more than one of the dealers I talked to, Atari is not sending out any new Mega STs with TOS 1.4. TOS 1.4 was only to be available as a dealer upgrade. One of them mumbled something about a large stockpile of old ROMs but was unable to confirm it.

Now, I'm trying to find a dealer who has TOS 1.4 upgrades! The upgrades seem to be very slow in making it to the New England area.

2473. Re: Re: Request for output to disk

Newsgroup: comp.sys.atari.st
Date: 1989-11-06 16:25:28 UTC
From: randyh@hpsad.HP.COM
Message-ID: <750027@hpsad.HP.COM>
Source record: 247363

```
Could you please re-post this or send me a copy?
It got all mangled here and I can't un-arc it. :-(

Thanks, Randy

------------------------------------------------------------------------------

|\ | | _ | Randy Hosler
|/ |-| /\ < | [] /\ randyh@hpsadpk
|\ . | | \/ _> | \_ | (707) 974-3677
```

2474. PC emulator info request

Newsgroup: comp.sys.atari.st
Date: 1989-11-06 17:14:00 UTC
From: SCHAEDEL@CANISIUS.BITNET
Message-ID: <8911070805.AA12750@ucbvax.Berkeley.EDU>
Source record: 247380

Well I'm ready to take the PC plunge, No I don't mean I'm giving up
on my ST. I want to buy a PC emulator, the only one I really know
about is PC-Ditto II. Could someone send me any information on this
or other PC packages.

Things like Cost
Hardware
Speed
Compatibility
etc...

Any info at all would be greatly appreciated!!!!

Thanks in advance Bob

2475. Re: INFO-ATARI16 Digest V89 #609

Newsgroup: comp.sys.atari.st
Date: 1989-11-06 17:28:24 UTC
From: rfriedel@CSD4.CSD.UWM.EDU
Message-ID: <8911061728.AA17902@csd4.csd.uwm.edu>
Source record: 247379

```
UNSUBSCRIBE INFO-ATARI16-REQUEST

Ron Friedel
```

2476. Re: VME bus

Newsgroup: comp.sys.atari.st
Date: 1989-11-06 17:39:33 UTC
From: hase@netmbx.UUCP
Message-ID: <3715@netmbx.UUCP>
Source record: 247488

In article <809@carroll1.UUCP> dnewton@carroll1.cc.edu (Dave 'Post No Nicknames' Newton) writes:
>Question: I know absolutely nothing about the VME bus except that it exists.
>Are the slots individually addressed?

The VME BUS is a real BUS: all slots are just connected 1:1.

It is therfore possible to build a tranceiver card driving a backplane
to get more slots for a 1-slot TT.
Drivers and backplanes are pretty expensive; probably thats the reason
for Atari to exclude the backplane...

hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
Dennis had stepped up into the top seat whet its founder had died of a
lethal overdose of brick wall, taken while under the influence of a
Ferrari and a bottle of tequila. (Douglas Adams; the long dark teatime...)

2477. Re: TT vs 386 boxes and Apples...

Newsgroup: comp.sys.atari.st
Date: 1989-11-06 17:43:10 UTC
From: steve@thelake.UUCP
Message-ID: <1006891143100739@thelake.UUCP>
Source record: 247500

In article <1989Nov4.164133.17343@newcastle.ac.uk>,
q1cbw@turing.newcastle.ac.uk (D.C. Halliday) writes ...

>There seems to be some confusion over the availability of the ATW. As far as I
>know it is available here in the UK to the public at large if thay can afford
>the price tag. This university has 2 and may be getting some more.
>
> Dave Halliday.

Judging from an item in the U.S. magazine Computer Graphics World, the ATW appears to have been announced, although with Atari Corp.'s blundering public relations department it's hard to tell.

(Why is it that every time Sun sells more than a trunkload of SPARC machines there's an item in the New York Times, but Atari can pop up with something like the ATW and it's a better-kept secret than Zsa Zsa Gabor's real age? For that matter, why did Atari push its "business" Mega by distributing photos showing a childlike Neochrome drawing of a robot?)

The article says:

"Atari Computer (Sunnyvale, CA), best known for its PCs and video games, is now testing the waters of the graphics workstation market. Designed for CAD and other graphics-intensive applications, the new ATW (Atari Transputer Workstation) combines the Inmos T800-20 microprocessor with Atari's proprietary Blossom graphics processor. It has a suggested list price of $7995."

The article then quotes a Cambridge, Mass., marketing research honcho who throws cold water on the whole idea and says it's "difficult to see how Atari's going to make a splash at this point."

The article, written by CGW associate editor Debra Rosenberg, includes a lot of numbers (4 to 16MB of RAM for the T800, 512K to 4MB for the 68000 coprocessor, 80MB hard disk, resolution "from 1200-by-960 to 512-by-480."

It makes no mention of the Transputer's ability to be combined with other Transputers for parallel processing, which I thought was the whole point of the ATW. It identifies Helios as "Atari's version of Unix." It quotes Atari as saying Dynacad, Autocad, Versacad and other applications are in development.

An accompanying photograph shows a Mega keyboard and what appears to be a Hitachi 18-inch color monitor. The CPU box is not shown. The monitor display has a number of images, both graphic and text, in overlapping windows. (The story quotes Atari as saying it will run X Windows 11.2, C, Modula-2, Fortran 77, Lisp, Prolog, BASIC, Occam and Strand.)

-- Steve Yelvington, up at the lake in Minnesota
... pwcs.StPaul.GOV!stag!thelake!steve (UUCP)

2478. atari ABC yea or nay ????

Newsgroup: comp.sys.atari.st
Date: 1989-11-06 17:52:36 UTC
From: dbearly@vax1.tcd.ie
Message-ID: <3353@vax1.tcd.ie>
Source record: 247469
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I have previously sent this posting to the boys at the pc dept. but the didn't seem to know anything about the machine,so I come to you :

I am seriously thinking of buying a PC at the moment and I have basically decided on one of two models,

1)ATARI ABC

2)AMSTRAD 2086

Both cost around the same,and both include a 30mg hard disk.The Atari uses a 286 micro-processor however and thus seems the obvious choice.The only trouble I am having is getting info/reviews on this machine.Does anyone have/know of the machine and if so could someone please offer me advice on buying it?

All replys will be muchly appreciated,

Big Bad Dom.

dbearly@vax1.tcd.ie

****

please send me as much info on the atari ABC (if it indeed exists,as my dealer assures me!!)

again any help would be appreciated,

B.B.D.

even info on the reliability of atari machines in general would be helpful,especially their range of pc compatibles!!
****

2479. Re: HARD DISK UTILITIES

Newsgroup: comp.sys.atari.st
Date: 1989-11-06 18:12:58 UTC
From: david@bdt.UUCP
Message-ID: <174@bdt.UUCP>
Source record: 247490

What exactly was the "supply problem" your dealer is talking about?

We have all the HARD DISK SENTRYS you could want ready to ship.
Your dealer could call us directly if his/her distributor is
out of stock: (415) 452-1129.
--
David Beckemeyer (david@bdt.UUCP) | "Lester Moore - Four slugs from a .44
Beckemeyer Development Tools | no Les, no more."
478 Santa Clara Ave. Oakland, CA 94610 | - Headstone at Boot Hill
UUCP: {uunet,ucbvax}!unisoft!bdt!david | Tombstone, AZ

2480. re: floppy stepping rate

Newsgroup: comp.sys.atari.st
Date: 1989-11-06 18:27:47 UTC
From: steveg@com.com
Message-ID: <steveg.89nov6182747@aslan.com.com>
Source record: 247353
Body handling: Inline uuencoded payload not displayed: pcf554.prg

Try using the following program in your AUTO folder.

It works just fine with my 'official' (04 06 19 89) Rainbow TOS,
And sets the floppy step/seek rate to 6ms.

(Many thanks to the netter who orginally sent this to me when my old
step rate program 'died' upon TOS 1.4 installation...)

Stephen Goldstein steveg@saic.com
My first Atari system? A 24K Atari 800, Rev. A ROMS, C(not G)TIA graphics
Disclaimer: That's not what I said.

-------- cut here --------

[Inline uuencoded payload not displayed: pcf554.prg]

--

Stephen Goldstein steveg@saic.com
My first Atari system? A 24K Atari 800, Rev. A ROMS, C(not G)TIA graphics
Disclaimer: That's not what I said.

2481. Re: Want a fast Atari ST.

Newsgroup: comp.sys.atari.st
Date: 1989-11-06 18:32:16 UTC
From: rona@hpdml93.HP.COM
Message-ID: <480032@hpdml93.HP.COM>
Source record: 247470

Ralph Haglund writes:
>I have seen a number of 16MHz cards mentioned. Has there been any
>comparison among them? I know about the German accelerator card, but
>that one has no space for math chip. Is there any well functioning card
>with 8 or more kbytes of cache memory and math chip? I have heard about
>Turbo16 - place for math chip? Price/where can I order it if so?
>I am also slightly mystified that it should go faster with 100ns ROMs.
>I thought it was 16MHz only for CPU and cache memory, going down to 8 MHz
>externally. How does that work???

Read Dave Small's article in the December START magazine. He reviews
16 MHz accelerators as well as software accelerators like TurboST.

Dave does a good job of putting performance in perspective. That is,
many systems are "disk bound", meaning that CPU performance has little
to do with the overall performance of your system because 90% of your
foot tapping occurs while waiting for your floppy or hard disk to
access data. There are both software and hardware solutions to this
problem depending on what you've got for hardware. In this department
I do have some experience and heartily agree with Mr. Small. For one
thing, all disks are NOT created equal. Also, disk access slows down
as the disk fills up. This problem is not unique to Atari BTW! The
latter problem can be improved with software, the former by buying
a faster disk.

Dave also points out that many components are unable to operate at
16 MHz so that you are unlikely to see a 2 to 1 improvement in
performance in any practical application. Not that you won't see
a performance improvement, you just might not be as fast as you
expected.

Anyway, I've never tried any of them, so I can really only point you
to Dave's article. I highly recommend that you read it before laying
down your $$$.

I hope this helps,

Ron Abramson
rona@hpdml92.HP.COM

HP cannot be held responsible for my ramblings.

2482. Mega with TOS 1.4 crashes!

Newsgroup: comp.sys.atari.st
Date: 1989-11-06 18:43:32 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440075@hplsla.HP.COM>
Source record: 247365

I've had TOS 1.4 in my Mega ST2 for about 3 weeks now and there is no longer any denying that my computer's reliability went out the window with the old ROMs. Prior to getting the new ROMs, I only had bus and address errors when developing my own programs <grin>. After getting TOS 1.4 I started seeing alot of seemingly random bus/address errors. This stopped happening in commercial applications when I curbed my use of "makefast", but I still get an occasional bus error when copying files and changing resolutions and rebooting. Yesterday came "the big one" - while booting, there was a write error to sector 1 and a bus error. (I swear the bus error came a second or two before the write error was reported, is that possible?). The boot partition was converted to two "files" with illegal names, the size of which totalled a few billion bytes, heh-heh. Sector 1 contained a bunch of alpha junk that included "ICDBOOT.SYS" and I know that shouln't have been there. (I verified this after recovery). Overall, I do not know why any writing to sector 1 should have been occuring during boot, and whatever got written there was wrong.

Fortunately, the other disc partitions were intact and I was able to recover by booting from floppy, zeroing the boot partition, re-installing the boot driver, and backing up. I only lost a few files.

I have two questions:

Does anyone have advice about what may be the problem?

Would it have been possible to effect repairs on the disk partition? Any programs that would have helped? Would it be feasible to try running Dr. Norton on PC Ditto?

Any - and all - advice is appreciated!

Disclaimer: The opinions expressed herein are those solely of the author, who has no pecuniary interest in the companies mentioned.

%%%

2483. Has anyone heard of TCOS database?

Newsgroup: comp.sys.atari.st
Date: 1989-11-06 18:56:49 UTC
From: canada@crash.cts.com
Message-ID: <660@crash.cts.com>
Source record: 247496

I have discovered a wonderful ``index card and button'' type database called TCOS. It's public domain, and supposed to be from Britain, but the documentation that comes with it gives only a name of a person to contact but *no address*! I want to send in my $$ and my suggestions for enhancements. Perhaps someone else has heard of this program and knows more about it? Here's the info:

TCOS version 1.2
Perfect Evolution 1989
Matthew P. Aubury

Can anyone supply me with more information? Is there a newer version of the program available anywhere?
--
Diane Barlow Close
{nosc, ucsd}!crash!canada
canada@crash.cts.com
Free Canada -- Trade Mulroney

2484. Wanted: PD CAD for 1040ST

Newsgroup: comp.sys.atari.st
Date: 1989-11-06 19:13:28 UTC
From: glenb@hpnmdla.HP.COM
Message-ID: <810015@hpnmdla.HP.COM>
Source record: 247364

I've got a friend here who is interested in obtaining a PD CAD program.
Does any such thing exist for the Atari 1040ST (hey...I drive an Amiga...oops,
probably shouldn't admit that here :-))? If so, how can I get at it? I
haven't been able to find an archive-server address.

E-mail would be appreciated since I normally don't hang out in this group!

TIA,

glen
glenb@hpnmd.HP.COM

2485. Re: GEMDOS Extended Argument Spec (LONG)

Newsgroup: comp.sys.atari.st
Date: 1989-11-06 19:31:32 UTC
From: roeder@sbsvax.UUCP
Message-ID: <1389@sbsvax.UUCP>
Source record: 247491

In article <1763@atari.UUCP>, kbad@atari.UUCP (Ken Badertscher) writes:
>
> GEMDOS EXTENDED ARGUMENT (ARGV) SPECIFICATION
...
> Because there is no limit on the length of the environment, arbitrary
> length arguments are supported. Arguments placed in the environment

Maybe this has changed in TOS 1.4, but in TOS 1.2 there was still a limit
of 32 kByte for the environment. This is enough for most applications, but
is different from "no limit".
It's nice to have an official standard for extended argument passing. Can we
hope that this will be integrated in future TOS versions (1.8) ?

> --
> ||| Ken Badertscher (ames!atari!kbad)
> ||| Atari R&D System Software Engine
> / | \ #include <disclaimer>

- Edgar

2486. Re: am I a DA

Newsgroup: comp.sys.atari.st
Date: 1989-11-06 19:40:55 UTC
From: kbad@atari.UUCP
Message-ID: <1777@atari.UUCP>
Source record: 247495

UO04@DDAGSI3.BITNET (H.Friedrich Kammer) writes:
| It is right that the startup code should
| do the right thing (mshrink or not), but there are startup codes
| available (e.g. APPACC.A) which ensure the correct startup in both
| cases.
The problem is not whether the startup code should Mshrink or not.
The problem is finding the basepage address. The method used by
all the startup code I have seen uses the text base address minus 256 as
the basepage address, and that is not the right way to find it.

| The other problem (find out the way the program is invoked)
| can be solved simply by using the AES-function shel_read, which
| returns a pointer to the string containing the program name
Shel_read doesn't help if you are run from a command line shell which
doesn't launch programs using shel_write. This is another example of
problems caused by ST programs having to live in two different worlds,
the worlds of GEM and GEMDOS. Allowing the startup code to use A0 to
find the basepage address is our way of making it a little easier for
programs to live in both worlds.

--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

2487. Re: GEMDOS Extended Argument Spec (LONG)

Newsgroup: comp.sys.atari.st
Date: 1989-11-06 19:53:06 UTC
From: kbad@atari.UUCP
Message-ID: <1778@atari.UUCP>
Source record: 247498

klute%trillian@laura.UUCP writes:
| Nice to get that document! I admit I have not read it yet, only
| searched for the word "official" - and failed. Comments?

Yes, it's official.
I guess I should have put a big header at the top reading:
"THIS IS THE OFFICIAL WORD FROM ATARI ON HOW TO DO THIS ARGUMENT STUFF"

I just wanted to release it to the public so it would get widely used.

--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

2488. Re: Memory upgrade affects performance?

Newsgroup: comp.sys.atari.st
Date: 1989-11-06 20:04:21 UTC
From: kbad@atari.UUCP
Message-ID: <1779@atari.UUCP>
Source record: 247497

dmk@cbnewsi.ATT.COM (daniel.m.kuster..jr) writes:
| The thing I don't understand is that the computer takes at least
| 4 times as long to boot (possibly longer).
As numerous people have pointed out, the operating system clears
all of free memory for each program before loading. Not only that,
but the original ROM TOS does this slowly.
Also as some have pointed out, one solution is to use Pinhead, which
takes control of program loading when it sees GEMDOS clearing memory,
and only clears as much memory as the program needs.
IMHO, a better solution would be for you to get the Rainbow TOS
upgrade. This allows you to speed up program startup selectively (some
programs insist on having all of memory cleared), AND it has lots of
other benefits as well.

--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

2489. Re: DOES ATARI LASER PRINTER WORK ONLY WITH MORE THAN 1 MEG RAM STs:

Newsgroup: comp.sys.atari.st
Date: 1989-11-06 20:23:21 UTC
From: apratt@atari.UUCP
Message-ID: <1780@atari.UUCP>
Source record: 247357

alderaan@tubopal.UUCP (Thomas Cervera) writes:
>(Imran Anwar) writes:
>> DOES ATARI LASER PRINTER NEED MORE THAN 1 MEG RAM ?
> Yep.

Nope. You can use the Diablo 630 emulator to get text output using any GDOS font using practically no memory. While the page is being imaged, the CPU is building band-buffers, keeping ahead of the beam.

You can't get GDOS output: the GDOS SLM driver needs to image the page all at once, then print it, because it can't image bands fast enough (they can be arbitrarily complex!).

Even the Diablo output has limits: if a line or group of lines is too complex, it can't keep up. This isn't normally a problem, but something like nroff/tbl output, with lots of overstrikes and reverse linefeeds can cause trouble.

The Diablo emulator will also draw horizontal and vertical lines and print bitmapped images anywhere on the page, as large as will fit in memory, but it will magnify at 1x1, 2x2, and 4x4 printer pixels per bit in memory.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

2490. Re: GNU C and sizeof(int)

Newsgroup: comp.sys.atari.st
Date: 1989-11-06 20:25:45 UTC
From: apratt@atari.UUCP
Message-ID: <1781@atari.UUCP>
Source record: 247354

stephen@oahu.cs.ucla.edu (Steve Whitney) writes:
>rbutterworth@watmath.waterloo.edu (Ray Butterworth) writes:
>>Has anyone made a 16-bit GCC and library and done a comparison?
>You can always use this simple hack:
>#define int short
>But you have to be careful with constants. If you pass 3 as an argument
>to a routine expecting a 16 bit integer, it will pass 00 00 00 03 instead
>of 00 03. To get around that, pass your constants as (short)3 instead.

...or you can use -mshort on the GCC command line. ...or you can use
prototypes, which cause the compiler to cast actuals to the types of
the formals (and generate warnings, etc., based on that). Since 3 is a
valid short as well as int, there's no problem.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

2491. Definition of MIPS (was Re: UNIX -- ATW Speed)

Newsgroup: comp.sys.atari.st
Date: 1989-11-06 20:26:41 UTC
From: jdonsbac@thing.prime.com
Message-ID: <174@cvbnet.Prime.COM>
Source record: 247396

```
From article <1767@atari.UUCP>, by kbad@atari.UUCP (Ken Badertscher):
>
> MIPS == Meaningless Indications of Processor Speed
> --
> ||| Ken Badertscher (ames!atari!kbad)
> ||| Atari R&D System Software Engine
> / | \ #include <disclaimer>

or

MIPS == Meaningless Information Provided by Salesmen

:-)

-Jeff

==========================
Jeff Donsbach, Graphics Development, Computervision , Bedford, MA
UUCP: {decvax|linus|sun}!cvbnet!jdonsbac | Internet: jdonsbac@cvbnet.prime.com
Computervision: The name (if not the magic) is back!
```

2492. Re: TOS, Zoo, or Zen? (DTA stuff)

Newsgroup: comp.sys.atari.st
Date: 1989-11-06 20:39:42 UTC
From: apratt@atari.UUCP
Message-ID: <1782@atari.UUCP>
Source record: 247355

Let me clear up what Ken said:

Point 1: You can't use the private part of the DTA, and if you do, your program won't work on TOS 1.4 because the private part of the DTA changed entirely. Even if you figure out what it's used for, you will lose when a new TOS comes along and blows your program up again.

Point 2: If a Fsnext() returns ENMFILES ("no more files"), the public part of the DTA contains nothing useful. It does not, for example, contain the data from the file which matched the previous Fsnext(). If you want to do Fsnext() until it fails, and you care about what was there before it failed, you have to copy it out.

You don't have to copy out ALL of the DTA, of course, just the public parts, and of that, just the parts you care about.

No part of the DTA needs to be saved or preserved if you don't want to do another Fsnext on it: there is no vital GEMDOS information there. Fsfirst completely reinitalizes the DTA (or returns "file not found" or "path not found").

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

2493. Re: TT

Newsgroup: comp.sys.atari.st
Date: 1989-11-06 20:46:19 UTC
From: apratt@atari.UUCP
Message-ID: <1783@atari.UUCP>
Source record: 247356

ramsiri@blake.acs.washington.edu (Enartloc Nhoj) writes:
>The strange thing is that i have a hard time believing that i
>am still considering buying an 030 that won't multitask all that
>niffty GEM software i have on my drive.

Why on Earth do you find this difficult to believe? You clearly
have not thought through the implications of a multitasking TOS.

What parts of the system are task-specific, and need to be switched
with the task's context? The CPU registers, sure, and GEMDOS's
current-process pointer. But what about the "Bconin() returns the
shift key state" bit in _conterm? What about the critical error
handler? What about the 200Hz interrupt vector (or, worse, something
in the MIDDLE of the 200Hz interrupt vector chain)?

No multitasker can satisfy "all that nifty GEM software" you have. What
CAN be done is this: we can lay down rules for multitasking, and write
a multitasker within those rules, and programs written with those rules
in mind will work. Furthermore, programs written *without* those rules
in mind, but which follow them anyway, will work. Therefore the rules
should be broad enough to cover a wide range of existing programs.

What I'm trying to say is THIS IS NOT EASY. It's not even Moderately
Difficult. This is A Hard Problem. The presence of a 68030 doesn't
make it any easier.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

2494. The Revolution (?)

Newsgroup: comp.sys.atari.st
Date: 1989-11-06 20:52:49 UTC
From: allegro@sunpix.UUCP
Message-ID: <984@opie.UUCP>
Source record: 247472

As anyone who reads the two online ST mags knows there is someone (a software developer me thinks) who is trying to form a grass roots movement to support the Atari line of computers, and he calls this movement THE REVOLUTION.
Now I'm all for supporting my system of choice but this guy seems to be going way, way off the deep end. I mean he's talking about writing the ROSEANNE show to get them to do a special episode where the family wins an Atari computer and then has REVOLUTION team members set up the system for them , oh that sounds real funny ha,ha,he,he,hummmmm. He also wants us to write the ABC 20-20 show to get them to cover the REVOLUTION as it progresses to ****VICTORY**** (dum,da,dummmmmm), Or how about that idea of sending a get well soon banner to a sick child from who else, THE REVOLUTION (why not send a get well soon card to a sick child without the promotion). As well as a few other brilliant ideas involving CBS news, George Bush, ect ect.
If this guy does half the the things he wants to do he is just going to convince whoever he sends this crap too that Atari users are idiots so the Atari computers MUST be toys.

PLEASE, PLEASE dont support this guy and his REVOLUTION. (I think he must be about nine years old, what with all this dreaming he's doing, Na, my nine year old nephew has more brains)

OVERTHROW THE REVOLUTION, Before it overthrows YOU.
--
uucp: mcnc!rti!sunpix!steve or mcnc!rti!sunpix!allegro |Stephen McKay Matson
"FRODO LIVES!!" COLORADO DREAMS | Brand new daddy ! :^)

I knew I left Calif for a reason.....Good luck folks!

2495. Re: Source code to display Spectrum-type images?

Newsgroup: comp.sys.atari.st
Date: 1989-11-06 20:53:11 UTC
From: daniel@pkmab.se
Message-ID: <2214@pkmab.se>
Source record: 247499

I do have I do have some sources in pure 68k assembler. But I don't know if I can post them to the net. If this isn't against the copyright laws, Antic publishing must be able to post the ORIGINAL sources themselves. That would do them a favour, since the program would be more commonly used.

Otherwise, buy SHOWSPC (I do think it's PD) and disassemble it. Nobody can blame you for that, I think.

--
Daniel Deimert, Fridstav. 4, S-715 94 Odensbacken, SWEDEN
Internet: daniel@pkmab.se
UUCP: ...{uunet,mcvax}!sunic.sunet.se!kullmar!pkmab!daniel

2496. Re: TOS, Zoo, or Zen?

Newsgroup: comp.sys.atari.st
Date: 1989-11-06 21:15:15 UTC
From: kbad@atari.UUCP
Message-ID: <1784@atari.UUCP>
Source record: 247358

covertr@force.UUCP (Richard E. Covert) writes:

| Will MWC have to be changed to support the new TOS 1.4??
In terms of DTA management, no. The point of my original posting was
something that went out in the Developer Rainbow TOS relese notes:
GEMDOS DTA handling has changed. If you relied on undocumented features
of GEMDOS DTA handling, you may lose under Rainbow TOS. The thing that
may catch you unawares is that GEMDOS _will_ trash your DTA after an
Fsnext() that fails. Apparently, previous GEMDOS versions left the
filename part of the DTA alone after a failed Fsnext(). So if you're
searching for a bunch of files, copy what you need out of the DTA
before each Fsnext() operation, and you won't get bitten.

--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

2497. Re: archive sites

Newsgroup: comp.sys.atari.st
Date: 1989-11-06 21:16:50 UTC
From: scott@cs.odu.edu
Message-ID: <SCOTT.89Nov6161650@oswy.cs.odu.edu>
Source record: 247493

In article <1707@quiche.cs.mcgill.ca> depeche@quiche.cs.mcgill.ca (Sam Alan EZUST) writes:
> does anyone know
> 1] why xanth's atari directory is empty?

because the people here who would set-up automatic archiving for
the network all own amigas.

I am working on some sort of archive site here....
most likely, it will be mail based and be batched out on the weekends...

no promises...

--

Scott D. Yelich scott@cs.odu.edu [128.82.8.1]
After he pushed me off the cliff, he asked me, as I fell, ``Why'd you jump?''

2498. Re: Trying to read an Atari St Gem-Dos disk on a Mac SE using FD/HD

Newsgroup: comp.sys.atari.st
Date: 1989-11-06 21:18:25 UTC
From: kbad@atari.UUCP
Message-ID: <1785@atari.UUCP>
Source record: 247359

pnh@pmin24.osf.org (Peter Harbo) writes:
| I don't think it's possible w/ Apple File Exchange (I know it isn't, because
| it recognizes the disks as MS/DOS, 720 K but can't read the directory
| structure and only offers to format them)...

This could be because disks created on pre-Rainbow TOS versions would not
correctly time/date stamp the "current" and "parent" directory entries.
Some DOS machines have the same problem with ST disks.
--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

2499. (none)

Newsgroup: comp.sys.atari.st
Date: 1989-11-06 21:20:43 UTC
From: WOODALLP@VAX1.COMPUTER-CENTRE.BIRMINGHAM.AC.UK
Message-ID: <8911070803.AA12550@ucbvax.Berkeley.EDU>
Source record: 247373

******FOR SALE IN U.K*******

Hyper-Paint & Flair Paint Both Brand new 12 quid each.

Easy Tools (1 meg and EZD II required) 15 Quid

The Pawn and Psion Chess 6 Quid each

PP Font Disk (Chancery, Chicago, Bookman) 5 quid

Pro Midi 5 quid

Quantum Paint 1.05 (oldish version) 5 quid

Genesis Molecular Modeller 20 quid

Cyber Studio (As New, binder etc) 35 quid

Sorry to non UK RESIDENTS ABOUT WASTING YOUR TIME.

Reply to Philip Woodall WOODALLP@UK.AC.BHAM.VAX1

OR
1 Yarner Close
Dudley
West Midlands
DY1 2UR

Phone Day: 021-414-4308 (Superconductor Lab- ask for Philip)
Night: 0384-241461

2500. (none)

Newsgroup: comp.sys.atari.st
Date: 1989-11-06 21:20:43 UTC
From: WOODALLP@VAX1.COMPUTER-CENTRE.BIRMINGHAM.AC.UK
Message-ID: <8911071741.AA13543@ucbvax.Berkeley.EDU>
Source record: 247473

******FOR SALE IN U.K*******

Hyper-Paint & Flair Paint Both Brand new 12 quid each.

Easy Tools (1 meg and EZD II required) 15 Quid

The Pawn and Psion Chess 6 Quid each

PP Font Disk (Chancery, Chicago, Bookman) 5 quid

Pro Midi 5 quid

Quantum Paint 1.05 (oldish version) 5 quid

Genesis Molecular Modeller 20 quid

Cyber Studio (As New, binder etc) 35 quid

Sorry to non UK RESIDENTS ABOUT WASTING YOUR TIME.

Reply to Philip Woodall WOODALLP@UK.AC.BHAM.VAX1

OR
1 Yarner Close
Dudley
West Midlands
DY1 2UR

Phone Day: 021-414-4308 (Superconductor Lab- ask for Philip)
Night: 0384-241461

2501. (none)

Newsgroup: comp.sys.atari.st
Date: 1989-11-06 21:23:42 UTC
From: charlop@blake.acs.washington.edu
Message-ID: <4352@blake.acs.washington.edu>
Source record: 247494

SUSCRIBE INFO-A16 Aaron W. Charlop

--
Aaron the Alchemist
Charlop@uwachem.washington.edu

"Yes, I really am a honest-to-goodness alchemist" Me

2502. Re: unix on the TT

Newsgroup: comp.sys.atari.st
Date: 1989-11-06 21:40:59 UTC
From: kbad@atari.UUCP
Message-ID: <1786@atari.UUCP>
Source record: 247360

covertr@force.UUCP (Richard E. Covert) writes:

| In article <1768@atari.UUCP>, kbad@atari.UUCP (Ken Badertscher) writes:
| > depeche@quiche.cs.mcgill.ca (Sam Alan EZUST) writes:
| > [read in a magazine...]
| > | THE DESKTOP MODEL WILL NEVER WORK WITH UNIX only the TOWER will....
| > | if this is true, WHY?????
| > Because the magazines don't know what they're talking about.
| I personally couldn't care less what you put on the TT/Plastic as I don't
| plan to buy another Atari computer w/o plenty of card slots.

Perhaps I should clarify what I posted before. I'm getting sick and
tired of seeing rumors and misinformation bandied about as facts here
and elsewhere.

If it's a TT, it'll run Unix. It may require adding memory or disk storage,
but it will run Unix.

I don't recall a public release of Atari specifications at all for any
tower configuration of TT ever. So if you read or write anything
specific about any such machine, it's pure fabrication.

Subject to change without notice.
Your mileage may vary.
Do not remove tag under penatly of law.
--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

2503. VMEbus information

Newsgroup: comp.sys.atari.st
Date: 1989-11-06 23:31:34 UTC
From: FNDDR@ALASKA.BITNET
Message-ID: <8911070806.AA12870@ucbvax.Berkeley.EDU>
Source record: 247381

After reading all of the bazzfazz about the alleged TT VME slot, it seems
to me that there are a lot of misinformed/disinformed people when it comes
to VMEbus. May I suggest reading the following before continuing:

IEEE Standard for a Versatile Backplane Bus: VMEbus
ANSI/IEEE Std 1014-1987; ISBN 0-471-61601-X
Available from IEEE for about $25 (don't have the price list at hand)

The VMEbus Handbook by Wade D. Peterson (no ISBN) - $44.95 postpaid
VITA - The VMEbus International Trade Association
10229 N. Scottsdale Rd, Suite B
Scottsdale, AZ 85253
(These guys don't take credit cards, send a check)

VITA also sells a 354-page book, the VMEbus Compatible Products Directory.
Want to speed up your system with a AMD Am29000 RISC board with 16MB RAM?
No problem. You want an internal modem? Motorola has some for VMEbus,
5 or 10 Mb/s, take your pick. You can even get 286 and 386 PC compatibles
that plug into a VME slot. All it takes is money. Most of the above
are in the $5-10K range for the basic board, more for extra RAM or whatever.

VMEbus isn't for weekend warriors, it is for industrial and scientific users
with big budgets. The cost of the TT will probably be a negligible part of
a VMEbus project.

If Atari is in fact going with VMEbus, it takes a lot of guts. We'll just
have to wait and see if it works out. I just hope they don't do something
really stupid, like release an "almost but not quite standard" version,
as with the use of "ACSI" rather than full SCSI on the STs. But if they
do it right, they may take a piece of the action in the workstation wars.

Don Rice
FNDDR@ALASKA.bitnet
None of the above has anything to do with what I'm working on, so it doesn't
need a disclaimer like this one.

2504. Re: TT Unix, X Windows and slots.

Newsgroup: comp.sys.atari.st
Date: 1989-11-06 23:54:00 UTC
From: mitsolid@acf5.NYU.EDU
Message-ID: <12430001@acf5.NYU.EDU>
Source record: 247351

/* acf5:comp.sys.atari.st / ATT3B@UCONNVM.BITNET (Martin Stein) / 2:57 pm Nov 5, 1989 */

> The biggest problem, however, of the TT is the price.
> ... So the TT will have
> a hard stand against '386 Unix machines, which are down to about $4000 *now*.
> In the newest Byte are adds for ~$5000 '486 machines! And that price will
> get lower, too.

You can get a 386 Unix box with hard disc and monochrome graphics monitor
for less than $2000 *NOW*. And 8 expantion slots.

A friend of mine got a 386 box with 4Meg Ram 800x600x16clours VGa
and 71Mb 18ms hard disk two floppies (1.2M and 1.44M) etc. for $3000.

You use unix for your hacking and some MSDOS compatibility windows
for standard applications and other powerful software developed
for that silly chip which calls itself a microprocessor.

Nobody has mentioned the amazingly low cost of extentions of a 386 box.
A hard disk, a floppy, I/O ports, modems, Memory...
Who can beat those prices?

Can Atari give a Unix box with
- Many expantion slots
- Lots of memory
- High res color monitor
- Fast and big hard disk
- High Density floppies, I/O ports etc.
-*Availability of the cheapest expantion boards around
-*Availability of the most powerful software applications around

for much less than $3000 (as the 386 box I can get now)?
That is what I would call power without the price.
I wish they could do that. But how realistic is it to expect it?

Thanasis

"If you pray hard enough, water will run uphill. How Hard?
Why, hard enough to make water run uphill, of cource!" R. A. Heinlein

Internet: mitsolid@csd2.nyu.edu (mitsolid%csd2.nyu.edu@relay.cs.net)
UUCP : ...!uunet!cmcl2!csd2!mitsolid

2505. A Unix box and its cost

Newsgroup: comp.sys.atari.st
Date: 1989-11-07 00:06:00 UTC
From: mitsolid@acf5.NYU.EDU
Message-ID: <12430002@acf5.NYU.EDU>
Source record: 247352

/* acf5:comp.sys.atari.st / ATT3B@UCONNVM.BITNET (Martin Stein) / 2:57 pm Nov 5, 1989 */

> The biggest problem, however, of the TT is the price.
> ... So the TT will have
> a hard stand against '386 Unix machines, which are down to about $4000 *now*.
> In the newest Byte are adds for ~$5000 '486 machines! And that price will
> get lower, too.

You can get a 386 Unix box with hard disc and monochrome graphics monitor
for less than $2000 *NOW*. And 8 expantion slots.

A friend of mine got a 386 box with 4Meg Ram 800x600x16clours VGa
and 71Mb 18ms hard disk two floppies (1.2M and 1.44M) etc. for $3000.

You use unix for your hacking and some MSDOS compatibility windows
for standard applications and other powerful software developed
for that silly chip which calls itself a microprocessor.

Nobody has mentioned the amazingly low cost of extentions of a 386 box.
A hard disk, a floppy, I/O ports, modems, Memory...
Who can beat those prices?
****

Closer to the point:

Can Atari give a Unix box with
- Many expantion slots
- Lots of memory
- High res color monitor
- Fast and big hard disk
- High Density floppies, I/O ports etc.
-*Availability of the cheapest expantion boards around
-*Availability of the most powerful software applications around
BTW: Intel supports a binary standard for Unix V.4 running on 386

for much less than $3000 (as the 386 box I can get now)?
That is what I would call power without the price.
I wish they could do that. But how realistic is it to expect it?

Thanasis

"If you pray hard enough, water will run uphill. How Hard?
Why, hard enough to make water run uphill, of cource!" R. A. Heinlein

Internet: mitsolid@csd2.nyu.edu (mitsolid%csd2.nyu.edu@relay.cs.net)
UUCP : ...!uunet!cmcl2!csd2!mitsolid

2506. Re: Trying to read an Atari St Gem-Dos disk on a Mac SE using FD/HD

Newsgroup: comp.sys.atari.st
Date: 1989-11-07 00:48:00 UTC
From: Don.Weeks@p0.f3107.n124.z1.FIDONET.ORG
Message-ID: <2624.25581EA5@tlsi.FIDONET.ORG>
Source record: 247485

Peter,
I do this all the time. SE/30->Atari and back. I do have to preformat
the disks in DOS format before hand. In this way both the MAC and ST
can read/write the disks. I think that there might be a couple of
public domain programs that will format the Atari disks with the DOS
directory structure.
Hope this helps.
Don Weeks

--- Ned 1.00 s

--
Internet: Don.Weeks@p0.f3107.n124.z1.FIDONET.ORG
UUCP: ...!attctc!tlsi!3107.0!Don.Weeks
Note: TLSI is a free gateway between Usenet & Fidonet. For info write to root.

2507. TCP/IP and Atari ST

Newsgroup: comp.sys.atari.st
Date: 1989-11-07 00:58:00 UTC
From: Don.Weeks@p0.f3107.n124.z1.FIDONET.ORG
Message-ID: <2625.25581EA8@tlsi.FIDONET.ORG>
Source record: 247486

```
Is there any chance any of you would know of a TCP/IP program with
Telnet and FTP for the ST. I would prefer that it communicate out the
serial port to a modem using SLIP.
Thanks in advance.
Don Weeks

--- Ned 1.00

--
Internet: Don.Weeks@p0.f3107.n124.z1.FIDONET.ORG
UUCP: ...!attctc!tlsi!3107.0!Don.Weeks
Note: TLSI is a free gateway between Usenet & Fidonet. For info write to root.
```

2508. Re: GEMDOS Extended Argument Spec (LONG)

Newsgroup: comp.sys.atari.st
Date: 1989-11-07 01:00:36 UTC
From: david@bdt.UUCP
Message-ID: <175@bdt.UUCP>
Source record: 247371

Has the new arg spec been tested with many programs yet?

How do they react to the "127" in the command tail? Have
any choked on it yet?

Since none of the current shells that I know of support the
127 validation scheme, if I enable it now in programs, they
will no longer pick up arguments, even when used with an MWC
format compatible shell. When should we "turn on" this
validation?

Has anyone heard from MWC as to when (if?) they will support
the new method?
--
David Beckemeyer (david@bdt.UUCP) | "Lester Moore - Four slugs from a .44
Beckemeyer Development Tools | no Les, no more."
478 Santa Clara Ave. Oakland, CA 94610 | - Headstone at Boot Hill
UUCP: {uunet,ucbvax}!unisoft!bdt!david | Tombstone, AZ

2509. Re: GEMDOS Extended Argument Spec (LONG)

Newsgroup: comp.sys.atari.st
Date: 1989-11-07 01:43:19 UTC
From: csrobe@CS.WM.EDU
Message-ID: <8911070143.AA09348@cs.wm.edu>
Source record: 247387

I was looking over the code in your article on the EAS posted in digest
V89 #595 trying to comprehend the method, when I think I discovered
a typo. It is in the while loop that is supposed to "put as much in
the tail as will fit":

```
while ((lentail < 126) && (penvargs < pchildenv))
```

lentail is initialized to 0 above and never changed in the body of
the loop. Given that the tail cannot be longer than 125 bytes, I am
supposing that lentail should either be post-incremented here, or
incremented in the body of the loop? Is this correct?

Thanks,
-c
-=- Charles S. Roberson ARPANET: csrobe@cs.wm.edu -=-
-=- VA Remote Sensing Study UUCP: ...!uunet!cs.wm.edu!csrobe -=-
-=- Dept of Comp. Sci. Compu$erve: 71500.2056@compuserve.com -=-
-=- College of William and Mary BIX: csrobe -=-
-=- Williamsburg, VA 23185 Ma Bell: (804) 253-4393 -=-

Fur Thought: Put on a fur and slip into something dead.

2510. Re: >RE> Atrocious Atari Dealer (Zephyr/Microworld)

Newsgroup: comp.sys.atari.st
Date: 1989-11-07 01:46:53 UTC
From: mikew@wheeler.wrcr.unr.edu
Message-ID: <3093@tahoe.unr.edu>
Source record: 247362

In article <8911060807.AA19911@ucbvax.Berkeley.EDU> UUCJEFF@ECNCDC.BITNET (jeff beer) writes:

!!
!!Once home, I was filing the receipt away when I noticed that the total on
!!the receipt and the total on the charge slip didn't match... Upon closer
!!inspection, I discovered that I couldn't decipher the receipt at all!
!!
!I would protest this with your credit card company, showing the original
!receipt being different than the charge ticket. It is obvious Microworld is
!a shady outfit, and you should use all avenues to put persure on them.
!
!I will definitely stay away from Zephyr.
!
!Jeff

DITTO! I too have had trouble with these guys! But never again.
(Once fooled shame on them- twice fooled shame on me)

2511. Re: archive sites

Newsgroup: comp.sys.atari.st
Date: 1989-11-07 01:57:52 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <10110@stag.math.lsa.umich.edu>
Source record: 247361

In article <1707@quiche.cs.mcgill.ca> depeche@quiche.cs.mcgill.ca (Sam Alan EZUST) writes:
%I am trying to get ahold of FATSPEED. On xanth.cs.odu.edu the atari
%directory is empty.
%on him1.cc.umich.edu I downloaded about four files and all of the
%ones are .arc files which I can't extract due to bad headers.
%
%does anyone know
%1] why xanth's atari directory is empty?
%2] why I can't de-arc anything from him1?
%3] how I can get FATSPEED?
%
%thanks in advance.

I just checked, the copy of FATSPEED.ARC on HIM1 is perfectly fine.
You must not have downloaded it in binary mode. Or you must not have
ftp'd it in binary mode. No other explanation.

--
-=- PrayerMail: Send 100Mbits to holyghost@father.son[127.0.0.1]
and You Too can have a Personal Electronic Relationship with God!

2512. Fractal Magic explained

Newsgroup: comp.sys.atari.st
Date: 1989-11-07 02:42:46 UTC
From: BAILEYS@FSU.BITNET
Message-ID: <8911062226491A1.BWHN@RAI.CC.FSU.EDU>
Source record: 247382

Scott Le Grand writes:
>Hi, what exactly IS Fractal Magic

Well, Fractal Magic is a program that generates color fractal pictures. I have seen it running on a Mac II (I think), and the pictures are magnificent. Fractals are, very roughly, mathmatical models of chaotic behavior. Taking the initial set of one particular kind of fractal, the Mandelbrot set, one would see a symmetrical thingy that looks kind of like three circles. The internal edges of the figure are very colorful, and kind of fuzzy looking. When one selects a small area of this fringe to reevaluate, the resulting picture would be essentially a blowup of the first, but the edges of this picture would be even more colorful and complex. Also, one might find tiny copies of the initial set amongst all this confusion. The basic property of this type of fractal is that one may reevaluate sections of it infinitely many times, and yield infinite variations. That is, the edges of the figure are defined with infinite resolution, but no matter how many times you blow it up, you can still find small copies of the first set. This is probably a very bad description of this phenomena, but for a better one, I would heartily suggest getting the binary called MANDEL from panarthea. It c is the fastest Mandelbrot generator I have ever seen (these types of programs can sometimes take hours to evaluate a section). In addition to the program itself, the author has included a small doc file on the mathmatical formuli he implemented. If you are into assembly, the source code is available from the same place (panarthea).

The full address of panarthea is: archive-server%panarthea@sun.com on the UN*X box I use. Bitnet address may be different.

Bob Marley

FSU Comp Sci

2513. Fractal Magic explained

Newsgroup: comp.sys.atari.st
Date: 1989-11-07 02:42:46 UTC
From: BAILEYS@FSU.BITNET
Message-ID: <8911062226491A1.BWHNDRAI.CC.FSU.EDU>
Source record: 247487

Scott Le Grand writes:
>Hi, what exactly IS Fractal Magic

Well, Fractal Magic is a program that generates color fractal pictures. I have seen it running on a Mac II (I think), and the pictures are magnificent. Fractals are, very roughly, mathmatical models of chaotic behavior. Taking the initial set of one particular kind of fractal, the Mandelbrot set, one would see a symmetrical thingy that looks kind of like three circles. The internal edges of the figure are very colorful, and kind of fuzzy looking. When one selects a small area of this fringe to reevaluate, the resulting picture would be essentially a blowup of the first, but the edges of this picture would be even more colorful and complex. Also, one might find tiny copies of the initial set amongst all this confusion. The basic property of this type of fractal is that one may reevaluate$sections of it infinitely many times, and yield infinite variations. That is, the edges of the figure are defined with infinite resolution, but no matter how many times you blow it up, you can still find small copies of the first set. This is probably a very bad description of this phenomena, but for a better one, I$would heartily suggest getting the binary called MANDEL from panarthea. It c is the fastest Mandelbrot generator I have ever seen (these t}pes of programs can sometimes take lours to evaluate a section). In addition to the program itself, the author has included a small doc file on the mathmatical formuli he implemented. If you are into assembly, the source code is available from the same place (panarthea).

The full address of panarthea is> archive-server%panarthea@sun.com on the UN*X box I use. Bitnet address may be different.

Bob Marley

FSU Comp Sci

2514. Re: CMI update... I got screwed royally...

Newsgroup: comp.sys.atari.st
Date: 1989-11-07 02:46:38 UTC
From: johnl@tw-rnd.SanDiego.NCR.COM
Message-ID: <141@tw-rnd.SanDiego.NCR.COM>
Source record: 247398

In article <4424@druwy.ATT.COM> med@druwy.ATT.COM (Myron E. Drapal) writes:
>
>I do suspect, however, that you may have slightly better luck getting
>your ounce (I guess I should say pound ;-)) of flesh from CMI, since
>they still sell in the Amiga market as well (unless they've really
>gone belly up).
> Myron Drapal

Bad news folks. There are similar rumblings among amiga folks in
comp.sys.amiga. I haven't seen anyone give a definitive answer to the
question "Did CMI disappear?", but I have seen several postings where CMI
customers are asking why CMI's phones are disconnected, etc.

I hope they are still alive - they make some neat stuff

--
John Lindwall | "Not my employer opinions; mine"
johnl@tw-rnd.SanDiego.NCR.COM | a man, a plan, a beer, reeban alpa nama
----------------------------------+---
Amiga PenPal V1.2 for sale: $75. All original disks, manual, box. Registration.

2515. Test message for info-atari distribution. Please ignore.

Newsgroup: comp.sys.atari.st
Date: 1989-11-07 03:09:33 UTC
From: ravi@MCNC.ORG
Message-ID: <8911070309.AA28517@alvin.mcnc.org>
Source record: 247388

```
This is a test message for the info-atari distribution. Please ignore,

-ravi
```

2516. GIF ===> Degas?

Newsgroup: comp.sys.atari.st
Date: 1989-11-07 04:27:04 UTC
From: ehsnsr@JUPITER.NMT.EDU
Message-ID: <8911070427.AA05791@jupiter.nmt.edu>
Source record: 247389

Yo Netters! I need your help,

Does anyone know of a PD/SW program that will convert GIF pictures to Degas? If so, drop me an e-mail line. If there is no program to do this, is there a TOS screen save utility that will do the same thing?

Thanks!
E r i c H o b b s

ehsnsr@jupiter.nmt.edu !!!

2517. For Stan Kalinowski

Newsgroup: comp.sys.atari.st
Date: 1989-11-07 05:17:00 UTC
From: uace0@uhnix2.uh.edu
Message-ID: <884@uhnix2.uh.edu>
Source record: 247306

Sorry for this net-wide post, but (once again) mail bounced.

Stan, the address is 19552 SW 90th Court.

I am able to receive messages just fine from you.
Your actions are most gracious, and will certainly help.

- mike

--

Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 77274

Support BBS: (713)944-0108 | SHADOW | DC FORMATTER | DC UTILITIES | and others

2518. Degas ==> Typesetter Elite?

Newsgroup: comp.sys.atari.st
Date: 1989-11-07 06:39:36 UTC
From: ehsnsr@JUPITER.NMT.EDU
Message-ID: <8911070639.AA08407@jupiter.nmt.edu>
Source record: 247383

Oh No! It's me again!

Whenever I try to load an uncompressed (32066) byte Degas .PI3 picture into Typesetter Elite, it always gets cut in two and each half is printed on the wrong side. Is there a way around this? I hate using the drag function because it is limited and it is a pain in the ash. :-) Help!!!!

Thanks!

==>>>=============
"No Dumb Signatures down here!" Eric Hobbs ehsnsr@jupiter.nmt.edu
>>>>-->

2519. Magic Sac Plus For Sale (w/ ROMS) $80

Newsgroup: comp.sys.atari.st
Date: 1989-11-07 06:42:53 UTC
From: bmaraldo@watserv1.waterloo.edu
Message-ID: <63@watserv1.waterloo.edu>
Source record: 247390
Cross-posted to: misc.forsale,comp.sys.atari.st,kw.forsale

Magic Sac Plus Atari St to Macintosh converter. With 64K mac roms,
manual, master disks, and hook-up cable.
Asking $80 Can

Brett L Maraldo
519-742-0370

--
-------- Unit 36 Research ---------
"Alien Technology Today"
bmaraldo@watserv1.UWaterloo.ca
{uunet!clyde!utai}!watserv1!bmaraldo

2520. Help for cms

Newsgroup: comp.sys.atari.st
Date: 1989-11-07 08:03:55 UTC
From: UNC438@DBNRHRZ1.BITNET
Message-ID: <8911070803.AA12567@ucbvax.Berkeley.EDU>
Source record: 247375

Hallo,
I Have some problems to UUDECODE and ARC PD-Software from Fileservers like
Parnathea.
I am working with an IBM3081 under vm/CMS and a IBM Modell 30 as terminal and
3081 terminal emulation.
Is there a program under cms to uudecode and arc software ?
For any help I would be glad.

Harald Feldkamp Earn/Bitnet: UNC438 at DBNRHRZ1
Anorg. Chem. Institut
Uni Bonn

2521. source of diskhandler wanted (e.g. ramdisk)

Newsgroup: comp.sys.atari.st
Date: 1989-11-07 08:35:44 UTC
From: remco@tnoibbc.UUCP
Message-ID: <1283@tnoibbc.UUCP>
Source record: 247391

hello,

I would like to do some experimenting with diskhandlers on the ST.
Does anybody have C-source of a ramdisk or real diskhandler ?
(Which he/she wants to send me, of course...)

Thanks in advance, Remco

2522. Re: Spectre and other Mac emulators

Newsgroup: comp.sys.atari.st
Date: 1989-11-07 08:46:12 UTC
From: rvanzuylen@wldwst.enet.dec.com
Message-ID: <6078@shlump.nac.dec.com>
Source record: 247367

In article <8911070804.AA12638@ucbvax.Berkeley.EDU>,
E_GS18@vaxa.nerc-murchison.ac.UK (Russ Evans) writes:

>1. I understand that Spectre 128 uses 128k Mac ROMs, and runs Version 6
>software. I have also been told that current Macs are running 256k ROMs and
>that Version 7 will support virtual memory (though I presume only on the '030
>models). How will this affect Spectre users?

Yes, the Spectre 128/GCR can use 128K Mac (Plus) ROMs or old 64K Mac ROMs. It is quite stable, at least with 6.0.2 (which I'm currently using). MultiFinder isn't rock solid; it acts pretty strange. The latest release, 6.0.4, contains numerous fixes... maybe it will run better on the Spectre. We'll know if Apple's 7.0 works when it is released. Yes, virtual memory will only be supported on MMU equipped Macintosh systems. The rest really doesn't have any reason to not work with the Spectre.

>2. What facilities for disk access does Spectre GCR support? Can I read files
>directly from a Mac disk into my application? Most importantly, is the GCR
>an add-on extra to the Spectre 128, or is it complete in itself?
>(Comment: at UK prices of UKL760 [US$1200] for 128+GCR+support kit, it would
>make a real Mac look quite cheap!)

The Spectre GCR is the Spectre 128 with Macintosh disk access ability. It will read, write and format Macintosh disks faster than a Macintosh. I've compared the speed side by side... and it's really true.

>3. Are there any differences between the US and UK versions?

I don't think so... I'm not sure.

>4. Should I consider buying one when I am in California next month? How much
>should I expect to pay?

Well, it supposedly retails for U.S. $300. The price won't be much different at most retailers.

>5. Can anyone comment on the reliability of Spectre 128 or GCR?
>(Comment: I bought a BMS hard disk kit a couple of years back, and experienced
>a chip failure within a couple of days of starting up. No flames on BMS; chips
>do fail sometimes and they exchanged the card for a new one without question on
>my next visit. Nice guys to do business with. But I'm a long way away if I am
>looking for support!)

The reliability is excellent. Gadgets by Small stand behind their products.

>6. Is there a good Atari shack in the Santa Barbara area? Given that it's the
>kind of area where anything less than a Mac IIci is considered demode (please
>reinstate accents!), I would be surprised to find one. Alternatively, I will

>also be visiting the west Bay area, specifically Menlo Park, although I expect
>to be very busy at that time. Can anyone recommend a good place? Directions
>from, say, downtown Palo Alto at El Camino Real would be particularly helpful.
>Perhaps there's a good store in Sunnyvale :^)

Well, there is B & C ComputerVision in Santa Clara and San Jose Computer in,
surprise, San Jose. I don't know about Santa Barbara...

>Russ Evans
>c/o British Geological Survey, Edinburgh, UK

The Spectre GCR is a really great product. The only features I can think of
that I would like to see added are:

- Improved MultiFinder stability (is it really just Apple's weird code?)
- Shutdown/restart that works (it is hard keeping average users "ejecting"
hard drive partitions before turning the machine off - ARGH!)
- Selectable Spectre or Macintosh (GCR) disk format while running as a
Macintosh (it only formats Macintosh now)
- Macintosh SCSI device support (using ICD, Supra, etc. host adapter) so we
can use real Macintosh SCSI hardware
- Sound improvements: correct pitch, newer system compatibility, etc.
- Expensive Christmas presents for faithful users :-)

Oh yeah, a fix for my Future Systems GTS-100 drive so it can work with the
GCR would be great! ANYONE have any ideas how I can get this beast to stop
filtering out the high frequencies? (Is that the problem?) It figures that
I own the only 3rd-party drive that does not work with the GCR. At least I
have one drive that works...

Ron S. van Zuylen + rvanzuylen%wldwst.enet@decwrl.dec.com
Digital Equipment Corporation ASIP + decwrl!wldwst.enet!rvanzuylen
Cupertino, California USA + "Order your very own VAX 9000 today!"

2523. Re: Spectre and other Mac emulators

Newsgroup: comp.sys.atari.st
Date: 1989-11-07 09:21:30 UTC
From: rvanzuylen@wldwst.enet.dec.com
Message-ID: <5988@shlump.nac.dec.com>
Source record: 247303

```
In article <5987@shlump.nac.dec.com>, rvanzuylen@wldwst.enet.dec.com writes:
>..................................................... It figures that
>I own one the only 3rd-party drive that does not work with the GCR. At least
^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>I have one drive that works...

I think I meant to type "...I own the only 3rd-party...". Can I go home?

--Ron
```

2524. Re: Spectre and other Mac emulators

Newsgroup: comp.sys.atari.st
Date: 1989-11-07 09:46:12 UTC
From: rvanzuylen@wldwst.enet.dec.com
Message-ID: <5987@shlump.nac.dec.com>
Source record: 247305

In article <8911070804.AA12638@ucbvax.Berkeley.EDU>,
E_GS18@vaxa.nerc-murchison.ac.UK (Russ Evans) writes:

>1. I understand that Spectre 128 uses 128k Mac ROMs, and runs Version 6
>software. I have also been told that current Macs are running 256k ROMs and
>that Version 7 will support virtual memory (though I presume only on the '030
>models). How will this affect Spectre users?

Yes, the Spectre 128/GCR can use 128K Mac (Plus) ROMs or old 64K Mac ROMs. It is quite stable, at least with 6.0.2 (which I'm currently using). MultiFinder isn't rock solid; it acts pretty strange. The latest release, 6.0.4, contains numerous fixes... maybe it will run better on the Spectre. We'll know if Apple's 7.0 works when it is released. Yes, virtual memory will only be supported on MMU equipped Macintosh systems. The rest really doesn't have any reason to not work with the Spectre.

>2. What facilities for disk access does Spectre GCR support? Can I read files
>directly from a Mac disk into my application? Most importantly, is the GCR
>an add-on extra to the Spectre 128, or is it complete in itself?
>(Comment: at UK prices of UKL760 [US$1200] for 128+GCR+support kit, it would
>make a real Mac look quite cheap!)

The Spectre GCR is the Spectre 128 with Macintosh disk access ability. It will read, write and format Macintosh disks faster than a Macintosh. I've compared side by side... and it's really true.

>3. Are there any differences between the US and UK versions?

I don't think so... I'm not sure.

>4. Should I consider buying one when I am in California next month? How much
>should I expect to pay?

Well, it supposedly retails for U.S. $300. The price won't be much different at most retailers.

>5. Can anyone comment on the reliability of Spectre 128 or GCR?
>(Comment: I bought a BMS hard disk kit a couple of years back, and experienced
>a chip failure within a couple of days of starting up. No flames on BMS; chips
>do fail sometimes and they exchanged the card for a new one without question on
>my next visit. Nice guys to do business with. But I'm a long way away if I am
>looking for support!)

The reliability is excellent. Gadgets by Small stand behind their products.

>6. Is there a good Atari shack in the Santa Barbara area? Given that it's the
>kind of area where anything less than a Mac IIci is considered demode (please
>reinstate accents!), I would be surprised to find one. Alternatively, I will

>also be visiting the west Bay area, specifically Menlo Park, although I expect
>to be very busy at that time. Can anyone recommend a good place? Directions
>from, say, downtown Palo Alto at El Camino Real would be particularly helpful.
>Perhaps there's a good store in Sunnyvale :^)

Well, there is B & C ComputerVision in Santa Clara and San Jose Computer in,
surprise, San Jose. I don't know about Santa Barbara...

>Russ Evans
>c/o British Geological Survey, Edinburgh, UK

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I have one drive that works...

Ron S. van Zuylen + rvanzuylen%wldwst.enet@decwrl.dec.com
Digital Equipment Corporation ASIP + decwrl!wldwst.enet!rvanzuylen
Cupertino, California USA + "Order your very own VAX 9000 today!"

2525. Re: Prolog 10, Common LISP

Newsgroup: comp.sys.atari.st
Date: 1989-11-07 10:40:55 UTC
From: glk01126@uxa.cso.uiuc.edu
Message-ID: <111500052@uxa.cso.uiuc.edu>
Source record: 247395

Ja, ich verstehe, obwohl es beschissenes Deutsch ist, u.
Si, yo comprendo su Espanol.

What's wrong with languages? Some people put C instead
of Basic or Assembly examples up here...

-Spieu!

Da, ya toje gavaryu paruski...

2526. MODULA 2 DOCS...

Newsgroup: comp.sys.atari.st
Date: 1989-11-07 10:41:14 UTC
From: glk01126@uxa.cso.uiuc.edu
Message-ID: <111500053@uxa.cso.uiuc.edu>
Source record: 247393

Anyone have any electronic docs on the Modula 2 language or
the import from ETH/Muenchen?

Thanks in advance...
Gregory Mathias Lemperle-Kerr

2527. Concatenation of multiple TSRs

Newsgroup: comp.sys.atari.st
Date: 1989-11-07 10:41:34 UTC
From: glk01126@uxa.cso.uiuc.edu
Message-ID: <111500054@uxa.cso.uiuc.edu>
Source record: 247394

Does anyone see a problem with the following program concept:

Take a list of .TOS files (.PRG in auto\)...
Create one file with the following:
(pseudo code)
JSR program1
JSR program2
...
RTS
Pack the @#%$#er

In order to create a small TSR that does all of my 11 TSRs?

-G.M.L-K

2528. Re: TT

Newsgroup: comp.sys.atari.st
Date: 1989-11-07 11:59:21 UTC
From: JALKIO@cc.helsinki.fi
Message-ID: <1309@cc.helsinki.fi>
Source record: 247392

In article <4344@blake.acs.washington.edu>, ramsiri@blake.acs.washington.edu (Enartloc Nhoj) writes:
>
> The TT/x sounds like a great machine. How many netters are going
> to bypass the TT/P and wait for the TT/x? Basically, what I am
> saying is, can we really get all that excited about the TT/P?
>
> So it's going to cost more to get better graphics, better RAM,
> more slots etc... but, I am not necessarily looking for a "deal".
> Again, you _sometimes_ get what you pay for. At this point, I
> am willing to PAY for it.

I don't really understand why you (and many others) complain about the TT/P. It's just an option for those who can't pay twice the price for the TT/X! You could as well complain that the ST is not as good as the ATW! AND as far as I know, the TT/P has exactly the same graphics capabilities as the TT/X. You can also add as much RAM to the TT/P as to the TT/X (again, I think so).

Jouni Alkio

2529. Re: Prolog 10, Common LISP

Newsgroup: comp.sys.atari.st
Date: 1989-11-07 12:10:55 UTC
From: piet@cs.ruu.nl
Message-ID: <1778@ruuinf.cs.ruu.nl>
Source record: 247397

In article <89Nov4.072332est.57669@ugw.utcs.utoronto.ca>, MEGGIN@vm (David Megginson) writes:
`I address this especially to continental European ST users:
`
Not all continental Europeans are German
--
Piet van Oostrum, Dept of Computer Science, University of Utrecht
Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands.
Telephone: +31-30-531806 Internet: piet@cs.ruu.nl
Telefax: +31-30-513791 Uucp: uunet!mcsun!hp4nl!ruuinf!piet

2530. Re: Re: Request for output to disk

Newsgroup: comp.sys.atari.st
Date: 1989-11-07 12:21:23 UTC
From: mike@system.Cambridge.NCR.COM
Message-ID: <544@system.Cambridge.NCR.COM>
Source record: 247310

```
In article <750027@hpsad.HP.COM> randyh@hpsad.HP.COM (Randy Hosler) writes:
>Could you please re-post this or send me a copy?
>It got all mangled here and I can't un-arc it. :-(
>
>Thanks, Randy
>
I agree !!! It was definitely mangled. Sure would be nice to have this
reposted. I was looking forward to using it !!!

mike
```

2531. Re: 3D-Reconstruction on the ST. NMR Imaging.

Newsgroup: comp.sys.atari.st
Date: 1989-11-07 14:15:10 UTC
From: jbww@ukc.ac.uk
Message-ID: <3021@harrier.ukc.ac.uk>
Source record: 247304

In article <8911011128.AA28149@nimsn41.> n-waters@NIMR.MRC.AC.UK (Nick Waterson) writes:
>Hi there,
> I am trying to find out if there are any 3D-reconstruction packages available
> either commercially or in the PD. These packages are primarily used to
> a series of sections cut
> through a cell or leg! to give an overall image of the object before it was
> sectioned. Other capabilites usually include the ability tomeasure cross
> sectional areas, volumes and other morphometric measurements.
>
> I would also like to know if there are any other ST'rs out there who use these
> machines in a scientific environment, if so, what do you use them for?
>

I was also working up to posting a similar query, as I was thinking it would
make sense if we were not all dupilcating each others work.

O.K. I will kick off :

Field:
My main field is in using NMR to measure diffusion and motion induced
relaxation in solids; we have for a number of years also been looking
at NMR imaging in solids.
I also help out other groups, i.e. simulation studies of molecular dynamics.

Software:
Over a number of years, I have written a variety of routines for these;
the ones particularly relating to imaging including various of the standard
surface plots, 3D transformations and projections, stereoscopic pairs, etc.
Currently (well, from time to time) I am doing a set of routines to start
with a 3D volumetric set of data, and generate shaded surface views
of features. (Interesting results so-far, but NOT finished - perhaps now I
have a 4MByte machine ...).

Languages:
I program in a mix of languages, using each where suitable -
i.e. : Shell, using Sed to fire up a command setup to run Apl (where the
bulk of the array massaging is done), which may call compiled routines
created in perhaps C or Fortran , or do requests on Maple (the
algebraic manipulation language).
Currently I am still tranfering this to the ST; much of the Apl transfered
painlessly (just a simple translator - in Apl of course); still can not afford
a copy of Maple for the ST, and the only copy of Maple 4.2 on the campus is
on a VMS system (any one know how to do an equivalent of piping under VMS ??).

Device Drivers:
In the past I have driven other devices :

- i.e. Sigma graphics, Tek, XY scope, Transient recorder, Epson Colour JX80
but the interest here is in ST screen:
have been slowly implementing a set of windowd graphics for the ST;
- line, shaded+coloured bit map, shaded surface.
Don't have much time for it, but this is where my recent query on
firing up desk acessories came from.

Glossary:
NMR - Nuclear Magnetic Resonance
(NOT high energy physics - actually just uses radio frequencies)
looks at the nuclei precessing in a magnetic field, as a sensitive
probe as to what is happening in the material. (Freq = gamma x Field)

NMR Imaging
Now a routine tool for medicine (Imaging without X rays) - they
look at the water in the body; tissues show up well, bones (they
are solid!) don't. O.K. solids are harder; that is what we do
(no, we can't do whole bodies yet, no we can't do bones well yet
- this is physics research.)

Question:
Any NMR (Diffusion,Imaging) routines you are willing to share ?
(I would have to get an OK on swapping mine).
Any ST graphics or imaging routines ? (as above).

Sorry to write so much

beau webber jbww@ukc.ac.uk

2532. Monitors

Newsgroup: comp.sys.atari.st
Date: 1989-11-07 14:23:02 UTC
From: BAILEYS@FSU.BITNET
Message-ID: <891107100112EBD.BXSS@RAI.CC.FSU.EDU>
Source record: 247335

Hey,

Anybody out there ever made their own monitor switchbox? I wish
to add a monochrome monitor to my color system, and I am trying to save
as much money as possible. I am also interested in (but probably not
prosperous enough for) interfacing a Muli-sync monitor to my system. I
have seen an Omnimon (sp?) setup like this, and it is very nice. The
color setting yields superior rendition to my color (not by much, but it
is perceivable). The monochrome is not quite as sharp as the Atari mono,
but this is even less perceivable that the color differece. All in all,
probably worth it to rid one of two monitors cluttering up the desk. The
only problem is cost: it is only sold as a monitor/interface package (to
my knowledge). If anyone knows different, or if anyone has built either
a multi-sync interface or a monitor switchbox, I would certainly like to
hear about it.

Bob Marley "To err is human, to compute devine,
trust your computer, but not it's
FSU Comp Sci programmer." - Moris Kingston -

2533. Re: Concatenation of multiple TSRs

Newsgroup: comp.sys.atari.st
Date: 1989-11-07 14:30:50 UTC
From: n62@nikhefh.nikhef.nl
Message-ID: <552@nikhefh.nikhef.nl>
Source record: 247301

In article <111500054@uxa.cso.uiuc.edu> glk01126@uxa.cso.uiuc.edu writes:
> Does anyone see a problem with the following program concept:
>
> Take a list of .TOS files (.PRG in auto\)...
> Create one file with the following:
> (pseudo code)
> JSR program1
> JSR program2
> ...
> RTS
> Pack the @#%$#er

> -G.M.L-K

Yes, there is a problem:
Probably program 1 will do an exit(2) (or, the GEMDOS counterpart of this
U*IX call) and the rest is not executed.

Besides, some of your programs may go resident -- at this way there will
be multiple copies resident; this may not be what you want.

To do what you want, disassemble the programs, look at these two points,
(simulating exit() by a jmp (probably with saving of SP)), and reassemble.

Klamer.

--
_____Yes, mail address changed again :-(_____
Klamer Schutte mcvax!nikhefh!{n62,Schutte} {Schutte,n62}@nikhef.nl

2534. Trip-a-Tron

Newsgroup: comp.sys.atari.st
Date: 1989-11-07 14:33:25 UTC
From: BAILEYS@FSU.BITNET
Message-ID: <8911071025160FD.BXSS@RAI.CC.FSU.EDU>
Source record: 247328

Netters,

In a vintage (dec 88) issue of ST Action, a british publication, I noticed a piece of software for sale that sounds right up my alley. It is called Trip-a-Tron, and is a "light synthesiser". Basically, a neato moving color graphics creator that can be driven by MIDI signals. It also states that Trip-a-Tron has it's own control language, for programming the demos. I am VERY interested in this package (Trip-a-Tron, FM modulator, and a Kloss Vidio Beam would make a dandy wall-sized distractor at a night club). Does anyone out there have this package? Does it work on US machines (very important)? Is there a used copy I might liberate from some individual? The add states that it is made by Llamasoft.

Bob Marley "To err is human, to compute devine,
trust your computer, but not it's
FSU Comp Sci programmer." - Moris Kingston -

2535. Looking for notation programs (DMCS, Finale')...

Newsgroup: comp.sys.atari.st
Date: 1989-11-07 14:36:49 UTC
From: jtn@zodiac.ADS.COM
Message-ID: <9715@zodiac.ADS.COM>
Source record: 247320
Cross-posted to: rec.music.makers,rec.music.synth,comp.sys.atari.st,comp.sys.mac

Hello everyone. I'm thinking seriously about buying a music notation package that will speed up the process of well putting musical ideas down in standard notation. The two programs I am most familiar with are Finale' (sexy) and DMCS (Deluxe Music Construction Kit). Both run on the Mac and I don't think that either runs on the Atari. Also I have a Mac at work so a Mac based package is probably what I'll want and the two above programs look like the best around.

I'd appreciate opinions from others out there however. Finale' is particulary expensive so I'll most likely opt for DMCS. That assumes that I can just connect up a MIDI keyboard (or use Mac keyboard equivelents) and type individual parts in and expect DMCS to automagically provide all of the notation necessary.

Is there anything ou there on the Atari that comes close to either of these two programs? It will have to support postscript printing. I like nice high-quality output on 11x14 landscape mode paper... suitable for organists.

Thanks for listening. Looking forward to your recommendations.

--

John T. Nelson UUCP: sun!sundc!potomac!jtn
Advanced Decision Systems Internet: jtn@potomac.ads.com
1500 Wilson Blvd #512; Arlington, VA 22209-2401 (703) 243-1611

2536. Printing Files.

Newsgroup: comp.sys.atari.st
Date: 1989-11-07 15:06:00 UTC
From: AMEIJ@vax.oxford.ac.UK
Message-ID: <8911080819.AA09086@ucbvax.Berkeley.EDU>
Source record: 247336

Dear Gang,

Does anyone out there know a good way of printing files (ie transferring a file to a printer) from within a program, in C? The file is an HPLJ+ binary file, from DVI2HP, so it has lots of font downloading and is therefore as unpleasant as they come...

fopen/fgetc/fputc/fclose keeps falling over (it sees end of files in the input) as does open/_read/_write/close.

Advice and particularly examples would be much appreciated. Is there a way of calling the Gem/Tos routine which does printing, 'cos clicking on the icon and choosing Print works a treat?

Thank 'ee, people.

Jan Ameij,
Department of Applied Metaphysics,
Oxford University.

Go on, try to sue Oxford University, we didn't train half the Judges in Britain for nothing. Nyaaaaaah!!!!!

2537. Atari Support -- a different perspective

Newsgroup: comp.sys.atari.st
Date: 1989-11-07 15:15:30 UTC
From: csrobe@cs.wm.edu
Message-ID: <8911071515.AA11262@cs.wm.edu>
Source record: 247330

We have all seen the moaning and groaning about Atari's support that has been taking up net bandwidth. I will be the first to agree that Atari's delivery record has left me feeling lacking, but I would like to accentuate a positive point. If it had not been for this network in general and Atari employees like Allan Pratt, Ken Badertscher, et al. clearing up rumors and providing solutions, my view of Atari and the ST would be quiet different.

As it stands, I am willing to pay the $100 (when I get it) for Rainbow-TOS and I am even considering the TT/X down the road (I am a diehard Unix nut). Don't get me wrong, I have my share of gripes with Atari, its just that support from people-in-the-know like these have muted the effects. In the long run, what will decide if I stay with Atari products is how the rest of the company comes around. I'm sure it is no revelation when I say that I expect reasonably priced products, a supportive dealer network, and expandability.

Atari has given me a powerful machine (in its day) at a reasonable price that has served me for over 4 years. The market has changed since then and users demand more -- hopefully, the TT/X is Atari's answer to that demand.

To keep from wasting more bandwidth, I want to re-iterate that Atari's online/network presence has mad a difference with this customer and I wish to thank them for that. I hope that Atari sees the importance in such user contact and maintains them as we see the new products hit the streets.

cheers,
-c
-=- Charles S. Roberson ARPANET: csrobe@cs.wm.edu -=-
-=- VA Remote Sensing Study UUCP: ...!uunet!cs.wm.edu!csrobe -=-
-=- Dept of Comp. Sci. Compu$erve: 71500.2056@compuserve.com -=-
-=- College of William and Mary BIX: csrobe -=-
-=- Williamsburg, VA 23185 Ma Bell: (804) 253-4393 -=-

Fur Comment: Today thousands of animals will be killed just for what they are wearing.

2538. Re: Congratulations (was: GEMDOS Extended Argument Spec)

Newsgroup: comp.sys.atari.st
Date: 1989-11-07 15:35:48 UTC
From: saj@chinet.chi.il.us
Message-ID: <1989Nov7.153548.13589@chinet.chi.il.us>
Source record: 247317

Dalnefre' objects to Atari's statement on extended argument passing, and gives some concrete reasons. They are mostly the kind of situations that can be expected to arise when a standard is imposed on previously chaotic practices. The objections to alternatives were discussed months ago. The new standard, if adhered to, seems to be adequate. For now, while we may have occasion to Pexec programs which never heard of the standard, it may be desirable to have an option in such shells to inhibit aggressive behavior like sorting the child's environment. Time should take care of the rest.
Now how about a standard for desk accessories to report what system resources they hold (windows, memory blocks, file handles, menu slots, etc)?
Steve J.

2539. Re: Wanted: PD CAD for 1040ST

Newsgroup: comp.sys.atari.st
Date: 1989-11-07 16:19:57 UTC
From: davidli@umn-cs.CS.UMN.EDU
Message-ID: <16835@umn-cs.CS.UMN.EDU>
Source record: 247309

In article <810015@hpnmdla.HP.COM> glenb@hpnmdla.HP.COM (Glen Baker) writes:
>I've got a friend here who is interested in obtaining a PD CAD program.

I would much rather see requests in this forum phrased more on the order of "I've got a friend here who is interested in obtaining a CAD program. Can anyone make a recommendation?"

While Public Domain programs are very nice (and my own disk archives are fairly full of once-used or "perhaps sometime I'll use it" PD software), the problem becomes this:

Everyone will use the [presumably] less efficient PD program and not bother to consider the [usually] low cost commercial software available for the ST.

It would be more useful to me, personally, to know the relative merits of -- for instance -- DynaCADD, rather than to hear about the possible PD programs which are also available. [Though I wouldn't mind comparisons of PD/commercial programs...]

-- David Paschall-Zimbel

The above does not apply, of course, to the unique telecommunications program known as Uniterm, which is, by far, the most USEFUL publicly available terminal emulator for any personal computer I've come across!

2540. Re: WordPerfect ST vs. version 5.0

Newsgroup: comp.sys.atari.st
Date: 1989-11-07 16:25:29 UTC
From: peter@cbmvax.UUCP
Message-ID: <8425@cbmvax.UUCP>
Source record: 247313

In article <891106.09014497.067340@SFA.CP6> Z4648252@SFAUSTIN.BITNET (Z4648252) writes:
>
> A question was asked regarding how the ST version of WordPerfect compared
>to version 5.0 for other systems: IBM and Amiga.

WordPerfect on the Amiga is of the 4.1.something level (they just released a
new maintenance update). I suspect that the features/behavior of the Amiga
version are very similar in level to the version on the ST.

> The current WordPerfect ST has always approached version 5.0 in features
>and is more flexible than version 4.1 for the IBM.

Yup. Sounds like the one we have for the Amiga.

> We have the ability to use our accessories which is a feature not
>existing for the IBM version 5.xxx or the Amiga 5.xxx. These two versions
>have to use libraries supplied by WordPerfect to give an accessory type
>world. Both the Mac versions (version 1.xxx) and ST versions allow real
>pull down menus or key commands. Currently, the IBM and Amiga versions
>don't allow this without optional third party add-ons.

The Amiga version has _ALWAYS_ supported pull-down menus and key equivalents.
No third party product is necessary. Please don't confuse Amigas and
IBM's (ever! :-)).

Desk-accessories are a concept needed on NON-MULTITASKING systems only.
Essentially, a desk-accessory is a "generally small" program that
agrees to abide by a few more restrictions than a full program, in exchange
for being able to co-exist (i.e. take over from, and then return to) a
"full" application. Since day one, the Amiga has multitasked, meaning
that in general any combination of programs may be run together (memory
permitting) without any special code required. In other words, an Amiga
owner can run anything (paint programs, spreadsheets, databases, etc.)
while WordPerfect is up. In fact, I can run a ray-tracing in the background
while I am writing in WordPerfect, without ever having to suspend one
or the other.

Not a flame: Both the ST and Amiga suffer from an abundance of misinformation.
Let's try to keep the level of incorrect assumptions down in our respective
communities.

>DISCLAIMER: I don't work for WordPerfect, Gadgets by Small, or
> Ashton Tate, but sure wish I had the brains to do so....
>
>
>Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

Peter Cherna, Software Engineer, Commodore-Amiga, Inc.
{uunet|rutgers}!cbmvax!peter peter@cbmvax.cbm.commodore.com

My opinions do not necessarily represent the opinions of my employer.

"Great spirits have always encountered violent opposition
from mediocre minds." - Albert Einstein
A personal observation: "Claiming the latter hardly proves the former."

2541. Re: terminator archive

Newsgroup: comp.sys.atari.st
Date: 1989-11-07 16:54:25 UTC
From: jf@unido.UUCP
Message-ID: <920@unido.UUCP>
Source record: 247302

In article <8911061255.AA02683@nimsn41.> n-waters@NIMR.MRC.AC.UK (Nick Waterson) writes:
> 1) atari@terminator.cc.umich.edu.
> 2) archive-server%panarthea.ebay@sun.com.
>
> I would also be glad to hear of any other ST archivers or Lists .

3) info-server@unido.informatik.uni-dortmund.de

or --for the folks who like it more convenient--

info-server@unido.uucp.

This is mainly intended for use inside europe...

--Jan-Hinrich

2542. Does anyone know how to copy macapplications to the macemulator?

Newsgroup: comp.sys.atari.st
Date: 1989-11-07 16:59:17 UTC
From: acsmulf@cc.ruu.nl
Message-ID: <8911071659.AA10083@accucx.cc.ruu.nl>
Source record: 247331

I like to put macapplications programs and other things to my mac emulator
on the atari st.
I don't have any program yet on the emulator except the system folder.
So can you provide me with a method?

Greetings from Amsterdam,
Fedor Mulder ACSMULF@HUTRUU0

2543. TOS 1.4 in Mega

Newsgroup: comp.sys.atari.st
Date: 1989-11-07 17:02:22 UTC
From: t19@nikhefh.nikhef.nl
Message-ID: <554@nikhefh.nikhef.nl>
Source record: 247307

Could some kind soul please send me the information on how to get a Mega going again after the 6chip ROMset has been installed? At the moment it does exactly nothing. I vaguely remember somebody mentioning a resistor somewhere did wonders...

Thank you very much!

G. J. van Oldenborgh

2544. Memory Partitioners: Please Advise

Newsgroup: comp.sys.atari.st
Date: 1989-11-07 17:45:55 UTC
From: rona@hpdml93.HP.COM
Message-ID: <480033@hpdml93.HP.COM>
Source record: 247318

Since upgrading my 1040 ST to 4 megs, I've been thinking about getting a memory partitioner to take advantage of the increased power. I was wondering if anyone could advise me.

After reading the June '89 review in START I got the impression that Juggler II was the most bullet-proof and that Revolver was the most full featured. Bullet-proof is an especially appealing description for any kind of program but Juggler II seems to lack some features that would be most useful. According to START:

1. Juggler II demands that all partitions be the same size. Since 1 meg is occasionally inadequate, that probably means I'll be forced to have a pair of 2 meg partitions. It would be far more useful to have partitions of 2,1 and 1 meg since 1 meg is adequate 90% of the time.

2. Juggler II seems to lack the feature of saving the entire partition to a file. This could be really handy for programs that take a long time to load like PageStream. Revolver allows you to save the partition in a highly compressed format.

START's review of Revolver pointed out a couple of flaws but the program was certainly more full featured.

I recently read somewhere that there is a new version of Juggler. Does anyone know if they've addressed either of the shortcomings I mentioned?

Also, do any of you use these programs? What do you think?

If I don't hear from anyone I'll probably go with Revolver.

Thanks for your support,

Ron Abramson
rona@hpdml92.HP.COM

2545. Re: laser printer vs. hard drive

Newsgroup: comp.sys.atari.st
Date: 1989-11-07 17:47:35 UTC
From: hase@netmbx.UUCP
Message-ID: <3717@netmbx.UUCP>
Source record: 247321

In article <248@mrcu> ya16@mrcu (Ian Powell) writes:
>I have found that by opening the back cover the main printer
>mechanisms is disabled just leaving the power supply on: hence
>keeping power on the control box.
>As far as I can see there is no problem with this method.

Well, I would not leave a laser printer mechanism open.

But a additional switch in line with the "door open" switch will do the
job and leave the printer closed.

hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
Dennis had stepped up into the top seat whet its founder had died of a
lethal overdose of brick wall, taken while under the influence of a
Ferrari and a bottle of tequila. (Douglas Adams; the long dark teatime...)

2546. Re: Hard Drive Problems

Newsgroup: comp.sys.atari.st
Date: 1989-11-07 18:11:23 UTC
From: rona@hpdml93.HP.COM
Message-ID: <480034@hpdml93.HP.COM>
Source record: 247316

Quite some time ago, Allan Pratt posted the following:

Is your accessory still in the root of your boot device? If so, I would suspect it. Try booting your system without the hard disk. Turn off your system and your hard disk, unplug the hard disk from the ST's DMA port, and turn on your ST. If it works fine, it's probably software.

Here's how to remove problem accessories and AUTO folder programs:

Turn off your ST, plug your hard disk in, and turn the hard disk on. Put the disk called BOOT DISK in Drive A:. Now turn on your ST, and when the Drive A: light comes on, press and hold the "Alternate" key. This will prevent the hard disk boot sequence. Don't let go until after the hard disk light has flickered once. The hard disk will still activate, because AHDI.PRG is in the AUTO folder of the BOOT DISK. If all goes well, you'll see the Desktop and Drive C: and you'll be able to move the mouse. Remove the offending accessory from Drive C: and reboot. Back to the drawing board.

I should have mentioned: one easy way to cause reboots is for a desk accessory to cause a bus error, address error, or anything that gives bombs. Bombs make GEMDOS terminate the program currently running, which is the Desktop if you haven't started anything else. When the Desktop terminates, the system reboots (because things are obviously very badly screwed up).

END OF ALLAN'S POST

This technique has saved me a couple of times. Thanks Allan!

Ron Abramson
rona@hpdml92.HP.COM

2547. Re: TT's VME-slots

Newsgroup: comp.sys.atari.st
Date: 1989-11-07 18:13:06 UTC
From: hase@netmbx.UUCP
Message-ID: <3718@netmbx.UUCP>
Source record: 247322

In article <1214@atha.AthabascaU.CA> rwa@cs.AthabascaU.CA (Ross Alexander) writes:
>koreth@panarthea.ebay.sun.com (Steven Grimm) writes:
>>VME cards are much more expensive to make.
>Why? The connectors? OK, but the connectors represent perhaps only 10%
>of the manufacturing costs of an "interesting" card. The rest of the
>technology is identical.

No.
The VME BUS is pretty hard to handle, since it is kind of a multimaster
BUS.
It does not make sense to build a 32-bit parallel port card for VME. An
Eternet controller would make sense.

hase

--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
Dennis had stepped up into the top seat whet its founder had died of a
lethal overdose of brick wall, taken while under the influence of a
Ferrari and a bottle of tequila. (Douglas Adams; the long dark teatime...)

2548. Re: TT vs 386 boxes and Apples...

Newsgroup: comp.sys.atari.st
Date: 1989-11-07 19:03:56 UTC
From: me@dude.pcs.com
Message-ID: <ME.89Nov7190356@dude.pcs.com>
Source record: 247308

>Do refer to the TT as nonstandard?
>Is UNIX not a standard?!?! What about all the ST programs there are??

Yes, the TT is non-standard. While it has a VME card slot, the rest of
the system is non-standard. Atari Corp would have to obtain a VERY large
market share before it could be considered a "standard".. this is not going
to happen. UNIX _is_ a standard, but Atari has already announced that UNIX
will _not_ be shipped with the first TTs. With their track record of
"followup", I would not call a promise of UNIX a "standard".

ST programs are by definition "non-standard" because they run on the
"non-standard" ST (in the same way Amiga is "non-standard" and now CP/M
and Apple II have become).

Ah, come on, gimme a break ! I'm sick of reading statements like these.
What the hell is a standard concerning computers ? Does it have to be MSDOS
compatible to be standard? Or what ?

I don't buy a computer because zillions of other people have a compatible
model, or because I can connect it to my microwave oven and the video recorder
at the same time using this wonderful extension card; I buy it because I want
to do certain things with it. So, I need hardware that provides me with the
performance and software that does the job, at the lowest possible price.

For example, if I have to calculate the expansion of a supernova I propably
won't use a PC, even if I could run hundrets of great word processors on
the same machine just because my simulation would take some years then.

On the other hand, if I don't need a specific program, but just want to do
text and programming and playing, I don't care if the hardware is compatible
to the rest of the world if I get good programs for the job.

I'm writing this article on a PCS workstation. You propably have never heard
of us and will never see one of our machines outside europe simply because
we are to small and unimportant in the US to sell anything there.
So my machine is really non-standard in your terms.

But it has one of the fastest microprocessors you can get these days (No, sorry
a MIPS processor doesn't run MSDOS without emulation, you even can't plug in
these nifty PC cards 'cause we have no PC or AT bus), a nice big 70 HZ graphics
display and I have all applications available I need to port X-Servers, debug
them, write documentation, read news and so on.

What I want to say is: If you don't like the features of your ST any longer
and don't like the TT 'cause you "just" can run all thep properly written
ST software, go ahead, buy something "standard" like a no-name 386, or, if you
have the money a Mac II and start whining about these machines.

You'll always have problems with the computer you have, be it too much money you have to spend, or no hardware support and so on.

Michael
--
Michael Elbel - me@dude.PCS.COM for the World, me@dude.PCS.DE for Europe

2549. Re: atari ABC yea or nay ????

Newsgroup: comp.sys.atari.st
Date: 1989-11-07 19:06:37 UTC
From: ins_bac@jhunix.HCF.JHU.EDU
Message-ID: <3225@jhunix.HCF.JHU.EDU>
Source record: 247311
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

>decided on one of two models,
> 1)ATARI ABC
> 2)AMSTRAD 2086
>please send me as much info on the atari ABC (if it indeed exists,as my dealer
>assures me!!)
>
> again any help would be appreciated,
Well I had no idea such a macine existed, especially not in the US, as per
reliability, it seems Atari ,makes very good machines(I have owned six of them)
and I have never had a problem(I abuse them too!)
-if you get any info on this Atari ABC, please post it when you get it.
-Ajay CHoudhri

********* !uunet!mimsy!aplcen!jhunix!ins_bac ***********
ZZ

2550. Re: GEMDOS extended arg spec

Newsgroup: comp.sys.atari.st
Date: 1989-11-07 20:08:58 UTC
From: roeder@sbsvax.UUCP
Message-ID: <1405@sbsvax.UUCP>
Source record: 247312

In article <8911070803.AA12551@ucbvax.Berkeley.EDU>, MALCOLM@tower-vax.city-poly.ac.UK writes:
>
> Suppose I Pexec a child and want to pass an argv[1] of "PATH=bletch"
> (don't ask why!); suppose further that the *real* environment doesn't contain
> a PATH variable. Now the child starts up with an environment something like:

Just to provide some realistic examples:
- unix-like make programs sometimes need such arguments and they will
also probably sort the environment to pass it over to their childs
- C-preprocessors also like "-DMACRO=something"
- less uses "-PM=promptspec"

> Malcolm Ray
> City of London Polytechnic Computer Service
>
> JANET: malcolm@uk.ac.clp.tvax
> EARN/BitNet: malcolm@tvax.clp.ac.uk
> Internet: malcolm%tvax.clp.ac.uk@nsfnet-relay.ac.uk

- Edgar

2551. Re: WordPerfect ST vs. version 5.0

Newsgroup: comp.sys.atari.st
Date: 1989-11-07 20:34:23 UTC
From: phoenix@ms.uky.edu
Message-ID: <13161@s.ms.uky.edu>
Source record: 247314

/*Line eater death ray - ZAP!*/

A few corrections about the state of WordPerfect.

In article <891106.09014497.067340@SFA.CP6> Z4648252@SFAUSTIN.BITNET (Z4648252) writes:
> A question was asked regarding how the ST version of WordPerfect compared
>to version 5.0 for other systems: IBM and Amiga.
The Amiga version of WordPerfect is version 4.1.11. It, like the Atari
WP version, is actually a combination of 4.1, 4.2, and 5.0.
> We have the ability to use our accessories which is a feature not
>existing for the IBM version 5.xxx or the Amiga 5.xxx. These two versions
>have to use libraries supplied by WordPerfect to give an accessory type
>world. Both the Mac versions (version 1.xxx) and ST versions allow real
>pull down menus or key commands. Currently, the IBM and Amiga versions
>don't allow this without optional third party add-ons.
Wrong. 1) The Amiga is multitasking. It does not require anything similar
to a desk accessory; simply start a second programme. It will load into memory
and be running _at the same time_ as WP is running; _all_ programmes work
this way on _any_ multitasking OS; even OS/2 :-) 2) The Amiga version of
WP most certainly has pull-down menus, file requesters, etc; I use them all
the time, having never really liked WP's key choices for its commands.
- R'ykandar.
--
| R'ykandar Korra'ti, Editor, LOW ORBIT | phoenix@ms.uky.edu | CIS 72406,370 |
| Elfinkind, Unite! | phoenix@ukma.bitnet | PLink: Skywise | QLink: Bearclaw |

2552. Re: Binaries distribution within BITNET/EARN/NETNORTH.

Newsgroup: comp.sys.atari.st
Date: 1989-11-07 21:21:00 UTC
From: UI0T@DKAUNI2.BITNET
Message-ID: <"89-11-07-13:21:58.47*UI0T"@DKAUNI2.BITNET>
Source record: 247337

Chuck Reid wrote:
> All the good binaries are being kept on a FTP server somewhere but
> that does all of us no good! The amount of PD binaries that are
> making it to any of the EMAIL accessable servers is literally a
> trickle compared to what is out there.

Luckily, there is a way to get at FTP-servers from BITNET. Send mail
to BITFTP@PUCC.BITNET with the command HELP in the first line of the
body of the text. A warning: BITFTP delivers the files it retreives
from the FTP - servers in NETDATA - format (IBM's own), so that there
is probably little use requesting files from outside BITNET...

> I really wish that someone would (out of the goodness of their
> hearts) start shipping this stuff out of GENIE and into
> distribution (like Volker has done) or send it to Panarthea. Life
> would be grand, then.
I agree.

There is one thing I like to see, too: can somebody tell the net
what FTP servers are available for ATARI ST stuff and in which
directories it is stored (using BITFTP is not exactly interactive,
as you have to use mail to get there)? I'm sure many people would
appreciate that.

Thomas Koenig UI0T@DKAUNI2.BITNET
UI0T%DKAUNI2.BITNET@CUNYVM.CUNY.EDU
(soon: new address, old machine) UI0T@IBM3090.RZ.UNI-KARLSRUHE.DBP.DE
'Ich dachte nicht, ich untersuchte.' Wilhelm Conrad Roentgen

2553. smalltalk

Newsgroup: comp.sys.atari.st
Date: 1989-11-07 21:33:44 UTC
From: FITSILIS@GRPATVX1.BITNET
Message-ID: <8911080814.AA08806@ucbvax.Berkeley.EDU>
Source record: 247329

Has anybody out there heard anything about Smalltalk for Atari ST ?
I am in desperate need of some information
CHARLIE

2554. Re: TT and STE

Newsgroup: comp.sys.atari.st
Date: 1989-11-07 21:38:36 UTC
From: dynasoft!john@stag.UUCP
Message-ID: <1989Nov7.213836.4910@stag.UUCP>
Source record: 247399

[soohoo@cory.Berkeley.EDU (Ken "nmi" Soohoo) writes...]
>[larserio@IFI.UIO.NO (LarsErikOsterud) writes...]

>>Will the STE run some STE software (i guess not) ?
>
> Yes, STE specific software is going to be developed.

Since software has to be written to hit the widest possible market
possible, only a very VERY foolish developer would write a program that
can't run on anything but an STE. Most STE specific features may be
emulated in software and thus hit a much larger market for a very small
additional effort.

>>What I'm aiming at is: Will TT-user have the possibility of using programs
>>made for the STE (if the great TT user want to a game :-)
>
> In some cases, yes, in some cases, no.
> Say, for example, you've got a new STE Paint program, why
> then of course (as long as it doesn't scroll horizontally
> using hardware) you can use it, and the 4096 colors, on
> the TT! Problem with games is that they'll _probably_ use
> the horizontal scroll...

Any program written to use the "STE horizontal scroll" will probably be
written to also have a comperable software scroll when run on non-STE
machines...

(Please, no flames about the sound or extended graphics not being
emulatable in SW. Reasonable equivalents can be developed for non-STE
hardware and will be for any programs that are going to be anything more
than interesting very-small-market programs...)

John Stanley <dynasoft!john@stag.UUCP>
Software Consultant / Dynasoft Systems

2555. Software House

Newsgroup: comp.sys.atari.st
Date: 1989-11-07 21:46:15 UTC
From: clf3678@ultb.UUCP
Message-ID: <1578@ultb.UUCP>
Source record: 247400

A few days ago, I posted a message concerning some stuff at our local
Atari dealer, Software House.

Apparently, they did not like some of the things I said about their
policies concerning both TOS 1.4 and upgrading PageStream disks.

SO, thought it wise to clarify my position a bit:

Any comments I made were meant as constructive criticism, not slander.
If the comments were taken as such, I apologize.

I do know that at least one employee has possible access to Usenet, so
if he would like to state his store's position on these subjects, I'm
sure many people in Net-land would like to hear them.

Finally, my comments are just that, MY comments, and NOT representative
of our users group, ACORN.

I was informed that the increase in the ROM price was to offset the $100
phone bill they ran up from calling Atari to get the ROMS. While I
can somewhat understand this, I do not agree with this policy.

My mouth is now shut (but not for long). :^O <- uh oh, its open
again!

Chris Freemesser, Rochester Institute of Technology :BITNET:%clf3678@RITVAX
||| ____________ :GEnie: C.FREEMESSER
||| /___ / (and 8-bit too!) :USENET: Don't bother,
/ | \ ______/ / : it doesn't work
Call the A.C.O.R.N BBS (716)436-3078, 300/1200 baud :<-or my BBS

2556. Re: TT

Newsgroup: comp.sys.atari.st
Date: 1989-11-07 21:54:39 UTC
From: stephen@oahu.cs.ucla.edu
Message-ID: <28910@shemp.CS.UCLA.EDU>
Source record: 247315

In article <4344@blake.acs.washington.edu>, ramsiri@blake.acs.washington.edu (Enartloc Nhoj) writes:
>
> The TT/x sounds like a great machine. How many netters are going
> to bypass the TT/P and wait for the TT/x? Basically, what I am
> saying is, can we really get all that excited about the TT/P?
>
> So it's going to cost more to get better graphics, better RAM,
> more slots etc... but, I am not necessarily looking for a "deal".
> Again, you _sometimes_ get what you pay for. At this point, I
> am willing to PAY for it.

Well, I for one DON'T HAVE ENOUGH MONEY for a TT/X. Not only that, but I'm unlikely to need to plug _anything_ into that VME slot. In fact, I'll probably only use SCSI, parallel, serial, MIDI and SIMM ports. That's it. I need a faster machine with more memory, and I'd prefer not to throw out my significant investment in software! I APPRECIATE Atari's efforts to produce a machine that I can afford (with a lot of scrimping and saving)!

THANK YOU Atari. It appears to me that you've been listening to what people want. What have been the main complaints against the ST hardware?

1) Memory not expandable: Taken care of in TT
2) ACSI instead of SCSI: Taken care of, means cheaper disk drives
3) Only one serial port: Taken care of
4) Not expandable enough: Hey, at least there's a slot, and it's a STANDARD!

What have been complaints about other companies' upgraded computers?

1) Not compatible enough: TT has hardware registers in the same places
2) Have to buy new peripherals: The ACSI port is still there!
Don't know about monitor.

People want more slots. Well, _I_ don't. I can't afford everything everyone might want. I would be quite happy with a TT/P, thank you.

The same people who are asking for Ethernet are defending closed diskless workstations sayin that "I don't need slots, my server has 'em. People at home won't have a server." And people at home won't need Ethernet.

Most of the rest of the complaints are software-oriented. Give Atari time. They have said unofficially, with no commitment to a target release date that there will eventually be a multitasking TOS. Someday. Not tomorrow. Unix should be available sooner.

That's it. I had to blow off some steam after reading 30 '386 commercials.

Steve Whitney "It's never _really_ the last minute" (())_-_(())
UCLA Comp. Sci. Grad. Student | (* *) |
Internet: stephen@cs.ucla.edu UCLA Bruin--> { _@_/ }
GEnie: S.WHITNEY `-----'

2557. A Unix Box and it's Cost.

Newsgroup: comp.sys.atari.st
Date: 1989-11-07 22:28:03 UTC
From: mitsolid@acf5.NYU.EDU
Message-ID: <919@acf5.NYU.EDU>
Source record: 247319

We have a problem with out mailer here.
I hope you don't get this more than once.

/* acf5:comp.sys.atari.st / ATT3B@UCONNVM.BITNET (Martin Stein) / 2:57 pm Nov 5, 1989 */

> The biggest problem, however, of the TT is the price.
> ... So the TT will have
> a hard stand against '386 Unix machines, which are down to about $4000 *now*.
> In the newest Byte are adds for ~$5000 '486 machines! And that price will
> get lower, too.

You can get a 386 Unix box with hard disc and monochrome graphics monitor
for less than $2000 *NOW*. And 8 expantion slots.

A friend of mine got a 386 box with 4Meg Ram 800x600x16clours VGa
and 71Mb 18ms hard disk two floppies (1.2M and 1.44M) etc. for $3000.

You use unix for your hacking and some MSDOS compatibility windows
for standard applications and other powerful software developed
for that silly chip which calls itself a microprocessor.

Also, Nobody has mentioned the amazingly low cost of extentions of a 386 box.
A hard disk, a floppy, I/O ports, modems, Memory...
Who can beat those prices?
****

Closer to the point:

Can Atari give a Unix box with
- Many expantion slots
- Lots of memory
- High res color monitor
- Fast and big hard disk
- High Density floppies, I/O ports etc.
-*Availability of the cheapest expantion boards around
-*Availability of the most powerful software applications around
BTW: Intel supports a binary standard for Unix V.4 running on 386

for much less than $3000 (as the 386 box I can get now)?
That is what I would call power without the price.
I wish they could do that. But how realistic is it to expect it?

In what aspect is a TT better than a 386 unix box? As a whole?

Thanasis

"If you pray hard enough, water will run uphill. How Hard?

Why, hard enough to make water run uphill, of course!" R. A. Heinlein

Internet: mitsolid@csd2.nyu.edu (mitsolid%csd2.nyu.edu@relay.cs.net)
UUCP : ...!uunet!cmcl2!csd2!mitsolid

2558. Notator

Newsgroup: comp.sys.atari.st
Date: 1989-11-07 23:52:37 UTC
From: gdr@PacBell.COM
Message-ID: <30796@pbhya.PacBell.COM>
Source record: 247325
Cross-posted to: comp.music,comp.sys.atari.st

I have an atari ST and am considering buying Notator as a sequencer/ editor/printer package. Am looking for some feedback from those who have used it (preferably on atari st but i'll be happy with feedback relating to other machines.)

Thanks..

-- Guy Ridley

2559. Atari bitmaps formats and PCW

Newsgroup: comp.sys.atari.st
Date: 1989-11-08 01:06:46 UTC
From: zmact59@tsun4.doc.ic.ac.uk.doc.ic.ac.uk
Message-ID: <1349@gould.doc.ic.ac.uk>
Source record: 247338

Hello there,
Doe anyybody know of a program (either for the ST or the PCW)
that will convert file formats between ANY of the many graphic
formats on the ST any ANY of those used on the Amstrad PCW ?

I have a lot of good stuff in PCW format and i'd really like to
be able to incorporate them into my Atari software,
Thanks,

2560. Re: Want a fast Atari ST.

Newsgroup: comp.sys.atari.st
Date: 1989-11-08 01:21:55 UTC
From: Xorg@cup.portal.com
Message-ID: <23787@cup.portal.com>
Source record: 247346

I know this: I upgraded to TOS 1.4 and added TURBO ST 1.6 (the software add-on) and my Mega 2 flies, adding the accelerator board must really make an ST steam!

Peter Szymonik
Xorg@cup.portal.com

2561. *** ATARI PRESS RELEASE ***

Newsgroup: comp.sys.atari.st
Date: 1989-11-08 01:48:01 UTC
From: 4224_5132@uwovax.uwo.ca
Message-ID: <4061.25573f82@uwovax.uwo.ca>
Source record: 247333

It seems apropo to repost the Atari News Release I submitted at an earlier date, hopefully this will clear up some of the 'rumors' flying around about the TT. Also, I would like to personally thank Ken Badertscher of Atari Corp for his input lately in answering numerous questions from us users.

Anyways...

Taken from Z*net newswire, August 1989...

"Atari Newswire Update

Press release from Atari: To all Atari Owners:

....

Premiering at the Dusseldorf Atari Fair, the TT, with the Motorola MC68030 processor, moves the ST family into the 32 bit realm, achieving a significant increase in computing power with full TOS compatibility. Our goal for the TT was to design an expandable computer that would combine ST compatibility with superior resolution, more computing power, and improved sound generating abilities. At the heart of the TT is a 16MHz MC68030 processor, which allows a high degree of 68000 compatability, while operating at a higher clock speed and providing streamlined internal operations which make it even faster. The 68030 has built in 256 byte instruction and data caches, and an internal Memory Management Unit. Next to it on the board is a socket for an optional math coprocessor (MC68881/MC68882). Memory on the TT is a full 32 bits wide, both the ST RAM which is shared by the video logic, and TT RAM which is not shared. These factors combine to result in a memory bandwidth that is four times greater and program execution speeds up to 17 times faster than on the ST.

In both hardware and software, the TT is compatible with the ST. All hard-ware registers are in the same location as they are on the ST. The ST video modes work the same way on both TT and ST, because they are organized in memory the same way on both machines. Most important for ST compatability is the operating system in the TT: TOS. With TOS as the TT operating system, existing programs can automatically use the improved resolutions of the new video modes, as well as the larger colour palette, without any changing of the software. All this ST compatability has the obvious benefit of allowing TT owners to take advantage of the large and growing base of ST software.

In addition to the three ST video modes, the TT has two new colour video modes available on it VGA monitor: 640 horizontal by 480 vertical resolution with 16 colours, 320 horizontal by 480 vertical with 256 colours. With a high resolution monochrome monitor, a 1280 by 960 monochrome mode is available. All the colour modes use a new, expanded 4096 colour palette which is also available in the ST modes. Even ST monochrome (640x400) is actually a two

colour mode on TT; we call it "duochrome."

The improved sound system uses stereo 8-bit PCM (Pulse Code Modulation). This allows the TT to function as a digital tape player. The hardware also includes an automatic variable low pass filter, a stereo balance control and bass and treble tone controls. This sound is mixed through the internal speaker as well as being output via two RCA phono jacks located on the back of the machine. These features, combined with the high powered computing capbilities of the 16 MHz 68030 allow the TT to produce a wide range of high quality sounds. In keeping with the design goal of expandability, the TT has all of the ports familiar from the ST: MIDI, parallel, serial, and the Atari ACSI DMA port (for Atari hard disks, laser printers or CD-ROM). The TT also includes a 25 pin SCSI port. One of the four TT serial ports can be configured as an industry standard medium speed SDLC network port. Of course, the machine also provides an internal speaker, a clock with battery backup, and a Mega ST compatible keyboard with ports for mouse and joystick.

In addition to the expansion capabilities provided by the TT's external interfaces, the TT is expandable internally as well. The housing can hold an internal hard disk and add-in memory cards. These memory cards allow the standard 2 megabyte TT to be expanded to 8 megabytes, or as much as 26 megabytes when 4 Mbit DRAM chips become avaliable.

Another example of internal expandability is the slot for a single standard "Eurocard" style VME card. This slot allows use of any of the large number of existing VME expansion cards. Some of the VME expansion options currently available include memory expansion, Earthnet and other network boards, coprocessors, graphics boards, and data aquisition (A/D and D/A converters). Already planned for TT VME expansion are an Earthnet board for networking, I/O port expansion, and graphic extensions.

The work-station like capabilities of the TT will be complemented by an optional industry standard operating system. UNIX system V is being ported for the TT. Also available will be X windows as well as an X windows based graphic user interface, giving TT owners all the benefit of UNIX without all of the difficulties usually encountered. Here is a listing of TT specifications:

+ ST compatible operating system, giving TT an extensive software library

+ ST compatible hardware, including all ST interface ports

+ Three new graphics modes: 1280 x 640 pixels high resolution monochrome, 640 x 480 pixels with 16 colours, and 320 x 480 pixels with 256 colours

+ All colour graphics modes use an expanded 4096 colour palette

+ 16 MHz Motorola MC 68030 processor

+ Socket for optional MC68881/MC68882 math coprocessor

+ DMA with built in SCSI and ASCI ports

+ Two serial ports, expandable to four ports

+ Parallel interface

+ Detachable keyboard + Internal "Eurocard" VME socket (A24/D16)

+ Internal hard disk option

+ 8 bit stereo PCM sound

+ 2 Mbytes RAM, expandable to 8 Mbytes (26 Mbytes with 4 Mb DRAM)

+ Real time clock with battery backup

+ Network capable hardware

The Atari TT continues the Atari tradition of delivering Power Without The Price! We reserve the right to change technical specifications without notice. UNIX is a registered trademark of AT&T.

August, 1989, Atari Corporation, 1196 Borregas Ave., Sunnyvale, CA 94086, (408)745-2000"

This article appears exactly as it was in Z*net, August 1989.
The '....' indicator represents material omitted on Atari's release of Rainbow TOS. It is also availiable on request.
All spelling errors are my own.
--

Andrew Semple ads@hydra.uwo.ca
2nd Year Applied Math/Computer Science Andrew.Semple@hydra.uwo.ca
The University of Western Ontario Semple@uwovax.BITNET
London, Ontario
Canada "I think in the predicate calculus." - I. Newton :-)

2562. Using UNIX on the TT (was TT vs 386 boxes and Apples...)

Newsgroup: comp.sys.atari.st
Date: 1989-11-08 01:49:34 UTC
From: depeche@quiche.cs.mcgill.ca
Message-ID: <1720@quiche.cs.mcgill.ca>
Source record: 247324

In article <23526@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>Replying to Bob's message, Jouni Alkio says:
>
>>Do refer to the TT as nonstandard?
>>Is UNIX not a standard?!?! What about all the ST programs there are??
>
>Yes, the TT is non-standard. While it has a VME card slot, the rest of
>the system is non-standard. Atari Corp would have to obtain a VERY large
>market share before it could be considered a "standard".. this is not going
>to happen. UNIX _is_ a standard, but Atari has already announced that UNIX
>will _not_ be shipped with the first TTs. With their track record of
>"followup", I would not call a promise of UNIX a "standard".
>
I posted this a few weeks ago but absolutely NOBODY replied to it.
According to an article a couple of months ago in ST-World, there was a
review of the new TT computers, and in the article they said that only
the TOWER model of the TT would ever be able to run UNIX, while the other
version is NOT going to support UNIX. Does anyone know WHY the two TT
computers are not software compatible?

This sounds like a typical "gotcha" I'd expect from other computer companies
but not Atari!

someone please clarify this!

S. Alan Ezust aka "Depeche Modem" depeche@calvin.cs.mcgill.ca
McGill University Computer Science Disclaimer: I claim everything!
Montreal, Quebec, Canada (je pense que....) je me souviens
"This kind of pornography is a matter of artistic creativity"

2563. TT, TT030/2, STE

Newsgroup: comp.sys.atari.st
Date: 1989-11-08 02:27:29 UTC
From: 4224_5132@uwovax.uwo.ca
Message-ID: <4062.255748c1@uwovax.uwo.ca>
Source record: 247332

Here is some more news on the TT...

From Z*net Newswire (November 1989)

" ZNET EUROPEAN NEWSWIRE
(Ed. note: Please be aware that the following is a EUROPEAN REPORT
and SOFTWARE releases discussed here are NOT necessarily available in the
United States, now or ever!)

....

---> Early 1990 is the date set for the UK release of the TT. The TT
(TT030/2), includes a 68030 at 16MHz, 2 MbRAM, 30 Mb Hard Disk, and VGA
standard colour monitor. The resident operating system called TOS030,
will be a variation of the current TOS1.4. Not included is the Unix
multi-tasking operating system or the PC emulator.

---> The 1040 should be phased out during March/April 1990 and replaced
by the once called "ST Plus" or "Enhanced ST", now called 1040STE. The
STE will include 1MbRam, fast hardware scrolling, 4096 colour palette,
8-bit stero PCM sound, TOS1.4 operating system, and four SIMM (single in
line memory module) for easy expansion to 4Mb."

All spelling errors are mine. The spelling of colour (in the correct
manner) is also of my doing.

To R. Covert: I refuse to fight with you over this.

I guess this answers the question of which TOS the STE gets?

Note: By correct manner, I mean Canadian, NOT CP-Style, relax :-)

Andrew Semple ads@hydra.uwo.ca
2nd Year Applied Math/Computer Science Andrew.Semple@hydra.uwo.ca
The University of Western Ontario Semple@uwovax.BITNET
London, Ontario
Canada "I think in the predicate calculus." - I. Newton :-)

2564. Re: Using UNIX on the TT (was TT vs 386 boxes and Apples...)

Newsgroup: comp.sys.atari.st
Date: 1989-11-08 06:01:50 UTC
From: ramsiri@blake.acs.washington.edu
Message-ID: <4382@blake.acs.washington.edu>
Source record: 247327

In article <1720@quiche.cs.mcgill.ca> depeche@quiche.cs.mcgill.ca (Sam Alan EZUST) writes:
>According to an article a couple of months ago in ST-World, there was a
>review of the new TT computers, and in the article they said that only
>the TOWER model of the TT would ever be able to run UNIX, while the other
>version is NOT going to support UNIX. Does anyone know WHY the two TT
>computers are not software compatible?

If i am not mistaken, I believe Ken from Atari confirmed that the first
TT's WILL, in fact, be capable of running UNIX, provided there is sufficient
RAM and a big enough HD. He pointed out that the REPORTING was erroneous,
as is much of such reporting.

-kevin
ramsiri@blake.acs.washington.edu

2565. Re: Looking for notation programs (DMCS, Finale')...

Newsgroup: comp.sys.atari.st
Date: 1989-11-08 06:20:06 UTC
From: mike@nixba.UUCP
Message-ID: <451@nixba.UUCP>
Source record: 247326
Cross-posted to: rec.music.makers,rec.music.synth,comp.sys.atari.st,comp.sys.mac

In article <9715@zodiac.ADS.COM> jtn@zodiac.ADS.COM (John Nelson) writes:
>[looking for notation software for the ST]

There was an issue of _Keyboard_ magazine a few months ago which had notation software as its theme. I'm no big Atari fan :-|, but I think there was a list of "everything" on the market.

Peace,
Mike
--
Michael D. Lyons / Nixdorf Computer AG / phone: +49 911 6415 609
Donaustrasse 36 :: D-8500 Nuernberg 60 :: Federal Republic of Germany
EUNET: mike@nixba.uucp NERV: lyons.nue OTHERWISE: ...unido!nixba!mike
I'd change the world for the better...if I could get my hands on the source code

2566. Re: questions, questions, questions

Newsgroup: comp.sys.atari.st
Date: 1989-11-08 06:29:49 UTC
From: depeche@quiche.cs.mcgill.ca
Message-ID: <1723@quiche.cs.mcgill.ca>
Source record: 247342

In response to the fellow who was interested in terminal programs,
I use a program called ST-TERM, written by Matthew R. Singer.
The version I have is 3.7b. I am not sure if it is the most recent,
but it is not very old.

St-term used to be commercial, and I bought a copy then, but since has
gone public domain, so anyone can take it. It supports an excellent
phone dialer (you can dial numbers in sequence until it gets through to
one of them) , keeps track of passwords and user numbers, baud rates,
etc.
It also supports 10 transfer protocols including SEALINK and ZMODEM.
terminal emulation: vt100 and vt52 ONLY

no gem support, or multitasking, but it is only 72k after "gerpackting",
looks and feels like procomm, and is quite reliable. I like it and have
never had even the remote desire to switch to flash or interlink, like
most of the masses have.

S. Alan Ezust aka "Depeche Modem" depeche@calvin.cs.mcgill.ca
McGill University Computer Science Disclaimer: I claim everything!
Montreal, Quebec, Canada (je pense que....) je me souviens
"This kind of pornography is a matter of artistic creativity"

2567. apology

Newsgroup: comp.sys.atari.st
Date: 1989-11-08 06:39:57 UTC
From: depeche@quiche.cs.mcgill.ca
Message-ID: <1724@quiche.cs.mcgill.ca>
Source record: 247343

Regarding a question I re-posted about running unix on the non-tower
TT, apparently Atari responded to my first article explaining that
the St-World article which stated UNIX wouldn't run on the this
version of the TT was a MISTAKE. For some reason the reply didn't make
it to my site, so I didn't see it, but Greg pointed it out to me,
so I cancelled the re-posting of my question.

Sorry guys. I hope that'll never happen again. To Atari: if you still
have this message on file, could you send a copy of it to me in e-mail?
thanks!

--
S. Alan Ezust aka "Depeche Modem" depeche@calvin.cs.mcgill.ca
McGill University Computer Science Disclaimer: I claim everything!
Montreal, Quebec, Canada (je pense que....) je me souviens
"This kind of pornography is a matter of artistic creativity"

2568. Re: Vapourware!!!

Newsgroup: comp.sys.atari.st
Date: 1989-11-08 07:09:34 UTC
From: dnewton@carroll1.UUCP
Message-ID: <837@carroll1.UUCP>
Source record: 247341

In article <8911070804.AA12600@ucbvax.Berkeley.EDU> 01659@AECLCR.BITNET (Greg Csullog) writes:
>How many netters have actually used a NeXT computer or even seen one. Just

Gee, Greg, I don't know. I have. Probably most people on comp.sys.next have. Most of the people from next.com have, seeing as how they work there and all.
I wasn't too impressed with it, but it does represent a lot of computer for the money. But I'd much rather have an ATW.

--
David L. Newton | uunet!marque!carroll1!dnewton | The Raging Apostle--
(414) 524-7343 (work) | dnewton@carroll1.cc.edu | for the future--
(414) 524-6809 (home) | 100 NE Ave, Waukesha WI 53186 | for the world.
"Isn't it fun to take two unrelated sentences and mix the batter lightly?" -me

2569. Re: questions, questions, questions

Newsgroup: comp.sys.atari.st
Date: 1989-11-08 10:40:50 UTC
From: rjk752@uxf.cso.uiuc.edu
Message-ID: <46300059@uxf.cso.uiuc.edu>
Source record: 247340

I have both Flash and Interlink. I think Interlink is slightly
more friendly because of its point and shoot capabilities, but Flash is
a more tested and reliable program from what I can tell. I got Interlink
because it got such rave reviews, but when I found the vt100 and vt52
emulations wouldn't work properly with Unix on the Sequent Balance, I was
forced to abandon Interlink as a loss. I am now using the vt100 emulation
"mode ansi" on Flash, and it works fine with "vi" (which I am using to
write this note). WithInterlink, I lost my precious arrow curser movement
and my PF keys with the best setup I could find. (Screwed up results with
the others). If I recal correctly, the Interlink vt100 in ANSI mode resulted
in nothing being shown.
This made Interlink unsatisfactory for use in dialing into a Unix
system.

2570. Re: Prolog 10, Common LISP

Newsgroup: comp.sys.atari.st
Date: 1989-11-08 11:23:50 UTC
From: gjh@otter.hpl.hp.com
Message-ID: <570042@otter.hpl.hp.com>
Source record: 247256

/ otter:comp.sys.atari.st / rob@raksha.eng.ohio-state.edu (Rob Carriere) / 2:03 am Nov 7, 1989 /
In article <36500071@silver> jkain@silver.bacs.indiana.edu writes:
>
>/* ---------- "Prolog 10, Common LISP" ---------- */
>I address this especially to continental European ST users:
>
[message in German deleted]
>Well isn't *this* a fine how-do-you-do? Even if we live in the U.S.
>perhaps we would like to know what you're saying.
[Spanish(?) reply deleted]

Even better, he is assuming Europe == Germany. Think about the knee-jerk potential here!

Anyway,
"I know Cambridge LISP and MProlog, but they are not what I am looking for. I am sorry that my German isn't very good, but since so may ST users are German, I believe that they don't want to always read English here."
> David Megginson, Centre for Medieval Studies, Toronto

No cause for paranoia, meseems :-)
SR

2571. Re: Prolog 10, Common LISP

Newsgroup: comp.sys.atari.st
Date: 1989-11-08 11:31:39 UTC
From: gjh@otter.hpl.hp.com
Message-ID: <570043@otter.hpl.hp.com>
Source record: 247257

/ otter:comp.sys.atari.st / MEGGIN@vm.epas.utoronto.ca (David Megginson) / 12:16 pm Nov 4, 1989 /

> I address this especially to continental European ST users:

I reached up & caught this as it sped overhead :-)

> Auf Deutschland gibt es ein Prolog 10 oder ein Common LISP?
> Ich kenne Cambridge LISP und MProlog, aber sie sind nicht, wass ich
> suche.

I don't know of a Common Lisp, but StonyBrook Prolog looks like it's going to port to the ST. I have done some preliminary work but am passing the job over to Andrew Stevens at Edinburgh U. (he was planning to do it anyway).

You *could* try the Spectre GCR + Mac s/w route, but it could be an expensive failure.

> David Megginson, Centre for Medieval Studies, Toronto

Fascinating, I didn't know that Canada retained the British spelling of "centre" -- or are you a Brit?

Sorry that this was posted, not mailed, I wasn't able to get mail to you last time I tried --- are you sure that you exist? :-)

Graham
======

Graham Higgins | Phone: (0272) 799910 x 24060
Hewlett-Packard Labs | gray@hpl.hp.co.uk
Bristol | gray%hplb.uucp@ukc.ac.uk
U.K. | gray@hplb.hpl.hp.com

Disclaimer: My opinions above are exactly that, mine and opinions.

2572. Re: for sale: Atari 1040ST/Spectre 128 package $875

Newsgroup: comp.sys.atari.st
Date: 1989-11-08 11:50:30 UTC
From: gjh@otter.hpl.hp.com
Message-ID: <570044@otter.hpl.hp.com>
Source record: 247323

/ otter:comp.sys.atari.st / daved@cscnj.csc.COM (Dave Douglass) / 7:19 pm Nov 6, 1989 /

Atari 1040ST/Spectre 128 System Package $875 firm

[lots of noise deleted]

> I will ship the items UPS insured anywhere that you specify in the
> continental US.

Some people are just soooooo parochial!!

[more noise deleted]

> Again, don't even ask.

My suggestion --- don't even *reply*.

This guy doesn't want his time wasted. This is a bit out of order when he's
just wasted MY time --- and that of lots of other non-continental-US people.

IMHO advertisers on usenet should be billed, it's *NOT* a free service!

Graham
======

Graham Higgins | Phone: (0272) 799910 x 24060
Hewlett-Packard Labs | gray@hpl.hp.co.uk
Bristol | gray%hplb.uucp@ukc.ac.uk
U.K. | gray@hplb.hpl.hp.com

Disclaimer: My opinions above are exactly that, mine and opinions.

2573. DOES PC-DITTO SUPPORT MOUSE FOR USING PC S/WARE LIKE VENTURA

Newsgroup: comp.sys.atari.st
Date: 1989-11-08 12:34:31 UTC
From: ia4@cunixa.cc.columbia.edu
Message-ID: <8911081234.AA17988@cunixa.cc.columbia.edu>
Source record: 247344

DOES PC-DITTO SUPPORT MOUSE FOR USING XEROX VENTURA ETC.
= = = = = = = = = =
Imran

2574. Atari Portfolio Review in New York Times

Newsgroup: comp.sys.atari.st
Date: 1989-11-08 12:37:30 UTC
From: ia4@cunixa.cc.columbia.edu
Message-ID: <8911081237.AA18083@cunixa.cc.columbia.edu>
Source record: 247345

NICE WRITE-UP IN NEW YORK TIMES ON ATARI PORTFOLIO
= = = = = = = = =
Tuesday's New York Times carried a nice (though brief) review of the
portfolio.

IMRAN ANWAR

2575. Spectre in a Mac Environment

Newsgroup: comp.sys.atari.st
Date: 1989-11-08 13:53:00 UTC
From: 01659@AECLCR.BITNET
Message-ID: <8911090804.AA03625@ucbvax.Berkeley.EDU>
Source record: 247334

At my workplace, there are little dominions of microcomputing. One building is dominated by Atari STs, others are dominated by PCs, others have nice mixes of Macs, STs and PCs and one in particular is the mecca for Mac enthusiasts. Nestled neatly in the Mac mecca are 4 1040STs that sit as front ends to a VAX based graphics system (I/O is via UNITERM).

I trundled by and plugged Spectre GCR into one of the STs and lo and behold, Mac users started drifting in with floppies trying to find a Mac application that would not run on the lowly (that's their opinion, not mine) ST. After a full day on disk-in, disk-out, click-click and ooo-ahs, Mac users were finally convinced that YES, Spectre GCR is for real and YES it does a great job of running MacWare (Gee!, the screen looks so much bigger!).

Having seen VersTerm Pro, Cricket Draw and Graph, MacDraw II, MacDraft, Word 4.0, Excel 1.5, FileMaker +, MicroSoft Chart, StatWorks, SuperPaint, etc. run on the ST, most Mac users agreed that an ST with GCR would fit in nicely with a Mac environment.

2576. Re: Notator

Newsgroup: comp.sys.atari.st
Date: 1989-11-08 14:46:30 UTC
From: chad@norge.dec.com
Message-ID: <1649@hiatus.dec.com>
Source record: 247348
Cross-posted to: comp.music,comp.sys.atari.st

In article <30796@pbhya.PacBell.COM>, gdr@PacBell.COM (Guy D. Ridley) writes:
> Path: hiatus.dec.com!shlump.nac.dec.com!decuac!haven!ames!pacbell!pbhya!gdr
> From: gdr@PacBell.COM (Guy D. Ridley)
> Newsgroups: comp.music,comp.sys.atari.st
>
> I have an atari ST and am considering buying Notator as a sequencer/
> editor/printer package. Am looking for some feedback from those who have
> used it (preferably on atari st but i'll be happy with feedback relating
> to other machines.)
>
> Thanks..
>
> -- Guy Ridley

I use Notator on the ST (I am not aware that it is available for other
machines).
I have used many ST sequencers (though not extensively) and I like Notatpr
the best. I really like the ability to Edit my MIDI stream using music
notation instead of some arcane grid and what not. It also is very powerful
in terms of the capability to arrange your music, to record/dub/punch in etc.

As was pointed out in a keyboard review, it does seem to be the Porche
or Ferrari of
Sequencing packages.

There are also several hardware add-ons that work with it, including Unitor
(which gives 2 more MIDI outs, an extra IN or too and SMPTE), Export (three
more MIDI outs -- yes Unnitor and Export and ST = 96 independent MIDI
channels),
and Human Touch, that allows external control over tempo, etc.

#1 product

Chad
Chad@norge.enet.dec.com

DEC has no opinions

2577. European software purchase procedure from the U.S.A.

Newsgroup: comp.sys.atari.st
Date: 1989-11-08 15:36:45 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <891108.09364408.070835@SFA.CP6>
Source record: 247339

With the arrival of European ST magazines in the U.S., a Stateside
STer cannot help but marvel over the ST software and hardware in
Europe. How I wish that our selections of peripherals and programs
could approach that of Europe's.
Many of the European ads offer to sell product internationally
but don't give the procedure: 1) Do we convert $$$ to European currency?
2) Is there an airmail option rather than ocean mail? 3) Is there an
internation reply coupon option?
Secondly, what about American duty charges?
Finally, why is it that the more polished European ST magazines
are CHEAPER than the U.S. magazines? Example, the U.S. STart Magazine
costs $14.95 with diskette. The British ST magazine, Atari ST User
costs $7.97 with diskette from my dealer. Even with duty, if charged,
the cost to me is 50% less than the American magazine with diskette.
I'd assume that advertising is the key, lowering ST User's cost.
At any rate, it is great seeing European magazines here in the
STates at a regular basis. I only wish that [CENSOR...ATARI BASH...CENSOR]..

Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

2578. Re: archive sites

Newsgroup: comp.sys.atari.st
Date: 1989-11-08 15:37:27 UTC
From: tadguy@cs.odu.edu
Message-ID: <TADGUY.89Nov8103727@aethelbehrt.cs.odu.edu>
Source record: 247253

In article <SCOTT.89Nov6161650@oswy.cs.odu.edu> scott@cs.odu.edu (Scott Yelich) writes:
>In article <1707@quiche.cs.mcgill.ca> depeche@quiche.cs.mcgill.ca (Sam Alan EZUST)
writes:
>> does anyone know why xanth's atari directory is empty?
>
> because the people here who would set-up automatic archiving for
> the network all own amigas.

Umm, actually, the ``atari'' directory on xanth isn't for automatic
archiving, but is for ``special'' Atari stuff. From the README:

> /atari Public access to outgoing Atari computer related items.
> <scott@cs.odu.edu>

This directory is Scott's area to put in whatever he wants, not a
space for an automatic archive (which would appear under the /usenet
directory on xanth).

In article <SCOTT.89Nov6161650@oswy.cs.odu.edu> scott@cs.odu.edu (Scott Yelich) writes:
> because the people here who would set-up automatic archiving for
> the network all own amigas.

Scott implies that the ST owners who are in a position to create an
automatic archive on xanth are unwilling to do so (this may be true).
However, Scott's comment shouldn't be interpreted as the Amiga folk
are preventing such an archive (this is not true).

Since the articles in comp.{sources,binaries}.atari.st have the
correct aux headers, it's easy to make xanth start automatic archiving
of that group.

Is it justified? I don't want xanth to become ``yet another archive
site''; it should primarily contain stuff that isn't easily found
elsewhere. If there's already an ftp-reachable automatic archive of
comp.*.atari.st in the US, is another needed? If there's not one
already, then perhaps one is needed...

...tad

PS: By automatic archive, I mean an archive where no person is
involved in placing the files in the archive -- it's all done
directly from the aux headers in the moderator's postings.
This guarantees that the files in the archive have the names the
moderator intended for them, but what the archiver wanted.

2579. Text Based Windows for ST

Newsgroup: comp.sys.atari.st
Date: 1989-11-08 16:07:01 UTC
From: atc@max.bnl.gov
Message-ID: <1535@bnlux0.bnl.gov>
Source record: 247266

I know there are public domain versions of curses floating around
for the ST. However, I was wondering if anyone has seen some
REAL text windowing software for the ST?

So, let's hear it, anyone see some text windows out there?

---
sbarr@libserv1.ic.sunysb.edu
atc@max.bnl.gov
atc@bnlux0.bnl.gov

2580. Re: SURVEY!!! Europe/UK Replies !!!

Newsgroup: comp.sys.atari.st
Date: 1989-11-08 16:07:32 UTC
From: viljanen@cs.Helsinki.FI
Message-ID: <3017@hydra.Helsinki.FI>
Source record: 247254

In article <1683@cuphub.cup.edu> kar7481@cuphub.cup.edu (Dan Karbowsky;AtariEliteOfPghPa
bbs412-384-5609) writes:
>The following information was compiled in a series of price surveys on ATARI
>products in Europe.....You MIGHT wish to PRINT THIS OUT before reading it!!!
>(after all, it IS 910-lines long!)

... stuff deleted ...

Harri Valkama says:
>Funny thing that you say so. But well I heard the day before yesterday
>from Atari import people here in Finland that they are starting to sell
>Stacy here in next month. I hope that this is not only sales scrap.
>Anyway I got Finnish prices of them. Here they are.

... stuff deleted ...

And Markku M{enp{{ says:
>I called importer (Teknocomputer) and asked about stacey, TT, STE.
>They said that if there is enough interest they will start importing
>them. Person whom I talked with didn't sound very excited.

The above seen differences are due to importer war here in Finland.
TeknoComputer has a contract with Atari Sweden for an import licence
to be ended in -90. But last year (-88) wasn't too succesful for them
and >90% of the personnel left and formed last spring a new company;
X-Computer. Now the TeknoComputer has replaced its lost staff and has
continued marketing Atari.

But! The new X-Computer had contacted Atari Corp. USA and made a deal
with them concerning the exclusive import rights. So they claim they're
the One and Only Importer, but so does TeknoComputer.

This is just the basic outline of the story, details omitted.
Anyway, the situation here in Finland is far from clear.
I just wish these differences could be solved and instead of
fighting each other, the Atari minded ppl here in Finland could
start *marketing* Atari and stop Finland turning into Amiga
country.

>--
> +---+
> | Dan Karbowsky kar7481@pitt!cuphub / S U P P O R T T H E S T ! ! ! |
> | 102 Lee Drive _____/Call the ATARI ELITE of PITTSBURGH'S |
> | Belle Vernon, PA / BBS (Forem-ST,fnet node 19) at (412) 384-5609 at 300 |
> | 15012 U.S.A. / thru 19.2k baud 24 hrs./day 7-days/week Mention this |
> | / message at logon. |
> +---+

--
"""""""

2581. Re: Printing Files.

Newsgroup: comp.sys.atari.st
Date: 1989-11-08 16:28:40 UTC
From: wallace@oldtmr.dec.com
Message-ID: <1354@engage.enet.dec.com>
Source record: 247255

In article <8911080819.AA09086@ucbvax.Berkeley.EDU>, AMEIJ@vax.oxford.ac.UK (Jan Ameij) writes...
...
>file to a printer) from within a program, in C? The file is an HPLJ+ binary
...
>fopen/fgetc/fputc/fclose keeps falling over (it sees end of files in the
Opening the file for binary will fix the premature end of file problem and
allow the correct data to be sent to the printer.
source = fopen("file.ext", "rb");
printer = fopen("PRN:", "wb");
Now just use fgetc() and fputc() to move the data from "source" to "printer".

Ray Wallace
(INTERNET,UUCP) wallace@oldtmr.enet.dec.com
(UUCP) ...!decwrl!oldtmr.enet!wallace
(INTERNET) wallace%oldtmr.enet@decwrl.dec.com

2582. Re: Wanted: PD CAD for 1040ST

Newsgroup: comp.sys.atari.st
Date: 1989-11-08 16:41:08 UTC
From: glenb@hpnmdla.HP.COM
Message-ID: <810016@hpnmdla.HP.COM>
Source record: 247272

>Everyone will use the [presumably] less efficient PD program and not bother to
>consider the [usually] low cost commercial software available for the ST.

Hmm...I guess that the first response I have to this point is "so?..."
Personally I see no reason at all to user commercial software if there is
PD software that fills my need. Quite often, however, I find that if the
need is important enough I am unwilling to use PD stuff due to the inherent
lack of support. As an example, If I were using a CAD system to layout
landscaping for my yard or to make construction plans for a bookshelf I
would look for something in the public domain. However, if I were to
be planning on using a CAD system to design parts for my manufacturing
system I wouldn't even consider PD stuff.

Obviously, in many cases, the intended application strongly dictates the
choice of PD or commercial code.

>Though I wouldn't mind comparisons of PD/commercial programs...]

I agree! This is exactly the kind of information that would help people
decide whether or not they should be spending money on a commercial
package.

..glen

2583. GCC or Sozobon in magazines

Newsgroup: comp.sys.atari.st
Date: 1989-11-08 17:02:49 UTC
From: mj@myrias.com
Message-ID: <626547770.17206@myrias.com>
Source record: 247347

This message is posted on behalf of Johann Ruegg. Please direct
all your responses to him and NOT to me. --mj@myrias.COM

>>>>>>>>>>>>>>>>>>> cut here >>>>>>>>>>>>>>>>>>>

Now that the free compilers GCC and Sozobon have been out for a while,
and are being used by thousands of satisfied customers, I have been
wondering why I have never seen either one mentioned in an ST oriented
magazine here in the US. Perhaps the editors don't use C. Perhaps they
already have free copies of the commercial compilers and don't feel any
desire to try a PD compiler. Perhaps no one is really using GCC or Sozobon
and I am misled (in which case there's no reason to keep improving them :-)).

Anyway, if anyone has ever seen a review or even a mention of GCC or Sozobon
in a magazine, either in the US or anywhere else in the wide world,
please send me a short mail message. A summary of what was said
would be nice too.

Johann Ruegg
Sozobon Ltd.
ncar!dunike!onecom!wldrdg!hans
or uunet!isis!onecom!wldrdg!hans

2584. Re: Mega with TOS 1.4 crashes!

Newsgroup: comp.sys.atari.st
Date: 1989-11-08 17:36:12 UTC
From: dclemans@mentor.com
Message-ID: <1989Nov8.173612.8571@mentor.com>
Source record: 247273

From article <5440075@hplsla.HP.COM>, by andyc@hplsla.HP.COM (Andy Cassino):
>
> Does anyone have advice about what may be the problem?
>

One problem can come up if you switched from a two chip to a six chip ROM set. The ST runs right at (or above...) the upper margins of the drive capability of some of the buffer chips. If you happened to have weak buffer chips (particularly the two 74ls373 chips) or a weak memory controller chip (the MMU; chips stamped with "imp" especially are getting a reputation for causing problems), the system may start having problems. I.e. while it may run fine with a two chip ROM set, it may have problems with a six chip set or with something plugged into the cartridge port.

Messages from James Allen (of FAST Technologies) on Genie have recommended replacing 74ls373 chips with 74as373 chips, and if you still have problems, start swapping MMU chips (especially if you have one labeled "imp").

dgc

2585. Re: GEM help needed

Newsgroup: comp.sys.atari.st
Date: 1989-11-08 17:49:00 UTC
From: hedger@inmet.inmet.com
Message-ID: <30200012@inmet>
Source record: 247349

I just got off of the phone with Mark Williams tech support. No help.
They say that vsf_color just calls the ROM BIOS.

This is driving me crazy! Does anyone out there have any ideas ?
The interesting thing is that this program works in all aspects
except this vsf_color function. I am using a color monitor in medium resolution.
. I have interrogated the work_out[] array created when v_opnvwrk() was
issued and the bits pertaining to color are all set as I would expect.

Even though the limited examples I have of this vsf_color function being used
seem pretty straightforward, I get the sneaky suspicion that there is some
other 'setup' stuff I need to do to the virtual workstation or the
actual screen to play with the color stuff....

Oh well, again if anyone can help I would really appreciate it!

```
=============================================================================
| |
| Keith Hedger : {...!}uunet!inmet!hedger hedger@inmet.inmet.com |
| " Tragedy plus time = comedy " |
=============================================================================
```

2586. 24 bit colour boards for the mega

Newsgroup: comp.sys.atari.st
Date: 1989-11-08 19:25:46 UTC
From: ignac@electro.UUCP
Message-ID: <1166@electro.UUCP>
Source record: 247282

ok. here's a question for all people in atari-land. are there any 24-bit true colour video boards which plug into the mega expansion bus. and if there are, where is it available (probably germany, since everything good seems to come out of that country). address/phone number of the companies would be very desirable, as well as a blurb on the specs of the board.

(the guys here at work want to get a 24 bit true colour still store board for the AT, and then get me to program for it afterwards. i'd much rather do it on the trusty mega st we have here than on a stupid AT)

thanx in advance.

--
=====Ignac A. Kolenko (The Ig) watmath!watcgl!electro!ignac=====
co-author of QuickST, and the entire line of Quick Shareware!!!!
"I don't care if I don't win, 'cause I don't care if I fail"
from 'Youth Of Today' by SUBURBAN DISTORTION

2587. Re: questions, questions, questions

Newsgroup: comp.sys.atari.st
Date: 1989-11-08 19:26:54 UTC
From: clf3678@ultb.UUCP
Message-ID: <1587@ultb.UUCP>
Source record: 247350

In article <1723@quiche.cs.mcgill.ca> depeche@quiche.cs.mcgill.ca (Sam Alan EZUST) writes:
>
>In response to the fellow who was interested in terminal programs,
>I use a program called ST-TERM, written by Matthew R. Singer.
>The version I have is 3.7b. I am not sure if it is the most recent,
>but it is not very old.
>
>St-term used to be commercial, and I bought a copy then, but since has
>gone public domain, so anyone can take it. It supports an excellent
>phone dialer (you can dial numbers in sequence until it gets through to
>one of them) , keeps track of passwords and user numbers, baud rates,
>etc.
>It also supports 10 transfer protocols including SEALINK and ZMODEM.
>terminal emulation: vt100 and vt52 ONLY

I was not aware that ST TERM had been released into the Public Domain.
As a FoReM ST SysOp, I do know that ST TERM comes ONLY on the FoReM
disk. It is intended to be run from inside of FoReM by the SysOp.

Last I heard, it was NOT Public Domain, but was not commercial either.
I'll check with the other FoReM SysOps I know and see what they say.

Chris Freemesser, Rochester Institute of Technology :BITNET:%clf3678@RITVAX
||| ____________ :GEnie: C.FREEMESSER
||| /___ / (and 8-bit too!) :USENET: Don't bother,
/ | \ ______/ / : it doesn't work
Call the A.C.O.R.N BBS (716)436-3078, 300/1200 baud :<-or my BBS

2588. Re: Atari Benchmarks

Newsgroup: comp.sys.atari.st
Date: 1989-11-08 20:28:13 UTC
From: jg@hpldola.HP.COM
Message-ID: <11830063@hpldola.HP.COM>
Source record: 247251

Ignac,

Will there be a newer version of QUICK ST posted? There were slight
GEM graphics problems with v1.2 and v1.46 (?). I believe that you
saw and responded to my earlier post about these problems.

Thanks,
-Joe Gilray

2589. TOS 1.4 vs. ARKANOID

Newsgroup: comp.sys.atari.st
Date: 1989-11-08 20:40:47 UTC
From: news@blackbird.afit.af.mil
Message-ID: <1419@blackbird.afit.af.mil>
Source record: 247265

I've installed TOS 1.4 and ARKANOID doesn't seem to detect the mouse
movements. I'm sure this is due to illegal access and I would be
willing to track down (and hopefully fix) this bug if some of you
assembly gurus can clue me in as to the right way to detect mouse
movements and hints as to the wrong way (under the old TOS) that
was used.

Bill Hodges | Me? People who speak for the Air Force get
bhodges@blackbird.afit.af.mil | paid a lot more than I do! I just work here.

2590. PD CAD request

Newsgroup: comp.sys.atari.st
Date: 1989-11-08 20:58:00 UTC
From: 01659@AECLCR.BITNET
Message-ID: <8911090806.AA03780@ucbvax.Berkeley.EDU>
Source record: 247252

About two years ago, JIL CAD was released as PD. Our users' group has it.
It is a VERY sophisticated 2D CAD code. The catch of PD was that the
manual could be purchased for CDN $50. I used it once, some time ago but
I never returned because it was much more than I needed in a drawing pkg.

BTW, JIL stands for Jesus is Lord, no kidding!

Check out ACCUSOFT, BRE or CURRENT NOTES PD libraries to see if they have it.

2591. Re: WordPerfect ST vs. version 5.0

Newsgroup: comp.sys.atari.st
Date: 1989-11-08 21:35:48 UTC
From: johnl@tw-rnd.SanDiego.NCR.COM
Message-ID: <142@tw-rnd.SanDiego.NCR.COM>
Source record: 247267

In article <891106.09014497.067340@SFA.CP6> Z4648252@SFAUSTIN.BITNET (Z4648252) writes:
>
> A question was asked regarding how the ST version of WordPerfect compared
>to version 5.0 for other systems: IBM and Amiga.

I'd just like to point out that the Amiga version of WordPerfect is not 5.0,
it is 4.1.X. It seems that both Atari and Amiga markets are being similarly
treated by WP corp. A few months ago WordPerfect announced that development
of WP for the Amiga would cease and all the programmers would be moved to
IBM or Mac products. After a massive mail/email campaign, WordPerfect decided
to continue selling WP for the Amiga as well as keeping a small staff working
on bug fixes and occasional feature upgrades. They stated that 5.0 for the
Amiga was NOT in their plans. Does this sound familiar to people here? I
beleive that this same scenario was played out to you Atari owners.

[...]
> Both the Mac versions (version 1.xxx) and ST versions allow real
>pull down menus or key commands. Currently, the IBM and Amiga versions
>don't allow this without optional third party add-ons.

Amiga WP DOES have menu selections for WP commands as well as the normal
yucky keyboard commands. Are you talking about some other features here?
If so, I'd like to hear about them so we can lobby WP to add this feature
to the Amiga version.

[...]
> Incidentally, the current version is incredibly
>rock solid...

Again, Amiga and Atari owners have a (rare) point of agreement here. The
Amiga version of WP is also a solid, well-maintained product. Thank you
WordPerfect for your efforts to make good products for your smaller markets!

>
>Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

One question: Does Atari WP have the full document display screen? On my IBM
(at work) we use V 5.0, which allows you to get a graphic display of your page
which shows the text in the correct fonts, as well as underlines, bold, italic,
etc. Amiga WP does not have this, but I wish it did. Very handy, and paper-
saving.

--
John Lindwall | "Not my employer opinions; mine"
johnl@tw-rnd.SanDiego.NCR.COM | a man, a plan, a beer, reeban alpa nama
---------------------------------+---
Amiga PenPal V1.2 for sale: $75. All original disks, manual, box. Registration.

2592. TT and MAC-,PC-emulators

Newsgroup: comp.sys.atari.st
Date: 1989-11-08 23:06:39 UTC
From: JALKIO@cc.helsinki.fi
Message-ID: <1328@cc.helsinki.fi>
Source record: 247258

I would like to know if the Spectre 128(possibly with the CGR) works with the TT? If it doesn't (won't) I'd like to know if there is going to be a MAC-emulator for the TT?

I'd also like to know same kind of things concerning the PC-emulators.

Jouni Alkio

2593. Re: archive sites

Newsgroup: comp.sys.atari.st
Date: 1989-11-08 23:48:46 UTC
From: saj@chinet.chi.il.us
Message-ID: <1989Nov8.234846.1453@chinet.chi.il.us>
Source record: 247259

Tad Guy expressed an unwillingness for xanth to be 'just another' archive site for Atari ST stuff. There exist several unique niches to be filled. What exists now is an 'automatic' archive of comp.sources/binaries.atari.st at panarthea which is very well connected, but operates only in mail-response mode, and an ftp-only archive with greater coverage, but in which article names are not guaranteed to match those given by the moderator, at terminator. The obvious unfilled niches are an 'automatic' archive reachable through ftp and a mail-response archive containing the large and/or obscure items now available only from terminator. The uucp and mail-response archive that used to exist on killer seems to have been phased out on attctc (but if you haven't checked them lately, do so: other parts of their collection have expanded wonderfully). Another empty niche is a BBS with an explicit connection to the ST newsgroups (the IBM PC newsgroups have something like that). And however guilty I feel to say it, I'm not volunteering to set up any of these, but there are the opportunities to be a unique resource.
Steve J.

2594. Re: Want a fast Atari ST...how about a '030 chip?

Newsgroup: comp.sys.atari.st
Date: 1989-11-09 00:37:28 UTC
From: Xorg@cup.portal.com
Message-ID: <23808@cup.portal.com>
Source record: 247260

Yes its true! Dave Small has teamed up with Jim Allen of Fast
Technologies to make an add-on board for the ST which will run
a '030 chip at 16MHz!! Reportly this board speeds Spectre GCR
to Mac IIci speeds! I didn't ctach all of the GEnie CO last night,
but will UL a transcript as soon as I get my hands on it!

Peter Szymonik
Xorg@cup.portal.com

2595. Re: index

Newsgroup: comp.sys.atari.st
Date: 1989-11-09 00:44:00 UTC
From: BD05@DKAUNI2.BITNET
Message-ID: <"89-11-08-16:44:17.42*BD05"@DKAUNI2.BITNET>
Source record: 247261

Roland Waldi
Universitaet Karlsruhe DESY
Inst. fuer Exp. Kernphysik F15
Physikhochhaus, P.O.Box 6980 Notkestr. 85
D-7500 Karlsruhe D-2000 Hamburg 52
Tel. (721)-608-3586 (40)-8998-3637
BD05 at DKAUNI2.BITNET F15WAL at DHHDESY3.BITNET

> send index
I have no index

2596. Re: Help for cms

Newsgroup: comp.sys.atari.st
Date: 1989-11-09 01:32:23 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <10114@stag.math.lsa.umich.edu>
Source record: 247270

In article <8911070803.AA12567@ucbvax.Berkeley.EDU> UNC438@DBNRHRZ1.BITNET (Harald Feldkamp) writes:
>Hallo,
>I Have some problems to UUDECODE and ARC PD-Software from Fileservers like
>Parnathea.
>I am working with an IBM3081 under vm/CMS and a IBM Modell 30 as terminal and
>3081 terminal emulation.
>Is there a program under cms to uudecode and arc software ?
>For any help I would be glad.
>
>--
>Harald Feldkamp Earn/Bitnet: UNC438 at DBNRHRZ1
>Anorg. Chem. Institut
>Uni Bonn
>--

I've got something that claims to do all that you need. Never looked at it before... Here's the opening comments of the file, you should probably contact the author listed there, since my copy is probably pretty old.

```
TITLE 'ARCUTIL -- PUBLIC-DOMAIN-SOFTWARE UTILITY, VERSION 1.0'
ARCUTIL CSECT
*********************************************************************
* ARCUTIL * *
************** UTILITY FOR PUBLIC DOMAIN SOFTWARE *
* *
DC C' COPYRIGHT (C) 1986, 1987, JOHN S. FISHER, TROY, NY'
DC C' PERMISSION IS GRANTED TO COPY AND DISTRIBUTE THIS PROGRAM IN'
DC C' ANY FORM TO ANY ONE AS LONG AS (1) THIS NOTICE OF COPYRIGHT AND'
DC C' DISTRIBUTION POLICY REMAIN INTACT, (2) THE DISTRIBUTION IS MADE'
DC C' WITHOUT CHARGE ABOVE AND BEYOND ANY REASONABLE FEE TO COVER'
DC C' COSTS IN MAKING AND DELIVERING THE COPY, AND (3) NO ADDITIONAL'
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* *
* MODIFICATIONS, EXTENTIONS AND REPAIRS WILL BE GRACIOUSLY ACCEPTED *
* BY THE PROGRAM AUTHOR FOR INCORPORATION INTO SUBSEQUENT RELEASES. *
* *
* ADDRESS CORRESPONDANCE TO: *
* *
* JOHN S. FISHER BITNET: FISHER@RPICICGE *
* NYNEX: 518 266-6751 *
* USPS: CENTER FOR INTERACTIVE COMPUTER *
* GRAPHICS *
* RENSSELAER POLYTECHNIC INSTITUTE *
* TROY, NY 12180 3950 *
```

```
* *
************************************************************************
EJECT
************************************************************************
* *
* INVOKATION: *
* *
* ARCUTIL cmd fn < ft < fm > > < ( options... > *
* *
* cmd Default ft,fm Description *
* ----- ------------ ---------------------------------------- *
* UUE * APPLY UUENCODING TO INPUT FILE. *
* UUD UUE * Decode uuencoded file. *
* UNARC ARC * Extract members of .ARC file. *
* UNLIB LBR * Extract members of .LBR file. *
* COPY * COPY INPUT FILE (USUALLY WITH TRANSLATION). *
* UNSQ * DECOMPRESS SQUEEZED FILE. *
* UNCR * DECOMPRESS LZW-GEL CRUNCHED FILE. *
* *
* option Description *
* -------- ------------------------------------------------------ *
* REPLace Output file may replace an existing file. *
* EBCDic Translate output from ASCII to EBCDIC. *
* MAP Bypass output file creation. Only list the directory. *
* MEMBer filename filetype *
* Extract only the specified file member. *
* ASIS Bypass normal decompression processing. *
* *
************************************************************************
--
-=- PrayerMail: Send 100Mbits to holyghost@father.son[127.0.0.1]
and You Too can have a Personal Electronic Relationship with God!
```

2597. Re: am I a DA

Newsgroup: comp.sys.atari.st
Date: 1989-11-09 01:36:05 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <4146.25588e35@uwovax.uwo.ca>
Source record: 247262

In article <1777@atari.UUCP>, kbad@atari.UUCP (Ken Badertscher) writes:
> The problem is not whether the startup code should Mshrink or not.
> The problem is finding the basepage address. The method used by
> all the startup code I have seen uses the text base address minus 256 as
> the basepage address, and that is not the right way to find it.
[... stuff omitted ...]
> Allowing the startup code to use A0 to
> find the basepage address is our way of making it a little easier for
> programs to live in both worlds.

Does this mean A0 always contains a pointer to the basepage on startup?
How about the stack; isn't the basepage put there as well?
--
Eric R. Smith email:
Dept. of Mathematics ERSMITH@uwovax.uwo.ca
University of Western Ontario ERSMITH@uwovax.bitnet
London, Ont. Canada N6A 5B7
ph: (519) 661-3638

2598. Re: GEM help needed

Newsgroup: comp.sys.atari.st
Date: 1989-11-09 01:47:00 UTC
From: hedger@inmet.inmet.com
Message-ID: <30200013@inmet>
Source record: 247263

Got it! I am posting this in case anyone else out there gets bitten.
First of all, the main problem was in fact user error. None of the
docs that I had mentioned that when you are in medium resolution you
can only use 4 colors (I knew that), but they also failed to mention
that you can also use only the FIRST four colors.
These are supposed to be 0=black,1=white,2=red, and 3=green.
Not so, in fact 0=black,1=white,2=green and 3=blue. Anything else
returns white. It never occurred to me to just try each color in
order, big mistake it turns out.
Anyway, that's the answer to this problem and I am going to call
Mark Williams and let them know they have what appears to be a
documentation error.

```
=========================================================================
| |
| Keith Hedger : {...!}uunet!inmet!hedger hedger@inmet.inmet.com |
| " Tragedy plus time = comedy " |
=========================================================================
```

2599. Re: unix on the TT

Newsgroup: comp.sys.atari.st
Date: 1989-11-09 01:55:31 UTC
From: Henry_Burdett_Messenger@cup.portal.com
Message-ID: <23813@cup.portal.com>
Source record: 247264

Richard Covert writes:

> Ken, I have made this comment on GEnie, but briefly I think that the
> TT could be a killer machine if two things are done:

> 1) It must be an OPEN system with plenty of card slots for third party vendor
> addons. This is really an important feature for an expensive workstation
> class machine.

Why?

DEC and Sun have a serious lock on this market, and they both
sell *lots* of workstations without any busses at all.

> 2) It must have AT&T System V Release 4.0 UNIX with X Windows. AT&T has
> publicly announced binary compatibility between all Sys V Rel 4 UNIX
> on the same cpu. So, with X Windows you have a common platform to develop
> applications for many different machines. This means that the TT Tower
> could run programs from Sun or maybe even Apple.

It's 1989 and UN*X still sucks. Maybe someday it will grow up
and become a real operating system. When it gets a distributed
lock manager and indexed files and asynchronous system traps and...

I'm not interested in an OS that was designed as a word processing
system for secretaries in the Dark Ages of Computing.

> I have heard rumors that Atari is going to buy some strange non-AT&T UNIX
> type OS w/o X Windows.

The X Window System (_not_ "X Windows", there is no such thing) will
run under MANY OSs. It is not, by any means, limited to UN*X. It
runs perfectly well under God's Own Operating System, VMS.

> Especially if the TT/Tower is cheaper
> then a Sun or an Apple Mac A/UX system.

Well, when THEY can get cheaper than a DECstation 3100, please
let me know. And I guarantee you that MIPS processor will eat
the Sun's lunch, let alone a Macintosh...
- hbm

Henry B. Messenger henry_burdett_messenger@cup.portal.com
Digital Equipment Corporation isn't responsible for anything I say on Usenet
"Hello, I know that you've been feeling tired.
I bring you love and deeper understanding."

2600. Re: Binaries distribution within BITNET/EARN/NETNORTH.

Newsgroup: comp.sys.atari.st
Date: 1989-11-09 01:59:57 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <10115@stag.math.lsa.umich.edu>
Source record: 247271

In article <"89-11-07-13:21:58.47*UI0T"@DKAUNI2.BITNET> UI0T@DKAUNI2.BITNET ("Thomas Koenig") writes:
>to BITFTP@PUCC.BITNET with the command HELP in the first line of the
>body of the text. A warning: BITFTP delivers the files it retreives
>from the FTP - servers in NETDATA - format (IBM's own), so that there
>is probably little use requesting files from outside BITNET...
>

What a cute idea. Surprised no one else did this before...

>> hearts) start shipping this stuff out of GENIE and into
>> distribution (like Volker has done) or send it to Panarthea. Life
>> would be grand, then.
>I agree.
>

I thought GEnie and Compu$erve restricted distribution of stuff that was uploaded to them... At any rate, using these services costs me real money, while eating up megabytes of disk on the University machines is pretty much free. What's worse, it takes a long long long time to download anything meaningful from GEnie or CI$, which is probably the most discouraging reason for me. (Time is money, connect time to them is Lots of money...}-) I can just ftp straight to disk usually, so no delays there... If I could ftp files off compuserve.com, I'd do it, but otherwise I just don't have the time, and I'd be surprised if anyone else did.

>There is one thing I like to see, too: can somebody tell the net
>what FTP servers are available for ATARI ST stuff and in which
>directories it is stored (using BITFTP is not exactly interactive,
>as you have to use mail to get there)? I'm sure many people would
>appreciate that.

To see the Atari files on terminator.cc.umich.edu, IP address 35.1.33.8, go into the "atari" directory after logging in (anonymous ftp). Look from there, or grab the Index file.

>
>Thomas Koenig UI0T@DKAUNI2.BITNET
> UI0T%DKAUNI2.BITNET@CUNYVM.CUNY.EDU
>(soon: new address, old machine) UI0T@IBM3090.RZ.UNI-KARLSRUHE.DBP.DE
>'Ich dachte nicht, ich untersuchte.' Wilhelm Conrad Roentgen
--
-=- PrayerMail: Send 100Mbits to holyghost@father.son[127.0.0.1]
and You Too can have a Personal Electronic Relationship with God!

2601. questions, questions, questions ...

Newsgroup: comp.sys.atari.st
Date: 1989-11-09 03:36:16 UTC
From: figuei@max.sunysb.edu
Message-ID: <3887@sbcs.sunysb.edu>
Source record: 247268

Hi netters! I have some questions which maybe some of you can answer.

(1) I got version 2.0e of UniTerm from terminator.cc.umich.edu, and it comes with some fonts (unifont.arc) which I can't make it to load. According to the readme files it has a new command (loadfont(index,filename)) but whenever I try it it either doesn't do anything or tells me it cannot open the file. Can anybody help me with this? I really hate the system font!

(2) I am in love with GCC but have only 1Meg on my 1040ST, so I am eager to expand its memory. I know many of you have such expansions, so I would really appreciate any informations about this (which brands are available, pros and cons, what speed the ram chips have to be (I guess it's 120ns?), etc.). Related to this, does anybody have any experience with Fast16 or any other accelerator board? I would like to know something more about them.

BTW, I didn't like the floating point routines in GCC so I spend some (not negligible) time writing my own. They are not perfect, probably have many bugs, but if anybody is interested just tell me and I will send him/her the code. But some words of caution: I wrote them (in assembly, of course!) to operate on 80-bits floating point numbers (using some ideas from a BYTE article by Rick Grehan), so the interface with the compiler is a little bit akward (I didn't want to recompile GCC). But I also rewrote the (arithmetic) operations on doubles using my extended version and am using that regularly (and they work fine, although not very fast). I did this because I prefer accuracy over speed (I wouldn't do any VERY intensive computation on a ST!) and got it! I have (not very fast) routines for sqrt, exp, logs, etc, which give me correct answers to 20 decimal digits. Anyway, if anybody is interested just contact me.

Sorry for the length of my letter! It's my second one (I think).

2602. Misc Things

Newsgroup: comp.sys.atari.st
Date: 1989-11-09 04:11:50 UTC
From: dstr012@ucscg.UCSC.EDU
Message-ID: <9682@saturn.ucsc.edu>
Source record: 247269

I have not been on the NET for a long time So I decided to just post
all of my questions at once:

Where can I get the Xformer 2.55?
Does anyone have a list of ST ftp sites?
What is Turbo St 1.6 and where can it be found?
How do I access tha Atari files on the him1 archive?
And lastly, where is the files that were on the SSYX@UCSC.EDU?

Any help will be greatly appreciated, thank you in advance.

Roman Baker
dstr012@UCSCg.UCSC.EDU
ZZ

2603. Atari ST memory expansion board wanted

Newsgroup: comp.sys.atari.st
Date: 1989-11-09 05:38:23 UTC
From: ins_bac@jhunix.HCF.JHU.EDU
Message-ID: <3252@jhunix.HCF.JHU.EDU>
Source record: 247274
Cross-posted to: misc.wanted,comp.sys.atari.st

I am looking for the a used EZ-RAM II memory expansion board for my 520ST
I am under the impression that it is no longer made.
Please contact me if you have one you'd like to sell.

btw, I need chips too, so we could make it a package deal.
thanks

-Ajay Choudhri
---
ins_bac@jhunix.HCF.JHU.EDU ins_bac@jhunix.UUCP
.. !uunet!mimsy!aplcen!jhunix!ins-bac C&P 301-467-4223
---
no sig BS here....

2604. HDX 3.01

Newsgroup: comp.sys.atari.st
Date: 1989-11-09 06:03:46 UTC
From: SYTANG@CSUGREEN.BITNET
Message-ID: <891108225856E11.WKMZ@CSUGREEN.UCC.COLOSTATE.EDU>
Source record: 247275

Hello everyone:
Local BBS has a file called HDX301.ARC which suppose to have the newest Atari
hard drive software HDX 3.01. And the doc. file stated this should be 3.01,
but when run the Installer and look under the Info one get version 3.00.
Is this right? Did Atari forgot to change the version # in the Info?
or someone packed wrong stuffs? What's the date should be for the 3.10?
(Thanks.
===========
Shoou-yu Tang; Colorado State Univ. Phys.
sytang@csugreen.ucc.colostate.edu

2605. MODULA 2

Newsgroup: comp.sys.atari.st
Date: 1989-11-09 07:59:00 UTC
From: V053QHYX@UBVMSC.CC.BUFFALO.EDU
Message-ID: <8911100802.AA27567@ucbvax.Berkeley.EDU>
Source record: 247276

Hi, I think I've finally realized how to post a message over the net!
If anyone reads this outside UB please respond. Here's the problem:

I'm taking MOdula-2 in school, we use a compiler from a company called
Metcom on the macintosh. Hateing the macintosh, I decided to D/L a PD
MODULA-2 from anasystems(actually its shareware) After spending 5 days
trying to figure out why my program wasn't working I realized it was the
compiler that had problems with the OpenInput,OpenOutput statements. Can
anyone suggest a Modula compiler either commercial or PD? Does anyone know
anything about the TDI modula-2 compiler?
Thanx alot,
Jeremy Berger
v053qhyx@UBVMSA

2606. Re: Trip-a-Tron

Newsgroup: comp.sys.atari.st
Date: 1989-11-09 09:17:16 UTC
From: neil@cs.hw.ac.uk
Message-ID: <3736@brahma.cs.hw.ac.uk>
Source record: 247277

In article <8911071025160FD.BXSS@RAI.CC.FSU.EDU> BAILEYS@FSU.BITNET (NOLES #1) writes:
>noticed a piece of software for sale that sounds right up my alley. It is
>called Trip-a-Tron, and is a "light synthesiser". Basically, a neato
>moving color graphics creator that can be driven by MIDI signals. It also
>states that Trip-a-Tron has it's own control language, for programming the
>demos. I am VERY interested in this package (Trip-a-Tron, FM modulator,
>and a Kloss Vidio Beam would make a dandy wall-sized distractor at a night
>club). Does anyone out there have this package? Does it work on US
>machines (very important)? Is there a used copy I might liberate from some
>individual? The add states that it is made by Llamasoft.

Well I have a friend who bought this ages ago and thought it was going to be great. The sadness of it is that although the author, Jeff Minter, is a very capable programmer he could not document his creation to save his life. His manual dwells long and hard on simple things like the colour palette but skips briefly over the complex waveform generator. Jeff is totally into sheep, goats and llamas and forces this obsession down your throat by placing them all over his custom menus. To exit his file selector click on the sheep saying baa! Having said that you could still play around with it and have a good time with the supplied material for what you describe above. Trying to invent something of your own will surely drive you nuts!

+---+
! DISCLAIMER: Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "Without milk or suger" - "Or tea!" !
+---+

2607. Auto-routing PCboard package

Newsgroup: comp.sys.atari.st
Date: 1989-11-09 09:50:36 UTC
From: dnewton@carroll1.UUCP
Message-ID: <839@carroll1.UUCP>
Source record: 247278

Is there such a beast as a PC-board design package for the ST? auto-routing
a _definate_ must-have.

--
David L. Newton | uunet!marque!carroll1!dnewton | The Raging Apostle--
(414) 524-7343 (work) | dnewton@carroll1.cc.edu | for the future--
(414) 524-6809 (home) | 100 NE Ave, Waukesha WI 53186 | for the world.
"Isn't it fun to take two unrelated sentences and mix the batter lightly?" -me

2608. spectre 128 Mac simulator

Newsgroup: comp.sys.atari.st
Date: 1989-11-09 09:51:40 UTC
From: wilko@idca.tds.PHILIPS.nl
Message-ID: <370@wc37.idca.tds.philips.nl>
Source record: 247279

Recently I have seen an Atari ST machine running a Macintosh emulator program called Spectre 128. The version of this program was 1.75. Because I wanted to get more information on this piece of sw, I have tried to email to the author of the program (email address was indicated in a supplied README file which came with the Spectre package). This proved to be a problem because the machines indicated bounced my mail with an unknown addressee error. Probably the author has moved and the README file is too old to contain his new address.

Maybe someone reading this can help me getting the correct email address. Or maybe the programmer himself (herself?) is reading this.

_ ____
| / o / / _ Wilko Bulte Uucp: ..!hp4nl!philapd!wilko
|/|/ / / /((_) Internet: wilko@idca.tds.philips.nl
* Philips Telecommunication and Data Systems Nederland
* Hardware Development Department, Apeldoorn, bldg V1-B1
____

2609. Re: Congratulations (was: GEMDOS Extended Argument Spec)

Newsgroup: comp.sys.atari.st
Date: 1989-11-09 10:34:18 UTC
From: news@laas.laas.fr
Message-ID: <482@laas.laas.fr>
Source record: 247280

In article <5469@ubc-cs.UUCP> buchanan@grads.cs.ubc.ca (John Buchanan) writes:
| In article <1763@atari.UUCP> kbad@atari.UUCP (Ken Badertscher) writes:
| >
| >GEMDOS EXTENDED ARGUMENT (ARGV) SPECIFICATION
|
| This is what we have being waiting for. Nice to hear an OFFICIAL
| word about this whole mess.

Eventhough some say it's more political than technological, I missed
that posting. ;-(Could some kind soul e-mail the `Official'
specification? Thanks a lot.

Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!mcvax!laas!ralph If all else fails, try:
SOBEK@FRMOP11.BITNET sobek@eclair.Berkeley.EDU
==
Upon the instruments of death the sunlight brightly gleams. -- King Crimson

2610. PC-emulators for ST

Newsgroup: comp.sys.atari.st
Date: 1989-11-09 11:25:18 UTC
From: jackin@utacs.UTA.FI
Message-ID: <777@utacs.UTA.FI>
Source record: 247281

I thought I mailed this once allready, but I am not sure
if it got through. Here it is anyway.

In ST-Magazin 11/89 were two PC-emulators compared :
PC-SPEED and SUPERCHARGER.

****

SuperCharger

- NEC V-30 at 8 Mhz
- 512 Kbyte ram (max. 1024 Kb)
- socket for 8087
- CGA-emulation (only this, no herc.)
- MS-DOS 4.01 included (on two 3.5`` disks)
- supports ST-mouse fully
- supports also SLM 804 !
- '' harddisks (AHDI-compatib.)
- connects to DMA (external housing, size of an Atari 3.5'' Drive)
- two DMA-ports (one for ST, the other for HD, SLM etc.)
- reset switch (on the front of housing)
- you can flip between ST/PC via hotkey
- Norton SI 4.2
- price 798 DM (about 380 USD)

Beta Systems Computer AG
Stauenfenstrasse 42
6000 Frankfurt
West-Germany
(tel. 069/1700040)

Reviewers found out that SuperCharger is very compatible. Among tested
programs were dbase 3 +, Flight Simulator 3, all Larrys, 1-2-3, MS-windows,
Norton Utilities 4.0,Turbo-Basic, -Pascal 3.0 & 4.0, -C 1.0, Psion Chess.
All except two games (ChessMaster 2000 and some other) worked.

PC-SPEED

- NEC V-30 at 8 Mhz
- uses ST-ram (1 Meg ST ;704 Kb free ram + 64 Kb EMS)
- no socket for 8087
- CGA, Herc, Olivetti - emulation (with Hyperscreen FULL Herc-screen)
- no MS-DOS included
- supports harddisks (AHDI, ICD - compatib.)
- goes inside ST
- Norton SI 4.0

- price 598 DM (about 326 USD)

Sack Electronic
Bleichstrasse 49
4792 Bad Lippspringe
West-Germany
(tel. 05252/4290)

PC-SPEED runs about the same programs as SuperCharger (MS-windows
failed). It has more trouble with protected programs (mostly games)
because it's floppydisk-driver isn't as good as SpeedCharger's. Mouse
support ain't that good either. But Graphics emulation is better. No
idea how much free ram with 2 Meg, propably no more than with 1 Meg
(they didn't say).

****

Thought you might be interested.
These are availiable in West-Germany now. By the way why don't
you folks in USA get ST-stuff from Europe. There is various ways
to achieve this (mail is one :-). After all I usually buy my
stuff from the USA (and England and Germany).

! Markku M{enp{{ ! University of Tampere (in Finland), CS !

2611. Re: Mega with TOS 1.4 crashes!

Newsgroup: comp.sys.atari.st
Date: 1989-11-09 14:58:34 UTC
From: achowe@tiger.waterloo.edu
Message-ID: <18007@watdragon.waterloo.edu>
Source record: 247283

```
[...]
>The solution appears to be to remove to 'weak' 74LS373 chips and replacing
>them with stronger 74AS373 chips. My machine will probably go for a trip
>to have this work done (in addition to a RAM upgrade) I'll let you know
>what happens.
>Peter Szymonik

Does anyone know how many of these chips are on the machine and what
their location names are?

- ant

achowe@tiger.waterloo.edu | "It is hard to make the world go away
_ -|-|_ _ | when it has decided to notice you."
(_\ |\| | | | (_) |\| \/ | - Spock's World
___/ | disclaimer...
```

2612. Re: Mega with TOS 1.4 crashes!

Newsgroup: comp.sys.atari.st
Date: 1989-11-09 15:02:44 UTC
From: achowe@tiger.waterloo.edu
Message-ID: <18008@watdragon.waterloo.edu>
Source record: 247284

```
[...]
>Messages from James Allen (of FAST Technologies) on Genie have
>recommended replacing 74ls373 chips with 74as373 chips, and if
>you still have problems, start swapping MMU chips (especially if
>you have one labeled "imp").
>
>dgc

Are the MMU chips generic and commerically available or are they
Atari Custom Brand?

- ant

achowe@tiger.waterloo.edu | "It is hard to make the world go away
_ -|-|_ _ | when it has decided to notice you."
(_\ |\| | | | (_) |\| \/ | - Spock's World
___/ | disclaimer...
```

2613. Memory upgrades, HDs, CPU cases

Newsgroup: comp.sys.atari.st
Date: 1989-11-09 15:45:43 UTC
From: BAILEYS@FSU.BITNET
Message-ID: <89110911304412B.CKBC@RAI.CC.FSU.EDU>
Source record: 247285

I have seen several requests for information about memory upgrades, I thought I would share this with y'all. I received some neato junkmail about a month ago from an outfit in Texas called Tech Specialties. As far as I can tell, they are an ST only group, and they print a damn nice catalog. Offered within are:

1. Various memory upgrades, seperated by different versions of ST models.
2. Clocks.
3. HD kits, in tower, monitor stand, and desktop style cases.
4. CPU cases, in various formats.
5. Misc. stuff, including a drop in upgrade for the Megafile HDs, SCSI adapter, floppys, and extended Keyboard cables of various lengths.

In refference to number 4, these guys are offering an upgrade to 1040's and 520's in which you can get the motherboard and drive put into a METAL case, similar in size to the Mega's (with more room for expansion), and put the keyboard into another case, and connect the two, thus having a sexy two piece computer (an alternative to getting a Mega, if you are so inclined). The keyboard case is roughly the same size as a Mega's, and uses the original keyboard from the 1040/520. Pretty neat!

Another thing I liked was the info printed within the catalog. They did a good job explaining why they designed there stuff the way they did, and I learned quite a bit about both memory boards and HD's from it. There (whoops) Their address is:

Tech Specialties
909 Crosstimbers Street
Houston, TX 77022
Tel: (713) 691-4527/8 Fax: (713) 691-7009

My catalog is dated 02-13-89, hope these guys are still around. I heartiy recommend getting this catalog, just the info it contains is worth a stamp.

Bob Marley

Disclaimer: I am in no way connected with Tech Specialties. I haven't even bought anything from them, but would damn sure like to!

2614. SH204 hard drive

Newsgroup: comp.sys.atari.st
Date: 1989-11-09 15:59:21 UTC
From: Mark.Cowart@p0.f30.n147.z1.FIDONET.ORG
Message-ID: <127.255A1399@metnet.FIDONET.ORG>
Source record: 247286

I have 2 hard drives for sale:
Atari SH204 with a seagate st225. Asking $425.00
Atari SH204 with a seagate st251. Asking $550.00
Both mechanisms never used and are under warranty from Seagate for 1
year. If interested call Mark at 405-722-1387 after 7pm CST please.

n

--
Mark Cowart - via FidoNet node 1:147/10
UUCP: ...!att!occrsh!uokmax!metnet!30.0!Mark.Cowart
INTERNET: Mark.Cowart@p0.f30.n147.z1.FIDONET.ORG

2615. Amiga/ST WordPerfect retraction...

Newsgroup: comp.sys.atari.st
Date: 1989-11-09 16:38:07 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <891109.10380172.003066@SFA.CP6>
Source record: 247287

I earlier wasted some net space regarding the Amiga and ST versions of WordPerfect in which I said that the Amiga version did not support pull down menus and accessories.
My source of information for the Amiga version was from an Amigoid who, I'd guess (a no no for such discussions), probably does not like WordPerfect for the Amiga, and probably doesn't like it for any other system, for that matter. Anyway, the Amiga version has pull down menus and key equivalent commands, just like the Mac and ST.
Regarding accessories for the Mac and ST on WordPerfect as compared to the multi-tasking environment for the Amiga and to a lesser extent, the Mac via Multi-Finder..... Accessories may or may not be multi-tasking, depending upon their function. They may freeze the host program from running or may not freeze it. This applies for both the Mac and the ST.
Of course the Amiga system can run another program, such as a spreadsheet, while in WordPerfect, but this is not the same as the 'handy' collection of accessories located in one convenient area of the menu bar. Of course we STers would love to be able to run the spreadsheet at the same time as WordPerfect without either program freezing, but that just is not the TOS way, no matter how we massage everything via Revolver or the other switchers.
Anyway, before more misconceptions come from this end, WordPerfect for any system, including the ST and the Amiga, is an excellent product from an excellent company. Join the Revolution...if you have WordPerfect, support it! WordPerfect will certainly support you.

Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

2616. Hard Disk Port Info Reqd.

Newsgroup: comp.sys.atari.st
Date: 1989-11-09 16:51:16 UTC
From: anw1@ukc.ac.uk
Message-ID: <2563@gos.ukc.ac.uk>
Source record: 247288

I am in my final year of a computing degree, and therefore I have to undertake a third year project.

My aim is to produce A medium to high quality sound sampler for the Atari ST, by using the Hard disk port for the transfer of data, in and out of the machine.

I seem to be having a problem with actually getting hold of good reference material regarding ACSI, and about the DMAC chip inside the ST.

If anyone knows anything about the above, or anything they think may be useful could they please mail me the details.

Thanks

Adrian

2617. Re: archive sites

Newsgroup: comp.sys.atari.st
Date: 1989-11-09 17:38:52 UTC
From: steve@thelake.UUCP
Message-ID: <1009891138521413@thelake.UUCP>
Source record: 247289

In article <1989Nov8.234846.1453@chinet.chi.il.us>,
saj@chinet.chi.il.us (Stephen Jacobs) writes ...

> ... Another empty niche is a BBS with an explicit connection
>to the ST newsgroups (the IBM PC newsgroups have something like that).

Steve, I'm not sure what you mean by "explicit connection." There are a number of public-access Unix sites that carry comp.sys.atari.st, as well as several STadel and Citadel BBSes that carry it. Among the latter are MAST and Class68 in Minnesota, BRASS in upstate New York, The Land in Ohio, Cerebral Cortex in Nova Scotia (I think) and Bitsko's Bar and Grill in Utah. Several of the People-Net nodes also carry it. I think it also may be available on Bix and therefore to the BBS systems that use the Citadel-to-Bix relay program cooked up by Jefferson Software.

The comp.binaries and comp.sources groups are another matter. I currently am feeding both to MAST, but it's a manual process. (My rnews is not yet smart enough to do the job.) Some of the BBSes may get them directly, but I don't know which ones.

(Jim Kershner, can you elaborate on that?)

-- Steve Yelvington, up at the lake in Minnesota
... pwcs.StPaul.GOV!stag!thelake!steve (UUCP)

2618. Re: TOS 1.4 Incompatibility List: Populous

Newsgroup: comp.sys.atari.st
Date: 1989-11-09 18:09:53 UTC
From: george@electro.UUCP
Message-ID: <1169@electro.UUCP>
Source record: 247290

In article <1772@atari.UUCP> danscott@atari.UUCP (Dan Scott) writes:
>
>I have both Falcon and Populous on a MEGA 4 w/ TOS 1.4 installed in it
>(six chip ROM set-production release) and both of those games work fine on
>my computer. I haven't tried Dungeon Master in for a few months but I *THINK*
>I remember trying it and it ran as well.
>
>
>Anyone else have any problems with these programs?
>

I have a 520STFM upgraded to 1 meg which ran FALCON just fine until
I installed the six chip TOS 1.4. Now it takes about 20 accesses on
disk two, numerous disk swaps (to send the heads various places ??)
before it'll finish the boot. Quite frustrating.

Any thoughts on installing both versions at once, hardware switch
selectable?

George
Reimer

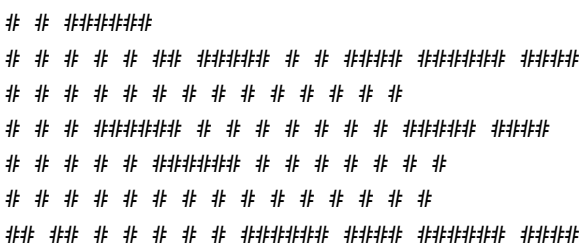
2619. What does the TT Buy me??

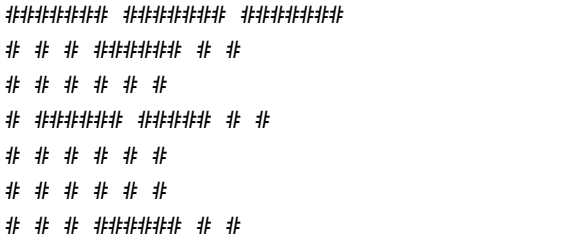
Newsgroup: comp.sys.atari.st
Date: 1989-11-09 18:11:40 UTC
From: covertr@force.UUCP
Message-ID: <46bcb82f.14a1f@force.UUCP>
Source record: 247291

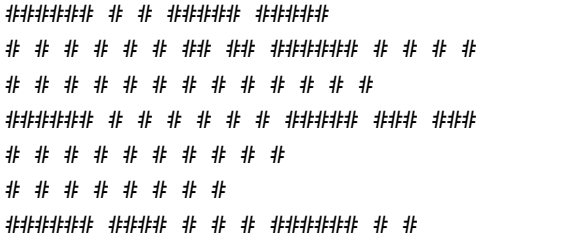
Ok, lets try changing the approach to the TT subject. I own a complete Mega ST4 with TOS 1.4, Turbo16, the SLM804 laser printer, and a dual Seagte 65 meg (total = 130 megs) hard drive from ABCO Computers, both Atari monitors (color and monochrome). I have used STs since 1986. I state these facts to show that I am NOT an Atari Basher, rather that I am disappointed with Atari The Company.

Also, I own Calamus and PageStream and Mark Williams C and a host of other EXCELLENT software for the ST.

My point all along has been :







And I mean the TT/Plastic as it is the most likely TT to make it to the USA.

I get the following:

1) GDOS with ALL of its WARTS and faults

2) TOS 1.6, with only single tasking

3) An increase in speed

4) A higher rez color mode (640x480 in 16 colors)

Except for the higher color rez I don't see anything in the TT
that would make me want to dump my investment in my current ST
hardware.

What would make me buy an Atari computer:

1) A FAST CPU, at least a 25 Mhz 68030, with an option to go to
33 Mhz or even 50 Mhz as Motorola releases the faster cpus.

2) ability to change to a 68040 CPU without buying a whole new
computer. That is why I can Atari computers disposable. In order
to upgrade to a different CPU you have to "dispose" of your older
computer.

3) A true multi-tasking, multi-windowing OS. I mean, heck the Amiga
has had multi-tasking since the first A1000 was released.

4) An open buss so that 3rd party vendors can develop boards for the TT.

5) Better Developer support from Atari, with real discounts given to
Developers for Atari hardware.

6) Real color graphics ala the Macintosh. 640x480 in 16 colors is a joke,
and Atari should be ashamed for introducing a new machine with such
limited grpahics?? The TT will be the Atari machine for the early 1990s
and should be better then that!!

7) A replacement for GDOS. Something that uses outline fonts. The Mac system
beats GDOS all the way to the North Pole!! GDOS is such a memory hog that
even 4 megs in my ST is limiting!!

Sure these items all add to the cost of a computer but they should at least
be options. That way a Power User should spend the extra bucks a Home User
wouldn't have to. By the time the 16 Mhz TT/Plastic makes it to the USA
Motorola will be selling 50 Mhz 68030 cpus.

All in all, everything about the TT says if it had been released in Jan 1989
instead of July 1990 it MIGHT have been an acceptable computer. But by the
Summer of 1990, when we can reasonable expect to see the TT on USA shelves,
it will already be outdated by the Amiga A3000, and the Mac IIcx, Mac IIci.

What has happened to Atari Corp?? why can't they design and produce a new
machine as nice as the ST was back in 1985?? The ST beat other computers
hands down in 1985. I wish the TT could do the same in 1990!!

Richard (Tired of Bashing the TT) Covert

2620. ST parts source?

Newsgroup: comp.sys.atari.st
Date: 1989-11-09 18:55:37 UTC
From: mnelson@vmsa.oac.uci.edu
Message-ID: <3639@orion.cf.uci.edu>
Source record: 247292

does anybody know of a source for hard-to-find replacement parts
(electronic components, that is...) for Atari equipment (prefereably
in the L.A. or Orange Co. areas)? specifically, a friend of mine needs,
and is having trouble finding, just one part: a capacitor, 2.2uF,
50V non-polar, radial leads, over-sized (to dissipate heat better).
note that this is an odd one; most non-polars are axial, and this is
physically like 4 times bigger than most caps of that value. it was
found ozzing and bubbling in an Atari ST monochrome monitor, near the high
voltage coil. it's obviously some sort of a high-frequency filtering cap
(for the flyback circuit?).
(it was really something to behold... after tracking down 2 blown
voltage regulators, we noticed this capacitor which had blown up. it
spewed it's plastic-like guts all over neighboring components, leaving
a curtain of goop draped between them all. quite visually apealling,
actually. and it smelled like roasting peanuts!)
please e-mail responses, as i dont regularly read this group
(sorry, but i'm a die-hard Amigan :-)

thanx in advance. -matt

2621. Re: Re^2: questions, questions, questions

Newsgroup: comp.sys.atari.st
Date: 1989-11-09 19:23:47 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440076@hplsla.HP.COM>
Source record: 247293

```
|I got Interlink
|because it got such rave reviews, but when I found the vt100 and vt52
|emulations wouldn't work properly with Unix on the Sequent Balance, I was
|forced to abandon Interlink as a loss. I am now using the vt100 emulation
|"mode ansi" on Flash, and it works fine with "vi" (which I am using to
|write this note). WithInterlink, I lost my precious arrow curser movement
|and my PF keys with the best setup I could find. (Screwed up results with
|the others). If I recal correctly, the Interlink vt100 in ANSI mode resulted
|in nothing being shown.
| This made Interlink unsatisfactory for use in dialing into a Unix
|system.
|----------

Hmmm, I use Interlink for dialing into Unix systems quite a bit, but I use
the vt52 emulator. The one time I tried the vt100 it didn't work - at all.
But the vt52 does everything I need (including use of vi and arrow keys).
The machines I log into allow me to specify my terminal at login, so I
am satisfied.

Flash is so inexpensive I just might try it, though.

Disclaimer: The opinions expressed herein are those solely of the author,
who has no pecuniary interest in the companies mentioned.

%%%
```

2622. Re: Hard Drive Problems

Newsgroup: comp.sys.atari.st
Date: 1989-11-09 19:29:42 UTC
From: w-darekm@microsoft.UUCP
Message-ID: <8735@microsoft.UUCP>
Source record: 247154

In article <480034@hpdml93.HP.COM> rona@hpdml93.HP.COM (Ron Abramson) writes:
>
>Quite some time ago, Allan Pratt posted the following:
>
>Here's how to remove problem accessories and AUTO folder programs:
>
>Turn off your ST, plug your hard disk in, and turn the hard disk on.
>Put the disk called BOOT DISK in Drive A:. Now turn on your ST, and
>when the Drive A: light comes on, press and hold the "Alternate" key.
...

An even easier method is to use a program like Desk Manager or Superboot
which allows you to select your desk accessories and AUTO programs. Just
make sure that Desk Manager is the very first file in the AUTO folder
and that way it will always load before the crashing TSR or accessory. Then
you just nuke it after the first time it bombs.

Another way to do it, if you're a masochist, is to stick a command line
interpreter in the AUTO folder so you can rename the files manually.

- Darek

Darek Mihocka ST Xformer II CIS: 73657,2714
Box 2624, Station B Quick Utilities GEnie: DAREKM
Kitchener, Ontario MegaBlit SSG SPX DELPHI: DAREKM
N2H 6N2 Shareware, not Vaporware BIX: darekm
Canada Amiga 3000 has a 68030! CheapNet: microsoft!w-darekm
(519)-747-0386 A mind is a terrible thing to waste, so JUST SAY NO TO TOS.
Opinions expressed are my own and not those of anyone not named Darek Mihocka.

2623. SPOOLER source-code wanted!

Newsgroup: comp.sys.atari.st
Date: 1989-11-09 20:26:08 UTC
From: harryk@bucsb.UUCP
Message-ID: <65@bucsb.UUCP>
Source record: 247294

Hi neters!!!

I really need to find any C-source code concerning a printer spooler!
Any ideas of where to find one, or directly mailed one to me would be
greately appreciated!
Thanks in advance!

2624. Re: Vapourware!!!

Newsgroup: comp.sys.atari.st
Date: 1989-11-09 21:04:21 UTC
From: rona@hpdml93.HP.COM
Message-ID: <480035@hpdml93.HP.COM>
Source record: 247295

I've seen a the NEXT machine. It is very real.

Ron Abramson rona@hpdml92.HP.COM

2625. Re: What's wrong with the AMY?

Newsgroup: comp.sys.atari.st
Date: 1989-11-09 21:23:25 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440077@hplsla.HP.COM>
Source record: 247296

```
|Brand loyalty aside, why would anyone sit around and continue bitching
|at Atari when they can go out and buy an Amiga 2000 or A2500 and just
|stuff whatever goodies they want in the mondo-expando slot thingies?
|...
|Also, has anyone noticed how difficult it is becoming to even find ST
|magazines? I work on Wall Street so I pass by some of the largest
|newstands in New York City every day. Many of them have either cut
|down on the number of ST mags they carry or eliminated them all
|together. Walking around Grand Central Station for an hour and not
|being able to find one ST magazine does not bode well for my lil' ST.
|...
|Chris Mauritz
|----------
```

Well, not all of us are sitting around complaining about Atari, lots of us are using our computers for all the various and sundry (and not so sundry) things we bought them for. Me, I use a computer all day long and a flicker-mundo display is the last thing my eyes need to deal with in the evening. I *really* appreciate Atari's rock solid, crisp mono monitor. (You may infer what I think about some other displays; I'm not interested in a flame war.)

ST magazines? Well, maybe Wall Street is the center of the financial world, but I can walk into any B. Dalton in a suburban shopping mall and buy more ST mags than I want or need.

Disclaimer: The opinions expressed herein are those solely of the author, who has no pecuniary interest in the companies mentioned.

%%%

2626. Re: archive sites

Newsgroup: comp.sys.atari.st
Date: 1989-11-09 21:57:47 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <10117@stag.math.lsa.umich.edu>
Source record: 247297

In article <1989Nov8.234846.1453@chinet.chi.il.us> saj@chinet.chi.il.us (Stephen Jacobs) writes:
>Tad Guy expressed an unwillingness for xanth to be 'just another' archive site
>for Atari ST stuff. There exist several unique niches to be filled. What
>exists now is an 'automatic' archive of comp.sources/binaries.atari.st at
>panarthea which is very well connected, but operates only in mail-response
>mode, and an ftp-only archive with greater coverage, but in which article names
>are not guaranteed to match those given by the moderator, at terminator. The

Well, in a couple of weeks, when I have time, the latter point will be
"fixed"... Symbolic links are wonderful stuff....
--
-=- PrayerMail: Send 100Mbits to holyghost@father.son[127.0.0.1]
and You Too can have a Personal Electronic Relationship with God!

2627. Uniterm on ST disk needed

Newsgroup: comp.sys.atari.st
Date: 1989-11-09 22:13:00 UTC
From: hedger@inmet.inmet.com
Message-ID: <30200015@inmet>
Source record: 247298

Would anyone out there be willing to make a disk containing Uniterm for me ?
I would be willing to pay for the disk and postage. I might be able to find it
on a bbs somewhere, but I have no way to get it to my atari.

Any help would be greatly appreciated.
Thanks,
keith
Phone: (617)661-1840 x4108 work
(617)491-6324 home

I'm in Cambridge, Mass.

```
=========================================================================
| |
| Keith Hedger : {...!}uunet!inmet!hedger hedger@inmet.inmet.com |
| " Tragedy plus time = comedy " |
=========================================================================
```

2628. Re: TT's VME-slots

Newsgroup: comp.sys.atari.st
Date: 1989-11-09 22:17:01 UTC
From: rwa@cs.AthabascaU.CA
Message-ID: <1230@atha.AthabascaU.CA>
Source record: 247299

gl8f@astsun8.astro.Virginia.EDU (Greg Lindahl) writes:
>Right, and a HOME USER with a TT/P doesn't need the things you plug into
>lots of slots. Why should a HOME USER then waste money on slots they won't
>use?

Well, perhaps you and I disagree about what a Home User is :-). I
myself would like a few slots - say three to five - because I like to
hack hardware. And because SCSI isn't The Greatest Thing Since Sliced
Bread to me (to others, it may be, the world is big enough for both
opinions to coexist).

Something I would very much like to have on a VME card is a modem -
not a modem for the phone line (how passe' :-), but a nice quick
56kBaud HDLC radio packet modem. I want it on a card so it can do dma
directly to the buss, and generate interrupts only on frame
boundaries. 8000 character interrupts per second is hard on a machine
that's trying to do other work (like pay attention to the keyboard).

I'd like some uncommitted ttl i/o ports - say about 32 bits worth.
I'd like an ethernet card, and maybe a multiport serial card.
I'd like some a/d and d/a, and maybe a DSP (digital signal processor)
coprocessor board.

Now maybe you can stick all this stuff on SCSI. I don't know, I seem
to remember some rules about a total of 8 targets + initiators. Maybe
that was SCSI-1, and has been relaxed. I'd still feel uncomfortable
building the scsi adaptors, and the targets do need some local
intelligence, don't they? I don't know whether I could make all that
fly, and it would be nice if I could just go straight to the buss
rather than screw around with talking to the scsi controller,
especially for coprocessors.

Anyway, I think I'm a home user. I'll probably go with the TT/X iff I
buy another Atari at all. The TT/P sounds like a fun box for the
right person, if the prices truly are in line. Pricing is pretty soft
right now, though. I wonder if AllanP or KenB could give us a price
range? Probably not ;-). I promise to bitch about the price
regardless [100 :-)].

Ross

2629. Problems booting w/accessories...

Newsgroup: comp.sys.atari.st
Date: 1989-11-09 22:34:40 UTC
From: sale5312@fredonia.UUCP
Message-ID: <1669@fredonia.UUCP>
Source record: 247300

I've got many disks with accessories, AUTO programs, etc. Sometimes when I boot up with such a floppy (I'd guess about 10% of the time) I get the computer loading a few of the accessories, but then doing a cold or warm boot in the middle. It's like someone hitting the reset switch during bootup before the GEM Desktop appears.

I use the BICLOCK.PRG program that came with Thunder! to set the time, and sometimes I have to set the clock 3 or 4 times because after setting it, the computer starts over.

I also "follow the rules" (i.e. no more than 6 *.ACC's, only *.PRG files in my AUTO folder, etc.) The main problem occurs with my 1st Word disk, in which I have in my AUTO folder the BICLOCK.PRG and IDLE12.PRG, and my accessories are CALENDAR.ACC, THUNDER.ACC, SIRAM.ACC (ramdisk - not set, and printer spooler - 64K). I've also got 1 Meg so memory might no be the problem. Anyone else have this happen frequently?

-Marty

--
/ / |\ | / /| / ~Marty Saletta @ Fredonia State~Leafs:12pts-4th place~
/ __ /__ | \| /__ / | / ~Atari ST,New York Yankees,Who,Pink Floyd,ELP,Fripp~~~
\ / \ | | \ \ | \ ~Toronto Maple Leafs,Yes,CZ-1,Mad Max,and hi Lorie!~~~
\/ \ | | \ / | / ~uucp:{ames,decvax,rutgers}!sunybcs!fredonia!sale5312~

2630. Re: Mega with TOS 1.4 crashes!

Newsgroup: comp.sys.atari.st
Date: 1989-11-09 22:58:29 UTC
From: stank@anvil.WV.TEK.COM
Message-ID: <5286@orca.WV.TEK.COM>
Source record: 247151

In article <1989Nov8.173612.8571@mentor.com> dclemans@mentor.com (Dave Clemans @ APD x1292) writes:

.
.
.

>One problem can come up if you switched from a two chip to a six chip
>ROM set. The ST runs right at (or above...) the upper margins of the
>drive capability of some of the buffer chips. If you happened to have
>weak buffer chips (particularly the two 74ls373 chips) or a weak
>memory controller chip (the MMU; chips stamped with "imp" especially

As a proud new owner of the TOS 1.4 ROM set, I'm a little apprehensive about installing them given all this talk about weak drivers and such. (I'm also lazy.) I hit upon the idea of copying the TOS roms into a PROM programmer and making a higher density, 2-ROM chip from the 6-ROM set that I bought. It seems like it should be fairly straignt forward. I should be OK from a copyright/legal standpoint as long as I continue to hang on to my original 6 ROM set. (I believe this would be equivalent to making a backup copy.) What I need to know is what is the common device number used for the 6-ROM set, what is the common device number for the 2-ROM set, and is there a pin compatible EPROM version of the 2-ROM device number. I could try to stare at the PC board and figure it out myself, or better, try to find a schematic, but I though I'd ask here because I suspect some people may know off-hand.

stank

PS: It just occurred to me that this whole plan could backfire if the total amount of code stored in the 6-ROM set is larger than the size of the higher density ROMs, perhaps this is why nobody has discussed this idea here. If this is the case, it will become obvious to me once I know what the part numbers are. For now, I presume Atari went with the lower density parts because they were cheaper.

US Mail: Stan Kalinowski, Tektronix, Inc., Interactive Technologies Division
PO Box 1000, MS 61-028, Wilsonville OR 97070 Phone:(503)-685-2458
e-mail: {ucbvax,decvax,allegra,uw-beaver}!tektronix!orca!stank
or stank@orca.WV.TEK.COM

2631. Re: archive sites

Newsgroup: comp.sys.atari.st
Date: 1989-11-09 23:59:31 UTC
From: SML108@PSUVM.BITNET
Message-ID: <89313.185931SML108@PSUVM.BITNET>
Source record: 247152

One question arises after learning of the nifty archive site at the University of Dortmund. Are there any other European Atari archive sites out there on the net that stock stuff other than the Usenet archives. It would be really neat to get a direct link into the European P/D scene... I speak fluent German, so don't worry about language barriers...

Scott Le Grand aka SML108

2632. Re: A Unix Box and it's Cost.

Newsgroup: comp.sys.atari.st
Date: 1989-11-10 00:44:00 UTC
From: mitsolid@acf5.NYU.EDU
Message-ID: <12430003@acf5.NYU.EDU>
Source record: 247153

> From: covertr@force.UUCP (Richard E. Covert)
>
>What has happened to Atari Corp?? why can't they design and produce a new
>machine as nice as the ST was back in 1985?? The ST beat other computers
>hands down in 1985. I wish the TT could do the same in 1990!!

Atari cannot (I reapeat CANNOT) compete with conventional computers
since these days you can find PCs with:
- Very very low prices.
- Many and cheap expanantion options.
- Much and cheap software.
- Very very powerful (memory, disk space, MIPS, screen).
- Multiprocessing of just about any kind you can think of.

So what can they do? Except of producing cheap game systems?

I believe the only future Atari has, considering non game machines
belongs in the development of multiprocessor systems.

The ATW, if it becomes comercial product before 1995.
AND it is supported.
AND has good OS.
It would be something I would consider.

Shared memory multiprocessor systems is another area that lacks
standards, is proprietary and expencive, and thus,

Available for exploitation from companies such as Atari.

Instead, what does Atari do? They prepare for next year the release of a
computer which last year would be considered a weak entry at best
(sofware, OS, expantion options, expantion price, speed, graphics, lacking).
Who cares about it? I can play games on my ST just fine.

I hope I would be surprised by Atari.

Thanasis

"If you know what you are doing, you are not learning anything."

Internet: mitsolid@csd2.nyu.edu (mitsolid%csd2.nyu.edu@relay.cs.net)
UUCP : ...!uunet!cmcl2!csd2!mitsolid

2633. Re: What does the TT Buy me??

Newsgroup: comp.sys.atari.st
Date: 1989-11-10 03:48:50 UTC
From: gl8f@astsun8.astro.Virginia.EDU
Message-ID: <2245@hudson.acc.virginia.edu>
Source record: 247155

In article <46bcb82f.14a1f@force.UUCP> covertr@force.UUCP (Richard E. Covert) writes:

Gee, Richard, I thought people had been explaining to you in detail
exactly what the TT gives you.

For the present ST home user, the TT is a fast ST.

For the Unix user, the TT is a nice cheap workstation.

>And I mean the TT/Plastic as it is the most likely TT to make it
>to the USA.

Oh, I think it's pretty probable that the TT/X will make it here.

>Except for the higher color rez I don't see anything in the TT
>that would make me want to dump my investment in my current ST
>hardware.

So don't. People who NEED the TTs speed will buy it. People who NEED
Unix will buy it. People who don't need it won't...

>What would make me buy an Atari computer:
>
>1) A FAST CPU, at least a 25 Mhz 68030, with an option to go to
> 33 Mhz or even 50 Mhz as Motorola releases the faster cpus.

You don't understand what a 16 mhz 68030 means. The TT has burst-fill
mode memory above 2 megs. This means it's faster than the Mac IIcx by
as much as 50% for typical applications. Apple just released the Mac
IIci which is capable of running burst-fill ram... the TT is very
competetive compared to the Mac.

When the TT delivers it will be interesting to benchmark it against
'386-based Unix boxes. I think you'll find that it won't be that much
slower than a "33 mhz 386" because of the burst mode and other reasons.
It will not be two times slower, which you would think from the ratio
of the "megahertz". Megahertz are relatively meaningless.

>2) ability to change to a 68040 CPU without buying a whole new
> computer. That is why I can Atari computers disposable. In order
> to upgrade to a different CPU you have to "dispose" of your older
> computer.

Few if any other vendors supply this sort of capability. It costs
extra money up front.

>3) A true multi-tasking, multi-windowing OS. I mean, heck the Amiga
> has had multi-tasking since the first A1000 was released.

Unix plus X windows (or your favorite windowing system, I happen to be
partial to mgr ;-) gives you this. It's clear that GEMDOS will NOT become
a multi-tasking multi-windowing OS in the near future, not only because
it's a lot of $$ to write, but also because current GEM programs are
incompatible with multi-tasking in all sorts of little ways.

Asking for things which can't be delivered is a bit strange. Unix is
the future, Richard.

>4) An open buss so that 3rd party vendors can develop boards for the TT.

Every TT announcement so far has said the TT/X and TT/P have this.

>6) Real color graphics ala the Macintosh. 640x480 in 16 colors is a joke,
> and Atari should be ashamed for introducing a new machine with such
> limited grpahics?? The TT will be the Atari machine for the early 1990s
> and should be better then that!!

Monitors that show resolutions greater than 640x480 in color are very
expensive. Not very suitable for a small-business machine. You can
always buy some PC Klone with one if you want it.

Price high resolution monitors for the Mac. Note that they require a card.
Note that the TT/P has a card slot.

>7) A replacement for GDOS. Something that uses outline fonts. The Mac system
> beats GDOS all the way to the North Pole!! GDOS is such a memory hog that
> even 4 megs in my ST is limiting!!

A third party could do that... it would sell and probably make money.

>All in all, everything about the TT says if it had been released in Jan 1989
>instead of July 1990 it MIGHT have been an acceptable computer. But by the
>Summer of 1990, when we can reasonable expect to see the TT on USA shelves,
>it will already be outdated by the Amiga A3000, and the Mac IIcx, Mac IIci.

The Mac IIcx and Mac IIci hardly outdate the TT, especially since it seems
that they cost a lot more money (assuming the TT arrives, of course.)
Looks like Atari has a very interesting product, if they do bring out
Unix for it and ship both in a timely fashion.

And to repeat: WHY DON'T YOU JUST SHUT UP AND LET THE MARKET DECIDE IF THE
TT IS A GOOD MACHINE INSTEAD OF FLOODING COMP.SYS.ATARI.ST WITH MESSAGES
ABOUT SOMETHING YOU'VE NEVER SEEN?

>What has happened to Atari Corp??

They are making money selling computers.

Greg Lindahl
gl8f@virginia.edu I'm not the NRA.

2634. Re: MODULA 2

Newsgroup: comp.sys.atari.st
Date: 1989-11-10 03:54:00 UTC
From: UI0T@DKAUNI2.BITNET
Message-ID: <"89-11-09-19:54:33.13*UI0T"@DKAUNI2.BITNET>
Source record: 247156

I know a pretty good Modula2 compiler in Germany. It is SPC-Modula (current version V1.42). Included are a graphical shell, an editor, several utilities (a filer, a printer, an online manual, a course in Modula, ...), all of Wirth's standard modules, a post-mortem-debugger, GEM libraries, a window system and a few things more. The produced code is not as fast as that of Turbo C, but fast nonetheless. The handbook and the online manual and language course are in German, the (more important) module documentation in English. As far as I know, the English documentation is being worked on. It is a good product (I use it quite a lot). Its main drawback is a restriction of data type size to 32KBytes. All in all, it is quite a professional product. The price is about DM 400 (something like US$ 220). As far as I know, it is the official ATARI Modula in Germany.

Selling this product is:

Advanced Applications Viczena GmbH
Sperlingsweg 19
D - 7500 Karlsruhe
F.R.G.
phone: +49 721 700912
fax : +49 721 786572

I think they might be quite willing to sell their product to the US or anywhere else.

Disclaimer : I don't work for them, I just happen to know the boss personally.

Thomas Koenig UI0T@DKAUNI2.BITNET
UI0T%DKAUNI2.BITNET@CUNYVM.CUNY.EDU
(soon: new address, old machine) UI0T@IBM3090.RZ.UNI-KARLSRUHE.DBP.DE
'Ich dachte nicht, ich untersuchte.' Wilhelm Conrad Roentgen

2635. German on the net.

Newsgroup: comp.sys.atari.st
Date: 1989-11-10 04:01:39 UTC
From: MEGGIN@vm.epas.utoronto.ca
Message-ID: <89Nov9.231746est.57350@ugw.utcs.utoronto.ca>
Source record: 247157

I tried a little experiment on the net. recently, and I apologise to anyone who took offense. I posted a message in German, and received a variety of answers, some to my message and some commenting on my use of German.

1) US: The only people who complained about the German had US e-mail addresses. Most of them seemed to know some foreign languages, if not German, but it was the _idea_ of not using English which seemed to offend them. I guess that this grows out of the American "melting pot," where any culture is welcome but they all become the same.

2) Federal Republic of Germany: No comments on the language (I think one person politely thanked me, but said that he did not mind having to work in English.

3) United Kingdom: No one seemed to notice that the message was in German. They treated it the same way as they would have treated an English message.

4) Canada: Same as the UK. No offense at the German, and no notice of it either.

I wonder if the difference between the Atari communities in Canada and Germany (which are flourishing) and that in the US (which is stagnating) has something to do with this difference in attitudes? To be fair, I did receive one or two messages from Americans who did not mention the German at all. Also, the UK is having problems but they seem to be only at the Atari corporate end.

The ST seems to do better in a cosmopolitan environment. Many of the US addresses on the net either keep pouring out complaints that the ST is not an IBM clone, or else they fiercely attack other US ST users for daring to mention that the ST is not an IBM clone.

Most of what I see coming from non-US addresses, and, again to be fair, a lot from US addresses, is concerned with problems and issues on the ST itself -- they write and buy programs instead of always complaining about them.

David Megginson, Centre for Medieval Studies, Toronto

2636. ST help for novice?

Newsgroup: comp.sys.atari.st
Date: 1989-11-10 04:09:24 UTC
From: adjones@mcnc.org
Message-ID: <5727@alvin.mcnc.org>
Source record: 247158

Hello,
I have a friend with an Atari ST (I think it's a 1040--plain vanilla) & I'm seeking some info for her. (She's had it wuite awhile, but is still very much a novice.) One problem is a "TOS error #35" message whenever she tries to access one particular file. She says the manual has no info about error numbers, and I had no luck at the bookstores around here. I'm sure she's using an older version of the operating system & the software she's using (a database--I don't recall the name) has probably been upgraded as well. Actually, that would be handy to know (the database name)... It had icons with names like "useone" and "makeone" and "moveone" and the database icons were named "whatever.one". If this means anything to anyone, what is the current status of this mailing list/simple DB. Anyway, what I want to know is... 1) What is TOS error #35 ?
2) Any info about this database ?
3) Is there a decent book with references on this info (error #s,etc)
4) Favorite magazines?
5) How can she update her OS without a local dealer?
Thanks very much for your help.....
.....<<<<<< Amy Jones >>>>>>

2637. Re: TT's VME-slots

Newsgroup: comp.sys.atari.st
Date: 1989-11-10 04:23:15 UTC
From: gl8f@astsun8.astro.Virginia.EDU
Message-ID: <2246@hudson.acc.virginia.edu>
Source record: 247159

In article <1230@atha.AthabascaU.CA> rwa@cs.AthabascaU.CA (Ross Alexander) writes:
>gl8f@astsun8.astro.Virginia.EDU (Greg Lindahl) writes:
>>Right, and a HOME USER with a TT/P doesn't need the things you plug into
>>lots of slots. Why should a HOME USER then waste money on slots they won't
>>use?
>
>Well, perhaps you and I disagree about what a Home User is :-).

Sorry, I should have said "AVERAGE" home user. The projects you describe
seem to be something that will interest about .01% of all Atari owners,
at the most ;-)

>Something I would very much like to have on a VME card is a modem -
>not a modem for the phone line (how passe' :-), but a nice quick
>56kBaud HDLC radio packet modem.

Read the fine print. Doesn't the TT have a HDLC connector ;-) ?

>Anyway, I think I'm a home user. I'll probably go with the TT/X iff I
>buy another Atari at all.

Yeah, if you want to build your own hardware. But I don't, and I don't
want to cough out all that extra $$$ for slots I won't use.

Greg Lindahl
gl8f@virginia.edu I'm not the NRA.

2638. External 360k 5.25" floppy

Newsgroup: comp.sys.atari.st
Date: 1989-11-10 06:20:19 UTC
From: vicc@unix.cie.rpi.edu
Message-ID: <1989Nov10.062019.19498@rpi.edu>
Source record: 247160

I've got a 5.25" floppy w/cable to connect to the ST. How do I get the ST to use the drive? Is it a TOS porblem (I've got an oldish system but I don't know what version of TOS - certainly not 1.4) The drive spins when I access B: even though it asks for a disk in A: so something is going right.

--
Frank Filz
Center For Integrated Electronics
Rensselaer Polytechnic Institute
vicc@unix.cie.rpi.edu

2639. TT bashing

Newsgroup: comp.sys.atari.st
Date: 1989-11-10 06:35:38 UTC
From: cmm1@CUNIXA.CC.COLUMBIA.EDU
Message-ID: <CMM.0.88.626682938.cmm1@cunixa.cc.columbia.edu>
Source record: 247161

Unless the TT is super cheap (which by all indications isn't true), I can't see it being very popular at all. It is already upstaged by Apple and Amiga products that have been ON THE SHELVES for months. Why should Atari release a losing product when they could save themselves the embarassment and financial loss by keeping it as a COMDEX curiosity? Although I have been very happy with my ST, it seems that the Atari R & D machine is just too slow to keep up with the times and the Atari marketing department has another agenda which does not include the ST. I have seen Portfolio adds up the yin-yang in the NY Times Business sections, but the ST line languishes in R & D limbo. It is a crying shame that the ST line is supported in such a manner, as I believe the machine COULD have been a big seller. sigh....

Chris (selling his 1040ST soon) Mauritz

------------------------------+--------------------------
Chris Mauritz |Where there's a BEER,
cmm1@cunixa.cc.columbia.edu |there's a plan.
(c)All rights reserved. |
Send flames to /dev/null |Need I say more?
------------------------------+--------------------------

2640. Re: Problems booting w/accessories...

Newsgroup: comp.sys.atari.st
Date: 1989-11-10 09:09:36 UTC
From: verwer@ruuinf.cs.ruu.nl
Message-ID: <1786@ruuinf.cs.ruu.nl>
Source record: 247162

In article <1669@fredonia.UUCP>, sale5312@fredonia.UUCP (Marty Saletta) writes:
|
| I've got many disks with accessories, AUTO programs, etc. Sometimes
| when I boot up with such a floppy (I'd guess about 10% of the time) I
| get the computer loading a few of the accessories, but then doing a
| cold or warm boot in the middle. It's like someone hitting the reset
| switch during bootup before the GEM Desktop appears.
| [...]
| got 1 Meg so memory might no be the problem. Anyone else have this
| happen frequently?

This sometimes happens to me, with about the same frequency. The boot
procedure seems to go all right, and then suddenly a reset occurs.
The machine boots again, and everything is fine.

I boot from a hard disk (megafile 30), and I also stick to the rules.

First, I thought this might be caused by random bits in RAM, which make
TOS think something terrible has happened.
However, yesterday I noticed that the reboot occurred after the set
time/date program was run from the auto folder, and that it ocuured
when I set a wrong time/date, i.e. I just kept the time/date of the
previous boot. Maybe the program notices that it has been active at
some later time/date (some set time/date programs save the time/date
information) and doesn't want this.
It might also be the case that an error occurs while trying to set the
internal ST clock. I do not have an add-on clock, b.t.w.

This was what I could think of, but it doesn't sound too probable to me.
Maybe someone else knows the reason for these spurious reboots?

--
Nico Verwer @ Dept. of Computer Science, University of Utrecht, The Netherlands
verwer@cs.ruu.nl +31 30 533921

2641. Re: Mega with TOS 1.4 crashes!

Newsgroup: comp.sys.atari.st
Date: 1989-11-10 09:18:54 UTC
From: verwer@ruuinf.cs.ruu.nl
Message-ID: <1787@ruuinf.cs.ruu.nl>
Source record: 247163

In article <5286@orca.WV.TEK.COM>, stank@anvil.WV.TEK.COM (Stan Kalinowski) writes:
> I hit upon the idea of copying the TOS roms into a
> PROM programmer and making a higher density, 2-ROM chip from the 6-ROM
> set that I bought. It seems like it should be fairly straignt
> forward. I should be OK from a copyright/legal standpoint as long as

I think this is impossible, for the following reason: The ROMs in a
mega-ST have a standard pinout. All pins are used on these ROMs.
An EPROM needs an extra pin (Vpp) in order to program it, and with
this standard pinout, there is just no spare pin left for this function.
So I am afraid you will not be able to find EPROMs which can be used as
an equivalent for the 2-ROM set.

2642. Re: Amiga/ST WordPerfect retraction...

Newsgroup: comp.sys.atari.st
Date: 1989-11-10 11:09:56 UTC
From: portuesi@tweezers.esd.sgi.com
Message-ID: <PORTUESI.89Nov10110956@tweezers.esd.sgi.com>
Source record: 247164

>>>>> On 9 Nov 89 16:38:07 GMT, Z4648252@SFAUSTIN.BITNET (Z4648252) said:

l> Of course the Amiga system can run another program, such as a
l> spreadsheet, while in WordPerfect, but this is not the same as
l> the 'handy' collection of accessories located in one convenient
l> area of the menu bar.

On the Amiga, the Workbench (our equivalent of the Mac Finder or the GEM Desktop) is always available. So it's easy to push your WordPerfect (or whatever) window aside and click on a new icon to start another concurrent program. There are also "hot-key" programs avaialble that bring up a shell at a moment's notice, whereupon you can run any other program on the system.

If you really want a 'handy' collection of frequently-used programs on the menu bar, there are also PD programs for the Amiga that add such a menu to the Workbench menu bar.

I'm not trying to fan flames; I'm just making sure that information is accurately presented.

--M

--
__
\/ Michael Portuesi Silicon Graphics Computer Systems, Inc.
portuesi@SGI.COM

2643. Re: Software House

Newsgroup: comp.sys.atari.st
Date: 1989-11-10 13:55:00 UTC
From: hedger@inmet.inmet.com
Message-ID: <30200016@inmet>
Source record: 247165

I don't live in your area, but I agree with you. Customers should not have to pay for the store's extended phone bills. There's this thing in business called overhead or the cost of doing business. You don't raise the price of one item to offset bills incurred from problems with a supplier. You chalk it up to overhead. If the product is essential, you eat the cost as long as it is within the bounds of a previously budgeted 'overhead' figure. If it doesn't then don't carry the product until you can get it without the extra phone bills.
This is a gouge.

```
=========================================================================
| |
| Keith Hedger : {...!}uunet!inmet!hedger hedger@inmet.inmet.com |
| 'It is a sad, but beautiful world.........' |
=========================================================================
```

2644. Wanted: Converter for Degas/Neochrome pictures!

Newsgroup: comp.sys.atari.st
Date: 1989-11-10 14:56:38 UTC
From: phil@mva.cs.liv.ac.uk
Message-ID: <2898@mva.cs.liv.ac.uk>
Source record: 247166

HELP!!!!!
Does anyone have any programs that can convert Neochrome or Degas files into one of the graphics interchange standards? Failing that does anyone have any info on the format of Neochrome or Degas files so that we can write our own?
I'm posting this message for a student who is doing a project using images scanned from a camera - he wants to send the images to a mainframe for various purposes, and of course they are only saveable in Neochrome and Degas formats - and we don't know of any mainframe conversion routines for these 2.
If anyone does know of any such thing - please mail to me at the address following - I don't normally read this group.

Thanks for your help...
Phil Jimmieson, **********
Computer Science Dept., * *
Liverpool University, * JANET : PHIL@UK.AC.LIV.CS.MVA *
PO Box 147 * ARPA : PHIL%mva.cs.liv.ac.uk@cunyvm.cuny.edu *
Liverpool L69 3BX * *
(UK) 051-794-3689 **********

2645. Re: Vapourware!!!

Newsgroup: comp.sys.atari.st
Date: 1989-11-10 15:26:22 UTC
From: covertr@force.UUCP
Message-ID: <46c12bd8.14a1f@force.UUCP>
Source record: 247167

In article <1989Nov8.182505.11625@uunet!unhd>, al770@uunet!unhd (Anthony Lapadula) writes:
>
> Greg Csullog wrote:
>
> > Why do some many netters bash Atari in the Atari forum? If you hate Atari
> > so much, get on the Mac or PC forum circuit and stop suffering. Let us
> > Atari users have fun without having to listen to your bitching.
>
> It's not that we hate Atari(1), it's just frustrating to see good
> products buried because they're late.
>
> -- Anthony Lapadula
>
> (1) I do resent being told in late '85 that my 1040ST would indeed
> be able to use the Blitter, which, of course, was due out RSN. Don't
> know if I should blame my dealer or Atari, but the example stands.

Anthony Lapadula expressed my sentiments exactly!!
My complaint (call it whining or bitching if it pleases you)
has centered around Atari's lack new products and of poor
support for existing products. I still enjoy using my Mega ST4
and wouldn't want a Macintosh (well maybe a Mac IIci :-)).

and Atari has a long history of lying to their customers dating back
to the promised Blitter chips for the 520/1040STs. Atari's attitude has
been "We will promise you anything to get you to buy our product, but
don't hold us to our promise". Also, Atari has said if you want the Blitter
buy a Mega ST. Now, the Mega STers have to downgrade to the 1040STE to get
the new stereo sound and hardware scrolling it it. What kind of treatment is
this?? I, for one, bought my Mega ST because of its superior keyboard. I don't
want to go back to a 1040STE with its keyboard just to get some HW improvments.

So, what else can a long time Atari SUPPORTER do?? Obviously the Tramiels
don't listen to their DEALERS or their CUSTMOERS.

My local Atari dealer is going to COMDEX next weeek. I can't wait to see what
he reports back about Atari's presence at COMDEX.

Rich Covert

2646. Re: TT's VME-slots

Newsgroup: comp.sys.atari.st
Date: 1989-11-10 15:30:42 UTC
From: depeche@quiche.cs.mcgill.ca
Message-ID: <1741@calvin.cs.mcgill.ca>
Source record: 247168

In article <2207@hudson.acc.virginia.edu> gl8f@astsun8.astro.Virginia.EDU (Greg Lindahl) writes:
>In article <4699f8e3.14a1f@force.UUCP> covertr@force.UUCP (Richard E. Covert) writes:
>
>>> >Internal high speed modem?? Nope.
>>>
>>> Why internal? Get it on RS232 and then it doesn't have to be VME or TT
>>> specific.
>>
>>Because internal IBM modem cards are cheaper then external modems. Just
>>price them yourself.
>
>A VME slot isn't like a PC-BUS slot. It's faster and more expensive. You
>put quite different things in them.
>
>> Furthermore, wouldn't it be nice for Atari to sell a truly open
>> system and let the Marketplace decide what to add to it.
>
To Richard E. Covert and others of your philosophy:

Expansion cards in computers were quite popular back in the early 80s
for computers such as the IBM and the APPLE. Expansion was a desirable thing
because a computer without any cards in it was USELESS!

you needed a focking expansion slot in your computer to run your bloddy
disk drive. Serial port? Buy a card! Parallel port? What kind? There ain't
no standard (with the Apple's anyway).

one card isn't really that bad anymore - we already have enough ports
built-in, and that was the primary purpose of one of these interface
cards anyway - for simple i/o.

Any analog-digital converter SHOULD be designed to plug into a DMA, SCSI
or some other fast port. This way, it won't be computer specific.

In general, computer specific hardware addons will be a thing of the past.
I mean, shit - if we have a DMA port which can transfer data at 10
megabits per second on our old clunking 1040sts, guess how obsolete a
card slot which works with IBMs will be (I wish I had some numbers, but
I bet that those card slots in the IBMs aren't much faster if they are at
all).

The only things we would need slots for nowadays is for accelerators,
graphics enhanceors, and perhaps emulators. But maybe even these won't
need to take up a VME slot if the computer is designed well enough.
Taking up a VME slot for a stupid graphics enhancer is like using a steam

roller to kill a spider...

--
S. Alan Ezust aka "Depeche Modem" depeche@calvin.cs.mcgill.ca
McGill University Computer Science Disclaimer: I claim everything!
Montreal, Quebec, Canada (je pense que....) je me souviens
"This kind of pornography is a matter of artistic creativity"

2647. Re: GEM help needed

Newsgroup: comp.sys.atari.st
Date: 1989-11-10 15:38:02 UTC
From: covertr@force.UUCP
Message-ID: <46c13647.14a1f@force.UUCP>
Source record: 247169

In article <30200013@inmet>, hedger@inmet.inmet.com writes:
>
> Anyway, that's the answer to this problem and I am going to call
> Mark Williams and let them know they have what appears to be a
> documentation error.
> | Keith Hedger : {...!}uunet!inmet!hedger hedger@inmet.inmet.com |

I found another MWC manual error. If you lookup "form_do" you see that
MWC says to pass a ZERO if the dialog box doesn't have any editable fields.
Actually that MUST Be a negative one (-1) according to the Bantam book
of GEM/AES programming.

Has anyone else found any errors in the MWC Version 3.0 manual??

Rich Covert

P.S. I found a VERY serious bug in Michtron's WERCS Resource Editor. DO
NOT use the UNDESCORE CHARACTER (_) in object names. I am writing a GEM
interface to a program and I kept blasting my HRD file while using WERCS.
HRD is where WERCS stores its internal info about your RSC file. Anyway,
once I stopped using the underscore char in my names WERCS hasn't bombed
once. This hapens on a 520ST with TOS 1.0. My Mega ST with TOS 1.4 is in
the shop so I can't determine if the bug is the infamous TOS 1.0 bug, or
if it is in WERCS. But, just be warned about the underscore char and WERCS.
Other then that, I really like WERCS. It has a test mode where you can see
what you buttons return. It has a utility to convert DEGAS pics into icons.
a really nice package.

But, of course it is nice, it came from Europe!!!
rec

2648. this is a test

Newsgroup: comp.sys.atari.st
Date: 1989-11-10 15:42:04 UTC
From: steveg@com.com
Message-ID: <steveg.89nov10104204@narnia.com.com>
Source record: 247170

This is a test.
Previous posts have shown up empty or never delivered.
Thanks for your patience.
--

Stephen Goldstein steveg@saic.com
My first Atari system? A 24K Atari 800, Rev. A ROMS, C(not G)TIA graphics
Disclaimer: That's not what I said.

2649. Re: What does the TT Buy me??

Newsgroup: comp.sys.atari.st
Date: 1989-11-10 16:10:00 UTC
From: rehrauer@apollo.HP.COM
Message-ID: <46c15364.20b6d@apollo.HP.COM>
Source record: 247171

In article <46bcb82f.14a1f@force.UUCP> covertr@force.UUCP (Richard E. Covert) writes:
["Why buy a TT/P?"]
>What has happened to Atari Corp?? why can't they design and produce a new
>machine as nice as the ST was back in 1985?? The ST beat other computers
>hands down in 1985. I wish the TT could do the same in 1990!!

Richard, I humbly suggest that what you seem to want, and what I myself wouldn't mind having, is an ST emulator for the Amiga. Think about it. You want plug-in CPU upgrades (Amiga can do). You want multitasking (Amiga can do). You want slots & a more standard bus (A2000 can do; didn't C= design the A2000 with some slots that accept PC cards?). You want better graphics (well, C= continues to improve their graphics chips, and with an A2000 you can buy a PC Targa board if you need something better). Outline screen fonts? Well, I don't know of any box in the general ST/Amiga/Mac price-range that does that (though I'm sure I'll be "gently corrected" if I'm wrong ;-).

I don't own an Amiga, so please abort any "Oh gawd, another Amigoid who thinks his machine is better" followups. I'm not trying to start or perpetuate another stupid flame war. I own a 520ST, and have since '85. It does useful things, but I'd like something better and for various reasons I'm reluctant to consider buying another Atari box (and can't afford a NeXT, Sun, Apollo, MacIIci or any similar machine with the features I want).

As far as I can tell from your many previous postings, the only real reason you have (or that any of us have, probably) for wanting to stick with an Atari-brand machine is the (possibly substantial) investment you've made in software.

Perhaps we should undertake to write one? I have access to an A2000 and (obviously) an ST. What do you say? Anyone else interested? Is it easy? Probably far from it. Perhaps impossible to do (legally, anyway -- I'm not contemplating making a disk-copy of my TOS ROMs ;-P). But at least it would give us something constructive to do with our dissatisfaction, and everyone else could go back to sleep. ;-)
--
>>"Aaiiyeeee! Death from above!"<< | Steve Rehrauer, rehrauer@apollo.hp.com
"Flee, lest we be trod upon!" | The Apollo Computer Division of H.P.

2650. Re: TCP/IP and Atari ST

Newsgroup: comp.sys.atari.st
Date: 1989-11-10 16:10:42 UTC
From: glenne@hpnmdla.HP.COM
Message-ID: <810018@hpnmdla.HP.COM>
Source record: 247172

Yes, I am currently running such a package on my ST which is part of
an amateur radio network. The package supports Telnet, FTP, SMTP and
Finger. It has drivers for both the MIDI port as well as the AUX port.
The MIDI port can be run at 30+ Kbaud. In addition I have information
for hardware modifications which allow multiple amateur radio interfaces.
The most recent version of this package, originally written by
Phil Karn, KA9Q (amateur callsign) and modified by Rob PE1CHL has
numerous other features including an elm-like mailer written by
Bdale Garbee, N3EUA.
I believe that both object and source (Mark Williams C ready) is
available from more than one site by anonymous FTP. It is available
for amateur radio and , I believe, other non-commercial use.
If you are interested, e-mail me and I will dig up more access
information.

Glenn Elmore -N6GN-

N6GN @ K3MC
glenn@n6gn.ampr.org
glenne@nmd.hpcom

2651. CHIP PRICES

Newsgroup: comp.sys.atari.st
Date: 1989-11-10 16:19:00 UTC
From: 01659@AECLCR.BITNET
Message-ID: <8911110802.AA21725@ucbvax.Berkeley.EDU>
Source record: 247173

Once again, could someone post sources of DRAMs and an idea of prices. I am interested in DRAMs (<120 ns, 1 megabit) to load onto the FrankenSTein solderless RAM upgrade board.

p.s. this note written with NOS full screen editor on a CYBER 830 accessed using Red Ryder 10.3 under Mac emulation on a 1040ST with Spectre GCR. Love that GCR.

2652. Re: DOES ATARI LASER PRINTER WORK ONLY WITH MORE THAN 1 MEG RAM STs:

Newsgroup: comp.sys.atari.st
Date: 1989-11-10 16:21:48 UTC
From: dkhusema@immd4.informatik.uni-erlangen.de
Message-ID: <578@medusa.informatik.uni-erlangen.de>
Source record: 247174

alderaan@tubopal.UUCP (Thomas Cervera) writes:

>In article <8911032129.AA27713@cunixd.cc.columbia.edu> ia4@CUNIXD.CC.COLUMBIA.EDU (Imran Anwar) writes:
>>
>> DOES ATARI LASER PRINTER NEED MORE THAN 1 MEG RAM ?
>> - - - - - - -

> Yep. The SLM804 does not have local memory. It allocates parts of the ST's
>memory to store images. This takes about 1Meg, as I know.
> Where do you think are the bucks you save not buying a LaserJet ? :-)

Noyes - There's an accessory which emulates an EPSON FX-80 fairly good
that will work with less than 1 MByte of RAM.

It will allocate a certain amount of memory the first time it is called
(you can let it do this during installation of it as accessory with a special
file) and then work as an EPSON FX-80 printer - It works pretty well.

How much memory does it need? Well, Currently I'm running it with
about 700k which is - admittedly - much provided that you have only 1 Meg of
memory available. The manual of this software - it's called LASERBRAIN - states
that for pure text printing 40 K should do - if you want to use the supplied
fonts for printing you need more memory. I ended up using 700k.

I got LASERBRAIN for free from Atari, West Germany (I send them a 3.5"
disk and got another one back with the emulator, fonts, and manual on it -
also included were a configuration file for 1st Word Plus and Adimens).

>--
>Thomas Cervera | UUCP: alderaan@tubopal.UUCP
>SysMan RKOpdp (RSTS/E) | ...!unido!tub!opal!alderaan (Europe)
>D-1000 Berlin 30 | ...!pyramid!tub!opal!alderaan (World)
>Motzstrasze 14 | BITNET: alderaan%tubopal@DB0TUI11.BITNET (saves $$$)

---------------------- Smile, tomorrow will be worse! ------------------
X.400: <S=dkhusema;OU=informatik;P=uni-erlangen;A=dbp;C=de>
RFC822: dkhusema@immd4.informatik.uni-erlangen.de
RFC822: dkhusema@immd4.informatik.uni-erlangen.dbp.de [BETTER!FASTER!]
UUCP: {pyramid,unido}!fauern!immd4.informatik.uni-erlangen.de!dkhusema
-- Beam me up, Scotty, there's no intelligent life down here! --
------------------- My opinions are mine, mine, mine -------------------

2653. Re: Spectre in a Mac Environment

Newsgroup: comp.sys.atari.st
Date: 1989-11-10 16:21:57 UTC
From: esp_05@jhunix.HCF.JHU.EDU
Message-ID: <3267@jhunix.HCF.JHU.EDU>
Source record: 247175

Another gold star for the Spectre: I bought a Spectre 128 in August (along with a [yech] Translator One that actually works sometimes), back before the days of the GCR. One of my usual IBM programming contracts expanded into a Mac port, and rather than buy another computer that I didn't really want in the first place, I got the Spectre and Think C. Three weeks later my first program (which, incidentally is a commercial program) was in final form, and I hadn't managed to crash the system even once. I was afraid that trying to develop software with a Spectre was going to be a fiasco, but I must say now I am more than pleased with the outcome of this experiment.

Eric Ruck

2654. STart November, 1989

Newsgroup: comp.sys.atari.st
Date: 1989-11-10 16:35:00 UTC
From: EDGINGTC@Wabash.BITNET
Message-ID: <8911110803.AA21785@ucbvax.Berkeley.EDU>
Source record: 247176

Has anyone out there received there November issue of STart. I have and there is an amazing program on it called RezRender. You must have CAD-3D 2.0 or Cyber

Sculpt to run it, which I have both, but what it does it amazing. It applys various shading techniques and/or ray-tracing shadowing to your .3d2 files. My question is this, for anyone who has used this program, or the authors if you are out there: several of my files contain large numbers of points and when RezRender is rendering the Superviews of these files, it bombs out and sends me to the desktop. Has anyone else had this problem? Is there something that can be done to fix it? Does anyone else out there use Cad 3d?

advTHANKSance,
Chris

```
-------------------------------------------------------------------------------
| ______ | ATARI IS NO. 1 | Chris Edgington |
| / \ / \ | * * * | Wabash College '92 |
| | | | . | * * * | (Purdue next year.) |
| | | | __ | * * * | Computer Science Major |
| | |/--\ |-- | |__ | ** * ** | Math Minor |
| \______/ / \ / \ / \ __| | *** * *** | |
| | *** * *** | edgingtc@wabash.bitnet |
-------------------------------------------------------------------------------
```

2655. 520 ST keyboard connector

Newsgroup: comp.sys.atari.st
Date: 1989-11-10 16:47:00 UTC
From: UNCSPL@UNC.BITNET
Message-ID: <8911110803.AA21758@ucbvax.Berkeley.EDU>
Source record: 247177

Hello,
Does anyone out there know where I can get a new cable that
goes between my 520ST keyboard and the actaul machine itself. You
know, the one with able 30 wires and partially wrapped around a
thing that looks like a magnet. Mine seems to be having problems
at the moment; eight keys stop working every so often, and this is
getting overly annoying.
Does Atari fix this kind of thing? Or, does anyone know of a
good dealer in the southeast or Boulder CO area?
--
Thanks, Scott P. Leslie (UNCSPL@UNC) Jax

2656. Atari ABC-286/30

Newsgroup: comp.sys.atari.st
Date: 1989-11-10 17:05:00 UTC
From: 01659@AECLCR.BITNET
Message-ID: <8911110803.AA21812@ucbvax.Berkeley.EDU>
Source record: 247178

Here's the ABC specs for the netter who asked for info

Intel 80286-8 @ 8 MHz
640K standard, expandable to 4 Meg; 96k ROM
68 watt p.s. <--that's what my specs say; looks low to me!
1-serial, 1-parallel
DOS 3.3, Windows/286 Windows Write/Paint/CardFile
AMI BIOS
30 meg RLL HD (65ms)
1.44 meg-3.5" floppy
MDA/MGC/CGA/EGA graphics card

Canadian price approx. $2000, (about $1650 U.S.)

I think this includes a mouse.

2657. Re: A Unix Box and it's Cost.

Newsgroup: comp.sys.atari.st
Date: 1989-11-10 17:31:21 UTC
From: ncastellano@eagle.wesleyan.edu
Message-ID: <3437@eagle.wesleyan.edu>
Source record: 247179

In article <12430003@acf5.NYU.EDU>, mitsolid@acf5.NYU.EDU (Thanasis Mitsolides) writes:
>> From: covertr@force.UUCP (Richard E. Covert)
>>
>>What has happened to Atari Corp?? why can't they design and produce a new
>>machine as nice as the ST was back in 1985?? The ST beat other computers
>>hands down in 1985. I wish the TT could do the same in 1990!!
>
> Atari cannot (I reapeat CANNOT) compete with conventional computers
> since these days you can find PCs with:
> - Very very low prices.
> - Many and cheap expanantion options.
> - Much and cheap software.
> - Very very powerful (memory, disk space, MIPS, screen).
> - Multiprocessing of just about any kind you can think of.
>
> So what can they do? Except of producing cheap game systems?
>

First of all, you get a 68000 microprocessor for half (or less) the price of a Mac. Ever try programming in assembly on a 80x86? Gaak.

You also get a computer which can be expanded to run Macintosh software, PC software, Atari 800 software (nice for those of us who have been with Atari for a while), Apple IIe software.

You also get a computer with lots of PD software (unix shells, editors, compilers, games)

You get a computer which runs neither MS-DOS nor Finder (Both of which I despise) unless you really want it to, and which can run unix-like shells (Gulam, MT-C shell).

You get a computer with built-in midi capabilities and lots of midi software available.

You get a computer for which you don't have to buy a bus card every time you get a new piece of hardware.

You also get a computer on which you can play games if you want to. I am a programmer, so I don't play games much (I sometimes write them...) but it's nice to be able to play an occasional game of Tetris (which happens to be PD on the ST...)

> [...rest of article deleted...]
> --
> "If you know what you are doing, you are not learning anything."
>

> Internet: mitsolid@csd2.nyu.edu (mitsolid%csd2.nyu.edu@relay.cs.net)
> UUCP : ...!uunet!cmcl2!csd2!mitsolid
> --

--
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i believe in coyotes in time as an abstract explain the change the difference
between what you want and what you need there's the key your adventure for today
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Nicholas Steven Castellano (dd) | entropy@nuacc.acns.nwu.edu | Disclaimer: I am
ncastellano@eagle.wesleyan.edu | ncastellano@wesleyan.bitnet | irresponsible.
_=_-_=_-_=_-_=_-_=_-_=_-_=_-_=_-_=_-_=_-_=_-_=_-_=_-_=_-_=_-_=_-_=_-_=_-_=_-

2658. Re: TCP/IP and Atari ST

Newsgroup: comp.sys.atari.st
Date: 1989-11-10 17:35:03 UTC
From: goldstein@delni.enet.dec.com
Message-ID: <6073@shlump.nac.dec.com>
Source record: 247180

In article <2625.25581EA8@tlsi.FIDONET.ORG>, Don.Weeks@p0.f3107.n124.z1.FIDONET.ORG (Don Weeks) writes...
>Is there any chance any of you would know of a TCP/IP program with
>Telnet and FTP for the ST. I would prefer that it communicate out the
>serial port to a modem using SLIP.

Sure, I have one running at home.

A version of Phil Karn's NET has been ported to the ST. It's restricted freeware, available for noncommercial unlimited free use, for educational and personal applications. Business use is a no-no. The principal use is ham radio; it has a lot of ham special support (i.e., AX.25 and NET/ROM subnets). It has SLIP too.

I don't have an FTP repository here but it's on a couple of the ones used by the ham tcp-ers, usually called NETST or some such. The last version I have is (if I recall) based on version 890421.1.
fred (k1io)

2659. Re: What does the TT Buy me??

Newsgroup: comp.sys.atari.st
Date: 1989-11-10 17:58:00 UTC
From: mitsolid@acf5.NYU.EDU
Message-ID: <12430004@acf5.NYU.EDU>
Source record: 247181

/* acf5:comp.sys.atari.st / gl8f@astsun8.astro.Virginia.EDU (Greg Lindahl) / 10:48 pm Nov 9, 1989 */
In article <46bcb82f.14a1f@force.UUCP> covertr@force.UUCP (Richard E. Covert) writes:

>>1) A FAST CPU, at least a 25 Mhz 68030, with an option to go to
>> 33 Mhz or even 50 Mhz as Motorola releases the faster cpus.
>
>You don't understand what a 16 mhz 68030 means. The TT has burst-fill
>mode memory above 2 megs. This means it's faster than the Mac IIcx by
>as much as 50% for typical applications. Apple just released the Mac
>IIci which is capable of running burst-fill ram... the TT is very
>competetive compared to the Mac.

Let us see some facts. From BYTE magazines:

IIcx IIci ALR/25 SIA/32

Matrix 16.2 10.5 2.62 2.10
Sieve 31.4 19.8 14.06 11.02
Sort 29.7 19.4 10.52 8.26

Mac IIcx, 16Mhz, 120ns Dram, No cach, No Burst fill mode.
Mac IIci, 25Mhz, 80ns Dram, No cash, Burst fill mode.

ALR 386/25, 25Mhz, 80ns Dram, Cash, interleaved memory.
SIA 386/32, 32Mhz, 80ns Dram, Cash, interleaved memory.

>This means it's faster than the Mac IIcx by
>as much as 50% for typical applications.

Since the IIci is only 35% faster than the IIcx, I could not expect
the TT to be more than 20% faster that the IIcx.

Thanasis

2660. Re: What does the TT Buy me??

Newsgroup: comp.sys.atari.st
Date: 1989-11-10 18:12:00 UTC
From: mitsolid@acf5.NYU.EDU
Message-ID: <12430005@acf5.NYU.EDU>
Source record: 247182

```
/* acf5:comp.sys.atari.st / gl8f@astsun8.astro.Virginia.EDU (Greg Lindahl) / 10:48 pm Nov
9, 1989 */
>the TT is very
>competetive compared to the Mac.

In performance maybe. (Because the Macs are slow (no cash)) (compare with 386)

In support?
Compare Atari support with Apple support?

Do you mean software? Like the OS updates, the multi-finder vs TOS 1.4?
Do you mean hardware? The Mac IIci vs the Mega 4?

Thanasis
```

2661. Re: Spectre in a Mac Environment

Newsgroup: comp.sys.atari.st
Date: 1989-11-10 18:36:06 UTC
From: mjv@iris.brown.edu
Message-ID: <20426@brunix.UUCP>
Source record: 247183

In article <3267@jhunix.HCF.JHU.EDU> esp_05@jhunix.HCF.JHU.EDU (Stdnt 05)
writes:
> I got the
> Spectre and Think C. Three weeks later my first program (which,
> incidentally is a commercial program) was in final form, and I hadn't
> managed to crash the system even once.

So, Think's C works. I have Think's Pascal which in fact doesn't work.
It seems to do some illegal things with the mouse, because when you boot
it, the mouse will not move. You can quit by Command-Q. I've been hesitant to get Think C
because of the situation with their Pascal. Thanks for letting us know that it works.

--mjv@iris.brown.edu
"And, oh! Father Christmas, if you love me at all,
Bring me a big, red india-rubber ball."
A.A. Milne "Now We are Six"

2662. (none)

Newsgroup: comp.sys.atari.st
Date: 1989-11-10 18:44:50 UTC
From: WOODALLP@VAX1.COMPUTER-CENTRE.BIRMINGHAM.AC.UK
Message-ID: <8911110802.AA21707@ucbvax.Berkeley.EDU>
Source record: 247184

There was recently a question about Music notation packages for the ST
there was recently a very good review of a product in the British mag ST-World
(October I think). This was called Music DTP and was produced by a firm called
Take Control. This was a DTP prog purely for music, I have seen output on
the Atari Laser, NEC P6/7/2200 and Epson, I think it does laserjet (as it is
GDOS based) and I believe Postscript is on the way but I am not sure. I do not
have the adress of this firm but some other British user on the net may have.

As far as I can tell the prog does not support Midi (at the moment) but it
offers typographical control far beyond the midi based systems. I saw it at
the last Atari Show (here in the UK) and was very impressed. I think it
costs about 300 pounds.

Hope this is of help.

p.s. sorry about using two recentlys together in the firstt sentance.

Phil Woodall Dept of Elec Eng, University of Birmingham (England)

WOODALLP@UK.AC.BHAM.VAX1

2663. Give me a break

Newsgroup: comp.sys.atari.st
Date: 1989-11-10 18:53:00 UTC
From: UUCJEFF@ECNCDC.BITNET
Message-ID: <8911110803.AA21821@ucbvax.Berkeley.EDU>
Source record: 247185

I have FLASH 1.52 and its only trouble is that it cannot send a break, or it has not been documented. Does anyone know, has FLASH a more recent version, and does it send a break?

Thanks, Jeff Beer, UUCJEFF@ECNCDC.BITNET Chicago, IL.

2664. Re: ST help for novice?

Newsgroup: comp.sys.atari.st
Date: 1989-11-10 18:58:39 UTC
From: wallace@oldtmr.dec.com
Message-ID: <1357@engage.enet.dec.com>
Source record: 247186

In article <5727@alvin.mcnc.org>, adjones@mcnc.org (Amy D. Jones) writes...
>is... 1) What is TOS error #35 ?
Strictly speaking it means there are too many files open (or no more files can be opened). In reality it usualy means the particular file you are trying to run is corrupted. Sometimes because it was downloaded from another system and the download was not done correctly.

> 2) Any info about this database ?
Nope.

> 3) Is there a decent book with references on this info (error #s,etc)
See below...

> 4) Favorite magazines?
START is not bad if you want to read a lot of reviews. CURRENT notes (actualy a THICK club newsletter which reads more like a good magazine) is pretty good and has a variety of topics.

> 5) How can she update her OS without a local dealer?
Can't answer that one.

Ever wondered what those TOS error messages and 'bombs' on your monitor signified? Below is a letter, originally written by Darryl May, that John Townsend of Atari posted on GEnie in January to provide some answers. This letter also appeared in the June 1988 issue of _Current Notes_ (122 N. Johnson Rd., Sterling, VA 22170).

Dear ATARI customer,

The following is an official list of the errors that can appear while you are operating your ST computer. This first list gives you the GEM error messages:

Error description GEM Error code
==========
OK (no error).....0
Fundamental error.....1
Drive not ready.....2
Unknown command.....3
CRC error.....4
Bad request.....5
Seek error.....6
Unknown media.....7
Sector not found.....8
No paper.....9
Write fault.....10
Read fault.....11

```
General error...................12
Write protect...................13
Media change....................14
Unknown device..................15
Bad sectors on format...........16
Insert other disk...............17
Invalid function number.........32
File not found..................33
Path not found..................34
No handles left.................35 "Handles are required for files
Access denied...................36 among other things"
Invalid handle..................37
Insufficient memory.............39
Invalid memory block address....40
Invalid drive specified.........46
No more files...................49
Range error.....................64
Internal error..................65
Invalid program load format.....66
```

Those bombs that appear on your screen are error messages from the 68000 micro-processor.

```
Number
Description of bombs
=========================================
Reset: Initial PC2..............1
Bus Error.......................2
Address Error...................3
Illegal Instruction.............4
Zero Divide.....................5
CHK Instruction.................6
TRAPV Instruction...............7
Privilege Violation.............8
Trace...........................9
Line 1010 Emulator.............10
Line 1111 Emulator.............11
[unassigned, reserved].........12
[unassigned, reserved].........13
Format Error....................14
Uninitialized Interrupt Vector..15
[unassigned, reserved].......16-23
Spurious Interrupt.............24
Level 1 Interrupt Autovector....25
Level 2 Interrupt Autovector....26
Level 3 Interrupt Autovector....27
Level 4 Interrupt Autovector....28
Level 5 Interrupt Autovector....29
Level 6 Interrupt Autovector....30
Level 7 Interrupt Autovector....31
Trap Instruction Vectors.....32-47
```

[unassigned, reserved].......48-63
User Interrupt Vectors......64-255

Darryl May, Tech Specialist

Ray Wallace
(INTERNET,UUCP) wallace@oldtmr.enet.dec.com
(UUCP) ...!decwrl!oldtmr.enet!wallace
(INTERNET) wallace%oldtmr.enet@decwrl.dec.com

2665. Re: TT's VME-slots

Newsgroup: comp.sys.atari.st
Date: 1989-11-10 19:03:33 UTC
From: depeche@quiche.cs.mcgill.ca
Message-ID: <1743@calvin.cs.mcgill.ca>
Source record: 247187

In article <2207@hudson.acc.virginia.edu> gl8f@astsun8.astro.Virginia.EDU (Greg Lindahl) writes:
>In article <4699f8e3.14a1f@force.UUCP> covertr@force.UUCP (Richard E. Covert) writes:
>
>>> >Internal high speed modem?? Nope.
>>>
>>> Why internal? Get it on RS232 and then it doesn't have to be VME or TT
>>> specific.
>>
>>Because internal IBM modem cards are cheaper then external modems. Just
>>price them yourself.
>
>A VME slot isn't like a PC-BUS slot. It's faster and more expensive. You
>put quite different things in them.
>
>> Furthermore, wouldn't it be nice for Atari to sell a truly open
>> system and let the Marketplace decide what to add to it.
>
To Richard E. Covert and others of your philosophy:

Expansion cards in computers were quite popular back in the early 80s
for computers such as the IBM and the APPLE. Expansion was a desirable thing
because a computer without any cards in it was USELESS!

You needed a expansion slot in your computer to run your bloddy
disk drive. Serial port? Buy a card! Parallel port? What kind? There ain't
no standard (with the Apple's anyway).

one card isn't really that bad anymore - we already have enough ports
built-in, and that was the primary purpose of one of these interface
cards anyway - for simple i/o.

Any analog-digital converter SHOULD be designed to plug into a DMA, SCSI
or some other fast port. This way, it won't be computer specific.

In general, computer specific hardware addons will be a thing of the past.
I mean, shit - if we have a DMA port which can transfer data at 10
megabits per second on our old clunking 1040sts, guess how obsolete a
card slot which works with IBMs will be (I wish I had some numbers, but
I bet that those card slots in the IBMs aren't much faster if they are at
all) when the TT comes out?

The only things we would need slots for nowadays is for accelerators,
graphics enhanceors, and perhaps emulators. But maybe even these won't
need to take up a VME slot if the computer is designed well enough.
Taking up a VME slot for a stupid graphics enhancer is like using a steam

roller to kill a spider...

S. Alan Ezust aka "Depeche Modem" depeche@calvin.cs.mcgill.ca
McGill University Computer Science Disclaimer: I claim everything!
Montreal, Quebec, Canada (je pense que....) je me souviens
"This kind of pornography is a matter of artistic creativity"
--
S. Alan Ezust aka "Depeche Modem" depeche@calvin.cs.mcgill.ca
McGill University Computer Science Disclaimer: I claim everything!
Montreal, Quebec, Canada (je pense que....) je me souviens
"This kind of pornography is a matter of artistic creativity"

2666. Re: What does the TT Buy me??

Newsgroup: comp.sys.atari.st
Date: 1989-11-10 19:20:13 UTC
From: phoenix@ms.uky.edu
Message-ID: <13199@s.ms.uky.edu>
Source record: 247188

/* Line eater death from above */

Just a point of information. Skip if you don't care.

In article <2245@hudson.acc.virginia.edu> gl8f@astsun8.astro.Virginia.EDU (Greg Lindahl) writes:
>Few if any other vendors supply this sort of capability. [To upgrade the
>CPU in your computer]
Several companies offer this solution, actually. Every maker of a backplane-based system. Commodore-Amiga. Even (gasp!) IBM, if you're talking about going from a 386 to a 486. Zenith had some very nice backplane units with processor boards, some years ago; they stopped making them for several reasons, most of which escape me right now.
A company which shall remain nameless has already announced that they'll have a 68040 board for current systems when the 68040 becomes available in large quantities.
I think offering a processor upgrade path would make the Atari line more interesting to the buyer. Official memory upgrade paths would do the same. I've seen more than one person turned off by "you mean, I have to go third party to put in more RAM? I think I'll look at this other machine..."
Just two cents worth
(not counting inflation),
- R'ykandar.

- R'ykandar.
--
| R'ykandar Korra'ti, Editor, LOW ORBIT | phoenix@ms.uky.edu | CIS 72406,370 |
| Elfinkind, Unite! | phoenix@ukma.bitnet | PLink: Skywise | QLink: Bearclaw |

2667. Re: Vapourware!!!

Newsgroup: comp.sys.atari.st
Date: 1989-11-10 19:24:12 UTC
From: phoenix@ms.uky.edu
Message-ID: <13200@s.ms.uky.edu>
Source record: 247189

In article <480035@hpdml93.HP.COM> rona@hpdml93.HP.COM (Ron Abramson) writes:
>I've seen the NEXT machine. It is very real.
I've seen the NeXT machine. It is very slow.
:-)
(Display postscript... bleah...)
- R'ykandar.
--
| R'ykandar Korra'ti, Editor, LOW ORBIT | phoenix@ms.uky.edu | CIS 72406,370 |
| Elfinkind, Unite! | phoenix@ukma.bitnet | PLink: Skywise | QLink: Bearclaw |

2668. Re: What does the TT Buy me??

Newsgroup: comp.sys.atari.st
Date: 1989-11-10 19:30:07 UTC
From: phoenix@ms.uky.edu
Message-ID: <13201@s.ms.uky.edu>
Source record: 247190

/*Line eater death from above*/

Answering a couple of questions and offering a suggestion.

In article <46c15364.20b6d@apollo.HP.COM> rehrauer@apollo.HP.COM (Steve Rehrauer) writes:
> Didn't C= design the A2000 with some slots that accept PC cards?
Yes. The same with the 2500. Don't know about the 3000, since it
isn't ready to market yet.,
> Perhaps we should undertake to write [an Atari ST emulator]?
AMax, a Macintosh emulator for the Amiga, requires a hardware box
in which you insert legally-purchased Macintosh ROMs. You may wish to
consider a similar approach. (Their box also included special circutry
to allow you to use a Mac drive, something that would be unnecessary
for a ST emulator, since Atari didn't screw up THEIR floppy system...) :-)
- R'ykandar.
--
| R'ykandar Korra'ti, Editor, LOW ORBIT | phoenix@ms.uky.edu | CIS 72406,370 |
| Elfinkind, Unite! | phoenix@ukma.bitnet | PLink: Skywise | QLink: Bearclaw |

2669. P/D Command Driven OS?

Newsgroup: comp.sys.atari.st
Date: 1989-11-10 19:35:39 UTC
From: thamer@rose.cis.ohio-state.edu
Message-ID: <73839@tut.cis.ohio-state.edu>
Source record: 247191

Although the ST DEsktop has its mouse-based advantages, I'm really starting
to miss the MSDOS/UNIX type abilities to just type CD somewhere or
run a program anywhere by typing its name or path, or the advantages
of simple batch files. I'm getting real tired of clicking my way through the
7 partitions of my 85 meg drive to get to the directory I want just to run
a program.
Anyone know of a command driven TOS interpreter ala MSDOS that's
public domain. If not, I'm about to write one. Although utilities like
Universal Item Selector are good, I haven't seen one as useful as QDOS
is for the IBM.

-mustafa

-=-

"Two days ago I saw a vehicle that'd
haul that tanker. You wanna get out
of here; you talk to me."

2670. Re: terminator archive

Newsgroup: comp.sys.atari.st
Date: 1989-11-10 19:41:41 UTC
From: dyer@math.lsa.umich.edu
Message-ID: <10120@stag.math.lsa.umich.edu>
Source record: 247192

In article <1346@gould.doc.ic.ac.uk> banana@cc.ic.ac.uk (P Monckton) writes:
>Could anybody tell me if it is stil possible to access the
>terminator archive via mail from the uk?

When terminator is doing mail service, yes, you can reach it from the uk.
However, the mail server for the atari archive has been turned off due to
the abusive practices of some users. We've been working on a new server,
but due to time constraints it may not be done for a long time.
(christmas vacation is an optimistic guess)

The lack of new stuff on terminator is also due to a lack of time on my part.
My apologies to the Atari community.

Jon Brode -- dyer@math.lsa.umich.edu
Terminator Atari Archive Moderator

2671. Re: What does the TT Buy me??

Newsgroup: comp.sys.atari.st
Date: 1989-11-10 19:43:36 UTC
From: gl8f@astsun9.astro.Virginia.EDU
Message-ID: <2248@hudson.acc.virginia.edu>
Source record: 247193

In article <12430004@acf5.NYU.EDU> mitsolid@acf5.NYU.EDU (Thanasis Mitsolides) writes:
>Let us see some facts. From BYTE magazines:
>
> IIcx IIci ALR/25 SIA/32
>
>Matrix 16.2 10.5 2.62 2.10
>Sieve 31.4 19.8 14.06 11.02
>Sort 29.7 19.4 10.52 8.26
>
>
>Mac IIcx, 16Mhz, 120ns Dram, No cach, No Burst fill mode.
>Mac IIci, 25Mhz, 80ns Dram, No cash, Burst fill mode.
>
>ALR 386/25, 25Mhz, 80ns Dram, Cash, interleaved memory.
>SIA 386/32, 32Mhz, 80ns Dram, Cash, interleaved memory.

You left off a few details. OS for the 80x86 boxes? What fraction, if
any, of the IIci memory is running with burst fill mode? And was the
on-chip cache on the 68030 enabled?

From the speedup between the x and i, I would think that the IIci wasn't
using burst fill at all.

Finally, benchmarking is a black art. I prefer benchmarks which are
similar to the programs which I run, which are all large-memory-model
programs that are big. The Byte benchmarks aren't in this category.

The FACTS will arrive when you can run your *application* on a TT and
on other machines and compare the results.

Greg Lindahl
gl8f@virginia.edu I'm not the NRA.

2672. Re: What does the TT Buy me??

Newsgroup: comp.sys.atari.st
Date: 1989-11-10 19:56:00 UTC
From: stephen@oahu.cs.ucla.edu
Message-ID: <29034@shemp.CS.UCLA.EDU>
Source record: 247194

In article <13199@s.ms.uky.edu> phoenix@ms.uky.edu (R'ykandar Korra'ti) writes:
[quote deleted]
A company which shall remain nameless has already announced that they'll
#have a 68040 board for current systems when the 68040 becomes available in
#large quantities.
I think offering a processor upgrade path would make the Atari line
#more interesting to the buyer. Official memory upgrade paths would do the
#same. I've seen more than one person turned off by "you mean, I have to go
#third party to put in more RAM? I think I'll look at this other machine..."

Correct me if I'm wrong, but as I understand it, VME is a multimaster bus
which means that you can plug another processor board in there and let
it control the system. Perhaps this is one of the reasons Atari chose to
use an expensive bus standard.

(not counting inflation),
- R'ykandar.
#
- R'ykandar.
#--
#| R'ykandar Korra'ti, Editor, LOW ORBIT | phoenix@ms.uky.edu | CIS 72406,370 |
#| Elfinkind, Unite! | phoenix@ukma.bitnet | PLink: Skywise | QLink: Bearclaw |

Steve Whitney "It's never _really_ the last minute" ())_-_())
UCLA Comp. Sci. Grad. Student | (* *) |
Internet: stephen@cs.ucla.edu UCLA Bruin--> { _@_/ }
GEnie: S.WHITNEY `-----'

2673. MWC errors (was Re: GEM help needed)

Newsgroup: comp.sys.atari.st
Date: 1989-11-10 21:24:55 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <10121@stag.math.lsa.umich.edu>
Source record: 247195

Something else I noticed with MWC 3.0.x - does your library (libc.a) have
the difftime() routine? Mine didn't. When I ordered the C source for the
library, I noticed that the source file is present but never mentioned anywhere
in the makefile. Thus, it never gets compiled, and no such routine gets into
your C library. Ooops. So there's an example of a routine that's documented
in the manual, but not present in the library. As opposed to all the routines
that are in the library, but never documented...
--
-=- PrayerMail: Send 100Mbits to holyghost@father.son[127.0.0.1]
and You Too can have a Personal Electronic Relationship with God!

2674. mailing lists

Newsgroup: comp.sys.atari.st
Date: 1989-11-10 22:33:54 UTC
From: geordi@lcc.UUCP
Message-ID: <8911102233.AA3060698@devnet>
Source record: 247196

Can you give me some info on how to get on the mailing lists so that I can recieve these groups?
thanks
Geordi

2675. Re: Problems booting w/accessories...

Newsgroup: comp.sys.atari.st
Date: 1989-11-10 22:51:05 UTC
From: wallace@oldtmr.dec.com
Message-ID: <1358@engage.enet.dec.com>
Source record: 247197

In article <1669@fredonia.UUCP>, sale5312@fredonia.UUCP (Marty Saletta) writes...
>cold or warm boot in the middle. It's like someone hitting the reset
>switch during bootup before the GEM Desktop appears.
...
> I use the BICLOCK.PRG program that came with Thunder! to set the time,
>got 1 Meg so memory might no be the problem. Anyone else have this
>happen frequently?
I used to use TIMESTER in /AUTO to set the time and occasionaly had it bomb on exit causing a reboot. After a while I tried writting my own time/date setting program which worked a lot like timester and ran into the same problem. I never figured out if it was setting the date/time, changing the timestamp on the .PRG file, or some other thing that caused the bombs.

Of course it could be a combination of setting time/date and using IDLE12.PRG (I use it my my /AUTO also!).

Ray Wallace
(INTERNET,UUCP) wallace@oldtmr.enet.dec.com
(UUCP) ...!decwrl!oldtmr.enet!wallace
(INTERNET) wallace%oldtmr.enet@decwrl.dec.com

2676. Re: What does the TT Buy me??

Newsgroup: comp.sys.atari.st
Date: 1989-11-10 23:19:00 UTC
From: JALKIO@cc.helsinki.fi
Message-ID: <1371@cc.helsinki.fi>
Source record: 247198

In article <46bcb82f.14a1f@force.UUCP>, covertr@force.UUCP (Richard E. Covert) writes:

<Part of the text deleted>
>
> I get the following:
>
> 1) GDOS with ALL of its WARTS and faults
>
> 2) TOS 1.6, with only single tasking
>
> 3) An increase in speed
>
> 4) A higher rez color mode (640x480 in 16 colors)
>
> Except for the higher color rez I don't see anything in the TT
> that would make me want to dump my investment in my current ST
> hardware.

Well, don't buy it, then.
>
> What would make me buy an Atari computer:
>
> 1) A FAST CPU, at least a 25 Mhz 68030, with an option to go to
> 33 Mhz or even 50 Mhz as Motorola releases the faster cpus.
>
> 2) ability to change to a 68040 CPU without buying a whole new
> computer. That is why I can Atari computers disposable. In order
> to upgrade to a different CPU you have to "dispose" of your older
> computer.
>
> 3) A true multi-tasking, multi-windowing OS. I mean, heck the Amiga
> has had multi-tasking since the first A1000 was released.
>
> 4) An open buss so that 3rd party vendors can develop boards for the TT.
>
> 5) Better Developer support from Atari, with real discounts given to
> Developers for Atari hardware.
>
> 6) Real color graphics ala the Macintosh. 640x480 in 16 colors is a joke,
> and Atari should be ashamed for introducing a new machine with such
> limited grpahics?? The TT will be the Atari machine for the early 1990s
> and should be better then that!!
>
> 7) A replacement for GDOS. Something that uses outline fonts. The Mac system
> beats GDOS all the way to the North Pole!! GDOS is such a memory hog that

> even 4 megs in my ST is limiting!!

Atari already has announced the technical specifications for the first TT, so you can't help it, can you? By the way, don't you know that Atari has said that the ATW's nice graphics card will probably be introduced for the TT (this has been posted here)?

You REALLY DON'T HAVE TO SUPPORT ATARI if you don't like them! You can by all means change the company. I can see no reason why Atari wouldn't try to do all they can. If they can't do all you want them to do, it's not their fault. Find a company that can fulfil your needs.
>
> Richard (Tired of Bashing the TT) Covert

(Oh, what was this, then?)

Jouni Alkio

2677. Re: HDX 3.01

Newsgroup: comp.sys.atari.st
Date: 1989-11-10 23:26:59 UTC
From: apratt@atari.UUCP
Message-ID: <1797@atari.UUCP>
Source record: 247199

SYTANG@CSUGREEN.BITNET (SHOOU-YU TANG,PHYSICS DEPT,CSU,303-491-6372) writes:

>Local BBS has a file called HDX301.ARC which suppose to have the newest Atari
>hard drive software HDX 3.01. And the doc. file stated this should be 3.01,
>but when run the Installer and look under the Info one get version 3.00.
> Is this right?

Yes. The only part which has the version number 3.01 is the driver,
called AHDI.PRG when it's in the AUTO folder of the floppy, called
SHDRIVER.RAW in the HINSTALL directory, and called SHDRIVER.SYS when
it's instlled on your hard disk. For everything else, 3.00 is right
and fine.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

2678. (none)

Newsgroup: comp.sys.atari.st
Date: 1989-11-11 00:32:22 UTC
From: WOODALLP@VAX1.COMPUTER-CENTRE.BIRMINGHAM.AC.UK
Message-ID: <8911110804.AA21895@ucbvax.Berkeley.EDU>
Source record: 247200

I posted a message to the net about a British program called Music DTP, this was a music typesetting prog for the ST. At the time of posting I could not find the address, however I have found it so here it is.

Take Control
Jonic House
Speedwell Road
Hay Mills
Birmingham
B25 8EU
ENGLAND

Reports indicate that the PostScript driver is near completion and if it looks as good as the SLM804 output that I have seen then it will be impressive. A review can be found in Octobers ST-World. If anyone Stateside cannot get a copy of the review then post any queries to me and I will try and relate to you the info it contains.

Phil Woodall

WOODALLP@UK.AC.BHAM.VAX1 University Of Birmingham (Elec Eng Dept)

****"The Knee is the Achilles Heel of the Leg" : Someone Else****

2679. Re: Trip-a-Tron

Newsgroup: comp.sys.atari.st
Date: 1989-11-11 01:26:09 UTC
From: towns@atari.UUCP
Message-ID: <1799@atari.UUCP>
Source record: 247201

in article <8911071025160FD.BXSS@RAI.CC.FSU.EDU>, BAILEYS@FSU.BITNET (NOLES #1) says:
>
>
> Netters,
>
> In a vintage (dec 88) issue of ST Action, a british publication, I
> noticed a piece of software for sale that sounds right up my alley. It is
> called Trip-a-Tron, and is a "light synthesiser". Basically, a neato
> moving color graphics creator that can be driven by MIDI signals. It also
> states that Trip-a-Tron has it's own control language, for programming the
> demos. I am VERY interested in this package (Trip-a-Tron, FM modulator,
> and a Kloss Vidio Beam would make a dandy wall-sized distractor at a night
> club). Does anyone out there have this package? Does it work on US
> machines (very important)? Is there a used copy I might liberate from some
> individual? The add states that it is made by Llamasoft.
>
>

Yes it does work on US machines. It's a VERY neat program. You can hours
of fun with it by turning on some of your favorite music and just playing
with the effects in a dark room.

I would recommend it! It's great.

-- John Townsend ames!atari!towns
Atari Corporation, Title Unknown!

2680. Re: Atari Support -- a different perspective

Newsgroup: comp.sys.atari.st
Date: 1989-11-11 01:29:13 UTC
From: towns@atari.UUCP
Message-ID: <1800@atari.UUCP>
Source record: 247202

in article <8911071515.AA11262@cs.wm.edu>, csrobe@cs.wm.edu (Chip Roberson) says:

> To keep from wasting more bandwidth, I want to re-iterate that
> Atari's online/network presence has mad a difference with this
> customer and I wish to thank them for that. I hope that Atari
> sees the importance in such user contact and maintains them as we
> see the new products hit the streets.
>

It's nice to see comments like this. Don't worry, we aren't going
anywhere!

-- John Townsend ames!atari!towns
Atari Corporation, Title Unknown!

2681. Re: GEM help needed

Newsgroup: comp.sys.atari.st
Date: 1989-11-11 01:32:55 UTC
From: towns@atari.UUCP
Message-ID: <1801@atari.UUCP>
Source record: 247203

in article <30200012@inmet>, hedger@inmet.inmet.com says:
> Nf-ID: #R:inmet:30200010:inmet:30200012:000:1163
> Nf-From: inmet.inmet.com!hedger Nov 8 12:49:00 1989
>
>
> I just got off of the phone with Mark Williams tech support. No help.
> They say that vsf_color just calls the ROM BIOS.
>
[.. parts of message deleted..]
>
> Oh well, again if anyone can help I would really appreciate it!
>
> ==
> | |
> | Keith Hedger : {...!}uunet!inmet!hedger hedger@inmet.inmet.com |
> | " Tragedy plus time = comedy " |
> ==

Do you have some code we can look at? In the meantime, I will see if I
have some sample code somewhere...

-- John Townsend ames!atari!towns
Atari Corporation, Title Unknown

2682. Re: HDX 3.01

Newsgroup: comp.sys.atari.st
Date: 1989-11-11 01:34:39 UTC
From: towns@atari.UUCP
Message-ID: <1802@atari.UUCP>
Source record: 247204

in article <891108225856E11.WKMZ@CSUGREEN.UCC.COLOSTATE.EDU>, SYTANG@CSUGREEN.BITNET (SHOOU-YU TANG,PHYSICS DEPT,CSU,303-491-6372) says:

>
> Hello everyone:
> Local BBS has a file called HDX301.ARC which suppose to have the newest Atari
> hard drive software HDX 3.01. And the doc. file stated this should be 3.01,
> but when run the Installer and look under the Info one get version 3.00.
> Is this right? Did Atari forgot to change the version # in the Info?
> or someone packed wrong stuffs? What's the date should be for the 3.10?
> (Thanks.
> ==========
> Shoou-yu Tang; Colorado State Univ. Phys.
> sytang@csugreen.ucc.colostate.edu

The HDX version is 3.00. The actual driver (the software that loads up when you turn your system on...) is version 3.01.

-- John Townsend ames!atari!towns
Atari Corporation, Title Unknown!

2683. Re: Vapourware!!!

Newsgroup: comp.sys.atari.st
Date: 1989-11-11 03:14:20 UTC
From: a23@mindlink.UUCP
Message-ID: <687@mindlink.UUCP>
Source record: 247205

> rona writes:
>
> Msg-ID: <480035@hpdml93.HP.COM>
> Posted: 9 Nov 89 21:04:21 GMT
>
> Org. : Hewlett Packard - Boise, ID
> Person: Ron Abramson
>
>
> I've seen a the NEXT machine. It is very real.
>
> Ron Abramson rona@hpdml92.HP.COM

So have I--at the University of British Columbia Bookstore--for sale.

I have also seen a Portfolio, also for sale.

I have also seen a STacy (at the Pacific Rim Computer and Communications Exhibition)--not for sale anywhere in Vancouver, BC, though.

// /// CIS: 73200,3117
\X/oel ///urray Usenet: a23@mindlink.UUCP

2684. Re: External 360k 5.25" floppy

Newsgroup: comp.sys.atari.st
Date: 1989-11-11 03:27:56 UTC
From: clf3678@ultb.UUCP
Message-ID: <1602@ultb.UUCP>
Source record: 247206

In article <1989Nov10.062019.19498@rpi.edu> vicc@unix.cie.rpi.edu () writes:
>I've got a 5.25" floppy w/cable to connect to the ST. How do I get the
>ST to use the drive? Is it a TOS porblem (I've got an oldish system
>but I don't know what version of TOS - certainly not 1.4) The drive
>spins when I access B: even though it asks for a disk in A: so
>something is going right.
>
There are a few things you have to do to get it to work:

1) Remove the resistor terminator pack
2) Track down a 150 Ohm resistor that's tied to the +5V line. This
resistor brings the voltage down to 2.5V when the drive is called.
However, the Atari needs it to be 0V. Replace it with a 1K Ohm
resistor.
3) Get a copy of the PCF554.PRG program. You have to slow down
the access to drive B (the 5.25 inch drive) to 6ms. It cannot
reliably access the drive at 3ms.

You'll also have to use a program like DC Format 3.02 to format the
disks. You cannot format them using the desktop. Also, you will have
to mess with the different jumper blocks on the board to find the
correct configuration.

Chris Freemesser, Rochester Institute of Technology :BITNET:%clf3678@RITVAX
||| _____________ :GEnie: C.FREEMESSER
||| /___ / (and 8-bit too!) :USENET: Don't bother,
/ | \ ______/ / : it doesn't work
Call the A.C.O.R.N BBS (716)436-3078, 300/1200 baud :<-or my BBS

2685. Re: A Unix Box and it's Cost.

Newsgroup: comp.sys.atari.st
Date: 1989-11-11 03:49:00 UTC
From: mitsolid@acf5.NYU.EDU
Message-ID: <12430006@acf5.NYU.EDU>
Source record: 247207

/* acf5:comp.sys.atari.st / ncastellano@eagle.wesleyan.edu / 12:31 pm Nov 10, 1989 */

>First of all, you get a 68000 microprocessor for half (or less) the price of
>a Mac. Ever try programming in assembly on a 80x86? Gaak.

I have never thought of the posibility of buing a Mac. Proprietary system yach!
I would use assembler only if my life depended on it.
What is wrong with Turbo Pascal?
Link with 100 bytes of assembler if it is really necessary.

Once I used 8086 asembler. I will never forget it...
But with the advanced compiler and the comming of the 80386 should not be
any problems.
(Unless you have to write a lot of assembly and keep it MSDOS
compatible too, maybe)
And 386 systems are dirt cheap too.

>You get a computer for which you don't have to buy a bus card every time you
>get a new piece of hardware.

I cannot help but think that the alternative would unfortunately be
buying a whole new computer instead.
(What is worse is that often there is not even a new computer to upgrade)

I will go back to my first point.
I don't think there is much future for the Atari in the establised marked
of PCs or systems with excellent (often specialised) support.

It would be great if they attempted to establish a multiprosessing standard.
If it is cheap and fast and has good graphics, it is certain to succeed.

Thanasis

"Has it ever occured to you that God may be a committee?" R. A. Heinlein

Internet: mitsolid@csd2.nyu.edu (mitsolid%csd2.nyu.edu@relay.cs.net)
UUCP : ...!uunet!cmcl2!csd2!mitsolid

2686. Languages!!!

Newsgroup: comp.sys.atari.st
Date: 1989-11-11 04:58:32 UTC
From: ehsnsr@JUPITER.NMT.EDU
Message-ID: <8911110458.AA06278@jupiter.nmt.edu>
Source record: 247208

Dearest Netters,

I am looking into trying to learn a new computer language,
but I really don't know which one to try out. The only things that
I must have is a language that is in the Public Domain or it is
Shareware (I'm a poor college student!), the language must support
graphics and sound without too much hassle, and it _MUST_ be able
to run on a 520STfm with 512K and a 360K SS/DD disk drive. Well
that narrows it down, doesn't it. I don't really want to learn
68000 assembly language and I only know BASIC and a little bit of
Logo. (Pretty Limited, Huh?).
You guys and gals are my last hope! Save me from expensive
languages and ST BASIC!!!!!ARRRRGH!
By the way, if you have any suggestions, please tell me where
I can get it (mail-order, ftp, e-mail, etc.). Thanks.

Eric Hobbs

---- | | ehsnsr@JUPITER.nmt.edu
| | |
---- ----
| | |
---- . | | . <- Pretty Dumb, no?

2687. Re: P/D Command Driven OS?

Newsgroup: comp.sys.atari.st
Date: 1989-11-11 07:01:50 UTC
From: steve@thelake.UUCP
Message-ID: <1011890101501737@thelake.UUCP>
Source record: 247209

In article <73839@tut.cis.ohio-state.edu>,
thamer@rose.cis.ohio-state.edu (Mustafa Thamer) writes ...

>Although the ST DEsktop has its mouse-based advantages, I'm really starting
>to miss the MSDOS/UNIX type abilities to just type CD somewhere or
>run a program anywhere by typing its name or path, or the advantages
>of simple batch files. I'm getting real tired of clicking my way through the
>7 partitions of my 85 meg drive to get to the directory I want just to run
>a program.
> Anyone know of a command driven TOS interpreter ala MSDOS that's
>public domain. If not, I'm about to write one.

There are probably a dozen or more free or shareware command shells for
the ST. The most well-known is gulam, which uses a Unix-like command set
and includes a built-in version of MicroEMACS and a communications
terminal. I currently use John Stanley's jShell (it's small and has a nice
uEMACS-style command-line editing facility).

Others I have used include David Parsons' tsh (Teeny Shell), a Korn
Shell-like interpreter with a very powerful scripting facility, and
PCommand, which is very much like the MS-DOS COMMAND.COM interpreter.

There are several commercial alternatives, too, including the msh program
that comes with Mark Williams' C compiler, and Dave Beckemeyer's Micro C
Shell and Multitasking C Shell (the latter for use with Micro RTX).

With many of these interpreters, you can create a batch file (shell
script), install the interpreter as a .TTP application (using the GEM
Desktop's "Install Application" menu), and run the batch file from the
desktop simply by clicking on it.

You don't have to use a command-line environment to avoid having to click
your way through 85mb of folders, though. Neodesk, a replacement for the
built-in GEM Desktop, lets you drag program icons out on the desktop where
you can reach them without having to dig into folders. And, incidentally,
you can design your own icons for the programs. Another program, Hotwire,
lets you define alt-key combinations to launch programs.
-- Steve Yelvington, up at the lake in Minnesota
... pwcs.StPaul.GOV!stag!thelake!steve (UUCP)

2688. Re: P/D Command Driven OS?

Newsgroup: comp.sys.atari.st
Date: 1989-11-11 07:23:05 UTC
From: suhonen@tukki.jyu.fi
Message-ID: <1987@tukki.jyu.fi>
Source record: 247210

In article <73839@tut.cis.ohio-state.edu> <thamer@cis.ohio-state.edu> writes:
> Anyone know of a command driven TOS interpreter ala MSDOS that's
>public domain. If not, I'm about to write one. Although utilities like
>Universal Item Selector are good, I haven't seen one as useful as QDOS
>is for the IBM.
There are some MS-DOS like interpreters for ST. I have not used them so
I don't know are they worth having or not, but I do know that there is
gulam -shell that is very much like Bourne shell in Unix. I have used it
about a year now and I think it is just *GREAT*

Timo
--
Timo Suhonen suhonen@tukki.jyu.fi
Disclaimer: The text above is from my left brain cell. The right one is for
SeX and Drugs and Rock'n Roll. Al K. Hall has eaten the others...

2689. Re: MODULA 2

Newsgroup: comp.sys.atari.st
Date: 1989-11-11 10:40:40 UTC
From: glk01126@uxa.cso.uiuc.edu
Message-ID: <111500055@uxa.cso.uiuc.edu>
Source record: 247211

The PD compiler from ETH is available from 35.1.33.8
or panarthea. It is a port of Wirth's own compiler
and is pretty standard. It is free and contains
a graphical shell, editor, debugger and all gem i/o
including things like obfix etc.

I could e-mail it if you don't have access to those sites...

-Spieu!

2690. Re: P/D Command Driven OS?

Newsgroup: comp.sys.atari.st
Date: 1989-11-11 10:40:52 UTC
From: glk01126@uxa.cso.uiuc.edu
Message-ID: <111500056@uxa.cso.uiuc.edu>
Source record: 247212

The best I've seen is GULAM, available at the ftp sites...

-Spieu!

2691. SCSI Setup

Newsgroup: comp.sys.atari.st
Date: 1989-11-11 16:12:15 UTC
From: gdtltr@sun.acs.udel.edu
Message-ID: <5207@sun.acs.udel.edu>
Source record: 247213
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Well, it looks like I am finally getting a Hard Drive setup started.
However, I have a couple questions. What is the difference between the
Adaptec 4000, 4000A, and 5500 controllers? Also, what size of power supply
would I need for a full-height 10-Meg drive? Thanx.

Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

--
_o_ _o_
[|o o|] "Two hearts are better than one." -- Yes [|o o|]
|_O_| "Don't listen to me; I never do." -- Doctor Who |_O_|

2692. Re: TT vs 386 boxes and Apples...

Newsgroup: comp.sys.atari.st
Date: 1989-11-11 16:47:56 UTC
From: buggs@cup.portal.com
Message-ID: <23932@cup.portal.com>
Source record: 247214

This is the second time I saw Atari in a copy of Unix World.
On page 69 of the latest issue, it shows the desktop manager Atari chose for
the TT.
It's from a company from France.
Sorry I don't have many particulars, I left the mag at work.....

Ed June

2693. Re: questions, questions, questions

Newsgroup: comp.sys.atari.st
Date: 1989-11-11 17:03:29 UTC
From: buggs@cup.portal.com
Message-ID: <23934@cup.portal.com>
Source record: 247215

>I was not aware that ST TERM had been released into the Public Domain.

Me either!

>Last I heard, it was NOT Public Domain, but was not commercial either.

Don't understand that at all, I thin it IS commercial.

>I'll check with the other FoReM SysOps I know and see what they say.

Last I heard it still is for FoReM SysOps. What node are yo OS8^)

2694. Unix for St, (MTC-Shell, etc.)

Newsgroup: comp.sys.atari.st
Date: 1989-11-11 19:23:45 UTC
From: pi@csd4.csd.uwm.edu
Message-ID: <893@uwm.edu>
Source record: 247216

I am wondering if anyone has used any of the Unix shells for the St?
And if someone could compare and/or contrast the differences between
the better ones.
Also, does anyone know of a good Pascal compiler that works under a
smilar shell.

Thanks, Pete I.

BTW : I am sick (and tired) of TT bashing. You can complain of its faults
now, but Atari will not change it. There is nothing you can do.
As far as we know, Atari people do not even have the exact stats
on their own machine, therefore, how are we able to know what
these stats are? Complain when it is released, not now.

PS : If you are looking for an ARGUEMENT (Monty Python type) I think
there are people on Rec.humor.funny that are looking for one. Maybe
they have 'Information' on the TT!

Later...

Movie Quotes of the 80's:
"What's amatter Colonel Sanders, Chicken?": Dark Helmet
"Poachers shooting at rabbits scare the big game away.": D.R.Scoundrels
Pete Ikusz : PI@csd4.uwm.csd.edu : University of Wisconsin Milwaukee
---

2695. Federated sale

Newsgroup: comp.sys.atari.st
Date: 1989-11-11 19:38:26 UTC
From: steve@thelake.UUCP
Message-ID: <1011891338261764@thelake.UUCP>
Source record: 247217
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

According to the Associated Press, Atari Corp. has agreed to sell 26 of its Federated Group consumer electronics stores to Silo Inc., a U.S. electronics retailer. The agreement covers 21 Federated stores in Los Angeles and Orange counties and five in San Diego. The price was not announced. The article said Atari is still trying to sell 14 remaining stores in Texas, Kansas and Arizona. Federated had 91 stores when Atari bought the group.

-- Steve Yelvington, up at the lake in Minnesota
... pwcs.StPaul.GOV!stag!thelake!steve (UUCP)

2696. JIL CAD requests

Newsgroup: comp.sys.atari.st
Date: 1989-11-11 20:52:00 UTC
From: 01659@AECLCR.BITNET
Message-ID: <8911120803.AA01334@ucbvax.Berkeley.EDU>
Source record: 247218

```
In response to requests for JIL CAD info, please wait a few days while I
track down our resident expert in JIL CAD.
```

2697. Atari ST Multitasking/Multiuser OSs

Newsgroup: comp.sys.atari.st
Date: 1989-11-11 21:13:32 UTC
From: gng@spocom.UUCP
Message-ID: <13@spocom.UUCP>
Source record: 247219

(I'll admit, this may be long for a summary, yet there's just so much basic information for each system...that...well...you know...arrgh :-)

This summary of Atari ST multitasking multiuser operating systems includes quotes and other informative aspects from the users themselves.
(I may have edited some quotes and such for space purposes.)

Thanks to: attctc.Dallas.TX.US!jdoss@wuarchive.uucp (Joe Doss)
(for Minix/ST information)

jclark@ucsd.edu (John Clark)
avy@gkcl.ists.ca (Avygdor Moise)
(both for OS-9/68000 information)

and to myself for MT C-Shell information :-)

Note: Hmm...only three people responded to my posting - did I post it at a bad time, or is it because that there really aren't many ST users out there that use multi-OSs? C'mon people, enough of this 'bashing' on the ST and whatnot - wake up and smell the coffee! The multi-OSs are available out there for the ST - It used to take a bit of searching before you could find one, but look now - they're here, and they work - and if you still feel like bashing the ST without any regard as to the 'now' availability of these fine ST-based multi-OSs, then you don't know the great things that you're missing out on...
(Email to me if you happen to use a multi-OS.)

MINIX/ST version 1.1 (herein referred to as 'Minix')

(Joe Doss has been using Minix for eleven months.)

Minix is both multiuser and multitasking. A minimal setup for Minix would be a 520ST with a SSDD drive. A more usual one would be a 1040ST/20meg hd. And for those power-hungry users, a Mega 4 with a 100meg should suffice quite nicely.

Almost anything written for Version 7 Unix runs without changes. Programs that take advantage of newer features in System V or BSD are sometimes difficult to port. It is also slow, compared to other OS's and it doesn't come with all the standard Unix utilities.

Minix has good Unix compatibility (Joe gave it a 9/10 rating for that), and the source code to the entire OS comes with it, so changes and improvements are easy. Minix is well supported on Usenet in the comp.os.minix group, and improvements and new utilities are constantly posted there.

Minix is written by Andrew Tanenbaum (ast@cs.vu.nl)
Info is available from: Prentice-Hall Inc., Englewood Cliffs, NJ 07632

Suggested price is $79.95 US

MT C-Shell version 1.20 (herein referred to as 'MTcsh')

(George Ng has used MT C-Shell for three years.)

MTcsh is a multitasking/multiuser add-on to TOS. It requires a minimal configuration of a 1040ST with a DSDD drive. With TOS/GEM programs taking up memory space while multitasking, it would be more wise to get a Mega 4 with 60megs+, and probably other addons like speedup programs and hardware accelerators (could apply to other OSs also).

MTcsh strives for compatibility with both TOS and with Unix. With the appropriate support software, most Unix applications can be ported over to MTcsh (my personal Unix compatibility rating - 7.5-8/10).

By keeping compatibility with TOS/GEM programs, much of the software already written is still useful under this multi-OS environment. There is some disadvantage to this because some software isn't written in mind for MTcsh, so it might sooner or later crash under MTcsh. Also, since MTcsh is more TOS than Unix, the deficiencies of TOS are also kept - twelve character filenames and "\" filename separator for changing directories is still used, rather than the longer Unix filenames and "/".
(Things to keep in mind when porting Unix stuff over to the MTcsh.)

Yet MTcsh is still quite reliable, has a lot of software designed especially for it (UUCP, Visual Shell interface, etc) so it is able to approach the functionality of Unix on a much smaller scale. Support from the company is excellent.

MTcsh is $129.95 US and is available from:
Beckemeyer Development Tools, 478 Santa Clara Ave., Oakland, CA 94610
415-452-1129 (voice), 415-452-4792 (bbs),
david@bdt.UUCP (David Beckemeyer)

OS-9/68000 version 2.3 (herein referred to as 'OS-9')

(John Clark has used OS-9 for two years, while Avygdor Moise has used it for seven years, and with three years on the Atari ST version.)

OS-9 is both multitasking and multiuser. It can run on a 520ST with a SSDD drive, but works best with a 20meg to 30meg hd, and with maybe 2 megs of RAM.

For Unix compatibility, vanilla flavored C code is usually ok to port to OS-9. There is a PD/Shareware "unix" support library which has more of the typical 'Unix SYSV/BSD" functions. But any Unix code which has 'fork' or 'vfork' is dead. But as John explains, it "can be revived by major shock treatment". :-) Avygdor mentions that on the C level, it's "99.9 compatible" with Unix, while on the OS level, it's "1:1 correspondence, but not directly comparable".

There is no, virtual memory management (for 68020/PMMU, 68030). As mentioned before, you would probably need to supplement the Microware Lib's with PD stuff in order to port Unix code more "easily". The command shell stinks, but

there's hope, and at the moment, there's not enough user utilities.

OS-9 is cheaper than Unix, and its drivers/low level OS interface are simpler. Drivers can be dynamically loaded and unloaded (need to be loaded before and during use). OS-9 is also used for CD-I, Computer Disk Interactive. This is a CD-ROM with programs to access the data. The idea is a box with all the data, programs, and processor available cheap enough to be purchased by the large consumer electronic buying public.

Overall, OS-9 has the Unix feeling, it has rommable code, it's different, it operates in real time, and of course its small, fast, and simple.
OS-9 is a good solid OS, and it never crashes the system.
A very worthwhile, solid development tool.

OS-9 is available from:
Microware, 1900 N.W. 114th St. Des Moines Iowa, 50332, (515)-224-1929
(West Cost Sales Office (408)-980-0201)

Prices:
$150 US for "OS-9 Personal" (only has BASIC)
$400-$600 US for "OS-9 Professional" (has C and assemblers, linkers, etc).

--
George Ng (Computer Science, Univ. of Toronto) | "Sure, I would like Canadian
UUCP: uunet!mnetor!{becker,hybrid}!spocom!gng | winters too...if it weren't
or utgpu!ncrcan!ziebmef!spocom!gng | for the weather."

2698. Re: A3000

Newsgroup: comp.sys.atari.st
Date: 1989-11-12 02:32:55 UTC
From: bevis@EE.ECN.PURDUE.EDU
Message-ID: <8911120232.AA07383@en.ecn.purdue.edu>
Source record: 247220

In article <119.25505695@metnet.FIDONET.ORG>, Mark.Johnson@p0.f30.n147.z1.FIDONET.ORG (Mark Johnson) writes:
>Hmmm seems to me that the logic used by the Atari bashers makes that
>A3000 a vaporware product too. Seems odd that they aren't crying about
>their awful - supportless - lying - cheating C= company like they are
>trying to accuse Atari of, eh?
>
I didn't see any smilies on that. Commodore has lately (last 1.5 years) been doing a wonderful job of improving their customer and developer support. I would not accuse CBM of lying or cheating; for that, you should see Apple, Inc. These days it seems Commodore is running a fairly clean and smooth operation. It just keeps getting better.

I wouldn't label the A3000, or even Amiga UNIX (AMIX), as vaporware. Amiga UNIX is, in fact, in functioning existence as we speak, and was demoed recently at some UNIX convention. The 3000 is simply the next step in the evolution of the machines, and there WILL be more, rest assured.

Naturally, nobody in this newsgroup really cares what happens at Commodore. This is an Atari group. I'm an Amiga person (see .sig), and I just dropped in to see what you people were doing with your machines, so that I might make more intelligent conversation... This was the first article I saw. It's sad, really, since this kind of brand-prejudice is totally non-productive and has helped us all to come to live in an IBM-dominated world. I sure hope the rest of this group is better or I might as well just unsubscribe...

>--
>Mark Johnson - via FidoNet node 1:147/10
>UUCP: ...!att!occrsh!uokmax!metnet!30.0!Mark.Johnson
>INTERNET: Mark.Johnson@p0.f30.n147.z1.FIDONET.ORG

+--------------------------------+---+
| Jeff Bevis | "But I don't like spam!" |
| bevis@en.ecn.purdue.edu | Give me Amiga or nothing at all. |
+--------------------------------+---+

2699. Re: MODULA 2

Newsgroup: comp.sys.atari.st
Date: 1989-11-12 04:21:54 UTC
From: fgbrooks@crash.cts.com
Message-ID: <692@crash.cts.com>
Source record: 247221

In article <111500055@uxa.cso.uiuc.edu> glk01126@uxa.cso.uiuc.edu writes:
>
>
> The PD compiler from ETH is available from 35.1.33.8
> or panarthea. It is a port of Wirth's own compiler
> and is pretty standard. It is free and contains
> a graphical shell, editor, debugger and all gem i/o
> including things like obfix etc.
>
> I could e-mail it if you don't have access to those sites...
>
> -Spieu!

How do you get files from the panarthea archive site without FTP.

2700. Re: Want a fast Atari ST...how about a '030 chip?

Newsgroup: comp.sys.atari.st
Date: 1989-11-12 04:27:01 UTC
From: dnewton@carroll1.UUCP
Message-ID: <848@carroll1.UUCP>
Source record: 247222

In article <23808@cup.portal.com> Xorg@cup.portal.com (Peter Ted Szymonik) writes:
>Yes its true! Dave Small has teamed up with Jim Allen of Fast
>Technologies to make an add-on board for the ST which will run
>a '030 chip at 16MHz!! Reportly this board speeds Spectre GCR
>to Mac IIci speeds! I didn't ctach all of the GEnie CO last night,

Since the IIci uses a 25MHz 68030, I can't see how this will come close to
IIci speeds.

Will they also port a Unix to make use of the 68030's built-in MMU? That
would be a Win.

--
David L. Newton | uunet!marque!carroll1!dnewton | The Raging Apostle--
(414) 524-7343 (work) | dnewton@carroll1.cc.edu | for the future--
(414) 524-6809 (home) | 100 NE Ave, Waukesha WI 53186 | for the world.
"Isn't it fun to take two unrelated sentences and mix the batter lightly?" -me

2701. TOS 1.4 Incompatibility List Request

Newsgroup: comp.sys.atari.st
Date: 1989-11-12 05:15:45 UTC
From: bmaraldo@watserv1.waterloo.edu
Message-ID: <130@watserv1.waterloo.edu>
Source record: 247223

Can somebody post or email me an updated TOS 1.4 incompatibility list?
I am considering purchasing TOS1.4 ROMs - is it worth it?

Brett L Maraldo

--
-------- Unit 36 Research ---------
"Alien Technology Today"
bmaraldo@watserv1.UWaterloo.ca
{uunet!clyde!utai}!watserv1!bmaraldo

2702. Re: Languages!!!

Newsgroup: comp.sys.atari.st
Date: 1989-11-12 05:41:00 UTC
From: glk01126@uxa.cso.uiuc.edu
Message-ID: <111500057@uxa.cso.uiuc.edu>
Source record: 247224

There are tons of languages available at ftp 35.1.33.8
(terminator). I've gotten Lisp, Forth, C, Icon and
a few others I have sitting around, waiting for me
to chow on...

-Spieu!

2703. Re: Give me a break

Newsgroup: comp.sys.atari.st
Date: 1989-11-12 07:01:08 UTC
From: ins_bac@jhunix.HCF.JHU.EDU
Message-ID: <3277@jhunix.HCF.JHU.EDU>
Source record: 247225

In article <8911110803.AA21821@ucbvax.Berkeley.EDU> UUCJEFF@ECNCDC.BITNET (jeff beer) writes:
>I have FLASH 1.52 and its only trouble is that it cannot send a break, or
>it has not been documented. Does anyone know, has FLASH a more recent version,
>and does it send a break?
>
>Thanks, Jeff Beer, UUCJEFF@ECNCDC.BITNET Chicago, IL.
I have Flash v1.6, I think there is a 1.65
to send a break hit Shift-CLR(HOME).

-Ajay CHoudhri
ins_bac@jhunix.UUCP
ins_bac@jhunix.HCF.JHU.EDU

Wake up, time to die (Bladerunner) Badges, We dont need no steenkin badges.

2704. TOS 1.4 release notes arrived

Newsgroup: comp.sys.atari.st
Date: 1989-11-12 07:06:10 UTC
From: saj@chinet.chi.il.us
Message-ID: <1989Nov12.070610.4467@chinet.chi.il.us>
Source record: 247226

I'd like to thank Atari publicly for getting the Rainbow TOS release notes to registered developers (or at least to this one). Nice meaty stuff, with a fair amount of example code. Came with a 3-ring binder. A much-appreciated early Christmas present.
Steve J.

2705. Re: A3000

Newsgroup: comp.sys.atari.st
Date: 1989-11-12 09:34:04 UTC
From: dnewton@carroll1.UUCP
Message-ID: <849@carroll1.UUCP>
Source record: 247227

In article <8911120232.AA07383@en.ecn.purdue.edu> bevis@EE.ECN.PURDUE.EDU (Jeff Bevis) writes:
>In article <119.25505695@metnet.FIDONET.ORG>, Mark.Johnson@p0.f30.n147.z1.FIDONET.ORG (Mark Johnson) writes:
>>Hmmm seems to me that the logic used by the Atari bashers makes that
>>A3000 a vaporware product too. Seems odd that they aren't crying about
>>their awful - supportless - lying - cheating C= company like they are
>>trying to accuse Atari of, eh?

Until the A3000 comes out, I will call it vaporware. It may exist in some forms somewhere, but unless _I_ can get it, it's vaporware.

>I wouldn't label the A3000, or even Amiga UNIX (AMIX), as vaporware. Amiga
>UNIX is, in fact, in functioning existence as we speak, and was demoed
>recently at some UNIX convention.

I've seen many things demoed at computer shows. I saw a nameless PC supposedly running some software, when in actuallity there was a VAX behind curtain #1 running the demo. Appearance at a ComShow is hardly a guarantee that the product exists. I made the mistake of pre-ordering a software package at a show (yes, I saw it run) and found out later it was probably 6-12 months 'til shipping.

>Naturally, nobody in this newsgroup really cares what happens at Commodore.
>This is an Atari group. I'm an Amiga person (see .sig), and I just dropped
>in to see what you people were doing with your machines, so that I might
>make more intelligent conversation... This was the first article I saw.
>It's sad, really, since this kind of brand-prejudice is totally non-
>productive and has helped us all to come to live in an IBM-dominated world.

Not true at all--I care a lot since I may very well buy an Amiga. I'll still keep my ST, it's a cool machine. But being able to put in a BridgeBoard, 68030 @ 25-33MHz, MultiPort serial board, easy GenLock stuff, etc. has pushed me to buy a Commodore (something I swore I would never do when I saw the Vic-20)

And I don't think loyalty to Atari pushed us to domination by Big Blue. In fact, just the opposite--our tolerance of Atari has _kept_ Big Blue from totally dominated with their antiquated machinry.

I'll probably end up buying an Amiga 2500 w/ accelerator, bridgeboard, a 25NHz 386 for Unix (unless Commodore's is good), and keep a decked-out ST. The best of all worlds. An ATW is still a possibility, but I haven't heard back from whoever it was I wrote to in England yet.

--
David L. Newton | uunet!marque!carroll1!dnewton | The Raging Apostle--
(414) 524-7343 (work) | dnewton@carroll1.cc.edu | for the future--

(414) 524-6809 (home) | 100 NE Ave, Waukesha WI 53186 | for the world.
"Isn't it fun to take two unrelated sentences and mix the batter lightly?" -me

2706. Re: Vapourware!!!

Newsgroup: comp.sys.atari.st
Date: 1989-11-12 13:21:39 UTC
From: mboen@nixpbe.UUCP
Message-ID: <609@nixpbe.UUCP>
Source record: 247228

A couple of weeks ago, c't computers tested teh NeXT. They worked with a NeXT machine of some company in Kiel, I believe. This NeXT was, at that time, THE ONLY NeXT COMPUTER available in Germany. Just one machine, right. So, should we all call the NeXT vapourware, over here?

Martin

--
Email: in the USA -> ...!uunet!philabs!linus!nixbur!mboening.pad
outside USA -> {...!mcvax}!unido!nixpbe!mboening.pad
Paper Mail: Martin Boening, Nixdorf Computer AG, DS-CC22,
Pontanusstr. 55, 4790 Paderborn, W.-Germany

2707. Calamus Outline Art

Newsgroup: comp.sys.atari.st
Date: 1989-11-12 13:24:06 UTC
From: MEGGIN@vm.epas.utoronto.ca
Message-ID: <89Nov12.083159est.57346@ugw.utcs.utoronto.ca>
Source record: 247229

I don't think we're too far away from a North American release of Calamus Outline Art, so I thought (with ISD's permission) I'd post an important warning about it.

All of the compugraphic fonts are drawn as continuous outlines. For example, there are _only_ two paths in the letter O, one in the letter I, etc. Outline will work well only with these fonts -- otherwise, when it shows a font outlined, it will show all of the criss-crossing lines which you see in the font editor.

If you are designing PD fonts, beware! Also, please put the hyphen (vs. dash), close quote, etc. in the same place as they are in the compugraphic fonts. Do _not_ use the free fonts supplied with Calamus as a guide.

I have been beta-testing (and just using) Outline Art for a few months now, and it is an astounding program. I do not work for ISD, we just get along well.

David Megginson, Centre for Medieval Studies, Toronto

2708. Pascal

Newsgroup: comp.sys.atari.st
Date: 1989-11-12 18:04:27 UTC
From: mg40+@andrew.cmu.edu
Message-ID: <wZLP2fe00XoGA0kEcT@andrew.cmu.edu>
Source record: 247230

There is a program on the terminator archive called PASCALII.ARC. My question is, what compiler/linker does this shell belong to? I'd like a pascal system and if this is a PD version, I'm very interested in it. Does anyone know about this?

Thanks,
Michael Garland

Internet: mg40+@andrew.cmu.edu
BITnet: mg40+@andrew.cmu.edu or mg40%andrew@CMCCVB

2709. GEM OS/386

Newsgroup: comp.sys.atari.st
Date: 1989-11-12 19:28:00 UTC
From: 01659@AECLCR.BITNET
Message-ID: <8911130802.AA09876@ucbvax.Berkeley.EDU>
Source record: 247231

Apparently DRI is going to release a multitasking GEM for '386 machines.
Atari ported GEM for 8088s to the 68000, can it port GEM OS/386 to the
68030?

2710. Gadgets by Small - Possible new '030 add-on board!

Newsgroup: comp.sys.atari.st
Date: 1989-11-12 19:55:32 UTC
From: Xorg@cup.portal.com
Message-ID: <23970@cup.portal.com>
Source record: 247232
Body handling: HTML body converted to readable text

```
==========================================================================
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To sign up for GEnie service, call (with modem) 800-638-8369. Upon
connection type HHH (RETURN after that). Wait for the U#= prompt.
Type XJM11877,GEnie and hit RETURN. The system will prompt you for your
information.
==========================================================================

Thank you for attending this special RTC. Our guest is Dave Small,
of Gadgets by Small, makers of the Specter 128 and Spectre GCR Mac
emulators. During the RTC, you can queue up to ask questions by
typing in /RAI (raise your hand). Without further adieu, I'll ask
Dave to make some opening remarks and then we'll get to your questions
and comments. Welcome, Dave!

Thanks, Jeff! I appreciate you having us here on a special Tuesday
night conference, and missing Moonlighting just to see us. Quite a
sacrifice! Tonight I'd like to talk a little about the Spectre GCR,
and take any questions people have, then talk about a new project
Gadgets is considering. The Spectre GCR allows your Atari ST, simply
put, to become a plug and play Mac. It runs nearly all Mac software,
sometimes better than a Mac does, and has some very superior features.
It also works with Stacy, and provides, err, a "portable Mac platform",
shall we say. Jeff, would you like to split the CO into GCR and then
68030 project parts, or should I do the 68030 intro now as well?

Dave, with that tease, how could I ask you to make these folks wait
for 030 info?

Okay; here's a 70-odd line intro. I'll "upload" it into the RT. If
you need to slow it down, just press CTRL-Q, then CTRL-S to restart.

(to pause this listing while reading it, press CTRL-S; to resume the
listing, press CTRL-Q).

Gadgets' 68030 Project

Last year in May, after leaving Data Pacific, there was a
GEnie conference on whether or not I should develop a 128K ROM
Mac emulator. Many people attended, said I should, and it was a key
reason we decided to do the Spectre 128 (and Spectre GCR) products.
```

Tonight I'd like to try the same thing again: propose a new Gadgets project to you, and see if you're interested. We're already working on this product for our own internal use; we want a hot, fast ST that's competitive with the latest from NeXT and Apple. What we need to decide is if we market it to the world.

Present ST Speed / Processor

Right now, your ST is designed around an 8 Mhz 68000. This is a fine design, but, unfortunately, is starting to become dated. Newer processors, which give you far more power, are out, and at higher speeds; Apple's got the Mac II, a 68020 at 16 Mhz, and the Mac IIci, a 68030 at 25 Mhz. The NeXT is at 25 Mhz. Ultimately all that horsepower lets people write programs they couldn't write before.

68030

What we want to do is give present ST owners an *upgrade path* to a very powerful new processor: the 68030. For many rather technical reasons, a 68030 is much faster than the ST's present 68000, and could give many new capabilities to the ST -- memory mapping, memory protection for multi-tasking, better Spectre capabilities (our best thing!), and so forth.

If we could get a 68030 board out for the ST, I'd bet the people at Codehead wouldn't sleep for weeks, just thinking of new things to do. The 68030 is very far ahead of the 68000 and opens up all kinds of possibilities. But software compatibility ought to be very high, since the 68030 is very compatible with 68000 software.

We will also "clock" the 68030 processor at a much higher speed than the ST's 68000. The ST runs at 8 mhz (millions instructions / second); we'll go for at least 16 Mhz and possibly more.

The primary intent of the 68030 board will be *speed*. While it is difficult to estimate the speed improvement, we're confident of at least 4 - 8 times speed increase.

Why not an exact figure? Well, it's the old drag-racing adage:

Speed costs money; how fast do you want to go?

For instance, we can use a 25 mhz 68030, the same processor as in the new NeXT and Mac IIci, but it will cost a lot; a 16 mhz 68030 would be much less expensive. We don't want to make a product so expensive that ST owners can't afford it; we want this to be a *practical*, *affordable* upgrade for ST owners. We want to keep the pricing as far under $1000 as we can, probably with options to let a user expand later as their budget can afford.

[Of course, I'll probably put a 25 Mhz 68030 in mine...]

Memory Limit

We also want to "break" the 4 megabyte memory limit. We see no reason why the ST shouldn't be able to go to 12 megabytes with a bit of work, and with a faster processor, there will be plenty of uses for that memory. (If nothing else, the digitized music industry could really use extra RAM to hold digital samples. But imagine a 10 megabyte Ramdisk...). This will also solve the primary problem of why it's hard to accelerate the ST: video contention.

Compete with TT? Nope.

We aren't trying to compete with the Atari TT here, either. The TT is a completely new machine, with multiple serial ports, VME slots, new high res color modes, and so forth. For instance, the UNIX option is definitely not intended for home users! What we are trying to do is give your ST enough horsepower to extend its useful life some years.

That's a brief, 83-line intro to the Gadgets 68030 project. Again, we're certainly going to do one of these for us, to make code development for Spectre/GCR much, much faster; we're interested if anyone else out there wants a very fast, large memory ST.

-end-

Okay, that's the "brief" intro. Hope it came through ok!

Here come the questions...

<[Bruce] B.HANSFORD>
Dave - this sounds great. Question - how will the speed of a 16mhz 68030 compare with an accelerator board like T16? ga

Well, it's a difficult question -- apples and oranges. Whups, I shouldn't say "Apples". Anyway. The 030 has a different architecture and generally runs faster, and does more, at 16 mhz than the 68000. A real whiz like Jim Allen could tell you exactly why. Now the present T-16 board ends up at around 12 Mhz in best case, because it's fighting with video memory;

Yes the 030 will kick butt!

(heh!)

The 68030 will run without fighting with memory, and is more efficient to begin with. We are confident in the 4-8X speed improvement.

But it isn't cheap...speed costs money.

How much? GA

Jeff -- it depends on the Mhz model of 68030. 16 mhz is ok, 25 is $$.

And 33 is $$$$$.

So to try to answer the question, the T-16 is around 12 mhz, the 68030 in equivalent terms is probably a 20-25 mhz 68000 .. .Jim, think that's fair?

Yah, equal to a 25Mhz 68000.

Is it just a matter of simply putting in a new cpu or ...?

Well, it's a whole circuit board. It will take over the function of the 68000 and delegate the 68000 to things like disk I/O. There's several ways to do it: chop out the old 68K and replace it; plug into Mega slot; piggyback 68000 -- and so forth. This isn't that major a design consideration, actually. (Not exactly an answer, but it's the truth right now.) .ga.

<[Jim] J.HARRISON4>
So it isn't a new motherboard right...

That's correct. We want to use the present ST keyboard, display, etc. as is; we want to accelerate the main ST with the software you use.

<[Jim] J.HARRISON4>
it will be a plug in so we still have reverse compatibility right?

(Oh, yes -- you can always "go back" to 8 mhz.)

REAL 8Mhz!!! 68000 8Mhz!!!

[By the way, if you're asking a question, do feel free to let me know if you're interested in such a board -- more or less the point of the CO. And suggestions are welcome.]

<[Jim] J.HARRISON4>
Sounds good, something will always be incompatible and I hate to lose the ability to run some stuff. I have everything you ever built and I don't see any reason to stop now, good show. That's all for me .ga.

Me too. It's important to stay compatible -- hence the emphasis on that with GCR.

Thanks, Jim! Okay, 1 yes, 0 no. We're winning.

2 parter: first, I think this'd be a great hack *if* you could pull it off. But I see a lot of problems. First of all, what TOS is it gonna run? Do you plan on licensing TOS from Atari?

next question? (grin)

Suppose we could just leave it in Spectre mode.

No, seriously, when there's a will, there's a way. The old 192 K ROMs may not appreciate the 68030, but the Mac ROMs didn't appreciate the ST, either, and golly, they work.

Heh.. that'd work Okay, second question: My understanding right now is that fast cache memory would be more limiting than the price of the actual CPU, and you're gonna want a lot of cache memory

on this thing for it to work effectively with ST RAM right? ga

Well, ST RAM is effectively video shifter limited. So we either kick the shifter onto a dedicated 32K static RAM, and free it up for 16 Mhz use, or just blow it off. With RAM prices toppling faster than Ken's UNIX hairdo, we feel that leaving RAM up to the user isn't a big problem. Buy as much as you want.

Limiting the video memory will cause you a _lot_ of compatibility problems, but I think you should be able to figure out a way to work it out. Well, best of luck!

You mean like the Moniterm Ken?

Exactly, Jim.

Thanks, Ken. We got your resume, and will look at it tomorrow.

Not if you keep a 640X400 res!!!! Just point at the static ram!!!

Righto -- the static can be mapped anywhere.

Before we continue, all of you may have noticed that Dave isn't alone here. Jim Allen is the maker of Turbo 16 accelerator. Dave, would you care to explain Jim's presence here?

Oh, Jim's the leading 68030 guru I know of, and is a good tech advisor so I thought it might be prudent to have him along.

Dave is the SW guru!!!

Also, Doug Wheeler is online, too.

Hi.

The HW is not a big deal...this is a SW project!!!

Anywho, it's entirely possible that Jim might have something to do with this board ..

<[John] JJKENNEDY>
Jim, will there be an upgrade path with the T-16

Too early to tell...

I'm sure we can work something out!!!

Agreed. Next!

$10 trade-in?

(isn't this nice.. not ONE "where's my GCR" question!!)

A zero missing I think...

HOW ABOUT DOING SOMETHING WITH A 68881 WHICH WOULD BE CHEAPER
AS YOUR START ARTICLE STATES 10-30X SPEED UP IS POSSIBLE

Very few ST applications use the 68881 floating point unit. The software must be written with the 68881 in mind, and as far as I know, DynaCadd is the only one that does it. Otherwise the 68881 is just a lump.. does nothing.

Chicken and egg.

Does that ansdwer your question?

COULDN'T A TSR REDIRECT SOME FP TO THE 68881 AND AWAY FROM THE 68

68881 is only useful for floating point math, not general operations.

YES BUT MUCH OF WHAT ONE WANTS FROM A 030 FOR SPEED INVOLVES GRAPHICS MANIPULATION INCLUDING THE MATH

Not really ... mostly programs do the math inside themselves, and don't even bother to ask if a 68881 is there to help them.

The ST doesn't have a "system" math library that can be FIXED like the Mac.

I agree. So we give *present* software a major acceleration, and let the software writers fix it for 68881 whenever they get around to it.

Mac SW will imediately use the 881/882 in Spectre mode on the 030 board !!!

<[fred beckman] FB>
I Want one and I know where my GCR is!

Okay, that makes it 2:0 with Ken abstaining. (grin)

He'll bite...eventually

<[fred beckman] FB>
The 030 sounds like a great enhancement to the ST line.

Thanks, Fred. We want to give people a good upgrade path for as little as we can afford to.

Any ideas what effects the 68030 would have on PC-Ditto II or GCR?

I don't know on PCD-II, since I haven't seen one. The GCR, it would make scream -- very very fast Mac emulation. Excuse me, I'm slobbering on the keyboard.

HW emulators will be uneffected.

<[Min] MINSYEE>
Dave, I want one... (Hello, Businessland: cancel that order for the IIci :-)

hehehehehe!

<[Min] MINSYEE>
Couple of things, Dave. First, there's no doubt in my mind that you're the person to do it if it can be done...

(oh, we're already doing it. Not to worry.)

Secrets...

<[Min] MINSYEE>
...just wonder about fitting that in with the other demands of Spectre development. Other thing is: the installation?

Second question first.

I think easiest "installation" of course is a Mega-plug-in, but that locks out 520/1040 owners. That's just a push-in-board. A T-16'ish replace 68000 installation isn't all that impractical. But really, there are so many ways to hook into the 68K bus, it isn't that important.

First question: It fits in nicely with Spectre development. We started out witrh the idea to get a faster machine to speed up assemblies, and other Spectre development (assembling Spectre takes *forever*!). It's a natural ouytgrowth of that.

<[Min] MINSYEE>
A big part of the Spectre success is that it's a plug-in.

Remember, we're more discussing the idea here, not what pin connects to what pin -- whether or not a high horsepower ST is something that's wanted.

<[Eric] MAJOR-HAVOC>
Could this board also have a SCSI port? My vote: YES, do it!

Hmmmm. The NCR 8530 supports SCSI pretty directly. But with ACSI, is there a real need for it? Atari's DMA is mighty, mighty fast. Jim --opinion?

I think the ASCI is good enough!

<[Eric] MAJOR-HAVOC>
ok thanks, hope it all goes well! ga

Certainly an interesting idea, though -- would help us in Mac emulation in GCR.

Some things are tougher than others

(Is that a vote? It's 3:0, 1 undecided, 1 unrepentent)

Mac compatibility would drive it.

dave would this 030 board be linked to spectre so you could run programs that would require the 030 like soft PC and some versions of excel and I vote positively YES!! to sell it!

Yes, it would, and thank you! The 128K ROMs support the 030 directly, with a little hacking ...softPC should run without any trouble, but you never know until you try it. Besides, pc-ditto-II should be pretty cool.

And you could use things like Virtual memory programs!!

You bet. Jim brings up an interesting point:

The 68030 is so powerful it can support many different machines *at once* in the same memory architectyure (if you have enough memory). So, with 68030 helping us in hardware, it would be easy to bring up an ibm/Mac/ST that would be a keyflip away between the machines .. or, multiple STs, where if one ST crashes, the others keep right on going. The 68030 is really an amazing chip. .ga.

That's for sure!!!

That makes it 4:0:1

OK. The 68030 resides with the 68000. How about running Dave, how about MacII like graphics for DTP, CAD

Oh, I see. The 256K ROMs are required to support color as in Mac II, and they're not available on the market for sale, so I can't "do" them. (Or did I misguess the question?) .ga.

No, you got the question. Just looking for better graphics that the 68030 might support...

Primarily, the speed improvement will make a big difference.
However, I will say we're thinking about just-for-fun tossing in one of thos
e ultra-high-powered TI graphics chips ... I mean, if we have 5 meg of RAM, a 68030, and so on, why not add a video output? That's very undecided, though.

<[Dave Troy] TOAD-SERV.>
Dave: three things - 1) YES I want one - can we trade for Toadfile 44 carts? ;-) 2) I got all my GCRs today! ;-) (again) and 3) This isn't my area, but how are you going to implement memory, in terms of installation & managment, how will it fit (physically) and what will be the fate of the old MMU in light of the built in MMU in the 030?

The new RAM will be on the 68030 board. There will be an interface, some way, into the ST's old memory, provided we don't decide to shut down the shifter and use it directly at 16 mhz. The 68030 handles most of its own memory management. For right off, I'd give it a straight memory map, but that's all programmable, for all the hackers out there, to do all sorts of fun stuff! Does that answer the question?

<[Dave Troy] TOAD-SERV.>
Yes - Dave it sounds funky! I am sure you can do it. Count me in for a few dozen.

Okay, 4+a few dozen:0:unrepentanty holdout.

Any connection with HyperWeb here?

Doug: Noper. HyperWeb is a DOS project -- software.

Lots go'in on?

oh yes .. plenty going on..

Availability?

HyperWeb -- no availability announcement for some time, I
would expect.

Dave, how about "Spectre GCR030, The Premier Macintosh IIci Emulator"?

hehehehehehh! You've just rolled Sandy on the floor. Mind if we
steal that?

Nope, you can have it. Any Idea of time frame? ga

Time frame...hmmm. Well, it's a bitch to get something to market.
However, I'm told that the elves at Santaland are busy with CAD
programs laying out PCB's, so, if people are interested, we'll put
more resources into the project.

OK, I have a few Ques. I'll try to be quick.

Go for it, Dave. I'll try to interrupt

Back to which TOS? You said a hac of old TOS?

There's several ways there, dependent partly (but not completely) on
Atari.

It would have to handle the problem of different type of stack frames
on traps.

That's easy enough..(Apple does it in their MacTrap handler)

Are you thinking about writing a TOS "emulator" to handle "bad"
programs (i.e. the real cheaters)?

Atari should do that for the TT!!!

Oh, heck, we might just kick the old 68000 back on and let it run that
way, if necessary. I presume we'll break a few programs, but a vast
number will work, and that's the point. In the Mac world, we broke a
few badly written programs, but all the important stuff worked.

You said that there was RAM on the 030 board, 32-bit right?

The ram will be 32 bit and might even use a second MMU chip

I believe otherwise the 68030 loses speed.

How about a VM RTX? Can you say Demand paged RTX. AHH OOOO NOOO!

"Demand Paged RTX". ?

What do you think of the idea?

Very interesting. Have to admit I hadn't thought of it. Let's talk later.

("VERY interesting idea.)

Yep.

Kinda makes your finger tingle, doesn't it Jim?

A pretty good reception.

Will mac 030 software compatibility be a problem since apple at 512K ROMS?

No. The 128K ROMs are 030 compatible.

No

I'm sure a few dumb PD programs will break, but big deal ... all the major stuff, and most of the minor stuff, will work.

Lots of 030 accelerators for Macs

on another topic has GCR Problem with GTS-100 drives been solved

We've found that many GTS-100 drives have problems reading from track 65-79. We have a GTS-100 that we bought here in town and have it spread out here in front of me, with a 'scope hooked up to it, probing its innards. Doug is handling anesthedia, I believe. Anywho, nothing solid yet -- we did get an error-free session, but it didn't repeat nicely. We do have a good idea what's wrong, though.

Dave, I want one, too! And since you mentioned it a few minutes ago, where IS my GCR (didn't want to dissappoint you!)?..

What's your zipcode, please?

Seriously, I'm told it's on its way, but I'm getting impatient

Need your zipcode..

02889

Okay, Sandy is looking it up. Next question while she does?

nothing else from me, thanks.

Ronald Perry, right? It weas shipped last Tuesday, the 31st. Heck, you should have it or darn close..

okay, next question?

Dave, can you do anything to get output to a projection TV so I can demo the GCR at Mac meetings ?

Hmmmmm. That's beyond my knowledge. I know at Comdex last year
they had a big screen hooked to monochrome; you could ask Frank Foster at Atari
how they did it. That's all I know, though.

An overhead project hookup is around but costs $$$.

OK save a 68030 for me.

Of course, there's always the Moniterm. Okay, that makes it several
dozen:0:Ken (grin). Thanks! .ga.

Hahahaha

I've heard that the Spectre won't work with programs that use Midi/SCSI
to talk to musical instruments (i'm thinking of Alchemy for ex.).
Will the new board allow this? g.a.

It is true that Spectre won't work with only the MIDI Input-Output
portions of various Mac MIDI programs (like Opcode Systems, etc,
et all). It is possible that the mapper function of the 68030 could
fix that. Interesting, interesting idea! HmmMMMMmmmm. Thank you.

Follow up - Consider using a Stacy with an 030 running this s/w.
Portable MAC for music purposed s but much more reasonable. ga.

Sure be nice. I dunno, though; many musicians tell me the ST is far
superior in music software (but those discussions are always sort of
like religious discussions). Still, a darn-fast-Stacy wouldn't hurt,
either -- particularly if the faster MIDI implementations get
standardized.

Speaking of Spectre, we had a mild event this week --

Microsoft Word 3.02, my old old enemy, came up this week and worked.
.. I fought that $%^#@$%^ thing for 1 1/2 years, beat it this week.

Mr. Wizard strikes again!!!

The program was reading "from" 0, not writing to it. This also
appears to have greatly styabilized Multifinder. Jim's Zax found Yet
Another Bug... anyway, back to the "0-3-0-CO".

<[Norm] N.RECHTMAN1>
Dave, back to the drive question

Hi Norm!

<[Norm] N.RECHTMAN1>
Are there other manufacturers drives having problems? I know John
Wyncott is having a strange problem with a diverse data drive, MFD 720.
I was wondering if the TEAC mechanism was stable?

Not consistently. There are always onesy-twosy problems -- bad drive,
alignment problems -- but the two consistent ones we see are RFI
problems inside the Mega case, curable by shielding, and the GTS-100
drive (an NEC drive), which we haven't solved -- but we've only had

the drive a few days, give us a little time. I've been repeatedly assured that these drives absolutely *can* read/write Mac data if something is not interfering with them.

<[Norm] N.RECHTMAN1>
One other thing, it seems that a few of us are having problems copying disks from the Spectre menu like Spectre to mac or even the same type.

Hmmmm. I'll look in the Gadgets RT. Always possible there's a bug in the code. (Does work okay here in testing, so it might be a bad copy of Spectre, or might be some glitch we didn't figure on. Please post a note in the Gadgets RT summarizing what happens, okay?)

What is '**CAUTION RESTORE failed in XRESTORE**' ??? '030 board, YES!!!

Well, that's a goof of mine. Inside the Spectre GCR software, there is an internal self-test routine, only meant for us to use. At the last second, we decided to let users look at it. It had some bugs, though --- for instance, if you run it with one drive, it hangs, repeating your message. (And other cases). So we released a New, Much Better tester for the GCR, that Doug wrote; it's in the Gadgets Library. (Please use it instead!!)

I am having problems ejecting disks, am I having trouble WRITING to them??

Are you using Finder 5.3?

yes I am using single 1040 drive system/color. I believe that it is 5.4, I just got this 3 hours ago!!

Try "dragging" the disk icon to the trash to do ejects. Those finders always were twitchy.

I also have 6.0.3 but so far it has not been able to boot/ I did the drag, no luck

That should always work; we do that here. 6.0.3. -- you probably need boot sectors.

6.0.3 came right off mac II

Tell ya what, this is best left for the Gadgets RT -- lots of people there that are new owners, too. (Right -- did you run Installer to get it?) See, a straight Mac II System isn't right for us -- it's configged wrong.

Ok, I just stopped here first, I was surprised to find you here tonight, THANKS

Anywho, drop by the Gadgets RT and see if they can't help -- you're welcome!

Dave/Sandy, FYI, my GCR came today! Up and running in 5 min, using Toshiba 3.5" drive. One more vote for new project!

good to hear! thanks!

<[John] JJKENNEDY>
If this project is a go, who will market it? GBS, Fast-Tech,
both or.....ga.

Probably some sort of co-operative venture. It's more important to us
hardware/software hackers to define the project first, then set up the
legalisms.

<[John] JJKENNEDY>
Thanks.....And YES!!

Gadgets certainly wants it, though, and with some of the income from
the GCR, I want to plow it back into the ST community and do good
things.

Exactly, we need the combined expertise to pull it off.

Not to mention customers (grin)

<[Wilton] W.VARGAS2>
Night everybody, I just got here so excuse me if I am asking something
that somebody asked before but, any plans for a MAC II emulator for
the TT or the ATW? .ga.

Nope. The ROMS for it aren't freely being sold -- first requirement.

<[Norm] N.RECHTMAN1>
Why doesn't someone make a Memory upgrade for the ST that uses SIMMS,
???

Probably space considerations. The ST isn't very tall.

Too big a form factor.

And it's too big a form factor.

Hehehe

<[Norm] N.RECHTMAN1>
Oh well

We'll probably use sockets for RAM as well, although that is not
certain certain.

<[Eric] MAJOR-HAVOC>
How long before Gadget Labs have a working 68030 board? .ga.

Remember, all, this is NOT a promise to do this project and market it;
this is market research. We don't know yet. (I shudder when I hear
the word "working". Getting boards -- the process has started. Getting
them WORKING -- that's a whole 'nuther kettle of wax.)

1. where's my gcr? area code 02135

okay, it's being looked up

2. what happens to the current ram in the computer if you plan to have ram on the 030 board?

Keeps on trukin

Depends on if we decide to use it for anything. There is a possibility we have to investigate of using it in 16 mhz mode, or just using it for 68000 local functions.

Your GCR was shipped Halloween.

(What, is UPS running ultra-slow or something?!?)

3. i would buy one, if you leave a socket for the 030, so i can buy a 16Mhz or 25 or 33 Mhz depending on $$$ i have available

That's how I want it, too. Remember, a big Mhz 030 costs BIG dollars ..

It ain't that easy...the Mhz impacts the design.

Sure does. But I'd like a faster CPU option as well. However, even 16 would smoke right along.

<[Double Click] M.VEDERMAN2>
Hi dave and jim... I came in late too (sorry :-)

Hi Mike .. our Jamie is enjoying your Double-Clicker. A new love interest will soon enter your life, and, you will soon receive a raise. next?

<[Double Click] M.VEDERMAN2>
Let me ask a couple questions, which may be premature considering this is market research, but will TOS 1.6 (030 TOS) be compatible, or plans for it to work?

NO COMMENT!!!!

hehehe. No, seriously, it's one thing we're looking into, but we don't want to bias Atari on this issue.

<[Double Click] M.VEDERMAN2>
another Q... Could higher than 16 mhz be acheived, or would y'all have to use an onboard clock?

Anything can be done, but it can cost more. 16 seems most approachable, but I'd be willing to pay for 25 capability. Question is if anyone else would.

We would use the 32 Mhz clock in the ST!!!

This thing will be a rocket even at 16, though. 32 would run socks off of several 386 systems I know.

<[Double Click] M.VEDERMAN2>
Three... Ready to open the 'compatibility' can of worms that this will surely open?

Someone has too.

I don't really think it's that bad. Sure, there's stack frame problems -- but with the TT, they'll all be raised anyway, so we might as well get started. It's nearly an identical issue.

Lots of stuff will work, lots more will work with a minor patch, a few things will break horribly. This is why we have Codehead software. Someone's gotta fix these things.

<[Wilton] W.VARGAS2>
Exactly what are the projected benefits, speed increase and compatibilty of the 68030 board?

It's unanswerable at this point. We're asking more marketing questions than giving exact numbers, because the amount people will pay will affect the product a great deal.

<[Wilton] W.VARGAS2>
If it speeds up CAD-3D, then you have my support!

So, I can't project exact speed, because I don't know the exact speed yet, and so forth. We're asking if people are interested.

<[Wilton] W.VARGAS2>
Any defined price range?

I hate to seem like I'm dodging the subject -- ask me when I get a wirewrap board.. (grin)

by the way has my gcr been shippred yrt? 02192

Sandy's shut down the Mac II, alas ... sorry .. can you email me?

okay

(it probably has --)

<[Wilton] W.VARGAS2>
Is the GCR a cartridge or it goes inside the computer? Also does it work with the STacy?

GCR is a cartridge, and it works fine with Stacy. In fact, Doug is on tonight on a Stacy, so we know.

<[Wilton] W.VARGAS2>
will it work concurrently with the PC ditto II?

Incidentally, if you make it to Comdex, please drop by the Atari booth and say hello. It's nice to meet the faces behind the names.

<[Wilton] W.VARGAS2>
I WISH I COULD!!!!!!!!!!!!!!

Not concurrently (at same instant) but they don't fight each other. Ah, with a 68030, they might be able to... (no kiddin'..)

<[Wilton] W.VARGAS2>
so its possible to have both things at the same time and that would mean you have three computers on one?

Yup -- well, it works that way now -- you just select the computer type you need and boot up into it. Switching is just a reboot.

<[Wilton] W.VARGAS2>
That 030 will be a great thing to wait for!

<[John] JJKENNEDY>
How compatible will the 030 board be with the TT (if at all)? Will some/many/most prg written for the TT work on the 030 upgrade?

Very compatible. Very. However, the TT has features the ST does not in the screen, etc, and in sound, that it couldn't be backwards compatible with.

Yes unless they are using the TT specific video wonders.

Give me a video chip and a star to steer it by -- we'll see what we can do.

<[John] JJKENNEDY>
OK Many thanks!

So you're really looking at a very, very, very, fast ST basically?

Jeff > Yes indeed. An ST that'll be fast enough to compete in the 90's. Remember, the ST is basically a 1985 design ... it's time it was brought up to date with the NeXT and Mac IIci speed.

<[Norm] N.RECHTMAN1>
How did Doug get a STacy, did he borrow Donny Osmonds?????? When are they gonna be released?

We haven't been told. No one knows. (Doug is currently dating Marie Osmond, is how)

oh? :-)

errrrrrrrr I'm sorry, I can't answer that one -- legal agreements and nondisclosures.

So *that's* who she is!

<[Wilton] W.VARGAS2>
what exactly do you mean with "barely' seen a TT"?

also any graphics upgrades on that fabulous mind?

they're a definite possibility. I'm a big fan of TI graphics chips.

<[Wilton] W.VARGAS2>
AAH! I wish I would be an insider!

me too!

<[Wilton] W.VARGAS2>
that's it! thanks and go ahead! (but you know more than I!

thank you!

That's about it for the formal part....

Thanks folks!!!

Thanks all for coming. Thanks to Dave, Jim, and Doug. Before we open this up, any closing remarks?

I'd like to thank Dave for typing all the replies I was feeding him! (Just kidding *grin*)

Let me add my thanks for all of you for attending the conference and for the interest shown! While I'm not absolutely positively promising this as a product, we're certainly talking about this CO and the interest generated, as we did the Spectre 128 and its conference. The on-line networks bring a new way to gauge consumer interest if companies just will take the time to ask, and listen to comments. Thanks again for coming.

Doug: Good luck with Marie.

Again...thanks to all for coming.

2711. Re: Trip-a-Tron

Newsgroup: comp.sys.atari.st
Date: 1989-11-12 20:39:09 UTC
From: buggs@cup.portal.com
Message-ID: <23974@cup.portal.com>
Source record: 247233

>-- John Townsend ames!atari!towns
>
> Atari Corporation, Title Unknown!

Didn't you get a promotion? Thought I read something to that effect
somewhere? OS8^)
^
WHAT ARE all these wierd codes? I'm usin' FLASH in ANSI.

Ed<Neophyte>June

2712. DSP, ATW graphics, TT/P

Newsgroup: comp.sys.atari.st
Date: 1989-11-12 23:20:15 UTC
From: ramsiri@blake.acs.washington.edu
Message-ID: <4415@blake.acs.washington.edu>
Source record: 247234

One of my main uses for the TT/[Px] will be to use
the hoped-for 16-bit DSP package by Digidesign along with
the hi-res graphics a la ATW. Since the TT/P has only one
slot.. i will either have to waitwaitwait for the TT/x or hope
that a backplane is available for adding more cards.

Unfortunately, the TT/P's 8-bit stereo sound capability is NOT
good enough for today's music and film standards. For games, sure. So
one will have to depend on third-party hardware/software developers.
This is perfectly acceptable. Digidesign, a major developer in the
music industry, an industry that ATARI prides itself on, is
unaware of the TT or the ATW. At least they had never heard of
either machine a couple of months ago. Digidesign has had a 16 bit DSP
workstation for digital recording on the Mac II for a while now.
In several long chats with various workers at Digidesign, i tried
to impress upon them what great developments were taking place
at ATARI. The last gentleman i spoke with said he would look into it
and find out about the TT and ATW. Again, he had never heard of
either of these machines. NOw there's not much more the consumer can do.
Buy products and tell people about them. BUT ATARI HAS TO CONTACT
ALREADY PROVEN SUCCESSFUL DEVELOPERS and let them know what they're
going to deliver in the future.... I hope someone from atari
proves me wrong. I'd like to know that a 16-bit DSP package is
in the making by a company that knows how to make one.

-kevin
ramsiri@blake.acs.washington.edu

2713. desktop.inf

Newsgroup: comp.sys.atari.st
Date: 1989-11-12 23:20:46 UTC
From: sslee@polyslo.CalPoly.EDU
Message-ID: <1989Nov12.232046.12184@polyslo.CalPoly.EDU>
Source record: 247235

The first line of a desktop.inf files contains information about the RS232 port. Does anyone know how to set the full/half duplex status and the strip bit ON/OFF status? It doesn't seem to be part of the Rsconf() function. Any info would be appreciated.

Steven Lee
sslee@polyslo.calpoly.edu

2714. Re: Languages!!!

Newsgroup: comp.sys.atari.st
Date: 1989-11-12 23:23:17 UTC
From: rs0@beach.cis.ufl.edu
Message-ID: <21212@uflorida.cis.ufl.EDU>
Source record: 247236

In article <8911110458.AA06278@jupiter.nmt.edu> ehsnsr@JUPITER.NMT.EDU
(Eric Hobbs) writes:
>Dearest Netters,
>
> I am looking into trying to learn a new computer language,
> You guys and gals are my last hope! Save me from expensive
>languages and ST BASIC!!!!!ARRRRGH!
> By the way, if you have any suggestions, please tell me where
>I can get it (mail-order, ftp, e-mail, etc.). Thanks.

Try Forth. Forth is a reverse-polish notation threaded interpreted/compiled
language. It's most amazing power is that you can add new procedures to the
langauge that become part of the language (i.e. Regular Forth doesn't have
a CASE-type structure, but you can add one in, using Forth itself. Much
more powerful than just having dumb functions and procedures). There is
an excellent PD version out there Somewhere (somebosy else come to this
person's aid on this please), which can be upgraded to full GEM/AES useage
with a nominal upgrade fee, which you only need to pay after you have seen
and tried out the freebie version.

Send mail for more details on Forth (I am not a Forth guru, just a happy user).

--
* Bob Slaughter * This space for rent *
* InterNet#1: rs0@beach.cis.ufl.edu * Call 1-800-FOR-RENT *
* InterNet#2: Haldane@Pine.Circa.Ufl.Edu * Model Railroading *
* Bitnet: Haldane@UFPine * is Fun!! *

2715. Re: TCP/IP and Atari ST

Newsgroup: comp.sys.atari.st
Date: 1989-11-12 23:53:00 UTC
From: Don.Weeks@p0.f3107.n124.z1.FIDONET.ORG
Message-ID: <2634.2560001D@tlsi.FIDONET.ORG>
Source record: 247237

Maybe I should clarify a bit. I would like to use anonymous FTP to sites
that allow such. I have been told that QM (our fido mailer) has a problem
forwarding mail with lines > (some number). This precludes my feed
(TLSI) from forwarding comp.binaries and comp.sources. Also I would like
to get data from rice.edu and others. Is it possible to join Internet in
such a way to make this possible?
Don Weeks

--- Ned 1.00 4

--
Internet: Don.Weeks@p0.f3107.n124.z1.FIDONET.ORG
UUCP: ...!attctc!tlsi!3107.0!Don.Weeks
Note: TLSI is a free gateway between Usenet & Fidonet. For info write to root.

2716. Re: TCP/IP and Atari ST

Newsgroup: comp.sys.atari.st
Date: 1989-11-13 00:00:00 UTC
From: Don.Weeks@p0.f3107.n124.z1.FIDONET.ORG
Message-ID: <2635.2560001E@tlsi.FIDONET.ORG>
Source record: 247238

Let me also say that I will soon have a map entry for UFGATE. Now is it possible to maybe get an Internet address?

--- Ned 1.00

--
Internet: Don.Weeks@p0.f3107.n124.z1.FIDONET.ORG
UUCP: ...!attctc!tlsi!3107.0!Don.Weeks
Note: TLSI is a free gateway between Usenet & Fidonet. For info write to root.

2717. STE/4096

Newsgroup: comp.sys.atari.st
Date: 1989-11-13 00:45:00 UTC
From: V053QHYX@UBVMSC.CC.BUFFALO.EDU
Message-ID: <8911130802.AA09913@ucbvax.Berkeley.EDU>
Source record: 247239

I've got a question I feel Ken at Atari can answer..I remember a company somewhere(I dont remember the name) released an inexpensive 4096 color board for all ST's..if we installed this board,would we be compatable with the STE's enhanced graphic modes? Could some developer design an upgrade for stereo sound? Or is atary using some proprietary sound chip???
enhanced graphic modes? Could some developer design an upgrade for stereo sound? Or is atary using some proprietary sound chip???

Jeremy

2718. Re: INFO-ATARI16 Digest V89 #627

Newsgroup: comp.sys.atari.st
Date: 1989-11-13 03:53:24 UTC
From: EARLY07%ALBNYVM1@UACSC2.ALBANY.EDU
Message-ID: <8911130803.AA09935@ucbvax.Berkeley.EDU>
Source record: 247240

Is there a archive site in dortmund? How does one access it?
Any info would be nice... If possible please send the address
and the tcp/ip numbers. Thanx..

Early Bird

2719. Re: atari ABC yea or nay ????

Newsgroup: comp.sys.atari.st
Date: 1989-11-13 05:34:44 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <23990@cup.portal.com>
Source record: 247241
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Big Bad Dom" asks:
>I am seriously thinking of buying a PC at the moment and I have basically
>decided on one of two models,

> 1)ATARI ABC

> 2)AMSTRAD 2086

>Does anyone have/know of the machine and if so could someone please
>offer me advice on buying it?

More important than the technical differences between the two machines is the difference between the companies which make the computers.

Amstrad is a professional company which produces computers. They have established a world-wide reputation for delivering good, solid computers.

Atari Corp is a toy company which has established a reputation for being poorly managed, and for its capricious treatment of its users, dealers and suppliers. While the "Atari ABC" may be the computer of the week now, you may find yourself holding an obsolete system when they go off after the next glittering gizmo and leave you with an unsupported orphan next week.

Then again, maybe they won't... it's your gamble...

BobR

2720. Re: Blitz! Floppy Backup available (Advertisement)

Newsgroup: comp.sys.atari.st
Date: 1989-11-13 06:00:03 UTC
From: dnewton@carroll1.UUCP
Message-ID: <853@carroll1.UUCP>
Source record: 247242

In article <1817@cuphub.cup.edu> kar7481@cuphub.cup.edu (Dan Karbowsky;AtariEliteOfPghPa
bbs412-384-5609) writes:

> [suspiciously commercial stough deleted]

This sounds suspiciously like an ad.

--
David L. Newton | uunet!marque!carroll1!dnewton | The Raging Apostle--
(414) 524-7343 (work) | dnewton@carroll1.cc.edu | for the future--
(414) 524-6809 (home) | 100 NE Ave, Waukesha WI 53186 | for the world.
"Isn't it fun to take two unrelated sentences and mix the batter lightly?" -me

2721. vertical scrolling

Newsgroup: comp.sys.atari.st
Date: 1989-11-13 06:02:33 UTC
From: dnewton@carroll1.UUCP
Message-ID: <854@carroll1.UUCP>
Source record: 247243

How do ya' do vertical scrolling? Do ya' just blit (VDI, not blitter) all
but the top/bottom line up/down, then fill in the new top/bottom line? Or is
there a better way?

--
David L. Newton | uunet!marque!carroll1!dnewton | The Raging Apostle--
(414) 524-7343 (work) | dnewton@carroll1.cc.edu | for the future--
(414) 524-6809 (home) | 100 NE Ave, Waukesha WI 53186 | for the world.
"Isn't it fun to take two unrelated sentences and mix the batter lightly?" -me

2722. Re: What's wrong with the AMY?

Newsgroup: comp.sys.atari.st
Date: 1989-11-13 06:22:54 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <23991@cup.portal.com>
Source record: 247244

Andy Cassino mentions:

>ST magazines? Well, maybe Wall Street is the center of the financial world,
>but I can walk into any B. Dalton in a suburban shopping mall and buy
>more ST mags than I want or need.

Maybe you're easily satisfied with the three or four Atari magazines that are left in the market... unfortunately, you've got to cross ANALOG and ST-LOG off your list, since Atari Corp's capricious treatment of the US marketplace has forced ANALOG out of business after many years of trying to support Atari.

This leaves...?

STart (disk? nondisk? potluck, depending on the B.Dalton)
ST Informer (not bad, but never seen one in B.Dalton)
ST World (Bleeech.. besides, no B.Dalton would carry it)
Atari Interface Magazine (virtually unknown outside of Atari user groups)

Umm... I'm running out of options here... can you help me with some more of all those ST mags you want or need..?

The point is, magazine publishing is NOT an altruistic profession.. Atari Corp is playing with people's lives and livelihoods with their game playing. Who can afford to support a company like Atari when it becomes a decision between blindly supporting Atari, or eating..?

Like it or not, that's what it's finally come down to in the Atari world.

BobR

2723. Re: TT

Newsgroup: comp.sys.atari.st
Date: 1989-11-13 06:33:37 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <23992@cup.portal.com>
Source record: 247245

Jouni Alkio observes:

>I don't really understand why you (and many others) complain about the
>TT/P.

Well, what *I* don't really understand is why ANYONE gets very hot about
ANY of these supposed Atari "products"...

The ONLY thing the Atari Corp manufacturers and sells is the ST/Mega.

(Sorry about non-US markets, I guess there are mutant variations there)

Why worry about how many VME slots there may be, someday, in some theoretcal
product..? You can't buy one now, so why care about it..?

Why worry about the theoretical resolution of some still vaporware Atari
workstation..? The only thing you can *BUY* is 640x400 monochrome.

Atari has been *TALKING* for years about these other things... but still
selling the same old, same old...

Go down to your local (hah!) Atari dealer and check out the Atari TT/ATW/STE
and *then* worry about it...

BobR

(COMDEX is tomorrow... anyone remember COMDEX last year..?)

2724. Re: TT

Newsgroup: comp.sys.atari.st
Date: 1989-11-13 06:44:20 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <23993@cup.portal.com>
Source record: 247246

Steve Whitney sez:

>THANK YOU Atari. It appears to me that you've been listening to what people
>want. What have been the main complaints against the ST hardware?

> 1) Memory not expandable: Taken care of in TT

Yes, thank you Atari.. .this only took since 1985

> 2) ACSI instead of SCSI: Taken care of, means cheaper disk drives

Yes again thank you.. only 4 years to come up to industry standards.

> 3) Only one serial port: Taken care of

Again, thank you.. my 8-bit Atari has only had 4 serial ports since 1979

>Most of the rest of the complaints are software-oriented. Give Atari time.

Yes.. let's give Atari time.. after all, it took them 4 years to upgrade the
operating system in the ST, and they still can't seem to fix GDOS, so let's
give them time. Maybe by the turn of the century they'll be able to come
up to 1980's standards.

>They have said unofficially, with no commitment to a target release date
>that there will eventually be a multitasking TOS. Someday. Not tomorrow.
>Unix should be available sooner.

I've also heard that someday pigs would fly... maybe with Atari controlled
computers..? Seems to me that I've heard about multitasking Operating System
on other computers *now*... Not tomomorrow.. Now..

Maybe a better advertising slogan for Atari would be:

"Someday, Over the Rainbow"

BobR

2725. Re: Vapourware!!!

Newsgroup: comp.sys.atari.st
Date: 1989-11-13 06:48:57 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <23994@cup.portal.com>
Source record: 247247

Golly... I just played with a NExT computer at a local "computer swap meet"..

BusinessLand was exhibiting them to a large crowd... guess what the Atari Corp representation was..??

One local Atari users' group had a booth, and one local dealer had an ST for sale, not running, not on display.. (the Amigas took all the room)

Hard to make a comparison between the NExt, which is available NOW, on sale at locations across the USA, and the various Atari vapor systems which are still only seen at closed trade shows.

BobR

2726. Re: Languages!!!

Newsgroup: comp.sys.atari.st
Date: 1989-11-13 06:49:00 UTC
From: mitsolid@acf5.NYU.EDU
Message-ID: <12430007@acf5.NYU.EDU>
Source record: 247248

```
/* acf5:comp.sys.atari.st / ehsnsr@JUPITER.NMT.EDU (Eric Hobbs) / 11:58 pm Nov 10, 1989 */
> I am looking into trying to learn a new computer language,
>but I really don't know which one to try out.

In my opinion, one of the most powerful higher level programmiong languages
around is ICON designed by Griswold (designer of Snobol4).

Its features include: List processing, Backtracking, generators, Coroutining,
String Matching, set processing, first class functions
etc.

Try it. Unless you are specializing in Programming Languages
(and by your posting it seems you are not) you are bound to be impressed.

Even if it is not suitable to you (which can only be true if efficiency
is particularly important) you will learn some useful programming techniques.

Thanasis

PS You can ftp it from arizona.edu

------------------------------------------------------------------------------
"If you pray hard enough, water will run uphill. How Hard?
Why, hard enough to make water run uphill, of cource!" R. A. Heinlein

Internet: mitsolid@csd2.nyu.edu (mitsolid%csd2.nyu.edu@relay.cs.net)
UUCP : ...!uunet!cmcl2!csd2!mitsolid
------------------------------------------------------------------------------
```

2727. Re: RE: Vapourware!!!

Newsgroup: comp.sys.atari.st
Date: 1989-11-13 06:58:55 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <23996@cup.portal.com>
Source record: 247249

Anthony Lapadula states:

>(1) I do resent being told in late '85 that my 1040ST would indeed
>be able to use the Blitter, which, of course, was due out RSN. Don't
>know if I should blame my dealer or Atari, but the example stands.

Your dealer has nothing to do with the lies Atari tell you.. if they
don't ship him the products they have promised you, he can't sell them
to you...

Sam Tramiel, President of Atari Corp promised, on a TV show called something
like "the Computer Show" that all STs would have a blitter upgrade made
available... something like a year later, Atari finally admitted the lie,
and made the excuse that the FCC wouldn't let them do it...

You've simply been the victim of believing the Atari lie... how many times
will they sucker you in..?

BobR

2728. Re: Vapourware!!!

Newsgroup: comp.sys.atari.st
Date: 1989-11-13 07:05:21 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <23998@cup.portal.com>
Source record: 247250

R'ykandar Korra'ti says:

> I've seen the NeXT machine. It is very slow.

The NeXT may be slow by your standards, but if your applications depended on running on an Atari TT/ATW/STE they'd be even slower... those machines don't even exist as commercial products yet.

You can either run your applications on a NeXT *now* or wait and wait and wait for an Atari product to eventually show up.

BobR

2729. Re: HDX 3.01

Newsgroup: comp.sys.atari.st
Date: 1989-11-13 07:24:50 UTC
From: fortinp@bcara13.bnr.ca
Message-ID: <177@bnrgate.bnr.ca>
Source record: 247101

Allan,
While using HDX 3.01 to format my old 10Meg drive for testing purposes, I noticed a couple of anomalies...
1. After the format was done, the program claimed that it was checking the drive for bad sectors. Actually, the sector numbers were rolling along, but the drive's head positioning actuator was NOT moving. Then the actuator moved about 25% of the way in (like a seek); then about 50%, etc. There is no way the format program could be checking the drive properly with this kind of head movement. My drive's head actuator is fully visible which is how I noticed this anomaly.
2. Every time I format a drive with HDX 3.01, I ALWAYS get the message which tells me I have 8 bad sectors (no more, no less). Any ideas?

I recently obtained HDX 3.02 (actually, just the formatter). Apparently, only the formatter changed in this version. Is this the case? Can you tell me if the formatter was re-issued to cover the above situations? Or, was it re-issued for other reasons?

Thanks,
Pierre Fortin

2730. Re: Atari Support -- a different perspective

Newsgroup: comp.sys.atari.st
Date: 1989-11-13 07:29:01 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <23999@cup.portal.com>
Source record: 247102

Chip Robertson observes:
>... Atari's delivery record has left me feeling lacking, but I would like
>to accentuate a positive point. If it had not been for this network
>in general and Atari employees like Allan Pratt, Ken Badertscher,
>et al. clearing up rumors and providing solutions, my view of Atari
>and the ST would be quiet different.

What Chip and most others don't realize is that Allan's, Ken's and all the other Atari "representative's" presence here (and elsewhere) is *NOT* "official" Atari policy... anything these dedicated Atari people may say is *NOT* "official" as far as Atari Corp is concerned.

Neil Harris tried to parlay his "official" presence for favors from the various online services, and with the exception of the one run by his personal friend, failed at the attempt. For some reason, most of these online services refused to be "bought" by having an "official" person from Atari involved. Only the one his "buddy" ran bought into his peculiar brand of "public relations". On that service, his word was gospel law.. and anyone who didn't fall into line was *out*

Those who have been so helpful here on UseNet have been so on their own time.. and at their own peril.. information from Allen, Ken and the others from Atari has helped to fill the "official" vaccuum from Atari... and yes.. they do deserve the utmost thanks from ALL Atari users...!

BobR

2731. Don't Buy From tech spcialities (was Re: Memory upgrade...)

Newsgroup: comp.sys.atari.st
Date: 1989-11-13 07:30:03 UTC
From: d_alvear@jhunix.HCF.JHU.EDU
Message-ID: <3281@jhunix.HCF.JHU.EDU>
Source record: 247103

In article <89110911304412B.CKBC@RAI.CC.FSU.EDU> BAILEYS@FSU.BITNET (NOLES #1) writes:
>
>thought I would share this with y'all. I received some neato junkmail
>about a month ago from an outfit in Texas called Tech Specialties. As

Junk mail is a good term for this catalogue!!!

>far as I can tell, they are an ST only group, and they print a damn nice
>catalog. Offered within are:
>
> 1. Various memory upgrades, seperated by different versions of
> ST models.

I bought TWO (2) of their memory upgrades for my 520ST, and they
DIDN'T work! It seems the instructions for installation were
misprinted, and the owner wouldn't (or didn't know) tell me!

> 4. CPU cases, in various formats.

CPU Cases...Ah that's a joke. They sent me a so-called CPU case, and
it was a nightmare. It took over SIX MONTHS (from Dec. '88 to July '89)
for me to get the cases in working condition, and I STILL DON'T HAVE
EVERYTHING PROMISED!

> In refference to number 4, these guys are offering an upgrade to 1040's and
>520's in which you can get the motherboard and drive put into a METAL case,
>similar in size to the Mega's (with more room for expansion), and put the
>keyboard into another case, and connect the two, thus having a sexy two
>piece computer (an alternative to getting a Mega, if you are so inclined).
>The keyboard case is roughly the same size as a Mega's, and uses the
>original keyboard from the 1040/520. Pretty neat!

Neat? No way! The keyboard case is made of folded metal with a cut
top from a 520 or 1040 (depends on your machine). I bought two CPU
cases with all the trimmings, and the 1040 keyboard case is a piece of
junk. Not only is the keyboard case top cut crookedly, but the
keyboard sends out spurious signals because t*s didn't use all the lines!!!

>
>Another thing I liked was the info printed within the catalog. They did a
>good job explaining why they designed there stuff the way they did, and I
>learned quite a bit about both memory boards and HD's from it. There
>(whoops) Their address is:
>
> Tech Specialties
> 909 Crosstimbers Street
> Houston, TX 77022

> Tel: (713) 691-4527/8 Fax: (713) 691-7009
>

If you want to really learn about HD's read the Dave Small articles in
START or get the HD/ToadFile Info Files from TOAD Computers: (301) 544-6943.
It's funny, but I have tech*spec's number memorized because I've had
to call them up so many times to TRY (and fail) to get everything promised.

>My catalog is dated 02-13-89, hope these guys are still around. I heartiy
>recommend getting this catalog, just the info it contains is worth a stamp.

Yeah, they're still around, but if they keep up the good work (hah!!!)
they won't be for long.

>
>
>Bob Marley
>
>Disclaimer: I am in no way connected with Tech Specialties. I haven't
> even bought anything from them, but would damn sure like to!

I wouldn't buy anything from them ever again, and I wouldn't recommend
them to anybody. (Not even somebody I didn't like...)

Dom Alvear

P.S. I am not connected with tech specialities or Toad Computers
(although I'd like to be connected with TOAD). I am just a user who's
been used and abused by a BAD ST developer.

2732. Re: What does the TT Buy me??

Newsgroup: comp.sys.atari.st
Date: 1989-11-13 07:34:14 UTC
From: hase@netmbx.UUCP
Message-ID: <3747@netmbx.UUCP>
Source record: 247104

In article <29034@shemp.CS.UCLA.EDU> stephen@oahu.UUCP (Steve Whitney) writes:
>Correct me if I'm wrong, but as I understand it, VME is a multimaster bus
>which means that you can plug another processor board in there and let
>it control the system. Perhaps this is one of the reasons Atari chose to
>use an expensive bus standard.

True. Standard-VME is a multimaster BUS.
Ataris "implementation" in the TT/Personal (the one to come real soon
now) is not capable of multiple masters.

as someone@atari said, the TT/x (the larger machine, prototypes yet to
be seen) will have a 32-bit extended VME BUS capable of multiple bus
masters.

Very few VME cards are BUS masters. Most are slaves. So the TT/P's slot
will do almost everything You want it to do.

But why don't we all just shut up till the TT appears in the shops, till
we get facts/real machines thar rattle when falling down?

hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
Dennis had stepped up into the top seat whet its founder had died of a
lethal overdose of brick wall, taken while under the influence of a
Ferrari and a bottle of tequila. (Douglas Adams; the long dark teatime...)

2733. Re: Atari Support -- a different perspective

Newsgroup: comp.sys.atari.st
Date: 1989-11-13 07:42:22 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <24000@cup.portal.com>
Source record: 247105

>-- John Townsend ames!atari!towns
> Atari Corporation, Title Unknown!

"Title Unknown"... that's pretty sad... Atari Corp has such a team of
excellent people and still doesn't know how to get the most out of them...

I hope that John, and Allan and Ken, and all the other excellent individuals
at Atari Corp. understand that my criticisms of Atari are directed at the
"top" management, and not at them...

If only Atari would let these individuals apply their ideas to how their
departments should be run, maybe we'd see a VERY different Atari Corp..!

BobR

2734. Re: TOS 1.4 release notes arrived

Newsgroup: comp.sys.atari.st
Date: 1989-11-13 07:46:51 UTC
From: fortinp@bcara13.bnr.ca
Message-ID: <178@bnrgate.bnr.ca>
Source record: 247106

In article <1989Nov12.070610.4467@chinet.chi.il.us>, saj@chinet.chi.il.us (Stephen Jacobs) writes:
> I'd like to thank Atari publicly for getting the Rainbow TOS release notes
> to registered developers (or at least to this one). Nice meaty stuff, with
> a fair amount of example code. Came with a 3-ring binder. A much-appreciated
> early Christmas present.
> Steve J.

Well, as usual, the Atari Canada folks are showing their skin-flint nature if this posting is typical of US developers. Here in Canada, all we are getting from Atari Canada is a set of VERY BAD photocopies with TWO pages per single sided sheet. Yes, that makes each page a WHOPPING 5.5"X4".

We need magnifying glasses and have to be quite skillful at reading within context as most of the stuff is illegible.

Sounds like Atari US is beginning to provide better support for its registered developers. Now if we could only get Atari Canada to straighten out their act, things would start looking up.

Cheers,
Pierre
(The eternal optimist; but reality in this case is like a 9-iron to the temple)

2735. Re: What does the TT Buy me??

Newsgroup: comp.sys.atari.st
Date: 1989-11-13 08:07:42 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <24002@cup.portal.com>
Source record: 247107

Richard Covert/Greg Lindhal debate:

>>In article <46bcb82f.14a1f@force.UUCP> covertr@force.UUCP (Richard E. Cover

>Gee, Richard, I thought people had been explaining to you in detail
>exactly what the TT gives you.

The Atari TT gives you an Atari Cheerleader like Greg Lindhal..

There aren't any Atari products to compete with most of what the other
computer companies already have for sale, so you have to fall back on the
"someday, someday" cheerleaders...

>And to repeat: WHY DON'T YOU JUST SHUT UP AND LET THE MARKET DECIDE IF THE
>TT IS A GOOD MACHINE INSTEAD OF FLOODING COMP.SYS.ATARI.ST WITH MESSAGES
>ABOUT SOMETHING YOU'VE NEVER SEEN?

>>What has happened to Atari Corp??

>They are making money selling computers.

Atari Corp is making a lot of noise about IBM compatible "pocketable"
computers, and "handheld" video games. They are *NOT* doing anything
useful for their base of computer owners. Of course they can make money
anywhere they want to.. that's their right under our free enterprise system..
but.. do we as owners of their outdated technology have to kiss up to them??

Neil Harris of Atari Corp used to try to tell Atari owners to just
"shut up" if they didn't like what Atari was doing.. his reign as deity
of Atari information didn't last long. How long will Atari owners watch\
as they're once more passed by...?

BobR

2736. TEX files!?

Newsgroup: comp.sys.atari.st
Date: 1989-11-13 09:47:22 UTC
From: JJL101@PSUVM.BITNET
Message-ID: <89317.044722JJL101@PSUVM.BITNET>
Source record: 247108

I am running a 1 meg 520 ST with 2 single sided drives....
I have a number of TEX files which I wish to view, and the are
labeled as xxxx.TEX. Can someone explain the necessary programs and
all that will allow me to do this? I simply want to read these files!
Anyweays, I have messed with some DVI progs and all...but need
more explicit info I guess, as I have had no success!

Thanks in advance!

****
* J.J. * JJL101@psuvm.bitnet *
* * Penn State University *
* John Lehett * Computational Mathematics *
****

2737. Re: MODULA 2

Newsgroup: comp.sys.atari.st
Date: 1989-11-13 09:59:01 UTC
From: mboen@nixpbe.UUCP
Message-ID: <615@nixpbe.UUCP>
Source record: 247109

fgbrooks@crash.cts.com (Fred Brooks) writes:
>How do you get files from the panarthea archive site without FTP.

Panarthea is a MAIL server. Therefore you MAIL your requests. You might
start by mailing a message saying 'help' to
archive-server@panarthea.ebay.sun.com
(if that's still the valid adress).

Hope this clears things up

Martin
--
Email: in the USA -> ...!uunet!philabs!linus!nixbur!mboening.pad
outside USA -> {...!mcvax}!unido!nixpbe!mboening.pad
Paper Mail: Martin Boening, Nixdorf Computer AG, DS-CC22,
Pontanusstr. 55, 4790 Paderborn, W.-Germany

2738. Re: TT, TT030/2, STE

Newsgroup: comp.sys.atari.st
Date: 1989-11-13 09:59:34 UTC
From: news@laas.laas.fr
Message-ID: <487@laas.laas.fr>
Source record: 247110

In article <4062.255748c1@uwovax.uwo.ca> 4224_5132@uwovax.uwo.ca (Andrew Semple) writes:
|
| ---> The 1040 should be phased out during March/April 1990 and replaced
| by the once called "ST Plus" or "Enhanced ST", now called 1040STE. The
| STE will include 1MbRam, fast hardware scrolling, 4096 colour palette,
| 8-bit stero PCM sound, TOS1.4 operating system, and four SIMM (single in
| line memory module) for easy expansion to 4Mb."

Just a slight correction. According to local full-color adds, by
Atari-France, for the STE, it will come with 512k RAM. It's
advertised as the 520 STE!

Them's my two bits worth. :-)

Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!mcvax!laas!ralph If all else fails, try:
SOBEK@FRMOP11.BITNET sobek@eclair.Berkeley.EDU
==========
Upon the instruments of death the sunlight brightly gleams. -- King Crimson

2739. Re: HDX 3.01

Newsgroup: comp.sys.atari.st
Date: 1989-11-13 10:06:12 UTC
From: mboen@nixpbe.UUCP
Message-ID: <616@nixpbe.UUCP>
Source record: 247111

apratt@atari.UUCP (Allan Pratt) writes:

>SYTANG@CSUGREEN.BITNET (SHOOU-YU TANG,PHYSICS DEPT,CSU,303-491-6372) writes:

>>Local BBS has a file called HDX301.ARC which suppose to have the newest Atari
>>hard drive software HDX 3.01. And the doc. file stated this should be 3.01,
>>but when run the Installer and look under the Info one get version 3.00.
>> Is this right?

>Yes. The only part which has the version number 3.01 is the driver,
>called AHDI.PRG when it's in the AUTO folder of the floppy, called
>SHDRIVER.RAW in the HINSTALL directory, and called SHDRIVER.SYS when
>it's instlled on your hard disk. For everything else, 3.00 is right
>and fine.

>==
>Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
>reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

Does the discussion above mean that HDX 3.00
is freely distributable via BBSes.
If so, where can I get it if I don't
have access to these BBSes? Could it be
posted to binaries.atari.st?
Or was it already posted there?

Any info on this would be appreciated.

Another question: is TOS1.4 EVER going to be distributed in the
form of 1MBit ROMS (which can easily be inserted into yon
Mega ST without having to scratch around on the motherboard,
change MMUs and TTL drivers and all that useless effort)? Or
will it remain forever in the form of 6 Eproms/Proms/Roms. What
about people with a motherboard that doesn't have room for 6
ROMS?

Any info on this would also be appreciated.

So long, netland

Martin
--
Email: in the USA -> ...!uunet!philabs!linus!nixbur!mboening.pad
outside USA -> {...!mcvax}!unido!nixpbe!mboening.pad
Paper Mail: Martin Boening, Nixdorf Computer AG, DS-CC22,
Pontanusstr. 55, 4790 Paderborn, W.-Germany

2740. Absoft Fortran address

Newsgroup: comp.sys.atari.st
Date: 1989-11-13 11:01:55 UTC
From: t19@nikhefh.nikhef.nl
Message-ID: <556@nikhefh.nikhef.nl>
Source record: 247112
Cross-posted to: comp.sys.atari.st,comp.lang.fortran

Does anyone have the current address of Absoft Fortran?
(The mail bounced on 4268 Woodward, Royal Oak, MI).
Thanx a 1.E6,
Geert Jan van Oldenborgh

2741. Re: European software purchase procedure from the U.S.A.

Newsgroup: comp.sys.atari.st
Date: 1989-11-13 11:28:00 UTC
From: exspes@gdr.bath.ac.uk
Message-ID: <1989Nov13.112800.14752@gdt.bath.ac.uk>
Source record: 247113

In article <891108.09364408.070835@SFA.CP6> Z4648252@SFAUSTIN.BITNET (Z4648252) writes:
> Many of the European ads offer to sell product internationally
>but don't give the procedure: 1) Do we convert $$$ to European currency?
>2) Is there an airmail option rather than ocean mail? 3) Is there an
>internation reply coupon option?

You should write to them and ask. The answers are (1) probably, (2)
probably, and (3) probably not. Sure worked for me (in the opposite
direction) in dealing with the Smithsonian mail-order shop and with
L.L.Bean. Though I've probably got an edge since I still have a
checking account in my Boston bank.

> Secondly, what about American duty charges?

You pay them. If duty is due, you'll have to pick up the package in
person at the Post Office where they will collect the duty. (Sometimes
this seems to get ignored for smallish packages, depends how lucky you
are.)

> Finally, why is it that the more polished European ST magazines
>are CHEAPER than the U.S. magazines?

Probably to compensate us for the fact that the hardware tends to be
more expensive. :-) Actually, it's probably just competition. There
are probably about 10 ST-specific mags in the UK, plus of course other
'general computing' mags which give the ST more or less cover. The
population of the UK is on the order of 50 million (not all of whom own
ST's :-). In short, there are a lot of mags fighting for a share of a
small market.

--
Paul Smee | JANET: Smee@uk.ac.bristol
Computer Centre | BITNET: Smee%uk.ac.bristol@ukacrl.bitnet
University of Bristol | Internet: Smee%uk.ac.bristol@nsfnet-relay.ac.uk
(Phone: +44 272 303132) | UUCP: ...!uunet!ukc!gdr.bath.ac.uk!exspes

2742. Re: desktop.inf

Newsgroup: comp.sys.atari.st
Date: 1989-11-13 13:20:00 UTC
From: hedger@inmet.inmet.com
Message-ID: <30200017@inmet>
Source record: 247114

Along the same lines, can someone tell me where I can find the info to
decode the desktop.inf file ? What do all of those number mean ?

==
| |
| Keith Hedger : {...!}uunet!inmet!hedger hedger@inmet.inmet.com |
| " Tragedy plus time = comedy " |
==

2743. Re: Memory upgrades, HDs, CPU cases

Newsgroup: comp.sys.atari.st
Date: 1989-11-13 14:10:32 UTC
From: Xorg@cup.portal.com
Message-ID: <24007@cup.portal.com>
Source record: 247115

I have seen quite a few posts fropeople on other services that have been burned by Tech Specialities - apparently they take the money and run - I also don't believe that they are in business anymore.

Peter Szymonik
Xorg@cup.portal.com

2744. Re: Problems booting w/accessories...

Newsgroup: comp.sys.atari.st
Date: 1989-11-13 14:11:34 UTC
From: piet@cs.ruu.nl
Message-ID: <1792@ruuinf.cs.ruu.nl>
Source record: 247116

In article <1786@ruuinf.cs.ruu.nl>, verwer@ruuinf (Nico Verwer) writes:
`In article <1669@fredonia.UUCP>, sale5312@fredonia.UUCP (Marty Saletta) writes:
Sometimes
`| when I boot up with such a floppy (I'd guess about 10% of the time) I
`| get the computer loading a few of the accessories, but then doing a
`| cold or warm boot in the middle. It's like someone hitting the reset
`| switch during bootup before the GEM Desktop appears.
`
`This sometimes happens to me, with about the same frequency. The boot
`procedure seems to go all right, and then suddenly a reset occurs.
`The machine boots again, and everything is fine.

I also encounter this occasionally, and I get the impression that it
happens when you move the mouse. I suspect that some mouse-interrupt vector
is not properly set until GEM has been initialized.
--
Piet* van Oostrum, Dept of Computer Science, University of Utrecht
Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands.
Telephone: +31-30-531806 Uucp: uunet!mcsun!hp4nl!ruuinf!piet
Telefax: +31-30-513791 Internet: piet@cs.ruu.nl (*`Pete')

2745. Does a GNU C++ port for Atari ST exist?

Newsgroup: comp.sys.atari.st
Date: 1989-11-13 14:15:00 UTC
From: VCD51661@DS0RUS54.BITNET
Message-ID: <8911131429.AA21451@jade.berkeley.edu>
Source record: 247117

```
Hi there,

If i remember correctly somebody on the net spoke of a GNU C++
compiler some months ago.

1.) Does such a thing exist?
2.) Is the source code available (as usual for GNU software)?
3.) Does a port for the Atari ST exist?
4.) Are commercial C++ compilers for the ST available?

Any hints?
/*
** Benno Salzgeber
** Institute for Computer Applications
** University of Stuttgart
** Pfaffenwaldring 57
** D-7000 Stuttgart 80 (FRG)
** VCD51661@DS0RUS54.BITNET
*/

-- FOOD FOR THE LITTLE LINE EATER -- FOOD FOR THE LITTLE LINE EATER --
-- FOOD FOR THE LITTLE LINE EATER -- FOOD FOR THE LITTLE LINE EATER --
```

2746. To Graham Thomas (sorry for the posting)

Newsgroup: comp.sys.atari.st
Date: 1989-11-13 14:15:00 UTC
From: VCD51661@DS0RUS54.BITNET
Message-ID: <8911231002.AA18308@jade.berkeley.edu>
Source record: 247118

(Sorry to post this to the net, but mail to graham's adress
bounced)

Hello Graham,

thank you for your message on GDOS. It really shouldn't be that
mysterious, as i've learned from the mails i received. But there
is still a lack of DETAILED knowledge on my side. So could you
please send me the file you mentioned? Nobody else offered any
documentation of this kind.

Nice to hear that you know Stuttgart! I guess the punch card time
is over even at Hohenheim, but Hohenheim is still a nice place.
I ran my first FORTRAN programs also from punch card in the late
1970's, not in Hohenheim, but in Stuttgart-Vaihingen. A lot of
friends lived in Hohenheim then, most of them studying Biology.

Best wishes,

Benno

```
/*
** Benno Salzgeber
** Institute for Computer Applications
** University of Stuttgart, Germany (FR)
** VCD51661@DS0RUS54.BITNET
*/
```

-- FOOD FOR THE LITTLE LINEEATER -- FOOD FOR THE LITTLE LINEEATER -- FOOD
-- FOOD FOR THE LITTLE LINEEATER -- FOOD FOR THE LITTLE LINEEATER -- FOOD

2747. Re: Mega with TOS 1.4 crashes!

Newsgroup: comp.sys.atari.st
Date: 1989-11-13 14:19:07 UTC
From: Xorg@cup.portal.com
Message-ID: <24008@cup.portal.com>
Source record: 247119

There are two LS373's that have to be replaced (and good luck trying to find the damn chips! <grin>) there are located right next to the RAM in the middle of the board. I've also been told that some MMU chips also suffer from the same problem, I *think* they are the ones marked 'inf'

Peter Szymonik
Xorg@cup.portal.com

2748. I/O Redirection

Newsgroup: comp.sys.atari.st
Date: 1989-11-13 14:24:42 UTC
From: piet@cs.ruu.nl
Message-ID: <1793@ruuinf.cs.ruu.nl>
Source record: 247120

It seems that I am having some problems with I/O redirection. What I do to exec a child with e.g. the stdout to some file:

```
temp1 = Fdup(1); /* save old stdout */
temp2 = open ("filename", O_WRONLY); /* Fopen or Fcreate */
if (temp2 < -3) {printf ("error");}
Fforce (1, temp2); /* set new stdout */
Fclose (temp2); /* no use for temp2 anymore */
Pexec (......); /* start child */
Fforce (1, temp1); /* reset stdout */
Fclose (temp1); /* no use for temp1 anymore */
```

Could it be that the close statements are giving problems?? It is not completely clear to me what is going wrong, but I have had strange malfunctions after execing a child like this. It could be that it has to do with using GULAM as a shell. I remember a question from Jahwar Bammi about this subject earlier this year, where a redirection gave also similar problems. I copy it to the end of this posting.

Could someone from Atari speak about the above code. Is this the correct way to do things?

From bammi's posting:

```
i had tried to include a redirection for stderr to console, so that
gcc applications would not need a wrapper shell to run in by doing
a
Fforce(2,(short)Fdup(1))
in crt0.s. This works fine, until you try to redirect stdout from
a shell (like gulam)
a.out > foo
what happens is that stdout and stderr end up in foo (another exotic TOS
bug -- is this fixed in tos 1.4??)
Now if you try to run this program a second time:
- i get error code -61
- eric smith reported that some files got trashed
so depending on your setup, i suspect one of the two will happen.
Please apply the patch enclosed below that backs out these changes, and
recompile and install crt0.o in $GNULIB. Hopefully we will come up
with a better scheme for stderr soon:
--
*** crt0.s~ Fri Mar 10 16:00:34 1989
--- crt0.s Fri Mar 10 16:01:00 1989
***************
*** 146,162 ****
| movw d3, sp@- | push argc
```

```
movel d3,sp@- | .. jrd

- movw #1, sp@- | set up stderr ++jrb
- movw #0x45,sp@- | Fforce(2,(int)Fdup(1))
- trap #1
- movw d0,sp@-
- movw #2,sp@-
- movw #0x46,sp@- | Fforce
- trap #1
- lea sp@(10),sp | adjust stack
-
- subl a6, a6 | clear link reg - why I don't know
-
--
```

Piet* van Oostrum, Dept of Computer Science, University of Utrecht
Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands.
Telephone: +31-30-531806 Uucp: uunet!mcsun!hp4nl!ruuinf!piet
Telefax: +31-30-513791 Internet: piet@cs.ruu.nl (*`Pete')

2749. Re: TOS 1.4 release notes arrived

Newsgroup: comp.sys.atari.st
Date: 1989-11-13 15:28:47 UTC
From: ignac@electro.UUCP
Message-ID: <1180@electro.UUCP>
Source record: 247121

In article <1989Nov12.070610.4467@chinet.chi.il.us> saj@chinet.chi.il.us (Stephen Jacobs) writes:
>I'd like to thank Atari publicly for getting the Rainbow TOS release notes
>to registered developers (or at least to this one). Nice meaty stuff, with
>a fair amount of example code. Came with a 3-ring binder. A much-appreciated
>early Christmas present.
> Steve J.

i guess santa claus only lives in the states! we here at electrohome finally received our TOS 1.4 upgrade, with the rainbow tos upgrade notes. no 3 ring binder. in fact, the notes were bloody PHOTOCOPIES, which had poor contrast, and were shrunk down 60% to boot!!!!!!!!!! like, get your buns in gear atari. we didn't pay ~100 dollars for stupid photocopies which are hardly readable in the first place. the whole developer kit was a complete shambles (it came totally messed up inside an atari 800XL box!!!!!!!), with no binders, and no order to the notes. plus, most of the stuff was vintage 1985/86 notes, with no info on tos 1.2 changes, etc.

in all, the developer stuff is VERY UNPROFESSIONAL. i'm glad the company paid for the travesty, not myself. its too bad, because everyone here at electrohome is very impressed with the power and capabilities of the ST, but not with the support atari gives it.

also, it would be very nice (hint hint) if Ken B. and co. would mail out to all registered owners an official document concerning the extended argument passing scheme posted to the net a couple of days ago. i've taken that note and formatted into a somewhat professional looking document, but that still doesn't get atari off the hook for not releasing official stuff to its developers. and where are these newsletters???

anyways, back to programming the ST. i'd never leave this environment for anything (ok, maybe a Sun or Apollo), especially the MSDOS/OS2 and Apple world.

cheers.

--
=====Ignac A. Kolenko (The Ig) watmath!watcgl!electro!ignac=====
co-author of QuickST, and the entire line of Quick Shareware!!!!
"I don't care if I don't win, 'cause I don't care if I fail"
from 'Youth Of Today' by SUBURBAN DISTORTION

2750. Re: (none) GDOS & Outline Fonts

Newsgroup: comp.sys.atari.st
Date: 1989-11-13 16:02:26 UTC
From: esp_05@jhunix.HCF.JHU.EDU
Message-ID: <3287@jhunix.HCF.JHU.EDU>
Source record: 247122

Just some thoughts to add to the other thoughts about an outline GDOS:

1) Just now completing a course in computer graphics, I don't see how anyone could call outline fonts difficult to implement. Using scanline fill algorithms coupled with Bresenham's line and circle (ellipse) algorithms, not only would it be fairly easy to design a system that scales, but rotations would be just as easy. As for speed, well, couldn't be slower than the present incarnation of GDOS, no?

2) Regarding the point size inquire used by current GDOS programs, one could implement a program like Apples Font/DA Mover to load and unload fonts, AND specify what point sizes the GDOS inquire function should return.

3) Isn't there an info file about GDOS somewhere? I really know nothing about the present GDOS, except that Degas Elite seems to ahve a copy of it on the disk but also seems to run fine without it.

I'd be interested in collaborating with someone interested in making an outline font system. I've been toying with the idea of re-creating MacDraw II for the Atari with a few enhancements, one of them being outline fonts. Of course, this semester I overloaded my class schedule and have only used my computer for word processing and CS assignments.

Eric Ruck
(Send mail to: RICK AT JHUVM)

2751. Re: Languages!!!

Newsgroup: comp.sys.atari.st
Date: 1989-11-13 16:09:32 UTC
From: esp_05@jhunix.HCF.JHU.EDU
Message-ID: <3289@jhunix.HCF.JHU.EDU>
Source record: 247123

Strikes me that older versions of GFA Basic are in the public domain. Although I don't know a whole lot about it because I don't use it, it strikes me that it has full GEM support, and that it's really easy to use. The one time I looked at it, I was also impressed by its editor. If I used BASIC I would probably be happy with it. (I must say, way back when I got my 520ST in what, '86 I guess, ST BASIC was a real disappointment.)

Eric Ruck

2752. MAC emulators

Newsgroup: comp.sys.atari.st
Date: 1989-11-13 16:11:22 UTC
From: colbeck@laika.misemi
Message-ID: <1345@laika.misemi>
Source record: 247124

I'm new to this newsgroup so I'm probably asking a question that's been asked before...

Just wondering what is the latest in MAC emulators available for the ST1040? I was looking around about a year ago and at that time I believe that Magic-Sac was the only thing around. Does anyone know what the latest revision of this product is or whether there is anything better around?

Thanks in advance....

Roger

2753. Re: GEM OS/386

Newsgroup: comp.sys.atari.st
Date: 1989-11-13 16:42:16 UTC
From: ramsiri@blake.acs.washington.edu
Message-ID: <4422@blake.acs.washington.edu>
Source record: 247125

In article <8911130802.AA09876@ucbvax.Berkeley.EDU> 01659@AECLCR.BITNET (Greg Csullog) writes:
>Apparently DRI is going to release a multitasking GEM for '386 machines.
>Atari ported GEM for 8088s to the 68000, can it port GEM OS/386 to the
>68030?

I got the impression that Allen says it is very hard,
perhaps TOO hard.

Maybe its like "shooting AT the moon"

I wonder how hard it was to get people
walking up there 20 years ago?

-kevin
ramsiri@blake.acs.washington.edu

2754. Re: TEX files!?

Newsgroup: comp.sys.atari.st
Date: 1989-11-13 16:47:23 UTC
From: ron@woan.austin.ibm.com
Message-ID: <860@awdprime.UUCP>
Source record: 247126

In article <89317.044722JJL101@PSUVM.BITNET>, JJL101@PSUVM.BITNET (J.J.
writes:
>
> I am running a 1 meg 520 ST with 2 single sided drives....
> I have a number of TEX files which I wish to view, and the are
> labeled as xxxx.TEX. Can someone explain the necessary programs and
> all that will allow me to do this? I simply want to read these files!
> Anyweays, I have messed with some DVI progs and all...but need
> more explicit info I guess, as I have had no success!

You need to run the .TEX files through TeX and then use a DVI viewer
to view the the resulting .DVI files. If you need more information on
TeX, you might post to comp.text ...

Ron

+-----All Views Expressed Are My Own And Are Not Necessarily Shared By------+
+-----------------------------My Employer---------------------------------+
+ Ronald S. Woan (IBM VNET)WOAN AT AUSTIN, (AUSTIN)ron@woan.austin.ibm.com +
+ outside of IBM @cs.utexas.edu:ibmaus!auschs!woan.austin.ibm.com!ron +
+ last resort woan@peyote.cactus.org +

2755. Re: Pascal

Newsgroup: comp.sys.atari.st
Date: 1989-11-13 16:47:35 UTC
From: davidli@umn-cs.CS.UMN.EDU
Message-ID: <16973@umn-cs.CS.UMN.EDU>
Source record: 247127

In article <wZLP2fe00XoGA0kEcT@andrew.cmu.edu> mg40+@andrew.cmu.edu (Michael Jeffrey Garland) writes:
>There is a program on the terminator archive called PASCALII.ARC. My
>question is, what compiler/linker does this shell belong to? I'd like a
>pascal system and if this is a PD version, I'm very interested in it.
>Does anyone know about this?

The shell program is for Personal Pascal, previously marketed by OSS in the United States and now by another company whose initials my mind has blanked on...

The compiler is not in the public domain, nor do I know of any version of Pascal which is PD. The actual cost for Personal Pascal (and most of the others avaialable for the Atari ST) was fairly reasonable when I purchased my copy.

-- David Paschall-Zimbel

2756. Clock chips for 1040?

Newsgroup: comp.sys.atari.st
Date: 1989-11-13 17:06:12 UTC
From: BGB100@PSUVM.BITNET
Message-ID: <89317.120612BGB100@PSUVM.BITNET>
Source record: 247128

Hi there:
I am looking for any info on clock/date chips and cartridges for my 1040.
Christmas is coming up and I'd like to know where I can get one of this
for a decent price. I've seen prices around $40-$50 for just the time/date
setup. If you have one of these things, could you please tell me about your
clock chip, how it's used, name of maker and approximate price. I'd just like
to get a good one and not get stuck with a piece of junk. Please let me
know what you think!

Thanks!!!!
Bruce Blanar

=-=-=-

2757. Degas to MacPaint picture converter

Newsgroup: comp.sys.atari.st
Date: 1989-11-13 17:07:12 UTC
From: rcd@cbnewsj.ATT.COM
Message-ID: <2251@cbnewsj.ATT.COM>
Source record: 247129

While playing with Superpaint under Spectre Mac emulation last week,
I said to myself, "Self, wouldn't it be nice to be able to convert
ST picture files to MacPaint format?"

I looked for a PD utility to do this, but found none. So I wrote one.

Right now it does the basic operation of converting Degas monochrome (.PI3)
pictures to MacPaint (PICT) files. Once converted, you can use the Transverter
utility that comes bundled with the Spectre software to get it to an MFS disk.

This opens up the possibility of incorporating .PI3 images (e.g., output
from an ST digitizer) within a wide range of Mac applications (e.g.,
MacPaint, MacWrite, Superpaint, Pagemaker, MS Word, etc.).

If you think this (GEM-based) program would be useful to you, please reply.
If there is sufficient interest, I will post it to comp.binaries.atari.st.

Rana Dutt
rcd@mtqua.att.com (201) 957-3389 AT&T Bell Laboratories, NJ USA

2758. TOS 1.4 vs. ARKANOID

Newsgroup: comp.sys.atari.st
Date: 1989-11-13 18:05:35 UTC
From: news@blackbird.afit.af.mil
Message-ID: <1422@blackbird.afit.af.mil>
Source record: 247130

I have found the illegal accesses to the mouse buttons and position that ARKANIOD makes and have the (illegal) replacement accesses (now only works on 1.4). Details via email. Then there's the "invincible" modification ... Naaah, that'd spoil it. ;-)

Bill Hodges | Me? People who speak for the Air Force get
bhodges@blackbird.afit.af.mil | paid a lot more than I do! I just work here.

2759. Re: TOS 1.4 Incompatibility List Request

Newsgroup: comp.sys.atari.st
Date: 1989-11-13 18:31:55 UTC
From: jmorton@euler.Berkeley.EDU
Message-ID: <19506@pasteur.Berkeley.EDU>
Source record: 247131

In article <130@watserv1.waterloo.edu> bmaraldo@watserv1.waterloo.edu (Commander Brett Maraldo) writes:
>Can somebody post or email me an updated TOS 1.4 incompatibility list?
>I am considering purchasing TOS1.4 ROMs - is it worth it?
>

I have been trying to keep my list up to date, but I have found that most entries have been contested by subsequent postings. The following is where it stands now, with all entries removed which were cited as running flawlessly by someone.

Chessmaster 2000 - bombs on save
Mavis Beacon Teaches Typing
PC Ditto v. 3.01 - (some disagreement on this, unresolved)
compress.ttp - comp.binaries - (disagreement here also)
VIP Professional, GEM version - pallette problems
Timeworks DTP
Mousetrap
Omnires 3.01
Baal
ST Wars
Zoo
Arkanoid

"Down John Morton M.E. Machine Shop
Down in the basement jmorton@euler.berkeley.edu Etcheverry Hall
We hear the sound of machines..." Univ. of Calif.

2760. Re: Don't Buy From tech spcialities (was Re: Memory upgrade...)

Newsgroup: comp.sys.atari.st
Date: 1989-11-13 18:57:18 UTC
From: bobw@hpsad.HP.COM
Message-ID: <750028@hpsad.HP.COM>
Source record: 247132

>I bought TWO (2) of their memory upgrades for my 520ST, and they
>DIDN'T work! It seems the instructions for installation were
>misprinted, and the owner wouldn't (or didn't know) tell me!

Did you ever get your memory upgrade to work? I purchased a 520A board
several monthes ago but only recently bought some 1meg chips. When installing
the chips I noticed the misprint in the instructions. Do you have the rest
of the instructions?

I haven't attempted to put the board in the machine yet (no time...), but it
didn't look that hard. Is there anything I should know about that's missing
from the misprinted instructions? I'm also going to contact those jokers
at tech-specialties to see what they have to say.

At the same time I bought the memory board, I purchased a hard disc. Didn't
work at first, but after removing and reattaching all the connectors, it did.
I get write errors every once in a while, but it has worked fairly well.

I'd like to hear more stories if you have some.

-Bob

---------------------------------- --
Bob Waltenspiel	e-mail: bobw@hpsad (hplabs!hpsad!..)
ATE Software Team	Telnet: 794-3091
HP Signal Analysis Division	AT&T: (707) 794-3091
1212 Valley House Dr.	HPDesk: Bob WALTENSPIEL/HP5300/A0
Rohnert Park, CA 94928-4999	HP Mailstop: 1UR-M
---------------------------------- --

This goes along with another belief of mine: that everyone else my age
is an adult, whereas I am merely in disguise.

Margaret Atwood
"Cat's Eye"

2761. NOTATOR

Newsgroup: comp.sys.atari.st
Date: 1989-11-13 19:01:07 UTC
From: ramsiri@blake.acs.washington.edu
Message-ID: <4426@blake.acs.washington.edu>
Source record: 247133

From ogccse!ucsd!tut.cis.ohio-state.edu!snorkelwacker!mit-eddie!attctc!jolnet!swan Mon Nov 13 09:00:28 PST 1989
Article 19605 of comp.sys.amiga:
Path: blake!ogccse!ucsd!tut.cis.ohio-state.edu!snorkelwacker!mit-eddie!attctc!jolnet!swan
>From: swan@jolnet.ORPK.IL.US (Joel Swan)
Newsgroups: comp.sys.amiga
Subject: Re: Music notation software?
Message-ID: <2095@jolnet.ORPK.IL.US>
Date: 13 Nov 89 07:12:33 GMT
References: <8910301728.AA27683@gilroy.pa.dec.com> <1766@thumper.bellcore.com> <4414@blake.acs.washington.edu>
Reply-To: swan@jolnet.UUCP (Joel Swan)
Organization: Media Specialties LTD
Lines: 42
Posted: Sun Nov 12 23:12:33 1989

In article <4414@blake.acs.washington.edu> ramsiri@blake.acs.washington.edu (Enartloc Nhoj) writes:
:In article <1766@thumper.bellcore.com> lamb@thumper.bellcore.com (John W. Lamb) writes:
:>
:>If you are willing to buy both DMCS and The Copyist, you can enter
:>the score in DMCS, import it into The Copyist, tweak as needed and
:>
:>No matter how you do it, producing good looking sheet music is a
:>lot of work. After using both programs separately and together
:>many times, it still takes me 1 or 2 hours per page to get
:>something I'm happy with.
:
:I have just begun reading the AMiga newsgroup.
:I have an ATARI 1040ST .. am considering the Amiga 3000 or the Atari TTx
:
:Music: I use NOTATOR for the Atari. While The Copyist is also
:available for the ATARI, i can't see spending 1-2 hours per page.
:I did close to 300 pages one week for the Pacific Northwest ballet.
:Notation and midi-event data are fully integrated. No file conversion
:or program switching is necessary.
:
:I am reading this newsgroup to find out if anything like NOTATOR
:even exists for the AMiga... as i am growing very interested in the
:open architecture of the Amiga line and may in fact leave the ATARI world.

Unfortunately there is nothing close to the power of Notator for the Amiga.
It really is a pitty because the Amiga could probably blow the Atari
version from the water. Still, no one has really maxed the Amiga out in terms
of midi software or notation software. Notator is a remarkable feet of

software engineering on an average to above average piece of hardware.
I do wish the Amiga software developers would not rely so heavily on
the Amiga's hardware magic and instead (in addition to) push their software
creativity to the limits, as was done with Notator. I would give anything
to see C-Lab do Notator on the Amiga. Sigh, What a dream.

(To those Amiga users who have never seen Notator by C-LAB, I HIGHLY recommend
you run down to the nearest Music dealer who knows the Atari and Notator and
watch it run. You will be Amazed. I wish some Amiga music-software developers
would look at it and get inspired!)
:-kevin
:ramsiri@blake.acs.washington.edu

Joel Swan

I offer this posting for those who are wondering which machine
is better for music. Obviously the Atari wins in this category.
The existence of NOTATOR is the primary reason I wait for the TT.
If NOTATOR shows up on another box... hmm?

-kevin
ramsiri@blake.acs.washington.edu

2762. Re: Blitz! Floppy Backup available (Advertisement)

Newsgroup: comp.sys.atari.st
Date: 1989-11-13 19:06:14 UTC
From: george@electro.UUCP
Message-ID: <1181@electro.UUCP>
Source record: 247134

In article <1817@cuphub.cup.edu> kar7481@cuphub.cup.edu (Dan Karbowsky;AtariEliteOfPghPa
bbs412-384-5609) writes:
>
> BLITZ - THE BACK UP SYSTEM
> ==========================

Looks like a very innovative approach! Bravo!

How about those who would like to build the cable and have the parts?
Is the software only being made available? Will it still cost $2 ?
For that price can you NET it?

George
Reimer

2763. status of Gulam

Newsgroup: comp.sys.atari.st
Date: 1989-11-13 19:28:27 UTC
From: pmateti@crimson.wright.edu
Message-ID: <835@thor.wright.EDU>
Source record: 247135

Over the past two years, I have recd several enquiries about improvements and bug fixes to Gulam. To all those, and the many others who found it useful and said so: I am grateful.

I would like to release a corrected version. The question of "when" is governed by two factors. One is that I no longer use ST on a daily basis. Two, I have not seen "correct" solutions to the many problems attributed to Gulam (such as the one re stdin/out redirection). I would like to recv "capsules" of solutions to such problems. Bugs caused strictly by the internals of Gulam are, of course, mine to fix.

Meanwhile, if there are others who have "fixed" Gulam, I have no problem if they post the binaries of such versions. I still hold the copyrights to the original src, and I am not giving permission to post the src. Authors of modifications, of course, do NOT need my permissions to post their mods (either in src or as binary patches).

The src of Gulam is available, as always free of cost, to individuals. However, having seen public comments by some who recd the src, I will be selective in who I will send the src to. It is not an easy program to understand without the design documentation, which I am not yet ready to release.

prabhaker mateti, wright st u res ctr, 3171 research blvd, kettering, oh 45420
pmateti@cs.wright.edu (513) 259-1379 (513) 873-2491

2764. Re: Self-Modifying Code

Newsgroup: comp.sys.atari.st
Date: 1989-11-13 19:30:58 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <4301.255ed023@uwovax.uwo.ca>
Source record: 247136

In article <89316.201227SML108@PSUVM.BITNET>, SML108@PSUVM.BITNET writes:
> Hi, I am writing an assembly language routine which modifies its own code in
> a tight loop in order to avoid having to do a decision statement at every
> iteration. Unfortunately, whatever code I am inserting is screwing things up
> royally, and although I have checked it fairly throughly, I cannot figure out
> what is going on. Question: Is there something screwy about executable and
> object files that would disallow self modifying. The block that gets modified
>
> is this:
>
> lsr.w d3
> bne cont
> add.l #8,a0
> move.w #$8000,d3
> cont: nop
It would have helped if you had included the code that was doing the
modifications. The 68000 does instruction prefetch. If you're modifying
code that's really close to the instruction that does the modification,
then you can lose (the chip is executing the instruction it prefetched,
rather than the updated instruction in memory). You can get around this
by sticking some nops in. A better solution is to eliminate the self
modification entirely. I *strongly* suggest the latter, because your code will
almost certainly break on the TT (which has a 256 byte instruction cache).
--
Eric R. Smith email:
Dept. of Mathematics ERSMITH@uwovax.uwo.ca
University of Western Ontario ERSMITH@uwovax.bitnet
London, Ont. Canada N6A 5B7
ph: (519) 661-3638

2765. Digidesign Sound Tools

Newsgroup: comp.sys.atari.st
Date: 1989-11-13 19:56:01 UTC
From: ramsiri@blake.acs.washington.edu
Message-ID: <4429@blake.acs.washington.edu>
Source record: 247137

Just got off the phone with a rep from
Digidesign who works on the Sound Tools project
for the MAC ... the 16 bit digital to disk package that
has been available for the MAC for a long time now.

He assured me I would be wise to purchase a MAC... that
they have never seen a TT or ATW... though they talk with
ATARI all the time. Given ATARI's reputation, the rep told me
that they didn't want to gamble with a machine that may
"never be released, or not show up for a long, long time.."

No, Hybrid Arts is not good enough.

-kevin
ramsiri@blake.acs.washington.edu

2766. keyboard interrupt, character substitution

Newsgroup: comp.sys.atari.st
Date: 1989-11-13 19:58:00 UTC
From: BD05@DKAUNI2.BITNET
Message-ID: <"89-11-13-11:58:43.45*BD05"@DKAUNI2.BITNET>
Source record: 247138

Hello netland,

Somebody recently asked how to intercept characters from the keyboard, including from the repeat function. An example for this can be found in the assembler source code, which I included in my posting of KBEXT 4.10 to S. Grimm (panarthea archive, "binaries group"). To remind you: KBEXT installs 5 keyboard tables for normal, SHIFT, CAPS-LOCK, ALT and SHIFT-ALT, together with other features.

Speaking about postings: could someone please post some of the nice PD games for >>monochrome<< monitors, like DRACHEN, GO_UP, OPUS_1, BUMERANG, RAMSES, MONOPOLY, CAVEMINER... (I know there are lots more)?

2767. Re: Trip-a-Tron

Newsgroup: comp.sys.atari.st
Date: 1989-11-13 20:29:59 UTC
From: Dave_Ninjajr_Flory@cup.portal.com
Message-ID: <24016@cup.portal.com>
Source record: 247139

I hate to waste net space this way, but does anyone else get as tired as I do reading BobR's negativistic comments? There are a few righteous points, but I've read them all at least a dozen times.....

2768. ascii code

Newsgroup: comp.sys.atari.st
Date: 1989-11-13 20:35:23 UTC
From: mjv@iris.brown.edu
Message-ID: <20664@brunix.UUCP>
Source record: 247140

This is a rather simple question but I can't find any answer in my limited resources, but what is the ascii code for the _Delete_ key? I need this info for a term program under Mac mode. Flash works fine but in Mac mode, it isn't send the right code (well the _delete_ is disabled but the backspace doesn't work either.) The term program has options to set key codes so I need the ascii for the break key under TOS so I can set it for the Backspace key under Mac...sigh
Thanks in advance.

-- mjv@iris.brown.edu
"And, oh! Father Christmas, if you love me at all,
Bring me a big, red india-rubber ball."
A.A. Milne "Now We are Six"

2769. SeaGate 296n information...

Newsgroup: comp.sys.atari.st
Date: 1989-11-13 20:50:24 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <891113.14502027.074992@SFA.CP6>
Source record: 247141

I know that this has been thrashed royally here before, but could someone send me the particulars of the problems with the SeaGate 296n hard drive mechanism? As I understand it, there is a problem with REVISION 8, or is it 7? 1:1 interweave chokes, etc...
Private e-mail would be fine since this has been discussed rather heavily in the net before. Many thanks!!!

Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

2770. Re: What does the TT Buy me??

Newsgroup: comp.sys.atari.st
Date: 1989-11-13 20:56:42 UTC
From: covertr@force.UUCP
Message-ID: <46d16986.14a1f@force.UUCP>
Source record: 247142

In article <2245@hudson.acc.virginia.edu>, gl8f@astsun8.astro.Virginia.EDU (Greg Lindahl) writes:
> In article <46bcb82f.14a1f@force.UUCP> covertr@force.UUCP (Richard E. Covert) writes:
>
> Gee, Richard, I thought people had been explaining to you in detail
> exactly what the TT gives you.
>
> For the present ST home user, the TT is a fast ST.
>
> For the Unix user, the TT is a nice cheap workstation.

The TT/P is NOT a UNIX workstation, not as it comes Off The Shelf.
Even John Townsend has said that UNIX will be available for the
TT/Tower and not the TT/Plastic. You COULD add more RAM, a bigger
hard drive and then install UNIX on the TT/Plastic. But, what will
Atari's policy be towards adding more RAM to the TT/Plastic?? If you
extrapolate from Atari's present policy with regards to the Mega ST2,
you won't be able to add more memory to the TT/Plastic. In fact, some
of the later pc boards for the Mega ST2 are NOT traced for 4 megs of
RAM, making it darn near impossible to upgrade a Mega ST2 to 4 megs of
RAM. I know this from my local ST dealer who HAS SEEN the Mega ST2
w/o pc board traces for 4 megs, and also with a special 2 megs only
MMU chip. So, who knows if the TT/Plastic will even be expandable to
more then 2 megs of RAM?? No one until they are released!!

Atari's official policy is that to upgrade an Atari computer you "dispose"
of your current Atari computer and buy a new model with more features.
Atari has NEVER supported end-user, or even dealer installed, addons.
Even when it is just a matter of adding RAM ics to a motherboard.
So, who knows if you will be able to expand a TT/Plastic??

>
> >And I mean the TT/Plastic as it is the most likely TT to make it
> >to the USA.

The latest "rumors" from Europe indicate 2nd Quarter 1990 for European
delivery of the TT/Plastic. and NO DATE for the TT/Tower. So,
when will we in the United States see the TT/Tower?? Who knows?? And there
are still European products which are not sold here in the States. The
entire Atari IBM PC clone line are sold in Europe, but try buying one here
in the States. So, just because a product is sold in Europe (read Germany)
doesn't mean that it will be sold here in the States.

>
> Oh, I think it's pretty probable that the TT/X will make it here.
>

> >Except for the higher color rez I don't see anything in the TT
> >that would make me want to dump my investment in my current ST
> >hardware.
>
> So don't. People who NEED the TTs speed will buy it. People who NEED
> Unix will buy it. People who don't need it won't...
>
> >What would make me buy an Atari computer:
> >
> >1) A FAST CPU, at least a 25 Mhz 68030, with an option to go to
> > 33 Mhz or even 50 Mhz as Motorola releases the faster cpus.
>
> You don't understand what a 16 mhz 68030 means. The TT has burst-fill
> mode memory above 2 megs. This means it's faster than the Mac IIcx by
> as much as 50% for typical applications. Apple just released the Mac
> IIci which is capable of running burst-fill ram... the TT is very
> competetive compared to the Mac.
>
> When the TT delivers it will be interesting to benchmark it against
> '386-based Unix boxes. I think you'll find that it won't be that much
> slower than a "33 mhz 386" because of the burst mode and other reasons.
> It will not be two times slower, which you would think from the ratio
> of the "megahertz". Megahertz are relatively meaningless.

Once again you didn't understand my comments. I was talking about upgrading the cpu in the TT not comparing cpus speeds between the Intel and the Motorola cpus. And it would be nice for Atari to design an upgrade to a faster 68030. Even if it meant replacing the motherboard the way Apple forces the Mac II users. At least then you could do it. But given Atari's track record not only will Atari NOT supply a faster cpu but Atari will design the TT so that a third party vendor won't be able to supply a faster cpu either. Atari has done this with the Mega STs already. Heck, there are plenty of folks who can't even use TOS 1.4 because the Mega ST won't drive the 6 EPROM set!! And other folks who can't drive both a hard drive and the SLM804 because the DMA port won't drive more then one load!!

>
> >2) ability to change to a 68040 CPU without buying a whole new
> > computer. That is why I can Atari computers disposable. In order
> > to upgrade to a different CPU you have to "dispose" of your older
> > computer.
>
> Few if any other vendors supply this sort of capability. It costs
> extra money up front.

Tell that the Mac users!! Heck, a MAC SE can be upgraded to a Mac SE/30. sure it costs money but you can do it!! And Apple has made a fortune selling MAC SE to SE/30 upgrade kits!! So, Mac SE users can change from a 68000 cpu to a 68030 cpu w/o "disposing" of their current computer. That is definitely cheaper then trying to sell a used computer and then paying full-stroke for a new computer. But, once again, Mac users get more out of their used Macs

than Atari users get out of their used STs!!

Why can't Atari LEARN from Apple?? I guess Atari will be synonymous with
CHEAP in the future!!

>
> >3) A true multi-tasking, multi-windowing OS. I mean, heck the Amiga
> > has had multi-tasking since the first A1000 was released.
>
> Unix plus X windows (or your favorite windowing system, I happen to be
> partial to mgr ;-) gives you this. It's clear that GEMDOS will NOT become
> a multi-tasking multi-windowing OS in the near future, not only because
> it's a lot of $$ to write, but also because current GEM programs are
> incompatible with multi-tasking in all sorts of little ways.
>
> Asking for things which can't be delivered is a bit strange. Unix is
> the future, Richard.

What is so strange about asking for a multitasking multiwindowing OS??
Geez, if commodre can do it on a 68000 A2000 then why can't Atari do it
on a 68030 TT??

And just how FAR off in the future is UNIX for the TT?? given the fact
that the TT/Plastic won't be here in next summer, and the fact that UNIX
is intended for the TT/Tower, I would say sometime next century :-).

> >6) Real color graphics ala the Macintosh. 640x480 in 16 colors is a joke,
> > and Atari should be ashamed for introducing a new machine with such
> > limited grpahics?? The TT will be the Atari machine for the early 1990s
> > and should be better then that!!
>
> Monitors that show resolutions greater than 640x480 in color are very
> expensive. Not very suitable for a small-business machine. You can
> always buy some PC Klone with one if you want it.

Color monitors capable of 800x600 are under $700. And are getting cheaper all
the time. The problem is that you are locked into with cheap color graphics
Atari decides to put in the TT because the Atari market is too small for third
party vendors to design Atari specific hardware. So the lousy 640x480x16 color
graphics is ALL you will see for YEARS on the TT. It is a shame that Atari didn't
make the graphics better then that!! The price of monitors is NOT the critical factor
that it used to be. The TT was an opportunity for Atari to LEAP ahead of the
competition in graphics instead falling behind. That
alone says a lot about Atari Management. Make a cheap computer and sell it
to the yokels!! Don't make a State of the Art computer (you can NOT tell me
the TT is forcing the state of the art, not with a single tasking OS, and
crummy graphics).

>
> Price high resolution monitors for the Mac. Note that they require a card.
> Note that the TT/P has a card slot.

Yes, EXACTLY ONE, and that is only a half-VME card slot at that!!

>
> >7) A replacement for GDOS. Something that uses outline fonts. The Mac system
> > beats GDOS all the way to the North Pole!! GDOS is such a memory hog that
> > even 4 megs in my ST is limiting!!
>
> A third party could do that... it would sell and probably make money.

Is that your answer for everything?? Wait for third party vendor support of
basic OS features?? Doesn't say much for Atari does it??

Unless Atari Corp supports a GDOS replacement it will NOT be a standard
that software developers will use. Atari HAS to develop and SUPPORT a
GDOS replacement before SW vendors will develop for it. So, a 3rd party
vendor GDOS replacement won't fly. The only reason that GPLUS is viable is
that it is plug replacement for GDOS. If GPLUS's fonts were incompatible with
GDOS fonts GPLUS wouldn't have sold either.

> >All in all, everything about the TT says if it had been released in Jan 1989
> >instead of July 1990 it MIGHT have been an acceptable computer. But by the
> >Summer of 1990, when we can reasonable expect to see the TT on USA shelves,
> >it will already be outdated by the Amiga A3000, and the Mac IIcx, Mac IIci.
>
> The Mac IIcx and Mac IIci hardly outdate the TT, especially since it seems
> that they cost a lot more money (assuming the TT arrives, of course.)

what does cost have to do with obsolete hw?? Even if the Macs were CHEAPER than
the TT they would still be more ADVANCED then the TT. A cheaper TT is NOT more
advanced than an EXPENSIVE MAC.

> Looks like Atari has a very interesting product, if they do bring out
> Unix for it and ship both in a timely fashion.

Oh come on!! The MacIIci has a 25 MHZ 68030 in it!! The TT will have a 16 MHZ 68030.
Which is outdated before it is even on the shelf!!! Hey if you are looking for a
cheap computer buy a used IBM PC XT. Heck you can buy them for under $500. If you
want a POWERFUL computer, state of the art computer, an expandable computer, then
DON'T buy an Atari!!

Why can't Atari release different models of the TT like Apple does the Mac?? And that's
another complaint. the differences between the Mega ST and the 1040ST are just
cosmetic (a better keyboard, a different cabinet, a blitter chip). But the
differences between the Mac II, MacIIc, MacIIci are MAJOR. Different CPUS,
faster CPUS, different graphics. What will the difference between the TT/Plastic
and the TT/Tower be?? Again cosmetic. The Tower will be in a different cabinet,
but will have the SAME cpu, same graphics, same IO, same everything else. It would
make more sense to make the TT/Tower have a 25Mhz or even 33MHZ 68030 to make it
DIFFERNT from the TT/Plastic. Or to give the TT/Tower higher rez color graphics.
Something more then just more RAM, and a couple of VME slots.

Why can't the TT/Tower be designed to use the FASTEST available 68030??

Why can't the TT/Tower be designed with hi rez color graphics??

That would make the TT/Tower more then just a TT/Plastic in a different
cabinet.
>
> And to repeat: WHY DON'T YOU JUST SHUT UP AND LET THE MARKET DECIDE IF THE
> TT IS A GOOD MACHINE INSTEAD OF FLOODING COMP.SYS.ATARI.ST WITH MESSAGES
> ABOUT SOMETHING YOU'VE NEVER SEEN?

Hey, you are "flooding" the USENET system with your "ProAtari" messages,
so why shouldn't I add my own comments?? Also, UPPERCASE doesn't make your
comments any more correct, they just make you look foolish!!

also, I am just stating what I would like to see in a new Atari computer.
If Atari were to design and MARKET a computer that meets my needs I would
consider it. But, from the Atari product descriptions, the TT/Tower looks to be
just a souped up Game machine to me!! And I don't need to spend $XX thousands
just to play Flight Simulator!!

>
> >What has happened to Atari Corp??
>
> They are making money selling computers.

Yes, but only in EUROPE :-)

>
> ------
> Greg Lindahl
> gl8f@virginia.edu I'm not the NRA.

Richard Covert

2771. SH 204 Upgrade

Newsgroup: comp.sys.atari.st
Date: 1989-11-13 21:11:39 UTC
From: root@trwrb.UUCP
Message-ID: <212@trwrb.UUCP>
Source record: 247143

I want to upgrade my 20 meg SH 204 harddrive to about 40 meg. I hoped I
could do this by simply replacing the Drive Mechanism, HOWEVER,
my drive mechanism is a Tandom TM362 and I can not find the information I need.
What are by options?

* Should I install a 40 meg Tandom hard drive? Where can I find a 40 meg Tandom?
* Can I install a Seagate drive? Which models? Will I need more parts?
* Can I daisy chain the SH 204? Will I need different software?

I am planing on buying the Spectre GCR and I want to have sufficient harddrive
for the GCR.

Thank You,
Gregory Gibson

2772. The Atari STE

Newsgroup: comp.sys.atari.st
Date: 1989-11-13 21:17:41 UTC
From: daniel@pkmab.se
Message-ID: <2250@pkmab.se>
Source record: 247144

The discussions about the STE being vapourware has been more or less frantic.
Soon we'll all see if it's true.

I have ordered one! (yes, I *know*. You're not interested. But please,
do not flame me! You might be interested in hearing about it's capabilities,
or the lack of them!)

Do anyone have the specifications for the new chips? The I/O-adresses
and so on. Any information would be of great help.
Maybe Atari Corp? :-) What do you say, eh?

I've heard rumours about the STE having 8 stereo 8-bit PCM sound channels.
But now a friend of mine, who has access to one of the developement
machines says it only has ONE stereo 8-bit channel! And that it's
impossible to change the frequency on that channel like on the Amiga. It
is according to him only possible to set fixed freqencies like the
crystal /1, /2, /4, /8 etc.

Is this correct?

I've been promised to get the STE on Thursday or Friday. We'll see then.

Daniel Deimert, Fridstav. 4, S-715 94 Odensbacken, SWEDEN
Internet: daniel@pkmab.se
UUCP: ...{uunet,mcvax}!sunic.sunet.se!kullmar!pkmab!daniel

--
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UUCP: ...{uunet,mcvax}!sunic.sunet.se!kullmar!pkmab!daniel

2773. Re: Languages!!!

Newsgroup: comp.sys.atari.st
Date: 1989-11-13 21:39:13 UTC
From: davidli@umn-cs.CS.UMN.EDU
Message-ID: <16977@umn-cs.CS.UMN.EDU>
Source record: 247145

In article <3289@jhunix.HCF.JHU.EDU> RICK@JHUVM (Eric Ruck) writes:
>Strikes me that older versions of GFA Basic are in the public domain.

Much as we might like them to be, all past and present version of GFA BASIC are _NOT_ in the public domain. Version 2.0 was published on the January 1989 disk that goes with START magazine, but unless stated otherwise, programs in START are _NOT_ public domain.

This crops up about once or twice a year, and it would probably be wise for people posting such information to make _SURE_ that they have their facts straight, or some poor soul out there is going to have an unpleasant suprise when s/he's accused of "software piracy".

On the other hand, Jim Kent _HAS_ acquired the rights to the last version of what used to be called Aegis Animator, and has released a shareware version under the name AniST. The program was published in the November 1989 issue of START magazine, and was posted to GEnie. I don't know about the other services (CompuServe?...).

Anyway, I wanted to prevent some less-than-correct information from spreading across the network. Now, back to your regularly scheduled "my computer is better..." :-(

-- David Paschall-Zimbel

2774. Re: What's wrong with the AMY?

Newsgroup: comp.sys.atari.st
Date: 1989-11-13 21:43:12 UTC
From: davidli@umn-cs.CS.UMN.EDU
Message-ID: <16978@umn-cs.CS.UMN.EDU>
Source record: 247146

In article <23991@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>unfortunately, you've got to cross ANALOG and
>ST-LOG off your list, since Atari Corp's capricious treatment of the US
>marketplace has forced ANALOG out of business after many years of trying to
>support Atari.

Actually, I understood from the rumor mill that ANALOG and ST LOG weren't losing enough money for Larry Flint, so he decided to retire them. (Rumor #1 - Larry Flint bought the magazine as a tax write-off and then got disgusted when it began making money for him...)

-- David Paschall-Zimbel

2775. Re: Languages!!!

Newsgroup: comp.sys.atari.st
Date: 1989-11-13 21:50:00 UTC
From: rehrauer@apollo.HP.COM
Message-ID: <46d19982.20b6d@apollo.HP.COM>
Source record: 247147

In article <8911110458.AA06278@jupiter.nmt.edu> ehsnsr@JUPITER.NMT.EDU (Eric Hobbs) writes:
> I am looking into trying to learn a new computer language,
>but I really don't know which one to try out. The only things that
>I must have is a language that is in the Public Domain or it is
>Shareware (I'm a poor college student!), the language must support
>graphics and sound without too much hassle, and it _MUST_ be able
>to run on a 520STfm with 512K and a 360K SS/DD disk drive. Well
>that narrows it down, doesn't it. I don't really want to learn
>68000 assembly language and I only know BASIC and a little bit of
>Logo. (Pretty Limited, Huh?).
> You guys and gals are my last hope! Save me from expensive
>languages and ST BASIC!!!!!ARRRRGH!

If you just want a better BASIC, I'd suggest GFA BASIC. I've never used it, but most people seem to like it well enough (certainly can't get much worse than ST BASIC, eh?). I _believe_ the interpreter is (or was?) public domain? At least, I'd swear I saw a copy of the GFA BASIC interpreter on a STart magazine disk last year...

Your system memory & disk size is probably going to encourage you to use an interpreter (of whatever language), since they tend to be smaller than a compiler for the equivalent language. I can vouch that the OSS Personal Pascal compiler (_VERSION 1_ !) is _barely_ usable on a stock 520ST with one 360K drive. I emphasize _barely_! Useful as a learning tool, at any rate -- you'll be able to keep SMALL programs all on the (copy of the) compiler disk, in fact, and avoid disk-swaps (though a RAM disk makes things less painful -- putting the compiler's temp files on the RAM disk speeds things up a bit, too). The documentation is even pretty good.

As for availability, sorry. I don't know if Optimized Systems Software is still around, and you don't want PPascal 2.0 on that configuration (v2.0 grew a bit) anyway, so I'd suggest finding someone who is selling their copy of v1 (pay no more than $20-$30; it retailed for $79, and commonly sold for under $50) or find a mail-order "firesale". (Sorry, I'd like to keep my copy of v1.0 -- I don't use it anymore, but I'm a pack-rat. ;-)

(Alas, I think you'll soon find yourself straight-jacketed by Pascal's strict type-checking on the ST. Although OSS wrapped a decent interface around a substantial chunk of the GEM/TOS functions, they weren't all there in PPascal. And IMO, it was a real pain to go outside of the OSS-supplied interface when you needed to, largely because of type-checking. They extended the ISO standard in other ways; why they didn't add some sort of type-cast (beyond variant records, which I LOATHED using) is

beyond me.)

All of the other ST compilers I've had occasion to use require either more memory than 512K, or another drive, or a hard-drive, or all three to be useable & relatively pain-free. Really, you may want to shop around for another SS drive at the very least. Or, better yet, upgrade to 1M of memory and use a big RAM disk.

--
>>"Aaiiyeeee! Death from above!"<< | Steve Rehrauer, rehrauer@apollo.hp.com
"Flee, lest we be trod upon!" | The Apollo Computer Division of H.P.

2776. Re: TT's VME-slots

Newsgroup: comp.sys.atari.st
Date: 1989-11-13 22:32:26 UTC
From: rwa@cs.AthabascaU.CA
Message-ID: <1237@atha.AthabascaU.CA>
Source record: 247148

gl8f@astsun8.astro.Virginia.EDU (Greg Lindahl) writes:
>Read the fine print. Doesn't the TT have a HDLC connector ;-) ?

Does anyone out there know? Does the TT/<n> (either model) have HDLC capability? Inquiring minds _need_ to know!! I mean real HDLC, capable of carrying AX.25 packets or PPP HDLC encapsulated SLIP packets. I am not especially crazy about getting an interrupt per octet either ;-), or simulating the link protocol in the interrupt handler, as I hope to run the link at 56 Kbaud and up.

Ross

2777. MWC errors (was Re: GEM help needed)

Newsgroup: comp.sys.atari.st
Date: 1989-11-13 22:37:11 UTC
From: sbigham@dukeac.UUCP
Message-ID: <1637@dukeac.UUCP>
Source record: 247149

In article <46c13647.14a1f@force.UUCP> covertr@force.UUCP (Richard E. Covert) writes:
>Has anyone else found any errors in the MWC Version 3.0 manual??

As a matter of fact, yes. The 3.0.5 manual claims that the proper way to call objc_edit() is as follows:

```
int objc_edit(tree,object,character,oldindex,kind,newindex);
OBJECT *tree;int object,character,oldindex,kind,*newindex;
```

This is in fact what GEM expects. It is not, however, what the 3.0.5 library expects. The actual call format is:

```
int objc_edit(tree,object,character,index,kind,index);
OBJECT *tree;int object,character,*index,kind;
```

where index serves the function of both oldindex and newindex above.

By the way, what is the most recent version of MWC? I've heard 3.0.9 and I'm somewhat concerned that Mark Williams hasn't notified me. To my knowledge I'm registered (how might one check that?).

sbigham
--
Scott Bigham "The opinions expressed above are
Internet sbigham@dukeac.ac.duke.edu (c) 1989 Hacker Ltd. and cannot be
USENET sbigham@dukeac.UUCP copied or distributed without a
...!mcnc!ecsgate!dukeac!sbigham Darn Good Reason."

2778. Re: Vapourware!!!

Newsgroup: comp.sys.atari.st
Date: 1989-11-13 22:45:14 UTC
From: parsons@b.ee.engr.uky.edu
Message-ID: <13224@s.ms.uky.edu>
Source record: 247150

I have just finished reading your series of six or so messages bashing
Atari Corporation. I have one point to make:

GIVE IT A REST!!!

I'd say that almost everyone on the net knows of Atari's previous
terrible policies, screwups, lies, etc. It's possible that Atari WILL
put out the TT/STE/ATW. A previous posting on here from has already
said that the ATW _was_ available in Europe. I don't know whether
Atari is going to really do something nice or screw it up again,
but the point is that we already KNOW about the stuff you've posted
about, and we're hoping that it'll turn around.

--
parsons@b.ee.engr.uky.edu
Born with a stearing wheel in my hand, and lead in my feet!
The small furry one... Rat
All statements belong to someone, who I'm not quite sure.....

2779. Re: European software purchase procedure from the U.S.A.

Newsgroup: comp.sys.atari.st
Date: 1989-11-13 22:59:38 UTC
From: scott@cs.odu.edu
Message-ID: <SCOTT.89Nov13175938@diatomite.cs.odu.edu>
Source record: 247051

Speaking of European Software...

Has anyone else used STOS Basic?

I would like to know how it ranks with Hisoft and GFA 3.0...

I just picked it up because I like the COVER of the box...

The package is one of the best I have ever seen to my atari line of computers.... (atari 400 through atari 1040st)

I am also interested in the compiler for STOS basic.. I had it in my hands also, but I decided that I would rather wait and see if the basic was worth it. I am sorry that I did not get it immediately.

--

Scott D. Yelich scott@cs.odu.edu [128.82.8.1]
After he pushed me off the cliff, he asked me, as I fell, ``Why'd you jump?''

2780. STacy

Newsgroup: comp.sys.atari.st
Date: 1989-11-13 23:17:03 UTC
From: ramsiri@blake.acs.washington.edu
Message-ID: <4435@blake.acs.washington.edu>
Source record: 247052

Would be nice to have a little truth emanate from the
mouths of ATARI.

Yes, this is another BASH! Does Atari deserve anymore?

This morning I learn from a developer friend of mine
that Atari can't promise him his STacy now until "late December
or early January".. was supposed to be "end of October".

I got to thinking.. well, if they can't even supply their
developers with the dang things... only God knows when/if the
consumer will ever see one.

Call my dealer. Owners are at Comdex for the week. The rep
tells me that they already have prepaid orders for the STacy..
but that ATARI told them not to expect delivery until

------> MARCH or APRIL <--------

The TT isn't even shipping Europe yet...

I know I am a fool. Let's see how many other Atari fans
can admit it.

-kevin
ramsiri@blake.acs.washington.edu

2781. Re: DSP, ATW graphics, TT/P

Newsgroup: comp.sys.atari.st
Date: 1989-11-13 23:28:00 UTC
From: mitsolid@acf5.NYU.EDU
Message-ID: <12430008@acf5.NYU.EDU>
Source record: 247053

```
/* acf5:comp.sys.atari.st / Bob_BobR_Retelle@cup.portal.com / 1:44 am Nov 13, 1989 */
>Steve Whitney sez:
>>They have said unofficially, with no commitment to a target release date
>>that there will eventually be a multitasking TOS. Someday. Not tomorrow.
>>Unix should be available sooner.
>
>I've also heard that someday pigs would fly... maybe with Atari controlled
>computers..? Seems to me that I've heard about multitasking Operating System
>on other computers *now*... Not tomomorrow.. Now..
>
>Maybe a better advertising slogan for Atari would be:
>
>"Someday, Over the Rainbow"

Tha Amiga and MAC have multitasking OSs even though without VM or protection.
PCs have the desqview (ammong others) system for multitasking DOS
and virual memory (but segmented).
AIX provides full unix and DOS compatibility windows.

Apple just released the buggy TOS 1.4 ...
I am certain there are very good chances
that in less that 8 years from now, TOS will become multitasking. 8-)

Thanasis
```

2782. Re : I/O Redirection

Newsgroup: comp.sys.atari.st
Date: 1989-11-13 23:44:48 UTC
From: csoc@turing.newcastle.ac.uk
Message-ID: <1989Nov13.234448.7780@newcastle.ac.uk>
Source record: 247054

```
It should be done something like this :-

handle = Fopen/Fcreate ("filename", WRITE) Obvious
Fforce (1, handle) Ditto
Pexec (kiddy) Call child
Fforce (1,1) Reset stdout
Fclose (handle) Close file

Hope this solves the problem. I think there might be a more elegant way of
resetting stdout, though. However, Fforce does the job.

+-----------------------------------------------------------------------+
| The University Of Newcastle-Upon-Tyne Computer Society |
| EMAIL: csoc@uk.ac.newcastle |
+-----------------------------------------------------------------------+
```

2783. Need help with OPUS Chart feature

Newsgroup: comp.sys.atari.st
Date: 1989-11-13 23:49:11 UTC
From: solenod@dragon.UUCP
Message-ID: <46d203d4.13334@dragon.UUCP>
Source record: 247055

Net-beings:

I am unable to use the Chart features of OPUS 2.2. I would like
to ask for any help or suggestions you might care to send my way.

I followed the instructions given in the installation document,
but did not have any success.

This my setup:

1040 Atari ST, 1 meg, 1 DSDD drive.
TOS: 1.1? (copyrighted 1985).
GDOS Version: 1.1

Disk A:
GDOS.SYS - Directory
ASSIGN.SYS
AUTO - Directory

AUTO directory contains:

GDOS.PRG

GDOS.SYS directory contains:

ATSS10.FNT
ATSS10CG.FNT
ATSS10EP.FNT
ATSS10MF.FNT
ATSS10SP.FNT
LQ800.SYS
META.SYS

ASSIGN.SYS contents:

```
PATH = A:\GDOS.SYS\
; Change A: to drive w/GEMSYS folder
00p screen.sys
; --START OF SCREEN FONTS--
01p screen.sys
02p screen.sys
;-----------------
03p screen.sys ; Med-Rez screen workstation
; SWISS
ATSS10CG.FNT
;-----------------
04p screen.sys ; High-Rez screen workstation
; SWISS
```

```
ATSS10.FNT
; -- START OF PRINTER FONTS --
21 LQ800.SYS
; SWISS
ATSS10SP.FNT
;------------------
31 META.SYS
ATSS10MF.FNT

DISK B:
ASSIGNER.PRG
ATSS10.FNT
ATSS10CG.FNT
DESKJET.INF
EPSON.INF
FONTWID.PRG
INSTALL.DOC
OPUS.CNF
OPUS.PRG
OPUS22.DOC
OPUSCOLR.RSC
OPUSHELP - Directory
OPUSMONO.RSC
OUTCHART.PRG
PRINTDEF.PRG
PRINTER.INF
PRINTDEF.RSC
SMSS10HI.FNT
SPL_LOG.OPS

The procedure that I follow is this:

a) Boot up with disk A. I get the message stating GDOS 1.1 is installed.
b) Double-click on B drive icon, insert disk B. Double click on OPUS.PRG.
c) The program starts loading and asks for disk A to be inserted. I comply.
d) The disk drive comes on and after a few seconds the following message
is displayed:

ERROR LOADING SCREEN FONTS
MAKE SURE THE GEMSYS DISK IS
IN PLACE.

I am given the options to CANCEL or RETRY.

If I choose CANCEL it places me in OPUS but the Chart Menu is
"ghosted". RETRY asks for disk B to be inserted but then places
me in OPUS with the same results.

What am I doing wrong? I would like to get this feature going since
I've sent for OPUS 2.3 .

Please post or e-mail me your suggestions.
```

Thank you,

David Soleno

UUCP: {ncar!noao!asuvax | uunet!zardoz!hrc | att}!gtephx!solenod

2784. Re: Request for output to disk

Newsgroup: comp.sys.atari.st
Date: 1989-11-13 23:51:13 UTC
From: dynasoft!john@stag.UUCP
Message-ID: <1989Nov13.235113.9506@stag.UUCP>
Source record: 247056

```
[mike@system.Cambridge.NCR.COM (mike) writes...]
> In article <750027@hpsad.HP.COM> randyh@hpsad.HP.COM (Randy Hosler) writes:
>>Could you please re-post this or send me a copy?
>>It got all mangled here and I can't un-arc it. :-(
>>
> I agree !!! It was definitely mangled.

Same here in Minnesota....
```

2785. Re: DOES PC-DITTO SUPPORT MOUSE FOR USING PC SWARE LIKE VENTURA

Newsgroup: comp.sys.atari.st
Date: 1989-11-13 23:51:14 UTC
From: dynasoft!john@stag.UUCP
Message-ID: <1989Nov13.235114.9510@stag.UUCP>
Source record: 247057

[ia4@cunixa.cc.columbia.edu (Imran Anwar) writes...]
>
> DOES PC-DITTO SUPPORT MOUSE FOR USING XEROX VENTURA ETC.

Yup...

PCDitto has a mouse emulation that emulates a microsoft mouse. This
covers 95% of all mouse driveable sw on an ibm.. (Which is to say, just
about everything that works with a mouse on an IBM...)

In addition, it has an alterante mouse mode which uses the mouse to
send arrow-key keystrokes to the application running and the two mouse
buttons can be preset to send specific keystrokes. This allows using the
ST mouse even with applications that don't normaly allow using a mouse.

John Stanley <dynasoft!john@stag.UUCP>
Software Consultant / Dynasoft Systems

2786. Re: What's wrong with the AMY?

Newsgroup: comp.sys.atari.st
Date: 1989-11-13 23:51:28 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440078@hplsla.HP.COM>
Source record: 247058

Bob Retelle writes:

|Andy Cassino mentions:
|
|Umm... I'm running out of options here... can you help me with some more
|of all those ST mags you want or need..?

Two come to mind that you didn't mention: ST Xpress and Atari Explorer. Both found in my local Walden's and B.Dalton. (I make no statements regarding their quality, and what I actually said was there were more mags than I want or need!)

Disclaimer: The opinions expressed herein are those solely of the author, who has no pecuniary interest in the companies mentioned.

%%%

2787. Re: Give me a break

Newsgroup: comp.sys.atari.st
Date: 1989-11-13 23:51:51 UTC
From: dynasoft!john@stag.UUCP
Message-ID: <1989Nov13.235151.9599@stag.UUCP>
Source record: 247059

[UUCJEFF@ECNCDC.BITNET (jeff beer) writes...]
> I have FLASH 1.52 and its only trouble is that it cannot send a break, or
> it has not been documented. Does anyone know, has FLASH a more recent version,
> and does it send a break?

There is version 1.60, which I recommend you get if/when you can.
There's a patch program on GEnie (and probably elsewhere) that will
update your 1.52 prg and rsc files into 1.60 files or you can get Antic
to send you the update for not much more than the cost of the disk +
postage...

Even the older versions allowed sending a break (quite easily at that).
Take a look in your manual (on page 50 in the older manuals) in the topic
"Other Features" (which is all of about 15 lines long)...

John Stanley <dynasoft!john@stag.UUCP>
Software Consultant / Dynasoft Systems

2788. Re: atari ABC yea or nay ????

Newsgroup: comp.sys.atari.st
Date: 1989-11-14 00:50:43 UTC
From: pi@csd4.csd.uwm.edu
Message-ID: <1025@uwm.edu>
Source record: 247060
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

>>offer me advice on buying it?
>
>More important than the technical differences between the two machines is
>the difference between the companies which make the computers.
>
>Amstrad is a professional company which produces computers. They have
>established a world-wide reputation for delivering good, solid computers.
>
>Atari Corp is a toy company which has established a reputation for being
>poorly managed, and for its capricious treatment of its users, dealers
>and suppliers. While the "Atari ABC" may be the computer of the week now,
>you may find yourself holding an obsolete system when they go off after the
>next glittering gizmo and leave you with an unsupported orphan next week.

Sorry, Bob,
I've worked with, sold, and used Amstrads. I wouldn't let my worst enemy
buy one. They are junk.

If you think Atari is only a toy company go to Europe. You will find out
how extensively they are using their 'toys'.

Pete I.

I'm not an Atari loyalist, I just don't like the other expensive junk
in the market. (Amiga is OK, though, emphasis on OK)

Movie Quotes of the 80's:
"I'll buy that for a dollar!": Robocop
"What's amatter Colonel Sanders, Chicken?": Dark Helmet
"Poachers shooting at rabbits scare the big game away.": D.R.Scoundrels
Pete Ikusz : PI@csd4.uwm.csd.edu : University of Wisconsin Milwaukee
---

2789. Re: STE/4096

Newsgroup: comp.sys.atari.st
Date: 1989-11-14 00:54:25 UTC
From: pa1323@sdcc13.ucsd.edu
Message-ID: <5054@sdcc6.ucsd.edu>
Source record: 247061

In article <8911130802.AA09913@ucbvax.Berkeley.EDU> V053QHYX@UBVMSC.CC.BUFFALO.EDU writes:
>I've got a question I feel Ken at Atari can answer..I remember a company
>somewhere(I dont remember the name) released an inexpensive 4096 color board
>for all ST's..if we installed this board,would we be compatable with the STE's
>enhanced graphic modes? ....

The JRI 4096 color board was designed specifically to be compatible
with the STE and TT method of handling the extra colors, so the
enhanced color palette can be used on your ST, but only programs
that didn't try to take advantage of the STE hardware scrolling or
the TT extra graphic modes would work if you had only the JRI
board.

Tim Mensch.
tmensch@ucsd.edu

2790. Re: German on the net.

Newsgroup: comp.sys.atari.st
Date: 1989-11-14 00:55:52 UTC
From: dsmythe@cup.portal.com
Message-ID: <24029@cup.portal.com>
Source record: 247062

Because USENET is a world-wide network, it only makes sense to use
the international standard language: English. If it's good enough
for the UN, air-traffic control, and international radio communications,
it's good enough for USENET. At the very least, if you are going to
post in a language other than English, restrict the distribution to
those areas that are likely to know the language. If you need wider
distribution, use a more common language.

Dave Smythe
dsmythe@cup.portal.com

2791. Re: TOS 1.4 Incompatibility List Request

Newsgroup: comp.sys.atari.st
Date: 1989-11-14 01:08:37 UTC
From: stephen@oahu.cs.ucla.edu
Message-ID: <29115@shemp.CS.UCLA.EDU>
Source record: 247063

In article <19506@pasteur.Berkeley.EDU> jmorton@euler.Berkeley.EDU.UUCP (John Morton) writes:
>I have been trying to keep my list up to date, but I have found that
>most entries have been contested by subsequent postings. The following
>is where it stands now, with all entries removed which were cited as
>running flawlessly by someone.
>
[list deleted]

>Timeworks DTP

This works great on my Rainbow TOSsed 520.

[rest of list trashed]

>"Down John Morton M.E. Machine Shop
> Down in the basement jmorton@euler.berkeley.edu Etcheverry Hall
> We hear the sound of machines..." Univ. of Calif.

Steve Whitney "It's never _really_ the last minute" ())_-_(())
UCLA Comp. Sci. Grad. Student | (* *) |
Internet: stephen@cs.ucla.edu UCLA Bruin--> { _@_/ }
GEnie: S.WHITNEY `-----'

2792. Anti-Atari Bashing Flame (long - sorry)

Newsgroup: comp.sys.atari.st
Date: 1989-11-14 01:41:28 UTC
From: steveg@SAIC.COM
Message-ID: <8911140141.AA02948@NARNIA.SAIC.COM>
Source record: 247064

Sorry to waste the bandwidth but, I can't keep quiet anymore.
I'm sick and tired of all the TT flames and Atari bashing going on.
It solves nothing and probably only serves to scare away anyone
thinking about buying an ST. If you must continue with this practice,
perhaps we can get a comp.sys.atari.st.bash area going. So far
Greg Lindahl has been just about the only voice of reason here, and now
he gets flamed. Shheeesh! (I'm with you Greg!)

I've been an Atari owner since November of 1980 when I got my
trusty Atari 800 (which I just reluctantly sold to finance another
hard drive for my ST). I bought a 1040 in February of '88 and
UPGRADED (my DEALER gave me a trade in allowance) to a Mega 4 with
the Atari Laser this past June. I made a careful decision about what
I was getting for my money. I knew Atari's reputation for support
(or lack thereof), and factored that in. I also knew Atari's
reputation for building solid, quality hardware. I have *NEVER*
had any hardware problems with any of my Atari equipment. I now have
a postscript capable system that can (and does) run ST, Mac, and
IBM software for less than most postscript printers cost. I could
complain it doesn't run at 100MIPS, but that's not what I expected
or paid for.

Seems to me the people bitching at Atari have no one to blame but
themselves for not making a more careful decision before buying. If
the TT isn't what you want, DON'T BUY ONE! Come on, it's like you're
bitching at Ford because they won't sell you a Corvette (a product
they don't make), or because your Escort can't outrun a Ferrari (do
something you should know it can't). Find another manufacturer and
leave us alone. I've gotten what I've wanted/paid for out of every
Atari machine I've owned. This is NOT blind loyalty mind you. I
think there's a WORLD of things Atari management could do to get the
ST more exposure and more widely accepted, but that's not my job.
Historically, Atari has always made neat hardware and botched the
marketing. But as Greg said, they ARE making money selling computers
- maybe not in the U.S., but that just means I'll have European sales
to thank for keeping the company around long enough for me think about
them the next time I'm looking for a computer. And if it's a TT, I
DO have a choice about slots - if I don't want/plan to expand, I can
save a little money with a TT/P (why pay for slots I won't use?). If
I want slots there's the TT/x which costs more, but nothing in life is
free. That sounds right to me. TT/x cost too much? Not quite what
you want? BUY SOMETHING ELSE! Buy a Mac or PC and go bitch in some
other newsgroup!

<*heavy sigh of relief*>

Alternate proposal: How about comp.sys.atari.tech for serious technical discussions and exchanges of information in a civilized manner?

Please send all flames to alt.flames where I'll be happy to ignore them. Constructive criticisms and discussion always welcome.

Stephen Goldstein steveg@saic.com
My first Atari system? A 24K Atari 800, Rev. A ROMS, C(not G)TIA graphics
Disclaimer: That's not what I said.

2793. Re: TT

Newsgroup: comp.sys.atari.st
Date: 1989-11-14 01:47:50 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <2157@cunixc.cc.columbia.edu>
Source record: 247065

Ooooh, a very barbed message, but I fell out of my chair when I read
the "over the rainbow" line. <snicker>

Well, this may all be ancient history if Dave Small creates a 68030
board for the ST. I trust his business sense a LOT more than Atari's.
If he produces anything close to the quality of his other projects,
he will make a lot of money (and a lot of disgusted users happy).

I'm glad someone credible picked up the ball that Atari fumbled....sad, but
true...

Chris Mauritz

------------------------------+--------------------------
Chris Mauritz |Where there's a BEER,
cmm1@cunixa.cc.columbia.edu |there's a plan.
(c)All rights reserved. |
Send flames to /dev/null |Need I say more?
------------------------------+--------------------------

2794. f

Newsgroup: comp.sys.atari.st
Date: 1989-11-14 02:48:45 UTC
From: majmudar@cs.columbia.edu
Message-ID: <452@cs.columbia.edu>
Source record: 247066

I have an original 520ST with color monitor, single sided drive,
and color monitor. The computer has not been upgraded. The monitor
is of the original (higher quality) type and works perfectly.
I also have an Okimate 20 color printer with black (and maybe color)
ribbon which works, except that the head needs to be replaced for
about ($30 from Okidata Inc. - it is 24pin thermal transfer).

I wish to trade my system for a 1040ST with a monochrome monitor and disk drivor perhaps an
Amiga 1000-2000 system (i think the st would be preferable).
The reason I want a 1040 is to do word processing with greater memory (i plan
to buy a new printer as well). I settled for a monochrome because i thought
that the value of a color monitor and printer would make the trade fair.

Please respond to ta-kbm@cunixd.columbia.edu or
majmudar@cs.columbia.edu.

I am also willing to consider trading for a XT or AT clone and/or
a reasonable cash offer.

Kaushal Majmudar
Columbia University
N.Y. N.Y.
10/23/89

2795. Re: What does the TT Buy me??

Newsgroup: comp.sys.atari.st
Date: 1989-11-14 03:04:19 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <10130@stag.math.lsa.umich.edu>
Source record: 247067

This is really getting tiresome. Richard, don't you have better things to
be doing than wasting your time and hours writing long complaints? Has
anyone mailed you yet, agreeing with your statements? Is there any reason
why all of this screaming derision of Atari must be broadcast all over the
net? If you don't like what you've got, write Atari, don't bother us folks
who are happily using and developing stuff for Atari hardware...

In article <46d16986.14a1f@force.UUCP> covertr@force.UUCP (Richard E. Covert) writes:
>The TT/P is NOT a UNIX workstation, not as it comes Off The Shelf.
>Even John Townsend has said that UNIX will be available for the
>TT/Tower and not the TT/Plastic. You COULD add more RAM, a bigger
>hard drive and then install UNIX on the TT/Plastic. But, what will
>
Sun-2s with 68010s and 1 MB of RAM ran Unix, why can't a 68030 with 2MB?
Answer - no reason. If Atari doesn't release an official option, someone
else will. It'd be trivial.

>Once again you didn't understand my comments. I was talking about upgrading the
>cpu in the TT not comparing cpus speeds between the Intel and the Motorola
>cpus. And it would be nice for Atari to design an upgrade to a faster
>68030. Even if it meant replacing the motherboard the way Apple forces
>the Mac II users. At least then you could do it. But given Atari's track
>record not only will Atari NOT supply a faster cpu but Atari will design the
>TT so that a third party vendor won't be able to supply a faster cpu either.
>Atari has done this with the Mega STs already. Heck, there are plenty of folks
>who can't even use TOS 1.4 because the Mega ST won't drive the 6 EPROM set!!
>And other folks who can't drive both a hard drive and the SLM804 because the
>DMA port won't drive more then one load!!
>
Y'know, for the price they charge for new motherboards, ya might as well get
a new case, keyboard & power supply as part of the deal. Mac pricing is so
ridiculous it really isn't relevant in this regard.

The weak drivers are a real pain, must admit. My Mega-4 won't operate the
floppy drive if my hard drive is plugged in but powered off. My old 1040
never had any problems of this sort. No buffering. Definitely seems like
pinching too many pennies there.

>>
>> >2) ability to change to a 68040 CPU without buying a whole new
>> > computer. That is why I can Atari computers disposable. In order
>> > to upgrade to a different CPU you have to "dispose" of your older
>> > computer.
>>
>> Few if any other vendors supply this sort of capability. It costs

>> extra money up front.
>
>Tell that the Mac users!! Heck, a MAC SE can be upgraded to a Mac SE/30.
>sure it costs money but you can do it!! And Apple has made a fortune selling
>MAC SE to SE/30 upgrade kits!! So, Mac SE users can change from a 68000 cpu
>to a 68030 cpu w/o "disposing" of their current computer. That is definitely
>cheaper then trying to sell a used computer and then paying full-stroke for
>a new computer. But, once again, Mac users get more out of their used Macs
>than Atari users get out of their used STs!!
>
>Why can't Atari LEARN from Apple?? I guess Atari will be synonymous with
>CHEAP in the future!!

Pointless. Rip out the guts and jam in new ones. As far as the Mac is
concerned, when you do an upgrade you *have* thrown away your computer
and bought a brand new one, at Apple's prices. THis whole argument is
pointless.

>And just how FAR off in the future is UNIX for the TT?? given the fact
>that the TT/Plastic won't be here in next summer, and the fact that UNIX
>is intended for the TT/Tower, I would say sometime next century :-).
>
Unix is wonderful for many reasons, among which are:
a) it's readily portable
b) it's readily accessible

Don't sweat this issue. It's not worth worrying about. You're screaming about
an OS not being available for a machine that's not available. Doesn't that
seem just a little bit foolish to you?

>Yes, EXACTLY ONE, and that is only a half-VME card slot at that!!
>
So what, so you buy a bus-expansion chassis and throw in however many
bezillion cards your power-hungry little hands can get hold of... (Don't
get me wrong, that's exactly what *I* intend to do... }-)
>
>Is that your answer for everything?? Wait for third party vendor support of
>basic OS features?? Doesn't say much for Atari does it??
>
Computer companies don't live and die on their own. Computers don't stand
alone, particularly not in today's world of networking and interoperability.
Third party solutions are the key to any computer's success. It's tough for
a company to keep ahead in both the hardware and software ends of things
simultaneously. Apple's been trying for a long time, but they've failed
pretty miserably. Look at how dismal MacWrite is. It spreads resources too
thin to have to handle both ends of the system. (In Apple's case, they've
spun off their software group as an independent, called Claris.) It's tough
to do both the hardware and the software right. Look at DEC - they certainly
very popular hardware, but they didn't write Berkeley Unix, the most popular
Vax operating system... Look at DEC again, when they tried to release their
own version of Unix. It's taken them how many tries, to get it close to right?

(Must admit, the current Ultrix stuff is Very Slick...)

>Hey, you are "flooding" the USENET system with your "ProAtari" messages,
>so why shouldn't I add my own comments?? Also, UPPERCASE doesn't make your
>comments any more correct, they just make you look foolish!!
>
For some people's comments it doesn't matter which case they're typed in.
So it goes...

>also, I am just stating what I would like to see in a new Atari computer.
>If Atari were to design and MARKET a computer that meets my needs I would
>consider it. But, from the Atari product descriptions, the TT/Tower looks to be
>just a souped up Game machine to me!! And I don't need to spend $XX thousands
>just to play Flight Simulator!!
>
Tell that to Atari, directly. Doesn't do us or them any good here.

>>
>> >What has happened to Atari Corp??
>>
>> They are making money selling computers.
>
>Yes, but only in EUROPE :-)

So it goes. MSDOS is so deeply entrenched in the US, there's no way that
a technologically superior machine could compete here anyway. That's part
of the problem with this industry, "no one ever got fired for buying IBM."
People are afraid of innovations, and only go for things with the Big Blue
seal of approval. Apple's first foray into the area, the Lisa, was such a
poor piece of engineering the stigma from that has slowed the Mac market
penetration for a long time...

Of course, now may very well be the best time for Atari to hit the scene,
and hit it big, as the DOS world scrambles to define a DOS standard for
"graphical user interfaces" (god what a disgusting phrase...). Now, mainly
because there are no established standards, a newcomer actually has a fair
chance at winning itself a share of the market.

Given that perspective, TOS isn't so bad - the PC world has yet to switch
to OS/2, so they're still looking at single-user single-tasking 24x80
character cell COMMAND.COM prompts. Obviously this market is shaking itself
out pretty quickly though, and Atari may yet miss the boat...

... my opinions, only. and why should I know anything, I live at a University,
not in the real world... }-)
--
-=- PrayerMail: Send 100Mbits to holyghost@father.son[127.0.0.1]
and You Too can have a Personal Electronic Relationship with God!

2796. Re: What does the TT Buy me??

Newsgroup: comp.sys.atari.st
Date: 1989-11-14 03:54:00 UTC
From: mitsolid@acf5.NYU.EDU
Message-ID: <12430009@acf5.NYU.EDU>
Source record: 247068

```
/* acf5:comp.sys.atari.st / covertr@force.UUCP (Richard E. Covert) / 3:56 pm Nov 13, 1989
*/
> In article <2245@hudson.acc.virginia.edu>, gl8f@astsun8.astro.Virginia.EDU (Greg
Lindahl) writes:
> > Monitors that show resolutions greater than 640x480 in color are very
> > expensive. Not very suitable for a small-business machine. You can
> > always buy some PC Klone with one if you want it.
>
> Color monitors capable of 800x600 are under $700. ...
> The TT was an opportunity for Atari to LEAP ahead of the
> competition in graphics instead falling behind.

I would hate to reduce your enthousiasm (:-) for Atari Richard
but that would have to be quite a LEAP.
The current most common VGA for 386 PCs is 800x600x16colors.
It won't be more that 5-6 months before 1024x768 color will be THE standard
for 386 systems.
By the time the TT appears...

> > Price high resolution monitors for the Mac. Note that they require a card.
> > Note that the TT/P has a card slot.
>
> Yes, EXACTLY ONE, and that is only a half-VME card slot at that!!

I have seen the NEC Multisync 3D for less than $550.
Its provides 1024x768 interlaced or 800x600 non-interlaced. Color of course.
For the PC a controler (1024x768x16colors) costs less that $220.

Thanasis

------------------------------------------------------------------------------
"If you pray hard enough, water will run uphill. How Hard?
Why, hard enough to make water run uphill, of cource!" R. A. Heinlein

Internet: mitsolid@csd2.nyu.edu (mitsolid%csd2.nyu.edu@relay.cs.net)
UUCP : ...!uunet!cmcl2!csd2!mitsolid
------------------------------------------------------------------------------
```

2797. shel_read() question

Newsgroup: comp.sys.atari.st
Date: 1989-11-14 04:04:52 UTC
From: saj@chinet.chi.il.us
Message-ID: <1989Nov14.040452.5445@chinet.chi.il.us>
Source record: 247069

It looks from the TOS 1.4 release notes like shel_read() is the answer to the question of how a program can tell what its name is, and which of perhaps several executable files with the same name it was loaded from (that is, its full pathname). Is this so? I get the impression that it wasn't always so good. The documentation I have is sketchy and apparently self-contradictory. Would someone please give an explanation of this function, under whatever versions of TOS are interesting to mention. And if this all should be obvious to the most casual observer, I'm sorry: missing the obvious is a special talent of mine.
Steve J.

2798. Re: TT

Newsgroup: comp.sys.atari.st
Date: 1989-11-14 04:19:38 UTC
From: depeche@quiche.cs.mcgill.ca
Message-ID: <1754@calvin.cs.mcgill.ca>
Source record: 247070

In article <1783@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>ramsiri@blake.acs.washington.edu (Enartloc Nhoj) writes:
>>The strange thing is that i have a hard time believing that i
>>am still considering buying an 030 that won't multitask all that
>>niffty GEM software i have on my drive.
>
>[.. stuff explaining that it is really difficult for multitasking...]
>

>What I'm trying to say is THIS IS NOT EASY. It's not even Moderately
>Difficult. This is A Hard Problem. The presence of a 68030 doesn't
>make it any easier.
>

It is for the same reasons that OS/2 isn't compatible with dos. If you have ever written in a multitasking operating system while understanding what it really entails, you will just smack your hand on your forehead and yell, "yoi!" when you start to imagine how difficult writing such an operating system would be...

Does anyone know how the hell Macintosh managed to make all their programs work with multidesk (or was multitasking always supported on the Mac? Please don't flame me if this is very common knowledge - my hatred for Apple runs so deep that I haven't even touched one until quite recently...)

anyway, are there any plans for a TOS which will support task switching? That would be a really nice feature to throw in with a TT, and isn't very hard (just takes up disk space or memory space)...

--
S. Alan Ezust aka "Depeche MoDem" depeche@calvin.cs.mcgill.ca
McGill University Computer Science Disclaimer: I claim everything!
Montreal, Quebec, Canada (je pense que....) je me souviens
"This kind of pornography is a matter of artistic creativity"

2799. Languages!!!! (cont.)

Newsgroup: comp.sys.atari.st
Date: 1989-11-14 04:29:34 UTC
From: ehsnsr@JUPITER.NMT.EDU
Message-ID: <8911140429.AA09971@jupiter.nmt.edu>
Source record: 247071

Hello Again.

I have received a few replies that mention that some versions of GFA BASIC are in the public domain. Is this true? If so, where can I get it without having to spend money for it. It must be legal, of course. What can I say? I'm a cheap S.O.B. who doesn't really want to spend $15 for a back issue of STart. :-) :-P'''

Thanks again.

Eric Hobbs
ehsnsr@JUPITER.nmt.edu

2800. Re: What does the TT Buy me??

Newsgroup: comp.sys.atari.st
Date: 1989-11-14 04:33:00 UTC
From: mitsolid@acf5.NYU.EDU
Message-ID: <12430010@acf5.NYU.EDU>
Source record: 247072

/* acf5:comp.sys.atari.st / hyc@math.lsa.umich.edu (Howard Chu) / 10:04 pm Nov 13, 1989 */
>Given that perspective, TOS isn't so bad - the PC world has yet to switch
>to OS/2, so they're still looking at single-user single-tasking 24x80
>character cell COMMAND.COM prompts. Obviously this market is shaking itself
>out pretty quickly though, and Atari may yet miss the boat...

I Assume you haven't heard of Microsoft windows or Desqview for the PCs.
It takes less that $1000 of hardware to multitask DOS using a graphical
environment and virtual memory (of sorts).

Thanasis

"If you pray hard enough, water will run uphill. How Hard?
Why, hard enough to make water run uphill, of cource!" R. A. Heinlein

Internet: mitsolid@csd2.nyu.edu (mitsolid%csd2.nyu.edu@relay.cs.net)
UUCP : ...!uunet!cmcl2!csd2!mitsolid

2801. Re: What's wrong with the AMY?

Newsgroup: comp.sys.atari.st
Date: 1989-11-14 05:06:22 UTC
From: mark@rpp386.cactus.org
Message-ID: <17299@rpp386.cactus.org>
Source record: 247073

Dont's forget about CURRENT NOTES. Available at Atari Dealers and via US MAIL. I don't have the address now, but if anyone shows interest in the address I will post it.

I find CURRENT NOTES to be an excellent sources of reliable news.

Mark Lehmann :-)
--

+-----------------------------------+-----------------------------------+
Mark Lehmann	
mark@rpp386.cactus.org	
{bigtex|texbell}!rpp386!mark	

2802. Re: Vapourware!!!

Newsgroup: comp.sys.atari.st
Date: 1989-11-14 05:14:04 UTC
From: mark@rpp386.cactus.org
Message-ID: <17300@rpp386.cactus.org>
Source record: 247074

Don't forget that the NeXT uses the optical storage disk. That has to slow it down terribly. I know that an 800Mb 28ms drive is available, but it seems kind of silly to have both forms of media in the computer. Especially if the optical drive available is only 550Mb. It would probably be much better if the NeXT were to come with an 800Mb hard drive as the default drive and use the Optical Drive just for removeable storage. An entire Licensed Program Product would be available on one disk then and the ussual UNIX installation and upgrading nightmare would be avoided.

Mark Lehmann
--
+-----------------------------------+-----------------------------------+
Mark Lehmann	
mark@rpp386.cactus.org	
{bigtex|texbell}!rpp386!mark	

2803. Asst. Dribble....

Newsgroup: comp.sys.atari.st
Date: 1989-11-14 05:55:36 UTC
From: ehsnsr@JUPITER.NMT.EDU
Message-ID: <8911140555.AA11589@jupiter.nmt.edu>
Source record: 247075

Yup, it's me again!

I have one comment and a few questions:

[COMMENT:]

Has anyone seen the <<<<COLOR!>>>> ad on page 14 of the November(?) issue
of _Scientific_American_ for the Portfolio? Two pages even!! Looks nice....
Too bad the ST isn't getting those kinds of advertisements.... :-)
^^^^^^^^^Believe it or not, that was not a bash. :-)

[Question 1:]

Is it just my monitor or do all SM124's start to dim out when there is
very little 'white' on the screen?

[Question 2:]

Where are all these old "29 Oct 89" articles coming from?

OOPS![Another Comment:]

Is there any particular reason why the person known as "BobR" had to
post a s--tload of articles on his dissatisfaction with Atari. Why not append
them all to one posting so I could 'n' them. Let's face it, I'm sick of hearing
about the faults of Atari. Some people are giving me the impression that Sam
and Jack Tramiel bought Atari for tens of millions of dollars just so they
could lose money on it and drive the corporation into the ground. Somehow that
doesn't strike me as reasonable. Surely they realize that they better get their
acts together, or they will lose the U.S. market. They know it. We as users
know it. So please! Enough with the Atari-bashing. It does no one any good.
Besides, this is a news group for Atari enthusiasts, not bashers. If you want
to bash, start a comp.sys.atari.st.bash. How about this one:
comp.sys.atari.st.bitch.and.complain.I.hate.atari..........

[This entire comment is MY OPINION. Please! No flames. They do just about as
much good as Atari bashing!]

XXXXTRa Comment:

How's this for an idea:

Now that East Germany has opened its doors, this may be a great opportunity
to sell more ST's!!!!! :-) :-)

Thanks!

Eric "No flames, please." Hobbs
ehsnsr@JUPITER.nmt.edu

2804. Atari 1040ST+extra's for sale

Newsgroup: comp.sys.atari.st
Date: 1989-11-14 06:10:52 UTC
From: ins_bac@jhunix.HCF.JHU.EDU
Message-ID: <3299@jhunix.HCF.JHU.EDU>
Source record: 247076

```
An excellent deal.
for sale: 1) Atari 1040 ST
-1 megabyte memory
-new Tos v1.4 operating system installed
-built in 800k 3.5 drive
-RS232 port, Centronics and MIDI ports
2) Atari SF314 disk drive
-external 800k 3.5in drive
3) Atari SM-124 Monochrome Monitor
-fine dot pitch monitor
-high res,no flicker,paper white SHARP!
4) Avatex 1200HC
-300/1200 baud modem
-Hayes compatible(full)
5) HP Deskjet printer
-excellent printer
-economical, competes with low-end lasers
6) Epson RX-80 9pin dot matrix
-solid, great condition
7) Software (LOTS!!) makes package unbelievable
-Timeworks Desktop Publisher ST
-Timeworks Word Writer ST
-Interlink Telecomm Software
-Word UP! (WYSIWYG WP)
-Easy Draw
-Ton of PD/Shareware(LOTS!)

Will sacrifice total package for 1250 dollars(Non-negotiable), will not separate

Get back to seller at 301-674-8762(Bob Johnson)

ins_bac@jhunix.UUCP ins_bac@jhunix.HCF.JHU.EDU
.. !uunet!mimsy!aplcen!jhunix!ins_bac 301-467-4223

have fun!
```

2805. Quick st 1.6

Newsgroup: comp.sys.atari.st
Date: 1989-11-14 06:29:37 UTC
From: bediako@cs.buffalo.edu
Message-ID: <13248@eerie.acsu.Buffalo.EDU>
Source record: 247077

Hi
Can anyone mail me a copy of Quick ST 1.6. I missed it and I counldn't
find it at terminator. (If someone knows of an ftp site where I can get
the new version I'd be very grateful).
Thanks.
bernie
bediako@cs.buffalo.edu
Bernard Bediako ---------=-=-=-=-=-> DOMAIN: bediako@cs.buffalo.edu

2806. Re: TEX files!?

Newsgroup: comp.sys.atari.st
Date: 1989-11-14 06:45:57 UTC
From: suhonen@tukki.jyu.fi
Message-ID: <1998@tukki.jyu.fi>
Source record: 247078

In article <89317.044722JJL101@PSUVM.BITNET> JJL101@PSUVM.BITNET (J.J. Lehett) writes:
>
> I am running a 1 meg 520 ST with 2 single sided drives....
>I have a number of TEX files which I wish to view, and the are
>labeled as xxxx.TEX. Can someone explain the necessary programs and
>all that will allow me to do this? I simply want to read these files!
>Anyweays, I have messed with some DVI progs and all...but need
>more explicit info I guess, as I have had no success!

If you just want to read those files on screen, you can do that with your
text editor. xxxxx.TEX -files are pure ASCII text (+ some commands you can
ignore).
If you want to use TeX to greate xxxx.DVI -files, you are in trouble.
1 meg is enough to run TeX but 2 ss drives sounds really bad... I have
ST-TeX on my 20 meg HD and it eats about 6.5 megs. (OK I know I have rather
heavily loaded system but anyway.) In ST-TeX manual it says something like:
"A wizand can make ST-TeX run with a double sided drive" and I would like
to add: "but it will be really painfull".

Things you need to run TeX are:

1) program called TEX.TTP
2) format files like PLAIN.FMT and LPLAIN.FMT (first one is for plain TeX
and the second one is for LaTeX).
3) font files like CMR10.TFM (the number of xxx.TFM files you need depends
on text you have).
4) DVi-dirver (for screen called Previewer).
5) pixel files like CMR10.PK (or CMR10.PXL). PK's are packed so the need
less disk space.

I think all the programs and other files you can find for example from
Terminator archive.

Hope this helps! and GOOD LUCK (You'll need that with those ss drives B-)

Timo
--
Timo Suhonen suhonen@tukki.jyu.fi
Disclaimer: The text above is from my left brain cell. The right one is for
SeX and Drugs and Rock'n Roll. Al K. Hall has eaten the others...

2807. Allen,Ken..

Newsgroup: comp.sys.atari.st
Date: 1989-11-14 07:00:00 UTC
From: V053QHYX@ubvmsc.cc.buffalo.edu
Message-ID: <8911140805.AA05278@ucbvax.Berkeley.EDU>
Source record: 247079

Its amazing that a company with such good employees or should I say dedicated
employees can be run by such idiots.. I've worked with John a few times, and
I remember Working hand in hand with Neil Hariss..I was a consultant for Ataris
advertising agency in NY(Messner Vetere Berger and Carey) we produced 4 ATARI
commercials that were all very good...BUt dur
due to upper managements lack of who knows what..they werent aired..it was
amazing..Atari wouldn't give us the equipment to film the commercial! Neil
hadto send me his harddrive so I could use it in the commercial!! And talk
about Cheap?!!!The budget was non existant..Instead of having an Atari rep
work with the add agency (and yes they had a NY sales rep at the time by now
he's probably long gone) they hired me.I was 16 and a users group president..
I was asked questions like:Why is the ST better then the mac..
why cant it do this..can it do this..can you make it do this..etc..
it was probably the worst experience in my life!!Even before I did
the commercials I did some work for atari at 47th st photo in NY where
atari did a major press release for the 1040's...Was I paid for that?No..
of course not..Dont get me wrong I love the ST but the management of the
company is horrible...Probably the best thing atari could do is rename
the company and try to sell its computers under a different name! Due to lack
of sufficient support I'm in the market for an OS2 machine..and IBMS student
discounts place a model 55sx at about 1600 for everything I could dream of..
why should I stick with atari????Give me one reason??
Jeremty
whoops..Jeremy Berger
a really PISSSED Atari owner...
P.S. However after programming a Mac..Why would anyone want a MAC???

2808. Is Atari Going Down for the Count

Newsgroup: comp.sys.atari.st
Date: 1989-11-14 07:26:42 UTC
From: myers@odin.ucsd.edu
Message-ID: <7448@sdcsvax.UCSD.Edu>
Source record: 247080

Yesterday, I went to my favorite local Atari store here in San Diego. Only it wasn't an Atari store anymore. After searching behind all the Commodore Amigas and PC clones I finally found a lonely Mega ST. All Commodores were busily running demo programs. The ST looked like a nice spider motel.

Getting to the point. This used to be an all Atari store -- back when I bought my ST in 1985 -- Which makes me ask the question, "WHAT HAPPENED?"

I like my ST but I am getting worried about the prospect of not having a dealer in town (San Diego is a fairly big town).

How can Atari expect to survive selling a machine that computer sales people have a hard time getting excited about? Unless the STE and the TT come out real soon there isn't going to be any support for Atari computers.

Not Atari bashing -- just commenting nervously...

MM

2809. signoff

Newsgroup: comp.sys.atari.st
Date: 1989-11-14 08:04:17 UTC
From: schiers@imdm.uke.uni-hamburg.dbp.DE
Message-ID: <390
Source record: 247081

```
unsubscribe info-atari16 Rich Covert
```

2810. Re: v08i058: drachen -- Game (mono only) part01/02

Newsgroup: comp.sys.atari.st
Date: 1989-11-14 08:15:55 UTC
From: mboen@nixpbe.UUCP
Message-ID: <622@nixpbe.UUCP>
Source record: 247082

Hello again,

recently I sent in 'Drachen' to Steven and he was kind enough to post it
very promptly. He did put in a remark however, that he didn't know what
it was all about and that the texts were in German. He is perfectly
correct, and therefore here is a translation of that first text screen
you see when you start the program. As an aside: 'Drachen' means dragon
and I'll just use that as from now on. Nearly everything is a direct
translation. For the explanation of the dropdown menus I used the string
as it appears and appended the translation directly below it in
parentheses. The stuff in square brackets are remark by me to clear up
what I thought it might lead to misunderstandings. These remarks are
concluded by my initials.

---- start quote: note that I didn't write this, just translated it -----
Dragon is a game from China, over 2500 years old. 144 pieces are set up
on a board in 5 levels to form a Chinese dragon. The purpose of the game
is to remove all pieces from the board. To achieve this at any time two
identical pieces may be removed, iff there is no other piece on the
lefthand side or the righthand side of either piece on the same level. Easy,
isn't it.

Some further remarks about the pieces themselves. There are 34 types of
pieces and of each type there are 4 pieces. The only exceptions are the
sets of pieces labelled BAM, MUM, ORC and PLUM and SPR, SUM, AUT and WIN.
The pieces from either set are regarded as identical to any other from
that set when removed.

To make the whole thing more interesting, you play against the clock. The
10 best players are recorded in a high score.

And now, some remarks about the Drop-down menus:
'Spielwiederholung' a new time record cannot be set!
(repeat last game)

'zeige Zug' all moves possible at this stage are shown one at
(show next move) a time in random order (this is the only help
allowed).

'Zug zuruecknehmen' this is cheating, so timing is stopped.
(cancel last move)

'Stein wegnehmen' take away any one piece - of course, this is cheating
(remove a piece) too, so timing stops.

'Demo' iff all 144 pieces are still in place the demo
(schnell == fast, langsam == slow) will show the

best way to remove them all.

[The remarks in tiny print: (M.B.)]
This game is public domain and to be copied as often as possible! If you like this game, you can of course show your appreciation by sending in a 10 D-Mark bill [to the address given below. This is about 5 $ (M.B.)] For 20 Marks [10 $ (M.B.)] you can get the source code written in GFA basic [probably with German remarks. BTW, GFA basic is one of the fastest Basics around for the ST. There is now Version 3.0 available with compiler (M.B.)]

[and then there was the address of the author, bordered by side- and front view of the game setup (M.B.)]

Dirk Woitha
Hebbelstr. 11
5630 Remscheid 11
[West Germany, of course (M.B.)]

---- end quote --

So, if you want to send in 10 Marks, do so to the address in the quote (since I DIDN'T write the stuff).

The description of the dropdown menu pertains to the rightmost menu entry only, as far as I can see. BTW, 'Datei' is 'File' and 'Ende' is 'Quit', if you didn't find that out by trial and error already.

To select a piece just move the mouse pointer to int and click the left button once. The piece is inverted upon that and you can go to the corresponding piece with the pointer and click that too. If the pieces match, they disappear. If they don't match, the piece selected first is freed and the piece you clicked last is inverted.

But what am I telling you. Simply play around a bit, look at one or two demos and you'll get the gist of the game fast enough.

So have fun playing.

Martin
--
Email: in the USA -> ...!uunet!philabs!linus!nixbur!mboening.pad
outside USA -> {...!mcvax}!unido!nixpbe!mboening.pad
Paper Mail: Martin Boening, Nixdorf Computer AG, DS-CC22,
Pontanusstr. 55, 4790 Paderborn, W.-Germany

2811. Re: Languages!!!

Newsgroup: comp.sys.atari.st
Date: 1989-11-14 10:41:19 UTC
From: glk01126@uxa.cso.uiuc.edu
Message-ID: <111500058@uxa.cso.uiuc.edu>
Source record: 247083

Strike three, your out!

2812. Re: TT, TT030/2, STE

Newsgroup: comp.sys.atari.st
Date: 1989-11-14 11:56:00 UTC
From: mitsolid@acf5.NYU.EDU
Message-ID: <12430011@acf5.NYU.EDU>
Source record: 247084

/* acf5:comp.sys.atari.st / depeche@quiche.cs.mcgill.ca (Sam Alan EZUST) / 11:19 pm Nov 13, 1989 */
>In article <1783@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>>ramsiri@blake.acs.washington.edu (Enartloc Nhoj) writes:
>>>The strange thing is that i have a hard time believing that i
>>>am still considering buying an 030 that won't multitask all that
>>>niffty GEM software i have on my drive.
>
>>What I'm trying to say is THIS IS NOT EASY. It's not even Moderately
>>Difficult. This is A Hard Problem. The presence of a 68030 doesn't
>>make it any easier.
>>
>
>It is for the same reasons that OS/2 isn't compatible with dos. ...

OS/2 286 allows one DOS compatibility window within OS/2.
OS/2 386 will allow any number of DOS compatibility windows within OS/2.

>Does anyone know how the hell Macintosh managed to make all their programs
>work with multidesk (or was multitasking always supported on the Mac?
>Please don't flame me if this is very common knowledge - my hatred for
>Apple runs so deep that I haven't even touched one until quite recently...)

I am not flaming you, but it IS kommon knowledge. With HARD WORK!
Like the people which wrote OS/2, Microsoft Windows, Desqview ...
Mind you, I am not saying Atari people don't work hard. The contrary.
But they seem to be too few to handle a project of this size.

I guess there are other departments (ie PC compatibles, game machines)
which have more need of Atari's employees.

Thanasis

"If you pray hard enough, water will run uphill. How Hard?
Why, hard enough to make water run uphill, of cource!" R. A. Heinlein

Internet: mitsolid@csd2.nyu.edu (mitsolid%csd2.nyu.edu@relay.cs.net)
UUCP : ...!uunet!cmcl2!csd2!mitsolid

2813. BLITZ! Diskette Backup System (Info.)

Newsgroup: comp.sys.atari.st
Date: 1989-11-14 12:30:32 UTC
From: kar7481@cuphub.cup.edu
Message-ID: <1865@cuphub.cup.edu>
Source record: 247085

```
The BLITZ! cable disk back-up system is now available...

Total cost: $35.00 (US) pre-paid
plus shipping {pre-paid}

For more information: send mail to the below address!!!

Please use the SUBJECT " BLITZ INFO REQUEST "
when inquiring.

PLEASE NOTE: I AM *ONLY* ACTING AS THE "ADVERTISING AGENT" AND
RECEIVE NO MONETARY COMPENSATION FOR THIS.
I AM NOT AFFILIATED WITH THE ADVERTISER.

+-------------------------------------------------------------------------+
| Dan Karbowsky kar7481@pitt!cuphub / S U P P O R T T H E S T ! ! ! |
| 102 Lee Drive _____________________/Call the ATARI ELITE of PITTSBURGH'S |
| Belle Vernon, PA / BBS (Forem-ST,fnet node 19) at (412) 384-5609 at 300 |
| 15012 U.S.A. / thru 19.2k baud 24 hrs./day 7-days/week Mention this |
| / message at logon. |
+-------------------------------------------------------------------------+
```

2814. ST Magazines

Newsgroup: comp.sys.atari.st
Date: 1989-11-14 13:22:15 UTC
From: MEGGIN@vm.epas.utoronto.ca
Message-ID: <89Nov14.082809est.57414@ugw.utcs.utoronto.ca>
Source record: 247086

A netter has suggested that there are (were) only 4 ST Magazines left.
He meant, of course, only 4 AMERICAN ST magazines. The American magazines
have never been very good anyway, they seem aimed at a market of
intellectual 3-year-olds (STart is a _little_ better, but not much).
There's a French mag I really like -- it has lots of code samples and
specs, but I have problems with the sexist cartoons in it. ST World
from the UK is not bad, and the UK computer shopper at least used to
have an ST section. Any good foreign book/magazine store should carry
these.

I've glanced at some of the German magazines, and they are very
sophisticated, like the PC or Mac mags over here.

David Megginson, Centre for Medieval Studies, Toronto

2815. Re: Blitz! Floppy Backup available (Adv

Newsgroup: comp.sys.atari.st
Date: 1989-11-14 13:37:00 UTC
From: hedger@inmet.inmet.com
Message-ID: <30200018@inmet>
Source record: 247087

Please take the ads somewhere else.......your not supposed to post them
to this net.

```
=========================================================================
| |
| Keith Hedger : {...!}uunet!inmet!hedger hedger@inmet.inmet.com |
| 'It is a sad, but beautiful world.........' |
=========================================================================
```

2816. How long is your Atari???

Newsgroup: comp.sys.atari.st
Date: 1989-11-14 13:43:42 UTC
From: MEGGIN@vm.epas.utoronto.ca
Message-ID: <89Nov14.085305est.57530@ugw.utcs.utoronto.ca>
Source record: 247088

Atari has problems, and I accept that the OS of the future is Unix with a graphic interface, and not the Mac OS, the Amiga OS, the ST OS, or (thank god for her good grace) MeSsyDOS or OS/2.

Some of the people on this net seem concerned that other people have computers with more impressive numbers than the ST. Oh oh. It's just like the "My car/bank account/penis is bigger than yours" syndrome so common in a certain country famous for its big cars.

Face it, TOS is not going to become anything else. Like the Mac, Amy, and Pretty Cruddy clones, it is bound by a large software base which expects a fairly simple type of operation. If you want more than TOS, buy more than TOS.

But do not leave us in suspense. Come back to the newsgroup some day and tell us how many Mhz/MIPS LONG your new computer is. I promise that we will all feel emasticated/emammicated (after all, women are self-concious about breast size too).

David Megginson, Centre for Medieval Studies, Toronto

2817. Atari TT Block Diagram

Newsgroup: comp.sys.atari.st
Date: 1989-11-14 13:54:00 UTC
From: 01659@AECLCR.BITNET
Message-ID: <8911150802.AA02649@ucbvax.Berkeley.EDU>
Source record: 247089

Here is a bit of information extracted from the ST Report
Magazine which sheds some well needed light on the state of the
Atari TT. The spec's have been listed elsewhere, however the
block diagram of the TT inards are very interesting!

> TT - TT/X STR Tech Notes BLOCK DIAGRAM - FUNCTIONS - FEATURES

- 16 Mhz Motorola 68030 full 32 bit microprocessor
- Optional math co-processor MC68881/68882 Floating Point.

- 2 mb or, 4 to 16mb of RAM

- 512 Kb of ROM in 4 1mb chips

- 1.44 Mb 3.5" floppy drive, will handle 2 drives
WD 1772/2793 controller.

- VME bus Eurocard expansion
[TT] - 1 single slot
[TTX] - 5 slots

- ACSI internal bus with external connector for expansion
- SCSI internal bus with external connector for expansion

- Serial ports:

- 2 asynchronous RS-232 ports 68901 MFP
- 2 asynchronous/synchronous RS-232 ports (Appletalk or
PromiseLAN) Zilog 8530 SCC

- Parallel port Yamaha YM-2149

- MIDI in/out ports

- Keyboard port (including mouse and joystick)

- Digital 8 bit stereo sound
- Stereo audio output jack

Monitor output (6 modes): RGB and Monochrome

VGA monitor for colour modes, special monochrome monitor

Video modes:

Resolution Colours Palette
========== ======= =======

320x200 16 4096
320x480 256 4096
640x200 4 4096
640x400 "Duochrome"
640x480 16 4096
1280x960 Monochrome

- Battery backed Time/Date clock and 50 byte RAM
- 145 watt power supply
- Desktop packaging

- Operating systems
- ST TOS - Unix V Release 3.1

Further, Atari added (verbally) that the co-processor was the 16 Mhz 68881 (just plug in the chip, for the small TT it is included in the TTX), the digital sound was the same as that in the new 1040STE (enhanced 4096 colors etc.), and joystick ports would support current joysticks and the new 15 pin analog joysticks (both machines). Also, expect to hear more about "Demand Paging Memory Management" (Unix), GLS, X-Windows

BAD NEWS:

The monitors will be proprietry as the STs are.(ie NO EASY WAY TO HOOK UP A MULTISYNC) although if you could get a cable/connector it should be easy to setup.

TWO MODELS:
==========

TT
==
- A desktop version in an AT style case w/30mb Hard Disk (limited expandability) 1 VME Bus slot A24/D16 Eurocard
- ABSOLUTELY NO UNIX ON THIS VERSION. This version will be released first.... sometime around the end of October 1989 and mid November.

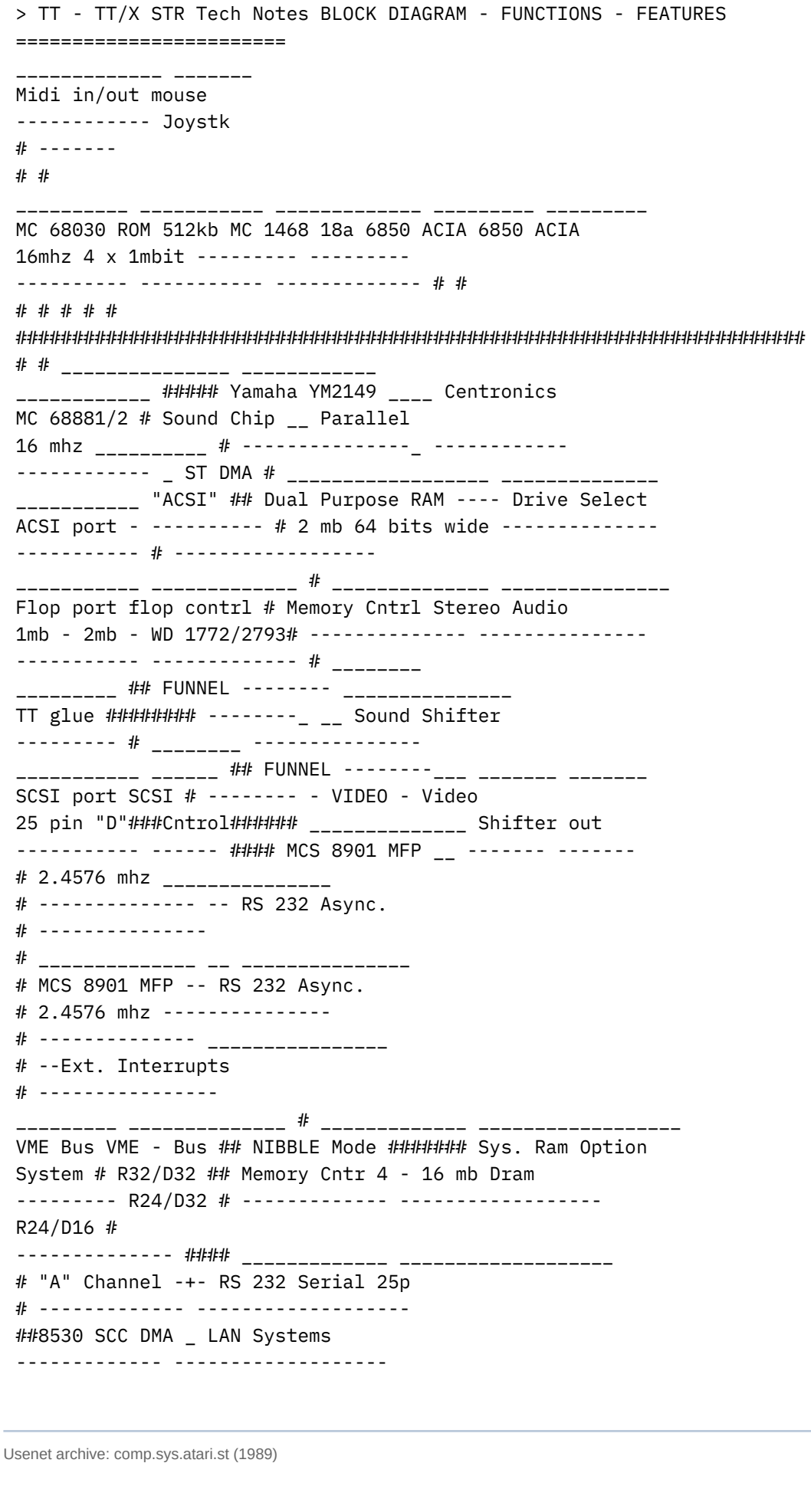
TTX
===
- A Tower configuration w/60mb Hard Disk, Multiple hard drive - floppy - optical drive bays (3+) Will support both TOS and Unix.

- 5 VME Bus expansion slots; A32/D32 - A24/D16 - A16/D16 Eurocard

- Unix will be a separate release Item (as per STart interview with Sam T.)

- TTX Release dates not set but will be during 1990.

Nota Bene;
To be expected, there will be some unavoidable compatibility problems but, Atari is taking all the neecessary steps to maintain an extremely high level of downward compatibility with existing software.


> TT - TT/X STR Tech Notes BLOCK DIAGRAM - FUNCTIONS - FEATURES
Midi in/out mouse
Joystk
Yamaha YM2149
Centronics
MC 68030 ROM 512kb MC 1468 18a 6850 ACIA 6850 ACIA
16mhz 4 x 1mbit
MC 68881/2 Sound Chip
Parallel
16 mhz
ST DMA
"ACSI"
Dual Purpose RAM
Drive Select
ACSI port
2 mb 64 bits wide
Flop port flop contrl
Memory Cntrl
Stereo Audio
1mb - 2mb - WD 1772/2793
FUNNEL
TT glue
Sound Shifter
SCSI port SCSI
VIDEO - Video
25 pin "D"
Cntrol
Shifter out
MCS 8901 MFP
2.4576 mhz
RS 232 Async.
MCS 8901 MFP -- RS 232 Async.
2.4576 mhz
--Ext. Interrupts
VME Bus VME - Bus
NIBBLE Mode
Sys. Ram Option
System
R32/D32
Memory Cntr 4 - 16 mb Dram
R24/D32
R24/D16
"A" Channel -+- RS 232 Serial 25p
8530 SCC DMA _ LAN Systems

```
"B" Channel --- RS 232 Async 9p
------------ -------------------

-----------------------------------------------------------------
```

2818. MODERATOR, PLEASE...!!!

Newsgroup: comp.sys.atari.st
Date: 1989-11-14 14:24:30 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <891114.08242980.076175@SFA.CP6>
Source record: 247090

Being in a rural area where the only Atari products that exist are my ONE Atari ST and a couple of PortFolios at our campus, I appreciate the net here more than most would imagine. This little ST output in the middle of IBMs and Macs is constantly hungering for ST information, hints, and techniques.
And it is this information, hints, and techniques that I wish we could return to. The Atari bashing needs to go elsewhere, folks. Pretty please???? Is there a way that the moderator could step in someway without it being censoring?
There is a wealth of ST information out there: GFA Basic tips, hardware tips, etc., that I think we could all benefit from. It would be marvelous if the net could only return to this.

SIGH

Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

2819. Tech Specialties

Newsgroup: comp.sys.atari.st
Date: 1989-11-14 14:35:48 UTC
From: BAILEYS@FSU.BITNET
Message-ID: <891114103356557.DITL@RAI.CC.FSU.EDU>
Source record: 247091

Yikes,

Well, I am glad I said something about the company before I bought

anything! I guess an impressive catalog does not a good company make.

Thanks to all who responded for the information.

Bob Marley "To err is human, to compute devine,
trust your computer, but not it's
FSU Comp Sci programmer." - Moris Kingston -

2820. Atari, Mac and Amiga vs the PC

Newsgroup: comp.sys.atari.st
Date: 1989-11-14 15:01:00 UTC
From: 01659@AECLCR.BITNET
Message-ID: <8911150803.AA02755@ucbvax.Berkeley.EDU>
Source record: 247092

Time and time again, we see postings about cheap '386 boxes. Yeah, there are lots of cheap '286 boxes out there as well. However, for some reason people keep focussing on the hardware and its price when its the software that determines how good your computer is.

Sure you can get DesqView and Windows for the PC and multitask; but multitask what? A whole mess of unrelated codes, developed without a common interface and with no ability to swap data unless some kind of file importing routine is run.

Try turning a Window based environment loose on a secretary who has a grade 12 education and limited computing skills. How long would it take to train the secretary to use WordPerfect, dBASE and LOTUS and to port information back and forth?

The company I work for standardized on Mass 11 as a word processor, 20/20 as a spreadsheet and ORACLE as the database. Ever hear of Mass 11 and 20/20? Unfortunately I have. Sure ORACLE is powerful but it takes LOTS of training to use it effectively. The same company also promoted PCs as the standard computer for years (before it became VAX crazed). We are stuck with a legacy of LOTUS, WordPerfect and dBASE training courses. The effort and $$$ that have gone into training for PCs and VAX systems is staggering!

The company also has Ataris, Amigas and Macs on site. No training courses are offered AND NONE ARE NEEDED. These user friendly machines, each with its own standard interface for all the software written for it, do not require training support like the PCs do.

Once again netters, YOU do not represent the majority of users in the world. Quite simply, until the PC world finally gets a user interface that truly dominates the market and for which there are lots of software packages that conform to the interface standard (which seems to be happening for Windows) you can take all your '286 and '386 machines and @#%@$#@$%#%$ with them because they just cannot measure up to machines that have standardized interfaces and integrated software that is easy to learn, easy to use and FUN to use.

Go ahead and bash Atari that the TT is not on the streets yet. I would rather wait until hell freezes over than buy a '386 and use the myriad of EXPENSIVE and unrelated PC codes that are out there.

Do not come back and accuse me of not knowing about PC stuff because I am the PC support person in my work group. I have had my fill of getting PC codes to talk to HP LaserJets, of teaching Word

Perfect, and configuring software (What monitor do you have... followed by a list that no beginner has any knowledge of). Just yesterday I was asked to get Grapher to talk to a postscript configured HP LaserJet and because Grapher talks to the user in ITS own way, I had to sift through menus I had never seen before to set up the system. Damn, NO STANDARD INTERFACE AGAIN!!!!!

I also have the pleasure of being a Mac and an Atari support person. Do you know what that involves? Answering questions about new software (have you seen it? is it good?). None of this installation, set up and teaching, teaching and re-teaching crap like PC support involves.

Dear '286 and '386 people; stop pestering us about your FAST machines because in overall productivity your machines just do not cut it. You have already accepted a substandard system; Mac, Atari and Amiga users refuse to do the same.

Disclamer: I have never OWNED a PC (but I have had the unfortunate job of using them for years) and considering the current software state in the PC world I cannot see owning one for a long, long time.

2821. PortFolio as a marketing aid ?

Newsgroup: comp.sys.atari.st
Date: 1989-11-14 15:12:14 UTC
From: jackin@utacs.UTA.FI
Message-ID: <787@utacs.UTA.FI>
Source record: 247093

I think that PortFolio is an easy and profitable way to
make Atari Corp. known in the businessworld.

I overheard a discussion in the HiTech-exhibition few weeks
ago. One (business) man said to the other when the were at
the Atari boot : " See (pointing at the ST with MegaScreen,
which had a complex CAD-drawing on it), there's your games
machine ". They had come to look at the PortFolio and they
saw an Atari ST which didn't look like a games machine.

Now, if Atari is going to enter USA (no more flames please),
Atari has to spend tons of money (real marketing needs it).
PortFolio smoothens this process (and brings money too). I
see it happen also in the UK. Atari UK had recently two full
page ads (in PCW), one of which had PortFolio, the other
Atari PC-range. No ST ads. It looks to me that Atari tries
to shed it's games machine reputation away. Hope it succeeds.

By the way, now that I have read few books of economics, I
understand much better Atari. It's a tough world out there.

MM.

PS. No flames please and please let's stop bashing TT.

! Markku M{enp{{ ! University of Tampere (Finland) !

2822. Re: What does the TT Buy me??

Newsgroup: comp.sys.atari.st
Date: 1989-11-14 15:22:14 UTC
From: covertr@force.UUCP
Message-ID: <46d54608.14a1f@force.UUCP>
Source record: 247094

In article <46c15364.20b6d@apollo.HP.COM>, rehrauer@apollo.HP.COM (Steve Rehrauer) writes:
> In article <46bcb82f.14a1f@force.UUCP> covertr@force.UUCP (Richard E. Covert) writes:
> ["Why buy a TT/P?"]
> >What has happened to Atari Corp?? why can't they design and produce a new
> >machine as nice as the ST was back in 1985?? The ST beat other computers
> >hands down in 1985. I wish the TT could do the same in 1990!!
>
> Richard, I humbly suggest that what you seem to want, and what I myself
> wouldn't mind having, is an ST emulator for the Amiga. Think about it.
> You want plug-in CPU upgrades (Amiga can do). You want multitasking
> (Amiga can do). You want slots & a more standard bus (A2000 can do;
> didn't C= design the A2000 with some slots that accept PC cards?). You
> want better graphics (well, C= continues to improve their graphics chips,
> and with an A2000 you can buy a PC Targa board if you need something
> better). Outline screen fonts? Well, I don't know of any box in the
> general ST/Amiga/Mac price-range that does that (though I'm sure I'll
> be "gently corrected" if I'm wrong ;-).
>
> As far as I can tell from your many previous postings, the only real
> reason you have (or that any of us have, probably) for wanting to stick
> with an Atari-brand machine is the (possibly substantial) investment
> you've made in software.
>
> --
> >>"Aaiiyeeee! Death from above!"<< | Steve Rehrauer, rehrauer@apollo.hp.com
> "Flee, lest we be trod upon!" | The Apollo Computer Division of H.P.

Actually, the MAIN reason that I still like my STs (yes, I have two and I still use both of them) is that the GEM interface is still better than anything that I can buy for an IBM PC clone.

I just bought the current issue of the (US) magazine COMPUTER LANGUAGE, November 1989. It dealt with the various multitasking OSes and windowing packages available for the IBM PCs. and it was a very discouraging magazine. It appears that PCs (even 80386 and 80486) are still stumbling around the 640K barrier imposed by the original IBM PC/XT. So, there are few good Graphical User Interfaces available for the IBM PCs. Oh, there are lots of windowing (single tasking, single user) packages,but they are are unique and require learning their library functions. There is NO standard GUI Desktop for IBM PCs similiar to the Mac or GEM.

Now, I need to research the availability of UNIX/X Windows for IBM PCs. COMPUTER LANGAUGE had verry little to say about UNIX; it was strictly MS DOS. If UNIX with X windows are becoming more popular then I will seriously consider buying an IBM PC clone.

I really enjoy the GEM interface. I am writing some programs now with GEM interfaces to them. My biggest problem right now is that I have an early, buggy, version of HiSoft's WERCS (distributed by Michtron in the US). WERCS keeps trashing my HRD file once I develope a BIG RSC file. I have asked Michtron on GEnie (well just last night) about how to upgrade WERCS. I was informed that there is a newer version of WERCS which doesn't crash. My WERCS is version 1.68 Dated October 28 1988.

Anyway, what I want in a computer is SPEED and a Good User Interface. What I expect from a Computer Maker is variety and CHOICE and later Support. And that is was is lacking from Atari.

Rich Covert

2823. Terminator & STZMAG back issues.

Newsgroup: comp.sys.atari.st
Date: 1989-11-14 15:26:14 UTC
From: gjh@otter.hpl.hp.com
Message-ID: <570046@otter.hpl.hp.com>
Source record: 247095

Somebody (sorry, I lost the pointer to the posting) noted that terminator's stock of back copies of stzmag ceased at issue 32. I have uploaded most the issues since 32, with just a couple missing (they're on my ST, not this workstation), which I will upload soon.

Graham
======

Disclaimer: My opinions above are exactly that, mine and opinions.

2824. WordUp

Newsgroup: comp.sys.atari.st
Date: 1989-11-14 15:30:03 UTC
From: jackin@utacs.UTA.FI
Message-ID: <788@utacs.UTA.FI>
Source record: 247096

I have three questions to ask :

1.
How can I reach NeoCept (or somebody working there) via
email. I hate to use real mail because it takes so long.
And phoning takes 1.3 $ a minute.

2.
Could somebody mail me the demo of using two columns
in WordUp ?

3.
Has somebody used UltraScript with WordUp ? Any comments ?

Thanks,
MM.

! Markku M{enp{{ ! University of Tampere (Finland) !

2825. Re: Languages!!!

Newsgroup: comp.sys.atari.st
Date: 1989-11-14 15:31:35 UTC
From: hase@netmbx.UUCP
Message-ID: <3753@netmbx.UUCP>
Source record: 247097

In article <3289@jhunix.HCF.JHU.EDU> RICK@JHUVM (Eric Ruck) writes:
>Strikes me that older versions of GFA Basic are in the public domain.

No. False.
No version of GfA Basic is in the Public domain.
There ist only the freely redistributable run-only-Interpreter.

But version 2.0 has become very cheap (DM 15; a dollar buys around DM
1.80) and the manual is not copy protected (printed red on black pages)
anymore.

hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
Dennis had stepped up into the top seat whet its founder had died of a
lethal overdose of brick wall, taken while under the influence of a
Ferrari and a bottle of tequila. (Douglas Adams; the long dark teatime...)

2826. Re: DSP, ATW graphics, TT/P

Newsgroup: comp.sys.atari.st
Date: 1989-11-14 15:42:30 UTC
From: saj@chinet.chi.il.us
Message-ID: <1989Nov14.154230.15063@chinet.chi.il.us>
Source record: 247098

Enough about multi-tasking in spite of all obstacles. If you want it on an ST RIGHT NOW, and are willing to put up with some problems, don't ask Atari for it, buy MINIX from Prentice-Hall. It's a bit slow, because of the message-passing design, but it's capable, flexible, affordable and EXTREMELY well-supported (through the newsgroup comp.os.minix). If you need it, it's there. Otherwise, forget about it.
Steve J.

2827. Re: Gadgets by Small - Possible new '030 add-on board!

Newsgroup: comp.sys.atari.st
Date: 1989-11-14 15:54:11 UTC
From: achowe@tiger.waterloo.edu
Message-ID: <18159@watdragon.waterloo.edu>
Source record: 247099

After reading the conference, I WANT ONE!!! Ohhh Honey sweet, tastes really neat!! Heavy panting. A nice solid 030 board with scads of RAM sounds good.

Q: While many applications should work like skiing speed demons, will there be some facilty, like a switch (keyboard or physical), to flip between the orginal 68K and the 030. I ask this because, while I love programming and exploring the ST, I love my games too. Now I feel that many games will work with no problem, I think some games will be impossible to play because they'll be so fast!!! I mean I still haven't finished << Time Bandits >> and up around those 3rd and 4th level,\ greebles move pretty frigging quick as is.

- ant
achowe@tiger.waterloo.edu | "It is hard to make the world go away
_ -|-|_ _ | when it has decided to notice you."
(_\ |\| | | | (_) |\| \/ | - Spock's World
___/ | disclaimer...

2828. Re: Languages!!!! (cont.)

Newsgroup: comp.sys.atari.st
Date: 1989-11-14 16:03:01 UTC
From: davidli@umn-cs.CS.UMN.EDU
Message-ID: <16991@umn-cs.CS.UMN.EDU>
Source record: 247100

In article <8911140429.AA09971@jupiter.nmt.edu> ehsnsr@JUPITER.NMT.EDU (Eric Hobbs) writes:
> I have received a few replies that mention that some versions of GFA BASIC
>are in the public domain. Is this true? If so, where can I get it without
>having to spend money for it. It must be legal, of course. What can I say? I'm
>a cheap S.O.B. who doesn't really want to spend $15 for a back issue of
>STart. :-) :-P'''

NO NO NO NO NO NO NO NO NO NO NO NO NO NO NO NO NO NO!

There are NO versions of GFA BASIC in the public domain. You can pirate the software, if you really want to, I suppose, and contribute to the Gilman Louie Hall of Infamy, but I'd suggest that you actually
PAY for the January 1989 issue of START magazine instead. (Or, purchase version 3.0 from ANTIC...)

There -- see what misinformation gets you folks? [This pointed at all those well-meaning, but nevertheless WRONG, people who said "I think it must be in the public domain 'cuz it was published in a magazine".]

Get your facts straight guys!

-- David Paschall-Zimbel

2829. Re: Languages!!!

Newsgroup: comp.sys.atari.st
Date: 1989-11-14 16:28:32 UTC
From: steve@thelake.UUCP
Message-ID: <1014891028322132@thelake.UUCP>
Source record: 246901

In article <46d19982.20b6d@apollo.HP.COM>,
rehrauer@apollo.HP.COM (Steve Rehrauer) writes ...

>In article <8911110458.AA06278@jupiter.nmt.edu> ehsnsr@JUPITER.NMT.EDU (Eric Hobbs)
writes:
>> I am looking into trying to learn a new computer language,
>>but I really don't know which one to try out. The only things that
>>I must have is a language that is in the Public Domain or it is
>>Shareware (I'm a poor college student!), the language must support
>>graphics and sound without too much hassle, and it _MUST_ be able
>>to run on a 520STfm with 512K and a 360K SS/DD disk drive. Well
>>that narrows it down, doesn't it. I don't really want to learn
>>68000 assembly language and I only know BASIC and a little bit of
>>Logo. (Pretty Limited, Huh?).
>> You guys and gals are my last hope! Save me from expensive
>>languages and ST BASIC!!!!!ARRRRGH!
>
>If you just want a better BASIC, I'd suggest GFA BASIC. I've never used it,
>but most people seem to like it well enough (certainly can't get much worse
>than ST BASIC, eh?). I _believe_ the interpreter is (or was?) public domain?
>At least, I'd swear I saw a copy of the GFA BASIC interpreter on a STart
>magazine disk last year...

Not public domain. Public domain is a legal term that does not mean what
most computer users seem to think it means.

Antic (the magazine and software publishers) took over distribution of GFA
BASIC about the time GFA 3.0 was released, and disposed of the old version
by making it part of the STart disk.

>Your system memory & disk size is probably going to encourage you to use an
>interpreter (of whatever language), since they tend to be smaller than a
>compiler for the equivalent language.

(stuff about Personal Pascal omitted)

>All of the other ST compilers I've had occasion to use require either more
>memory than 512K, or another drive, or a hard-drive, or all three to be
>useable & relatively pain-free. Really, you may want to shop around for
>another SS drive at the very least. Or, better yet, upgrade to 1M of
>memory and use a big RAM disk.

Mark Johnson's shareware C compiler, which is available from the
archive-server@panarthea if you can get it to answer your mail, was
developed on a one-drive 520ST. The C function library is not very
complete, but the GEM bindings are pretty good. It's a reasonable first

compiler for a student.

A second disk drive is well worth the investment, though.

-- Steve Yelvington, up at the lake in Minnesota
... pwcs.StPaul.GOV!stag!thelake!steve (UUCP)

2830. General questions

Newsgroup: comp.sys.atari.st
Date: 1989-11-14 16:36:00 UTC
From: hedger@inmet.inmet.com
Message-ID: <30200019@inmet>
Source record: 246902

I have a few more questions....nothing really hard but your help would be
greatly appreciated:

1) Can anyone tell me about desktop.inf ? Can I mess around with it? What
do all of the numbers in it mean? Is there some documentation somewhere?

2) What is GDOS? When does one need it? How does one get it?

3) I am thinking of trying to write a program that will constantly display
a digital time readout on the desktop and update it every minute. I might
even like to do something like a clock 'icon' like on a Sun. Is this even
possible? I don't want to waste my time if it's just a ridiculous
proposition.

4) I am interested in joining a network service. I am interested in programming
the ST, C and MIDI and music stuff. Does anyone have recommendations for
which one to join? I would like one with an ST forum and all that.
Which service do you use? Is it expensive? Tell me what you think.

Thanks again,
keith

```
=========================================================================
| |
| Keith Hedger : {...!}uunet!inmet!hedger hedger@inmet.inmet.com |
| 'It is a sad, but beautiful world.........' |
=========================================================================
```

2831. clarification

Newsgroup: comp.sys.atari.st
Date: 1989-11-14 16:40:31 UTC
From: dnewton@carroll1.UUCP
Message-ID: <857@carroll1.UUCP>
Source record: 246903

To avoid getting more answers not dealing with my question, I'll clarify my problem: I want to scroll text in a GEM window, not the whole screen. Sorry for the confusion.

--
David L. Newton | uunet!marque!carroll1!dnewton | The Raging Apostle--
(414) 524-7343 (work) | dnewton@carroll1.cc.edu | for the future--
(414) 524-6809 (home) | 100 NE Ave, Waukesha WI 53186 | for the world.
"Isn't it fun to take two unrelated sentences and mix the batter lightly?" -me

2832. Atari magazines (was Re: What's wrong with the AMY?)

Newsgroup: comp.sys.atari.st
Date: 1989-11-14 16:51:00 UTC
From: rehrauer@apollo.HP.COM
Message-ID: <46d59652.20b6d@apollo.HP.COM>
Source record: 246904

In article <23991@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>Maybe you're easily satisfied with the three or four Atari magazines that
>are left in the market... unfortunately, you've got to cross ANALOG and
>ST-LOG off your list, since Atari Corp's capricious treatment of the US
>marketplace has forced ANALOG out of business after many years of trying to
>support Atari.

I don't think you can really blame Atari for ANALOG's problems. (I thought someone recently said here that they've simply gone to a "one title, mostly ST-oriented" magazine. I don't think they're dead, are they?) I talked to the people at ANALOG several times when they were based out this'a'way a few years ago, and they seemed rather, well, disinterested in growing or taking any risks at all.

Tom Hudson, who was technical editor at ANALOG for some time, wrote a good deal of DEGAS while there (I was told). I was given the impression that Tom had tried to interest ANALOG in promoting DEGAS. They weren't interested, Tom left, and DEGAS quickly went on to become a best-seller for Batteries Included (who has since folded, true -- but at the time the ST market looked a lot brighter).

The editors at ANALOG also pointed to the START/ANTIC software line with great derision, saying that "people have tried to interest us in this sort of thing, but ANALOG won't do it" (I suppose because of the questionable morality of reviewing your own wares, and I must admit I think START has an abysmal record on that score). Well, laugh -- but I'm sure ANTIC makes money doing so, and promotes their magazine with every software sale. It needn't have been handled as badly at ANALOG.

One day they mentioned that Optimized Systems Software was "shopping around for a buyer for their ST product-line", and had (they said) "contacted us". At the time, Personal Pascal was selling at least middling well. You guessed it -- "not interested".

Who knows -- perhaps they did the prudent thing every time. I suppose it's easy for me to say they should've taken more risks when it wasn't MY $$$ at stake. And none of the magazines can do much about the crappy U.S. ST market, I know. But I can't imagine "getting ahead" without taking a few gambles. They were nice people, but they seemed more interested in going to Star Trek conventions & talking SF than in the future of their magazine. Just my opinion, and based on happenings in the 1986-87 time-frame. I've no idea what ANALOG is doing these days, though I wish them well. I was sad to see them move out of Worcester.

>The point is, magazine publishing is NOT an altruistic profession.. Atari
>Corp is playing with people's lives and livelihoods with their game playing.

>Who can afford to support a company like Atari when it becomes a decision
>between blindly supporting Atari, or eating..?

Well, ANTIC has begun moving into the Amiga market, but I don't see them dropping Atari coverage (don't know whether to :-(or to :-). ANTIC is SOOOOO obscenely gung-ho Atari! that I took everything I read therein with large salt-blocks (the kind farmers put out for their cattle) anyway.
My own favorite U.S. ST magazine (never read any from Europe) was CURRENT NOTES; the "newsletter" from a Virginia-based Atari user's group (WAACE?). Much more objectivity than START/ANTIC/ANALOG, I thought. It wasn't easy to find around here, though.

I wonder; do people revile T.I. for the failure of the 99/4 to grab the home market? Or Exidy for the Sorcerer? Or Kodak for the disc-camera? Someday, I'll bet someone does a thesis of market-psychology with the Atari ST as a case-study...

--
>>"Aaiiyeeee! Death from above!"<< | Steve Rehrauer, rehrauer@apollo.hp.com
"Flee, lest we be trod upon!" | The Apollo Computer Division of H.P.

2833. Re: ascii code

Newsgroup: comp.sys.atari.st
Date: 1989-11-14 16:52:35 UTC
From: ncastellano@eagle.wesleyan.edu
Message-ID: <3509@eagle.wesleyan.edu>
Source record: 246905

In article <20664@brunix.UUCP>, mjv@iris.brown.edu (Marshall Vale) writes:
> This is a rather simple question but I can't find any answer in my limited
> resources, but what is the ascii code for the _Delete_ key? I need this info for a term program under Mac mode. Flash works fine but in Mac mode, it isn't send the right code (well the _delete_ is disabled but the backspace doesn't work either.) The te
rm program has options to set key codes so I need the ascii for the break key under TOS so I can set it for the Backspace key under Mac...sigh
> Thanks in advance.
>

Delete is ascii 127. Backspace is ascii 8. You're welcome.

> -- mjv@iris.brown.edu
> "And, oh! Father Christmas, if you love me at all,
> Bring me a big, red india-rubber ball."
> A.A. Milne "Now We are Six"
--
_=_-
i believe in coyotes in time as an abstract explain the change the difference between what you want and what you need there's the key your adventure for today
_-_=_-_=_-_=_-_=_-_=_-_=_-_=_-_=_-_=_-_=_-_=_-_=_-_=_-_=_-_=_-_=_-_=_-_=_-_R.-E._M.=_-_=
Nicholas Steven Castellano (dd) | entropy@nuacc.acns.nwu.edu | Disclaimer: I am ncastellano@eagle.wesleyan.edu | ncastellano@wesleyan.bitnet | irresponsible.
_=_-

2834. Re: What does the TT Buy me??

Newsgroup: comp.sys.atari.st
Date: 1989-11-14 17:16:00 UTC
From: rehrauer@apollo.HP.COM
Message-ID: <46d5ac47.20b6d@apollo.HP.COM>
Source record: 246906

In article <46d16986.14a1f@force.UUCP> covertr@force.UUCP (Richard E. Covert) writes:
>Tell that the Mac users!! Heck, a MAC SE can be upgraded to a Mac SE/30.
>sure it costs money but you can do it!!

Have you checked out the price? If I were an SE owner, I'd keep the SE and buy
an SE/30 (the $$ difference between upgrading and buying new isn't all that much).
And then I'd have TRUE multitasking... ;-O ;-P ;->

>Why can't Atari LEARN from Apple?? I guess Atari will be synonymous with
>CHEAP in the future!!

Oh, there's a different synonym for them now? C'mon, Richard -- they've found
their niche and exploit it fairly well. Don't blame them for not being Apple.
Expect less from Atari; you'll live longer. ;-)

>> Looks like Atari has a very interesting product, if they do bring out
>> Unix for it and ship both in a timely fashion.
>
>Oh come on!! The MacIIci has a 25 MHZ 68030 in it!! The TT will have a 16 MHZ 68030.
>Which is outdated before it is even on the shelf!!!

Oh give me a break! There's a rather big price jump between the 16 & 25MHz parts.
It sounds like a reasonable trade-off to me. Assuming it ever gets on the shelf,
which is what we're all waiting for, right?

[Deleted much, much more...]

Will you and Greg please take your arguments to email? Those of us who haven't
yet added an entry for "Richard E. Covert" to our kill-files would probably
appreciate it. Everyone airs their gripes now & then (I plead guilty), but this
IS getting a bit stale...

--
>>"Aaiiyeeee! Death from above!"<< | Steve Rehrauer, rehrauer@apollo.hp.com
"Flee, lest we be trod upon!" | The Apollo Computer Division of H.P.

2835. RTS Electronik's keyboard keys replacements

Newsgroup: comp.sys.atari.st
Date: 1989-11-14 17:39:44 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <891114.11394271.076660@SFA.CP6>
Source record: 246907

Hello all,

In a recent ST Format magazine (UK magazine), a picture shows an
ST keyboard with modified keys, i.e., different shades, function keys
finger surface better separated, etc. selling for 105DM for the Megas
and 99DM for the 520/1040 units.
Could a kind European send the address of the company to me? Secondly,
could there be any possibility of a distributor in the U.S.
marketting this fine-looking keyboard modification?

Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

2836. NeXT (was Re: Vapourware!!!)

Newsgroup: comp.sys.atari.st
Date: 1989-11-14 17:51:00 UTC
From: rehrauer@apollo.HP.COM
Message-ID: <46d5cb50.20b6d@apollo.HP.COM>
Source record: 246908

In article <17300@rpp386.cactus.org> mark@rpp386.UUCP (Mark Lehmann) writes:
>Don't forget that the NeXT uses the optical storage disk. That has to
>slow it down terribly. I know that an 800Mb 28ms drive is available, but it
>seems kind of silly to have both forms of media in the computer. Especially
>if the optical drive available is only 550Mb. It would probably be much
>better if the NeXT were to come with an 800Mb hard drive as the default
>drive and use the Optical Drive just for removeable storage. An entire
>Licensed Program Product would be available on one disk then and the ussual
>UNIX installation and upgrading nightmare would be avoided.

I think the optical drive holds 256Mb per cartridge, and that the hard-drives
are 600Mb (or perhaps 660?). In any case, I believe NeXT just announced that
it will now put fast 40Mb (non-optical) paging drives on all cubes. In fact,
I believe they're offering the 40Mb drive to current owners at no charge.
This is expected to make a big difference in optical-only system (i.e.: cubes
which don't have the 600Mb drive) performance.

Check out comp.sys.next for the full & accurate scoop.

(I don't own a NeXT. Heck, I've never even SEEN one. I'm just an interested
watcher from the sidelines.)
--
>>"Aaiiyeeee! Death from above!"<< | Steve Rehrauer, rehrauer@apollo.hp.com
"Flee, lest we be trod upon!" | The Apollo Computer Division of H.P.

2837. Re: Atari ST Multitasking/Multiuser OSs

Newsgroup: comp.sys.atari.st
Date: 1989-11-14 17:57:17 UTC
From: don@col.hp.com
Message-ID: <370003@col.hp.com>
Source record: 246909

Here's the gist of the reply I tried to mail to George (which died on our mail server--couldn't figure out how to get to him):
(By the way I'm glad to hear that SOMEONE has had a good experience with MT C-shell and Beckemeyer...it's almost encouraged me to dig it out and try it again, given the amount of money I've invested in it)

I purchased everything that Beckemeyer put out for a while (C-shell, MT C-shell, Micro C tools, RTX, ansiterm, vsh, etc, etc...) and upgraded every time I got a notice of a new version. I spent a lot of money on their products, in general, and my overall impression in the end was unfavorable to the point that I no longer have MT C-shell vsh, ansiterm, etc on my hard disk (I do use some of the utilities from the c toolkit (whatever it was called) with Gulam).

It's been a while, but some of the things I discovered were 1)bad documentation, especially the lousy installation instructions (after installing it and starting multiuser mode, my modem went into permanent off-hook...turns out I wanted to run single user multitasking but they were expecting a login from the rs-232 port and were running a getty, which was in an infinite loop echoing to the modem which was echoing to the getty, which was...this was not documented anywhere, I got lucky and finally figured out how to permanently kill the getty), 2) non-UNIXlike operation (in trying to fix the previous problem, I did an init 1, wanting to go to single user multitasking...unfortunately that was single user single tasking, and things like piping to lp no longer worked! :-(I was not pleased.), 3) generally slow, sluggish feel, 4) a lot of utilities I had come to know and expect in a unix-like environment missing (this was really frustrating, because just about the time I'd convince myself that maybe it could be a useful development environment, I'd try something simple only to find that that feature wasn't implemented), and worst of all, 5) the system kept crashing when I tried to do almost ANYTHING (ESPECIALLY vsh! This was the most frustrating thing and was the point where I gave up and cleaned the stuff off my hard drive--I tossed Ansiterm earlier when it didn't do the binary file transfers it advertised it would, that were the reason I'd purchased it...I even reinstalled it from the floppy and read and followed the directions in the manual :-) and it didn't work!).

My experience (and what I have heard from friends) indicates that if you want a cheap unix-like environment, buy a PC and MKS-Toolkit...this is single tasking but does support pipes, etc, and feels WONDERFULLY like unix! It has vi, awk, grep, etc, etc--all the things you know and love. If you really want multitasking, consider using MINIX (I have friends who are having fun playing with it, personally I have never used it on

an ST so I can't speak from experience here) along with the Free Software Foundation tools--c compiler, flex, bison, emacs, etc.

These are just my opinions and impressions, I'd be interested in hearing what others tell you about their experiences.

Don Allison
don@hp-col.col.hp.com

(One other frustrating thing was that when they announced on-line manual pages, I immediately sent them an order, along with a check. A few months later, they sent me a notice telling me that I could be a beta tester for the man pages, and if I would agree to use them a predefined amount in the next month I could keep them free--this after they had my check!)

And on a different note, I was hoping for something like 24 bit color in the TT! Does anyone know how many planes the ATW has? (I requested some information on the ATW at SIGGRAPH this year, but haven't heard anything yet).

Don Allison
don@hp-col.col.hp.com

As usual, these opinions are strictly my own, and even I disavow them on alternate days!

2838. Re: Tech Specialties

Newsgroup: comp.sys.atari.st
Date: 1989-11-14 17:58:58 UTC
From: MCCABE@MTUS5.BITNET
Message-ID: <8911150804.AA02823@ucbvax.Berkeley.EDU>
Source record: 246910

Dom Alvear writes:
> I bought TWO (2) of their memory upgrades for my 520ST, and they
> DIDN'T work! It seems the instructions for installation were
> misprinted, and the owner wouldn't (or didn't know) tell me!

I bought one memory upgrade from them, and although the hardware works good enough, their service is so unbelievably bad that I feel it is my duty to inform everyone else about it. This is probably the third time I've posted this info, but it's good to make sure everyone new hears it.

> It took over SIX MONTHS (from Dec. '88 to July '89)
> for me to get the cases in working condition, and I STILL DON'T HAVE
> EVERYTHING PROMISED!

This sounds familiar. They have a tendency to delay and delay and delay. I ordered a memory upgrade from them, and after two weeks I still hadn't received it in the mail. So I called them up again, and of course they are too cheap of an outfit to have a 800 line, so inquiring about my late order had to be done at my expense. I wouldn't have minded paying for a call or two, if only they had told me the truth.

Tech Specialties are outright lairs. They told me my upgrade was "in the mail," so I left them alone for another week. But it still didn't arrive, so once again I called. (This is getting expensive, on a starving college student's budget.) They said, more or less, "oops, gee darn, we ran out of parts, and we never shipped your order after all. And, in the time since you ordered, the chip shortage has raised the cost of your order to ...." Great. The guy on the phone was actually angry at ME for wondering what the problem was. They weren't even going to tell me that they wanted more money! Instead they were just waiting for me to call them!

So, t.s. is slow. And, they lie to you to cover up their screw ups. And, worst of all, AFTER I HAD MADE MY PURCHASE AGREEMENT (an oral contract over the phone), they demanded more money!!! They already had one check from me, but wanted another $20 or $30 before they'd ship my order!

Being the young freshman that I was, I stupidly sent them the extra money. I should have talked to some government business agency about them and tried to put them out of business.

Overall, I would stay as far away from Tech Specialties as possible. They are crooks, and their hardware is just average, certainly not worth the seemingly endless nonsense you have to endure to get your order.

-- Jim

2839. Re: Anti-Atari Bashing Flame (long - sorry)

Newsgroup: comp.sys.atari.st
Date: 1989-11-14 18:04:17 UTC
From: gandet@mars.jpl.nasa.gov
Message-ID: <2159@jato.Jpl.Nasa.Gov>
Source record: 246911

In article <8911140141.AA02948@NARNIA.SAIC.COM> steveg@SAIC.COM (Stephen Harold Goldstein) writes:
>Sorry to waste the bandwidth but, I can't keep quiet anymore.
>I'm sick and tired of all the TT flames and Atari bashing going on.
>It solves nothing and probably only serves to scare away anyone
>thinking about buying an ST. If you must continue with this practice,
>perhaps we can get a comp.sys.atari.st.bash area going. So far
>Greg Lindahl has been just about the only voice of reason here, and now
>he gets flamed. Shheeesh! (I'm with you Greg!)

I'll second that, Steve. As a new 1040ST owner, I love the little beast, but I came damn close to buying something else because of all the anti-Atari flames here. I couldn't be more satisfied with what it does and how it does it. If I'd wanted an 50MHz '486 with 100 Gb, I'd've bought one... As for gripes about "late" product releases, you finally learn that a product ISN'T a product until you can buy it...

>Not quite what you want? BUY SOMETHING ELSE! Buy a Mac or PC and go bitch
>in some other newsgroup!
>
Right! New newsgroup votes, anyone?

Tom Gandet Telos/Jet Propulsion Lab - NASA
gandet@mars.jpl.nasa.gov Work: (818) 351-2341 x239

2840. TOS 1.4 Incompatibility List

Newsgroup: comp.sys.atari.st
Date: 1989-11-14 18:09:13 UTC
From: jmorton@euler.Berkeley.EDU
Message-ID: <19535@pasteur.Berkeley.EDU>
Source record: 246912

Dave Megginson has pointed out to me that Chessmaster 2000 works OK on his system, contrary to the experience of whoever reported that the program bombs when a save is attempted.

As Dave suggests, let's limit the reports of failure to cases in which TOS 1.4 is in ROM and there are no auto folder programs in place.

Please speak up if you find errors in the incompatibility list.

"Down John Morton M.E. Machine Shop
Down in the basement jmorton@euler.berkeley.edu Etcheverry Hall
We hear the sound of machines..." Univ. of Calif.

2841. Re: European software purchase procedure from the U.S.A.

Newsgroup: comp.sys.atari.st
Date: 1989-11-14 18:24:56 UTC
From: igp@camcon.co.uk
Message-ID: <4221@titan.camcon.co.uk>
Source record: 246913

exspes@gdr.bath.ac.uk (P E Smee) writes:

>In article <891108.09364408.070835@SFA.CP6> Z4648252@SFAUSTIN.BITNET (Z4648252) writes:

>> Many of the European ads offer to sell product internationally
>>but don't give the procedure: 1) Do we convert $$$ to European currency?
>>2) Is there an airmail option rather than ocean mail? 3) Is there an
>>internation reply coupon option?

>You should write to them and ask. The answers are (1) probably, (2)
>probably, and (3) probably not.

Most mail-order places in UK (not necessarily Germany) will take Visa/Mastercard
who generally give good exchange rates, and no hassle.
--
UUCP: igp@camcon.co.uk | Cambridge Consultants Ltd | Ian Phillipps
or: igp@camcon.uucp | Science Park, Milton Road |-----------------
Phone: +44 223 420024 | Cambridge CB4 4DW, England |

2842. Re: Multitasking GEM

Newsgroup: comp.sys.atari.st
Date: 1989-11-14 18:26:55 UTC
From: OHICEH89@IRLEARN.BITNET
Message-ID: <8911160802.AA25587@ucbvax.Berkeley.EDU>
Source record: 246914

In Info-Atari16 digest #368 Greg Csullog says :-

>Apparently DRI is going to release a multitasking GEM for '386 machines.
>Atari ported GEM for 8088s to the 68000, can it port GEM OS/386 to the
>68030

DRI already has a multitasking version of GEM (GEM/XM) that will even
run (though very slowly) on 8088 machines. It handles the actual multitasking
quite effectively. It's doesn't take an ideal approach to the user interface
Even though GEM programs can run in the background you can't have windows
from more than one task on the screen at once. You must switch to the
background task using the Desktop menu. Context switching is only carried
out when certain GEM calls are used (a bit like Desk accessories really).
I'm not sure if it multitasked DOS (non-reentrant) or if they used
their own DOS-Plus/Concurrent DOS (pretty like DOS except that they are
re-entrant)
It will even dynamically swap programs in and out of memory as required.
It was a bit of a flop as a product so hopefully this new 386 version will
be much better, and that Atari or perhaps some 3rd party (don't laugh - there
is a third party implementation of GEM version 2.0 for the ST, by a Dutch compa
ny I think), will port it for the ST/TT.

Padraig

2843. Time to create comp.sys.atari.flames (was Re: RE: Vapourware!!!)

Newsgroup: comp.sys.atari.st
Date: 1989-11-14 18:28:47 UTC
From: greg@sj.ate.slb.com
Message-ID: <1989Nov14.182847.9376@sj.ate.slb.com>
Source record: 246915

Opinions expressed are the responsibility of the author.

In article <23996@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>Anthony Lapadula states:
>
>>(1) I do resent being told in late '85 that my 1040ST would indeed
>>be able to use the Blitter, which, of course, was due out RSN. Don't
>>know if I should blame my dealer or Atari, but the example stands.
>
>Sam Tramiel, President of Atari Corp promised, on a TV show called something
>like "the Computer Show" that all STs would have a blitter upgrade made
>available... something like a year later, Atari finally admitted the lie,
>and made the excuse that the FCC wouldn't let them do it...

I'm getting really disgusted with the endless stream of message like
this one appearing in this group. I've seen hardly a single message
with anything like technical content, tips, hints, programming help,
etc. Perhaps it's time to creat comp.sys.atari.gripes or
comp.sys.atari.flames...

There is quite a long way between a company stating an intention to
(attempt to) provide something, and an actual product offering. If
you've any experience in the Real World (tm), Mr. Retelle, you'd know
that in this imperfect world we must work in, sometimes things prove
technically infeasable.

Sam Tramiel isn't an engineer. The only thing he could be faulted for
is making a statement before checking with his technical people about
its feasability. Even then, he might have been told it was
technically possible, but his engineers didn't think of the FCC
certification issue. Atari isn't the first, and won't be the last
corporation to have sales or marketing promise something that
engineering couldn't deliver for reasons that didn't become evident
until later.

The 520 and 1040 case designs are very RF-leaky. It was because of
this that they were sold in the US without the RF modulator: they
simply couldn't pass the FCC Certification test with a modulator. My
understanding is that the 1040 is very close to violating the
emissions standard. Adding a blitter to the design would require
re-certification, and would not pass. It is not surprising to anyone
with a little bit of electronics knowledge that retrofitting another
processor into a design may cause that design to exceed some parameter
like RF emissions.

Atari addressed this problem when they designed the Mega STs. The sealed case design allows much better control of RF emissions than does the vented design of the 520's and 1040's. The Megas are FCC certified with 4 megabytes of RAM, and with blitters. If you want a blitter, Mr. Retelle, buy a Mega ST, which were engineered with them in mind.

Is it just me, or are others in this group tired of reading postings that sound like little children throwing tantrums because mommy didn't give the toy she promised? "But you SAAAAAID I could have it! You PROMMMISED! Waaaah!"

Grow up, will you?

Copyright 1989 Greg Wageman DOMAIN: greg@sj.ate.slb.com
Schlumberger Technologies UUCP: {uunet,decwrl,amdahl}!sjsca4!greg
San Jose, CA 95110-1397 BIX: gwage CIS: 74016,352 GEnie: G.WAGEMAN
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2844. Re: Anti-Atari Bashing Flame (long - sorry)

Newsgroup: comp.sys.atari.st
Date: 1989-11-14 18:32:54 UTC
From: mike@system.Cambridge.NCR.COM
Message-ID: <549@system.Cambridge.NCR.COM>
Source record: 246916

In article <8911140141.AA02948@NARNIA.SAIC.COM> steveg@SAIC.COM (Stephen Harold Goldstein) writes:
.
.
.
>I'm sick and tired of all the TT flames and Atari bashing going on.
.
.
.
>Greg Lindahl has been just about the only voice of reason here, and now
>he gets flamed. Shheeesh! (I'm with you Greg!)

Finally, a message that isn't a flame !!! Isn't this heat getting old already. If you not happy with Atari, why tell us. We've been there. Go tell someone who wants to hear it. Me ??? I want some information about the Atari ST computer. Not complaints about the company !!!

Make that three of us and probably a lot more who are tired of all the griping.
.
.
.
>. . . I made a careful decision about what
>I was getting for my money. I knew Atari's reputation for support
>(or lack thereof), and factored that in. I also knew Atari's
>reputation for building solid, quality hardware. I have *NEVER*
>had any hardware problems with any of my Atari equipment. I now have
.
.
.
>
> <*heavy sigh of relief*>
>
>Alternate proposal: How about comp.sys.atari.tech for serious technical
> discussions and exchanges of information in a
> civilized manner?
>

Nah !!! Let's just clean up our act on this group. How about it, I won't complain if you don't !!!

I really would like for this to be a worthwhile group. If it turns into an Atari bashing group it could die under its own weight.

Let's not let that happen.

>Please send all flames to alt.flames where I'll be happy to ignore them.
>Constructive criticisms and discussion always welcome.
>
>Stephen Goldstein steveg@saic.com
>My first Atari system? A 24K Atari 800, Rev. A ROMS, C(not G)TIA graphics
>Disclaimer: That's not what I said.

Thanks Stephen

mike

2845. PD-Software wanted!

Newsgroup: comp.sys.atari.st
Date: 1989-11-14 19:20:04 UTC
From: UHRZB011@DBIUNI11.BITNET
Message-ID: <8911160802.AA25555@ucbvax.Berkeley.EDU>
Source record: 246917

Date: 14 November 1989, 15:08:45 EDT
From: Peter Degner UHRZB011 at DBIUNI11
To: info-ata at wsmr-simtel20.army.mil

In the 'ST Zmagazine # 36' Alice Amore (Author of the 'Public Domain Shelf')
mentioned a program called BOWL_3, written by Robert Johnson. I'm very
interested in this program but I don't know how to get it.
Please, can someone on the net give me a hint how to get it, or, much
better, send me copy of the program.

Thanks in advance,

Peter <UHRZB011@DBIUNI11.BITNET>

2846. Re: What does the TT Buy me??

Newsgroup: comp.sys.atari.st
Date: 1989-11-14 19:33:03 UTC
From: phoenix@ms.uky.edu
Message-ID: <13238@s.ms.uky.edu>
Source record: 246918

In article <12430010@acf5.NYU.EDU> mitsolid@acf5.NYU.EDU (Thanasis Mitsolides) writes:
>I Assume you haven't heard of Microsoft windows or Desqview for the PCs.
>It takes less that $1000 of hardware to multitask DOS using a graphical
>environment and virtual memory (of sorts).
Desqview has about the same amount of support that CP/M does. Doesn't
count.
And Microsoft is saying that Windows 3.0 (the Wowzer-Bang Gee-Wiz Update
That Will Make Windows Really Neat And Worth Using) will break all current
Windows applications. No, I'm not making this up. Software will break.
FIXING it will be semi-trivial - but try explaining that to all the people
who purchased Windows applications expecting them to work from version to
version.
Personally, if Microsoft really does release an incompatible version
of Windows, I think that'll kill the market. (This is also why WordPerfect
has not been doing anything about Windows, I understand; I'm told they found
out about it already and decided just to wait for Windows 3 than waste their
time on software that'll be de facto dead in six months to a year.)
So very, very happy I don't own a Clone,
- R'ykandar.
--
| R'ykandar Korra'ti, Editor, LOW ORBIT | phoenix@ms.uky.edu | CIS 72406,370 |
| Elfinkind, Unite! | phoenix@ukma.bitnet | PLink: Skywise | QLink: Bearclaw |

2847. Re: TOS 1.4 Incompatibility List Request

Newsgroup: comp.sys.atari.st
Date: 1989-11-14 20:00:03 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440079@hplsla.HP.COM>
Source record: 246919

I guess I have an entry for the TOS 1.4 incompatibility list - Turtle 3.0!
There seems to be a problem creating and deleting folders in TRAMDISK (as
reported by TTLEXEC). I have tried the newest TRAMDISK from GENIE and
it doesn't work either.

Now, I'm seeking suggestions for a good back up program! Anybody know about
Codehead's FASTBACK?

%%%

2848. Various topics

Newsgroup: comp.sys.atari.st
Date: 1989-11-14 20:04:00 UTC
From: JOHNBARNES@ENH.NIST.GOV
Message-ID: <8911150804.AA02844@ucbvax.Berkeley.EDU>
Source record: 246920

REPLIES TO VARIOUS SUBJECTS:

1). From "Bob Marley" (address given as BAILEYS%.... in digest no
625- RE: Tech Specialties Catalog.

I had a bad experience with Tech Specialties on a disk drive kit.
Colleagues of mine have had bad experiences with deleiveries of
"Tower cases". I would not buy anything from them. Some maga-
zines no longer accept their advertising.
They failed to deliver their products in a timely manner and then
failed to support them once delivered.

2). To "Marty" with the boot problem - The symptoms you describe almost
always go away when you replace a defective .ACC file with a good
copy. You may also be experiencing marginal reading ability from
your disc drive. Strip away all .ACC's and start over. Autoboots
can also cause this problem. Strip them out and reload them
on at a time until you find the one that causes the problem. Also
make sure that your machine has been turned off long enough to clear
RAM.

3) Request for Uniterm on Disc - Get hold of a copy of Current Notes
Magazine from your local store. Uniterm is in their PD library.
If it is not listed in the latest issue just check with the
publisher at the address given in the magazine. I think the disk
number is around 302.

4). To Mustafa Thamer: There are a couple of decent command shells.
The one I use most often is DO_IT! from QMI. In the PD world
there is GULAM (look for it in the NET World) for those who
insist on unix-like obscurity. There are a couple of simpler
ones like PCOMMAND available from Current Notes.

2849. A list of suggestions to Atari Computers.

Newsgroup: comp.sys.atari.st
Date: 1989-11-14 20:31:27 UTC
From: phoenix@ms.uky.edu
Message-ID: <13239@s.ms.uky.edu>
Source record: 246921

This is just a list I felt like putting together of steps Atari could take, I think reasonably cheaply (at least the higher-priority suggestions), to win back a lot of friends. Please skip if you're not interested.

The Atari Suggesion List - V1 and only.

1) Official upgrade paths which do _not_ consist of "buy a new machine." Even on things like the 520ST. I'm not talking about new graphics modes, but I _do_ demand things like official RAM upgrade paths.
2) Customer Support. By this I mean several things: TOS upgrades at cost. Acknowledgement of bugs in the system, and sincere attempts to repair them. Improvements in GEM. Things like that.
Basically, you can get your owner base to advertise for you, if they believe in the machine and the company. You've had loyalty; reinforce it, and use it to generate sales.
3) Dealer Support. The only Atari ST dealer here has no machines out right now. He's waiting for the STE, and getting annoyed with it. He used to love the ST. Now he seems to use Amigas for everything. Friends of mine in Conneticut say they've never even _seen_ an Atari ST dealer.
4) Hardware Support. Get your third-party developers working again, too. Get a development machine in as many hands as you can. Yes, it costs, but yes, it can pay off, if you convince them that you're really interested in your own machines. Right now, word on the street that _I_ get is that Atari intends to become a clone manufacturer. That may have nothing to do with reality, but it _is_ the perception I'm picking up.
4a) Hardware fixes for the ST and Mega to use multiple resolution modes on the same monitor. Bi-sync monitors are not _that_ expensive to make, and you should _not_ have to reboot to change modes. (This is high on my "my, how goofy" list. This also turns a _lot_ of people off).
5) Software Support. Fix the operating system, and support developers. Stop insulting them with photocopies of manuals packaged into old Atari 800 boxes. If they don't programme for your machine, you don't sell machines.
Take care of all these things first. THEN:
1) Once you've patched things over with your developers, start nudging them in the way of new and better applications. Strong-arm them into obeying the operating system rules (which will lead to a following suggestion)...
2) Now that you've got a solid system: advertise, advertise, advertise. The system will now not actively turn people off through its deficiencies, and you've only got to let them know about it.
3) SHIP a working high-end machine. It doesn't have to be cheap; it just has to be there. Even if nobody buys it at first, it should be available so that people know "there's a future with Atari. They are looking ahead." Also, don't announce shipping dates unless you _know_ you can meet them. Saying that you're working on something and that it'll look like X is great; but do _not_ say it will be in the stores on day M when you're not sure it

will be.
4) Longer-term plan: multitasking TOS. Even "co-operative" tasking OS would be alright (if Apple can do it, so can you guys.) It should be possible to come out with a version of TOS wherein all well-behaved programmes will run in a co-operative multi-switching environment, and if you've been pushing people, it won't be your fault that the programme breaks. (Leave a single tasking mode, of course, for those programmes which DO break. That way, all bases will be covered, and users can - justifiably - get annoyed at the software makers.)
5) Longer-term plan: higher-level graphics standards. Right now, Atari is not at too bad a level. Count the number of Monochrome Display Adaptors still running and see if you don't believe me; or, look at the number of 16-color 640*200 displays Tandy ships to the home users. Despite the press, most Cloners do _not_ own VGA systems and multisyncs, and Atari's monochrome resolution is higher than that of any Mac below the II level.
Anyway; enough of this; it's too long already. I know it's a big list and would take a lot of money to implement, but it would be nice to see it happen.
Please route flames to /dev/null.
- R'ykandar.
--
| R'ykandar Korra'ti, Editor, LOW ORBIT | phoenix@ms.uky.edu | CIS 72406,370 |
| Elfinkind, Unite! | phoenix@ukma.bitnet | PLink: Skywise | QLink: Bearclaw |

2850. Re: Self-Modifying Code

Newsgroup: comp.sys.atari.st
Date: 1989-11-14 21:13:44 UTC
From: apratt@atari.UUCP
Message-ID: <1804@atari.UUCP>
Source record: 246922

7103_2622@uwovax.uwo.ca (Eric Smith) writes:
>In article <89316.201227SML108@PSUVM.BITNET>, SML108@PSUVM.BITNET writes:
>> [...things about self-modifying code...]
>It would have helped if you had included the code that was doing the
>modifications. The 68000 does instruction prefetch.

Yeah, and (as Eric points out) on a TT it will get you in BIG TROUBLE.
Writing to something as data and reading it as code is a BIG NO-NO
unless you invalidate the cache in between. In fact, on the 68030,
writing something in User mode and reading it in Super mode would
confuse the cache, were it not for a side effect of the write-allocate
bit.

People who do DMA into memory have to worry about that - the BIOS
tries to help, but you can still get in trouble. Your DMA driver
should execute the following instructions to clobber the cache
after a DMA read and before anybody actually looks at the data:

```
movec.l cacr,d0 ; get current cache control register value
or.w #$808,d0 ; set both "clear" bits
movec.l d0,cacr ; write this new value back
```

The clear bits in the cacr are one-shots, so you don't have to clear
them again. The code above is harmless if the cache isn't enabled in
the first place, as it doesn't change the enable or other state bits.

The TT is going to open a whole new can of worms, people. We've been
dealing with it internally, of course, and TOS runs fine, but there are
things which you could get away with on the ST which you can't do on
the TT. For example, some programs use the high byte of a pointer for
something; with a 24-bit address bus, that's harmless. But with a full
32-bit bus, that gets you in trouble.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

2851. PC DITTO II

Newsgroup: comp.sys.atari.st
Date: 1989-11-14 21:30:37 UTC
From: ignac@electro.UUCP
Message-ID: <1184@electro.UUCP>
Source record: 246923

well, just the other day, i got a bit of mail from avante garde. it seems like pc ditto ii won't be shipping until late november. at least the company took the time out to mail me a notice of the delay. i was beginning to wonder where my $150 went.

--
=====Ignac A. Kolenko (The Ig) watmath!watcgl!electro!ignac=====
co-author of QuickST, and the entire line of Quick Shareware!!!!
"I don't care if I don't win, 'cause I don't care if I fail"
from 'Youth Of Today' by SUBURBAN DISTORTION

2852. Re: Atari magazines (was Re: What's wrong with the AMY?)

Newsgroup: comp.sys.atari.st
Date: 1989-11-14 21:51:21 UTC
From: AIN1496E@merrimack.edu
Message-ID: <11898@merrimack.edu>
Source record: 246924

In article <46d59652.20b6d@apollo.HP.COM>, rehrauer@apollo.HP.COM (Steve Rehrauer) writes:
> In article <23991@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>>Maybe you're easily satisfied with the three or four Atari magazines that
>>are left in the market... unfortunately, you've got to cross ANALOG and
>>ST-LOG off your list, since Atari Corp's capricious treatment of the US
>>marketplace has forced ANALOG out of business after many years of trying to
>>support Atari.
>
> I don't think you can really blame Atari for ANALOG's problems. (I thought
> someone recently said here that they've simply gone to a "one title, mostly
> ST-oriented" magazine. I don't think they're dead, are they?) I talked to
> the people at ANALOG several times when they were based out this'a'way a few
> years ago, and they seemed rather, well, disinterested in growing or taking
> any risks at all.
>
> Tom Hudson, who was technical editor at ANALOG for some time, wrote a good
> deal of DEGAS while there (I was told). I was given the impression that Tom
> had tried to interest ANALOG in promoting DEGAS. They weren't interested,
> Tom left, and DEGAS quickly went on to become a best-seller for Batteries
> Included (who has since folded, true -- but at the time the ST market looked
> a lot brighter).
>
> The editors at ANALOG also pointed to the START/ANTIC software line with
> great derision, saying that "people have tried to interest us in this sort
> of thing, but ANALOG won't do it" (I suppose because of the questionable
> morality of reviewing your own wares, and I must admit I think START has an
> abysmal record on that score). Well, laugh -- but I'm sure ANTIC makes
> money doing so, and promotes their magazine with every software sale. It
> needn't have been handled as badly at ANALOG.
>
> One day they mentioned that Optimized Systems Software was "shopping around
> for a buyer for their ST product-line", and had (they said) "contacted us".
> At the time, Personal Pascal was selling at least middling well. You guessed
> it -- "not interested".
>
> Who knows -- perhaps they did the prudent thing every time. I suppose it's
> easy for me to say they should've taken more risks when it wasn't MY $$$
> at stake. And none of the magazines can do much about the crappy U.S. ST
> market, I know. But I can't imagine "getting ahead" without taking a few
> gambles. They were nice people, but they seemed more interested in going
> to Star Trek conventions & talking SF than in the future of their magazine.
> Just my opinion, and based on happenings in the 1986-87 time-frame. I've no
> idea what ANALOG is doing these days, though I wish them well. I was sad to
> see them move out of Worcester.

>
>>The point is, magazine publishing is NOT an altruistic profession.. Atari
>>Corp is playing with people's lives and livelihoods with their game playing.
>>Who can afford to support a company like Atari when it becomes a decision
>>between blindly supporting Atari, or eating..?
>
> Well, ANTIC has begun moving into the Amiga market, but I don't see them
> dropping Atari coverage (don't know whether to :-(or to :-). ANTIC is
> SOOOOO obscenely gung-ho Atari! that I took everything I read therein with
> large salt-blocks (the kind farmers put out for their cattle) anyway.
> My own favorite U.S. ST magazine (never read any from Europe) was CURRENT
> NOTES; the "newsletter" from a Virginia-based Atari user's group (WAACE?).
> Much more objectivity than START/ANTIC/ANALOG, I thought. It wasn't easy
> to find around here, though.
>
> I wonder; do people revile T.I. for the failure of the 99/4 to grab the home
> market? Or Exidy for the Sorcerer? Or Kodak for the disc-camera? Someday,
> I'll bet someone does a thesis of market-psychology with the Atari ST as a
> case-study...
>
> --
>>>"Aaiiyeeee! Death from above!"<< | Steve Rehrauer, rehrauer@apollo.hp.com
> "Flee, lest we be trod upon!" | The Apollo Computer Division of H.P.

Just wanted to let you know that Analog/stlog is not going to publish after
the december issue, they have decided to cease publication, it really is to bad
as the new dual format was done nicely

2853. ST Mouse

Newsgroup: comp.sys.atari.st
Date: 1989-11-14 22:02:18 UTC
From: dcs60222@zach.fit.edu
Message-ID: <684@winnie.fit.edu>
Source record: 246925

My ST mouse recently bit the big one and I have been investagating
the idea of investing in a higher quality version. The question is
"Is there third-party support for higher quality ST compatable mouses
(or is that mice? :-)" or am I stuck with the, Icheap Atari version.

Also, I would appreciate a company name or a mail order house name
which could supply me with this. I went to my local (in fact only)
ST shop and they wanted $50 for a replacement! I havn't yet looked
in catalogs or mags, so I don't know if this is reasonable.

advTHANKSance,

Mark Enriquez

dcs60222@zach.uucp

2854. Info about 296n - PLEASE IGNORE ***********

Newsgroup: comp.sys.atari.st
Date: 1989-11-14 23:19:45 UTC
From: jtang@orion.oac.uci.edu
Message-ID: <3660@orion.cf.uci.edu>
Source record: 246926

If you are not interested in that, PLEASE IGNORE THE LAST POST. I was going to e-mail, but forget to delete the Newsgroups: line.

sorry

james

2855. Re: TT

Newsgroup: comp.sys.atari.st
Date: 1989-11-14 23:27:15 UTC
From: shao@cs.toronto.edu
Message-ID: <89Nov14.182656est.2822@neat.cs.toronto.edu>
Source record: 246927

[No readable article body recovered]

2856. Modula 2

Newsgroup: comp.sys.atari.st
Date: 1989-11-14 23:28:00 UTC
From: V053QHYX@UBVMSC.CC.BUFFALO.EDU
Message-ID: <8911150806.AA02970@ucbvax.Berkeley.EDU>
Source record: 246928

I just d/l'ed and unzood modula 2 from ftp terminator..its all in german?!
Can anyone translate it??I'll create a new resource file for it if I can find
smeone to translate it..I'm sure other users would like it also..!!
Jeremy

2857. Re: What does the TT Buy me??

Newsgroup: comp.sys.atari.st
Date: 1989-11-14 23:37:00 UTC
From: mitsolid@acf5.NYU.EDU
Message-ID: <12430012@acf5.NYU.EDU>
Source record: 246929

```
/* acf5:comp.sys.atari.st / phoenix@ms.uky.edu (R'ykandar Korra'ti) / 2:33 pm Nov 14, 1989
*/
>In article <12430010@acf5.NYU.EDU> mitsolid@acf5.NYU.EDU (Thanasis Mitsolides) writes:
>>I Assume you haven't heard of Microsoft windows or Desqview for the PCs.
>>It takes less that $1000 of hardware to multitask DOS using a graphical
>>environment and virtual memory (of sorts).
>
> Desqview has about the same amount of support that CP/M does. Doesn't
>count.

I believe you mean support for using Desqview as a multiprocessing OS.
And you are right, it is not easy to use Desqview
as a multiprosessing OS (even though possible and documented).

However, I was refering to Desqview as a way to execute many DOS programs
at the same time. For that, you need 0 support.

Thanasis

--------------------------------------------------------------------------------
"If you pray hard enough, water will run uphill. How Hard?
Why, hard enough to make water run uphill, of cource!" R. A. Heinlein

Internet: mitsolid@csd2.nyu.edu (mitsolid%csd2.nyu.edu@relay.cs.net)
UUCP : ...!uunet!cmcl2!csd2!mitsolid
--------------------------------------------------------------------------------
```

2858. Re: Languages!!!

Newsgroup: comp.sys.atari.st
Date: 1989-11-15 00:05:00 UTC
From: mitsolid@acf5.NYU.EDU
Message-ID: <12430013@acf5.NYU.EDU>
Source record: 246930

There is an excelent book from "R.E. Griswold & M.T. Griswold"
with title "The ICON Programming Language"
published by "Prentice-Hall (1983)" ISBN 0-13-449777-5

People who like lisp and/or prolog will find it particularly interesting.

Thanasis

"If you pray hard enough, water will run uphill. How Hard?
Why, hard enough to make water run uphill, of cource!" R. A. Heinlein

Internet: mitsolid@csd2.nyu.edu (mitsolid%csd2.nyu.edu@relay.cs.net)
UUCP : ...!uunet!cmcl2!csd2!mitsolid

2859. Re: STacy

Newsgroup: comp.sys.atari.st
Date: 1989-11-15 00:15:37 UTC
From: rcc9885@ultb.UUCP
Message-ID: <1615@ultb.UUCP>
Source record: 246931

In article <4435@blake.acs.washington.edu> ramsiri@blake.acs.washington.edu (Enartloc Nhoj) writes:
>Would be nice to have a little truth emanate from the
>mouths of ATARI.
>
>Yes, this is another BASH! Does Atari deserve anymore?
>
>This morning I learn from a developer friend of mine
>that Atari can't promise him his STacy now until "late December
>or early January".. was supposed to be "end of October".
>
>I got to thinking.. well, if they can't even supply their
>developers with the dang things... only God knows when/if the
>consumer will ever see one.
>
This isn't true. Last weekend I was bored, so a couple of friends and I drove up to Toronto, Canada (from Rochester, NY) to go to the Ontario Science Center. To our surprise, they were having somekind of midi demonstration going on, and many local computer dealers were there. Two different Atari dealers HAD PRODUCTION STaceys and told us we would be able to have one by the end of the year (this included all the back orders). I used one for about an hour, and this is a truely amazing machine. The backlit LCD is perfect, and I like the trackball/mouse more than the ST mouse. The keyboard is BETTER than the Mega's keyboard, and when I get all my Christmas money, I will be selling my Mega!!! They were offering a STacey 4 (that's a 4 meg STacey with a 40 meg HD) for $2200. NO ONE can tell me this product isn't real, I've used it, and I LIKE IT! (And I'm not even anyone important!)

Anyways, I really think ALOT of people are getting all excited about nothing. I really think Atari has changed for the better, and maybe the days of vaporware are over! I know I have already ordered my LYNX from the Sears Catalog, it will be here December 1st! Now all I have to do is decide if I want a TT/p or a STacey!!!

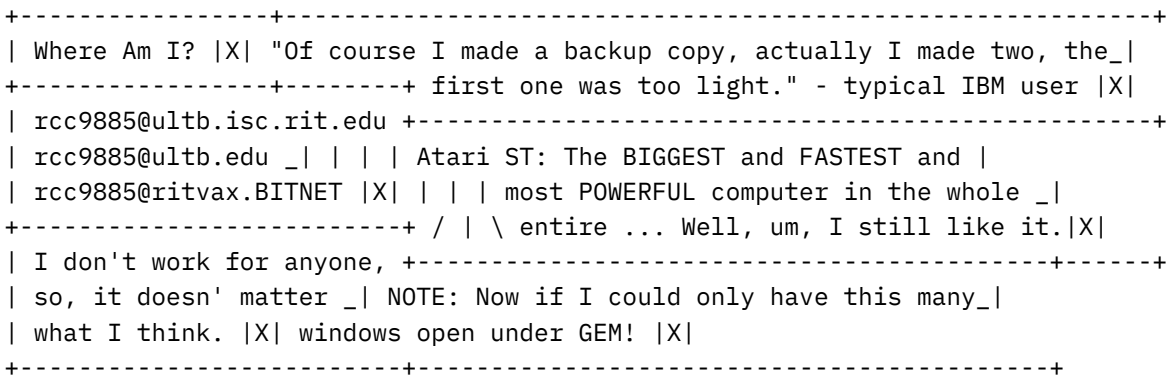
I've had an Apple once (and even worked for a dealer), never again. I use MeSsy DOS a work (on a 386 no less), no thanks, I'll pass. The Amiga is nice, but I really don't have any complaint's about my ST. It's probably got the most computer literate userbase (although this may not be from choice :))

If you have a complaint/question about the ST, maybe you should try asking someone NICELY. There are several people from Atari who read the net, and I have yet to see them atleast try and answer someones HONEST question. I know I appreciate this service (Thanks guys, your great!) and I bet they would even be MORE helpful if they felt a little more appreciated! So

lets have some informative conversation (yeah, like this one!), my
w key hasn't been used in quite a while!!!

Thanks!

>
>-kevin
>ramsiri@blake.acs.washington.edu


Where Am I? |X| "Of course I made a backup copy, actually I made two, the_|
first one was too light." - typical IBM user |X|
rcc9885@ultb.isc.rit.edu
rcc9885@ultb.edu _| | | | Atari ST: The BIGGEST and FASTEST and |
rcc9885@ritvax.BITNET |X| | | | most POWERFUL computer in the whole _|
entire ... Well, um, I still like it.|X|
I don't work for anyone,
so, it doesn' matter _| NOTE: Now if I could only have this many_|
what I think. |X| windows open under GEM! |X|

2860. UPSET!!

Newsgroup: comp.sys.atari.st
Date: 1989-11-15 00:18:00 UTC
From: V053QHYX@UBVMSC.CC.BUFFALO.EDU
Message-ID: <8911150806.AA02982@ucbvax.Berkeley.EDU>
Source record: 246932

Now I'm really upset..I have this great looking modula 2 compiler that I just
got FTP'd from terminator..only one problem...its all in German..I cant figure
anything out..Not even sure of the correct paths!Does anyone know if an englisg
rsc file is available? If not Can anyone translate it to me if I post the terms?
I can create the rsc file myself..I'm sure other people need a modula2 compiler
oh well...by the way..next semester I'm taking a course called programming
languages..Included in the course are ADA and C..are their any ADA packages
for the ST or should I use pcditto<egad!!!>??what is the best C for a student
I'm on a limited budget and I dont need gem/vdi calls..
Jeremy

2861. Re: MAC emulators

Newsgroup: comp.sys.atari.st
Date: 1989-11-15 00:34:53 UTC
From: buggs@cup.portal.com
Message-ID: <24068@cup.portal.com>
Source record: 246933

ANYONE know of a mouse 'accelerator' utility that performs like the one on
the Mac Control Panel?
I believe it's called proportional control?

Ed<The GCR is GREAT!>June

buggs@cup.portal.com <-- Is this just an UUCP address? I DON'T understand!

2862. Re: ST Mouse

Newsgroup: comp.sys.atari.st
Date: 1989-11-15 00:48:28 UTC
From: pi@csd4.csd.uwm.edu
Message-ID: <1043@uwm.edu>
Source record: 246934

In article <684@winnie.fit.edu> dcs60222@zach.UUCP (Mark Enriquez) writes:
>My ST mouse recently bit the big one and I have been investagating
>the idea of investing in a higher quality version. The question is
>"Is there third-party support for higher quality ST compatable mouses
>(or is that mice? :-)" or am I stuck with the, Icheap Atari version.
>

There is one alternative that I know of. It is from Best Electronics.
It looks a little more ergonomic than the Atari mouse. No price was listed.

Best Electronics
2021 The Alameda Suite 290
San Jose, Ca. 95126
(408)243-6950

PS: 50$ is not too bad for an Atari mouse.

PSS: Here, here, no more Atari bashing!

Movie Quotes of the 80's:
"I'll buy that for a dollar!": Robocop
"What's amatter Colonel Sanders, Chicken?": Dark Helmet
"Poachers shooting at rabbits scare the big game away.": D.R.Scoundrels
Pete Ikusz : PI@csd4.uwm.csd.edu : University of Wisconsin Milwaukee
---

2863. Re: Anti-Atari Bashing Flame (long - sorry)

Newsgroup: comp.sys.atari.st
Date: 1989-11-15 01:20:55 UTC
From: gdtltr@sun.acs.udel.edu
Message-ID: <5283@sun.acs.udel.edu>
Source record: 246935

How about a comp.sys.atari.flame? :-]

Gary Duzan
Time Lord
Third Regeneration
Atari Enthusiast Extreme

--
_o_ _o_
[|o o|] "Two hearts are better than one." -- Yes [|o o|]
|_O_| "Don't listen to me; I never do." -- Doctor Who |_O_|

2864. "over the rainbow"

Newsgroup: comp.sys.atari.st
Date: 1989-11-15 02:26:50 UTC
From: cmm1@CUNIXA.CC.COLUMBIA.EDU
Message-ID: <CMM.0.88.627100010.cmm1@cunixa.cc.columbia.edu>
Source record: 246936

Newsgroups: comp.sys.atari.st
Subject: Re: TT
Summary:
Expires:
References: <4344@blake.acs.washington.edu> <1309@cc.helsinki.fi>
<28910@shemp.CS.UCLA.EDU> <23993@cup.portal.com>
Sender:
Reply-To: cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz)
Followup-To:
Distribution:
Organization: Columbia University
Keywords:

Ooooh, a very barbed message, but I fell out of my chair when I read
the "over the rainbow" line. <snicker>

Well, this may all be ancient history if Dave Small creates a 68030
board for the ST. I trust his business sense a LOT more than Atari's.
If he produces anything close to the quality of his other projects,
he will make a lot of money (and a lot of disgusted users happy).

I'm glad someone credible picked up the ball that Atari fumbled....sad, but
true...

Chris Mauritz

```
------------------------------+--------------------------
Chris Mauritz |Where there's a BEER,
cmm1@cunixa.cc.columbia.edu |there's a plan.
(c)All rights reserved. |
Send flames to /dev/null |Need I say more?
------------------------------+--------------------------
```

2865. Re: Gadgets by Small - Possible new '030 add-on board!

Newsgroup: comp.sys.atari.st
Date: 1989-11-15 02:51:04 UTC
From: gl8f@astsun9.astro.Virginia.EDU
Message-ID: <2278@hudson.acc.virginia.edu>
Source record: 246937

In article <23970@cup.portal.com> Xorg@cup.portal.com
(Peter Ted Szymonik [quoting dave small]) writes:

[Dave Small's blurb about this maybe-030 upgrade for the ST...]

> We will also "clock" the 68030 processor at a much higher speed
> than the ST's 68000. The ST runs at 8 mhz (millions instructions /
> second); we'll go for at least 16 Mhz and possibly more.

This is wrong. The ST has a clock rate of 8 mhz. But it takes 4 cycles
for the processor to fetch a word from memory, and so memory is really
available only 2 million times a second. Then access is interleaved
between video/refresh and the CPU, so the CPU gets 1 million per second.
Gosh, I don't really remember anymore. Anyway, it isn't 8 million
instructions per second.

Greg Lindahl
gl8f@virginia.edu Astrophysicists for Choice.

2866. <None>

Newsgroup: comp.sys.atari.st
Date: 1989-11-15 02:54:22 UTC
From: U8551049@ucsvc.ucs.unimelb.edu.au
Message-ID: <400@ucsvc.ucs.unimelb.edu.au>
Source record: 246938

l

2867. How to change key bindings under Gulam's ue editor?

Newsgroup: comp.sys.atari.st
Date: 1989-11-15 04:10:03 UTC
From: drc@beach.cis.ufl.edu
Message-ID: <21228@uflorida.cis.ufl.EDU>
Source record: 246939

I would like to change the key bindings that are used with
Gulam's version of micro-emacs. I could not find how to do
this in the documentation; can anyone tell me?
--
David Cabana
drc@beach.cis.ufl.edu
UUCP: ...!gatech!uflorida!beach.cis.ufl.edu!drc

2868. Uniterm Fonts

Newsgroup: comp.sys.atari.st
Date: 1989-11-15 04:13:07 UTC
From: dstr012@ucscg.UCSC.EDU
Message-ID: <9750@saturn.ucsc.edu>
Source record: 246940

Help!!! Has anyone out there found out how to change the font used by
Uniterm? I have the fonts but I have not found out how to change them.
Any help would be greatly appreciated.

Roman Baker
.

2869. BOB AWAY AND DICK OFF

Newsgroup: comp.sys.atari.st
Date: 1989-11-15 06:18:47 UTC
From: NEWSTV1@CARLETON.CA
Message-ID: <891115.01380008.047991@CU.CP6>
Source record: 246941

May I respectfully suggest that BobR and Richard Con are
so absolutely right that we just close off this conversation
about whether TTs will never match 386s and whether Apples
are 9 or 10 Mhz faster than STEs, etc. Bob and dick, youu
are absolutely right, we all admit it, so now please
port all your future messages to the IBM and Mac boards
andyou will be praised to the skies. Thank you. End
of conversation.
Now the rest of us who (like me) have had 1040Sts for
three years and found them faster, cheaper, more reliable
and more useful than any other machine including the
Idiot-Brained-Monsters we have to use at work should perhaps
use this forum to help each other with useful information and
hints about how to do even better.
Her's my contribution-- someone was asking for information
about a database program that used "Make One" and "use one"
instructions. This is either Base Two, a commercial and very
good GEM-based database that I use and like, or its predecessor,
which I believe was called dbOne. It was given away along
with
with First Word by Atari in the early days and is not as powerful
as the later, upgraded, Base Two, but base Two uses its files.
I'd recommend using Base Two, but the first one is quite acceptable.
It is quite easy to use-- the Make one Creates the dabatase
fields and forms, the Use one is to insert the data. Manuals
should still be available. But I'd buy Base Two and be done
with it.
Word processors: I have seen ads in a British magazine
for what appears to be an upgraded version of Word Writer, which
is, as you know, written by GST in Britain (same ppl who did
First Word and First Word Plus). If anyone from Timeworks
is on this system, can they say if Timeworks plans any upgrade
that is similar? I have WW 2.01 (which is, I think the latest)
and I like it, but would love to have it enhanced to meet
the competition from Word Up or First Word Plus. Anyone hear
any details?

They say I am a miser but I do not buy that-- old Slovak proverb

2870. Re: What does the TT Buy me??

Newsgroup: comp.sys.atari.st
Date: 1989-11-15 07:19:28 UTC
From: gl8f@astsun.astro.Virginia.EDU
Message-ID: <2282@hudson.acc.virginia.edu>
Source record: 246942

In article <46d16986.14a1f@force.UUCP> covertr@force.UUCP (Richard E. Covert) writes:

[An amazingly incoherant and long posting.]

Richard:

My advice to you is this:

1) Wait until the TT is released. If it isn't, go buy something else.
2) Evaluate the TT. If it meets your needs, buy one.
If it doesn't, don't.

Repeating what *you* want a million times won't get the message to Atari,
it will merely bore us. Speculating about the TT's price/performance
before it exists is silly. Flaming about the TT's price/nonperformance
or obselescence is equally silly.

Have a nice day.

Greg Lindahl
gl8f@virginia.edu Astrophysicists for Choice.

2871. Re: You think it was easy under OS/2?

Newsgroup: comp.sys.atari.st
Date: 1989-11-15 07:27:50 UTC
From: gl8f@astsun.astro.Virginia.EDU
Message-ID: <2283@hudson.acc.virginia.edu>
Source record: 246943

In article <12430011@acf5.NYU.EDU> mitsolid@acf5.NYU.EDU (Thanasis Mitsolides) writes:
[responding to claim that compatibility is tough...]
>
>OS/2 286 allows one DOS compatibility window within OS/2.
>OS/2 386 will allow any number of DOS compatibility windows within OS/2.

Actually, these compatibility boxes aren't fully compatible. Among
other things, they drop fast interrupts. And since most applications
using the serial port have their own drivers instead of using the
BIOS drivers, this is a big problem.

The compatibility box also has a big advantage that comes from an
earlier limitation. A PC expects to have 640k of memory. An ST can
have up to 4 megs. So if your single-tasking program is making the
stupid assumption that nobody else can allocate memory... OS/2 can fix
it by giving it the full 640k, while a multitasking TOS can't.

Remember Juggler on the Mac? It had an interesting solution to the
problem, but you had to give it a hint of how much memory to
tell each program it had.

>>Does anyone know how the hell Macintosh managed to make all their programs
>>work with multidesk (or was multitasking always supported on the Mac?

>I am not flaming you, but it IS kommon knowledge. With HARD WORK!

Actually, they did it be slowly changing and adding to the "rules"
for writing applications. Haven't you noticed the occasional screams
when a new release of the Mac OS breaks existing programs from big-name
software houses? However, most Mac programs have good support and the
companies immediately go out and fix them. If Atari produced a
multitasking system that required a bunch of litle changes to almost
all programs, how much chaos would result?

Greg Lindahl
gl8f@virginia.edu Astrophysicists for Choice.

2872. Re: atari ABC yea or nay ????

Newsgroup: comp.sys.atari.st
Date: 1989-11-15 07:30:32 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <24083@cup.portal.com>
Source record: 246944
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Pete Ikusz says:

>Sorry, Bob,
> I've worked with, sold, and used Amstrads. I wouldn't let my worst enemy
> buy one. They are junk.

Whew... I've been learning a lot about the way Amstrad is perceived in the U.K. and Europe...

Here in the U.S., Amstrad computers seem to be among the "second line" of third-party machines, along with names like Blue Chip and Packard Bell... we don't have Amstrad stereos and other things.

Since the original question came from the U.K., I'll have to defer to the experience of those in that marketplace... I think my point was clear though, even if the comparison with Amstrad was flawed...

BobR

2873. Re: What does the TT Buy me??

Newsgroup: comp.sys.atari.st
Date: 1989-11-15 07:32:43 UTC
From: gl8f@astsun.astro.Virginia.EDU
Message-ID: <2284@hudson.acc.virginia.edu>
Source record: 246945

In article <24002@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:

>The Atari TT gives you an Atari Cheerleader like Greg Lindhal..

No, Bob, one day I woke up and said, "I don't want to let any more
articles flow by on comp.sys.atari.st with obvious technical goofs in
them. And I'm tired of seeing people repeatedly give Atari advice
about marketing when all they're doing is filling the newsgroup with
junk."

I don't own any Atari stock. I rarely turn on my 520 these days. But I
enjoy quality discussions on comp.sys.atari.st... until recently.

>There aren't any Atari products to compete with most of what the other
>computer companies already have for sale, so you have to fall back on the
>"someday, someday" cheerleaders...

Excuse me? My point is: don't flame something that doesn't exist yet.
Who knows if will exist or not, ever? I don't. You don't. So don't
waste the keystrokes flaming it.

>>>What has happened to Atari Corp??

>>They are making money selling computers.

>Atari Corp is making a lot of noise about IBM compatible "pocketable"
>computers, and "handheld" video games.

And they are making money selling computers. I'll stop repeating
myself on this point, and suggest that you read their stock reports.

And if you don't like the ST, buy something else.

Greg Lindahl
gl8f@virginia.edu Astrophysicists for Choice.

2874. Re: What's wrong with the AMY?

Newsgroup: comp.sys.atari.st
Date: 1989-11-15 07:38:54 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <24084@cup.portal.com>
Source record: 246946

David Paschall-Zimbel writes:
>Actually, I understood from the rumor mill that ANALOG and ST LOG weren't
>losing enough money for Larry Flint, so he decided to retire them. (Rumor
>#1 - Larry Flint bought the magazine as a tax write-off and then got disgust
>when it began making money for him...)

I hope this is just idle "rumor talk", intended mostly in jest... I know both Lee Pappas, publisher of ANALOG, and Clay Walnum, Editor, and I'm sure both of them would be dismayed to hear this...

They've both said that LFP invested enough money into the magazine that any thought of its being a "tax writeoff" was just silly. Everyone tried to make it a success, but there was just no way to pay the bills in the US Atari marketplace...

BobR

2875. Re: Trip-a-Tron

Newsgroup: comp.sys.atari.st
Date: 1989-11-15 07:58:11 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <24085@cup.portal.com>
Source record: 246947

Dave Flory says:
>I hate to waste net space this way, but does anyone else get as tired as I d
>reading BobR's negativistic comments? There are a few righteous points, but
>I've read them all at least a dozen times.....

Well, there has to be some reason for it all, doesn't there..?

If Atari would, just once, give me a reason to be positive, I'd gladly spread
the word..

But they've let me (and everyone else) down at least a dozen times...

I've been waiting four years for Atari to give me some ammunition for a
nice, positive outlook... I'd be first in line to let the world know
that Atari had done something really great... but...

It's been lies, and broken promises, and failed expectations for years...
when is Atari going to do something we can all be proud of again..?

Give me something to work with, Atari...!

BobR

2876. GDOS - basic information wanted

Newsgroup: comp.sys.atari.st
Date: 1989-11-15 08:03:24 UTC
From: VCD51661@DS0RUS54.BITNET
Message-ID: <8911141500.AA10674@jade.berkeley.edu>
Source record: 246948

Hello, out there in netland!

From time to time the same question seems to appear on the net:
What is GDOS, and more important: How can i use it? Did i miss
the answer? As i once bought GDOS myself but have no luck in
using it (it came with almost no documentation) i want to post
the question again. More specific:

1.) What does GDOS consist of? It is, as far as i know, a
supplement to TOS/GEM. Which functions belong to it? Is
it just some environment/kernel for device drivers, or do
drivers belong to it?
2.) What is the general format of the assign.sys file (which
seems to be some startup information file)? Are there other
files needed (except for font files)?
3.) How do i use the GEM Metafile device? Can i, e.g., open a
virtual workstation with a metafile as device, and do all
kinds of VDI operations on it, and then - somehow and some=
where - a metafile is produced? And how can i use this meta-
file later? Where do i get a metafile driver, if it isn't
part of gdos itself?
4.) How can one write own drivers, i.e. what specifications
has a driver to fulfil?

This is a catalog of questions. The answer would be a handbook
on GDOS, i guess. I suspect that no one would like to answer
in full detail, even if he/she knows. However, every information
is welcome. Maybe some literature hint, if any. Documents in
the style of Allan Pratt's "Pexec cookbook" or Tim Oren's "Pro-
fessional GEM" would be perfect, but i doubt that such a document
on GDOS exists.

Again, every hint is welcome.

/*
** Benno Salzgeber
** Institute for Computer Applications
** University of Stuttgart
** Pfaffenwaldring 57
** D-7000 Stuttgart 80 (FRG)
** VCD51661@DS0RUS54.BITNET
*/

-- FOOD FOR THE LITTLE LINEEATER -- FOOD FOR THE LITTLE LINEEATER -- FOOD
-- FOOD FOR THE LITTLE LINEEATER -- FOOD FOR THE LITTLE LINEEATER -- FOOD

2877. Re: Asst. Dribble....

Newsgroup: comp.sys.atari.st
Date: 1989-11-15 08:49:24 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <24088@cup.portal.com>
Source record: 246949

Eric Hobbs sez:

>Some people are giving me the impression that Sam and Jack Tramiel
>bought Atari for tens of millions of dollars just so they could lose
>money on it and drive the corporation into the ground. Somehow that
>doesn't strike me as reasonable.

Er... read up on your Atari Inc/Atari Corp history... Jack Tramiel obtained control of the Atari company with VERY LITTLE cash outlay... essentially he took over control of a bankrupt division of Warner Communications and sold off the existing warehouse stock at a fraction of its list price value to raise cash... he then used that cash to finance the debut of the ST onto the marketplace. When the ST appeared to be going places, he went "public" and sold stock in the Corp and used the proceeds to pay off outstanding debts...

Jack has since "retired" and let his sons run Atari Corp... with the results that we see today...

(I won't reiterate those ramifications in deference to those who would rather think everything is just rosy in the Atari world...)

Bottom Line: "Sam and Jack" *NEVER* paid "tens of millions" for Atari, and nothing they've done strikes me as "reasonable"...

BobR

2878. 6809 Emulator

Newsgroup: comp.sys.atari.st
Date: 1989-11-15 10:32:56 UTC
From: D.Wade@sysd.salford.ac.UK
Message-ID: <15.Nov.89.11
Source record: 246950

Sorry to post this here. I have made 3 attempts to mail Gert and all have failed.

Gert,
Thanks for the offer of the 6809 Emulator. I have no intention of using it for comercial purposes. Myself and a friend currently use home built 6809 machines running FLEX. We are both considering replacing thses with ST's but would like to still be able to run some of our old 6809 software from time to time. I would therfore like permission to make one copy for him!!. How would you like to send the software and what sort of money do you want for your efforts??.
Dave.
P.S. We use out 09's mostly for things related to Ham Radio, (oh and I wrote some games for my kids.)

2879. Re: TOS 1.4 Incompatibility List Request

Newsgroup: comp.sys.atari.st
Date: 1989-11-15 12:30:52 UTC
From: woodside@ttidca.TTI.COM
Message-ID: <7665@ttidca.TTI.COM>
Source record: 247001

In article <5440079@hplsla.HP.COM> andyc@hplsla.HP.COM (Andy Cassino) writes:
>I guess I have an entry for the TOS 1.4 incompatibility list - Turtle 3.0!
>There seems to be a problem creating and deleting folders in TRAMDISK (as
>reported by TTLEXEC). I have tried the newest TRAMDISK from GENIE and
>it doesn't work either.

There must be more to this than TOS 1.4. I have been using 3.0 with TOS 1.4
for several months, without so much as a hiccup.

Incidentally, the new RAMdisk on GEnie is aimed at a single specific
problem, which occurs with version 4.0 and higher of ICD's disk driver.
It has no impact on anything else. It is backward compatible with all
other systems.
--
*George R. Woodside - Citicorp/TTI - Santa Monica, CA
*Path: ..!{philabs|csun|psivax}!ttidca!woodside

2880. Re: clarification

Newsgroup: comp.sys.atari.st
Date: 1989-11-15 13:23:00 UTC
From: hedger@inmet.inmet.com
Message-ID: <30200020@inmet>
Source record: 247002

While your at it.....how do you get text INTO a GEM window ?????

```
=====================================================================
| |
| Keith Hedger : {...!}uunet!inmet!hedger hedger@inmet.inmet.com |
| 'It is a sad, but beautiful world.........' |
=====================================================================
```

2881. Re: General questions (Advertisement)

Newsgroup: comp.sys.atari.st
Date: 1989-11-15 14:17:20 UTC
From: colas@modja.inria.fr
Message-ID: <345@mirsa.inria.fr>
Source record: 247003

In article <30200019@inmet>, hedger@inmet.inmet.com writes:
> 4) I am interested in joining a network service. I am interested in
programming
> the ST, C and MIDI and music stuff. Does anyone have recommendations for
> which one to join? I would like one with an ST forum and all that.
> Which service do you use? Is it expensive? Tell me what you think.

But in another article writes:

> Please take the ads somewhere else...

Yes, but isn't advertisement from small companies valuable information
in this newsgroup. I was looking for Blitz for 1 month but wasn't able
to locate it, and this "Ad" (which contained the way to build the cable
by oneself) was a very valuable piece of information. Aren't you asking for
a kind of an ad with your first question?

"Ads" for the TT, STe, Tos 1.4, Spectre... have been posted here for
some time now :-)

Be tolerant to small buisness on the ST... it benefits the user.

2882. sizeof(int) on 16-bit Atari ST.

Newsgroup: comp.sys.atari.st
Date: 1989-11-15 14:49:15 UTC
From: rbutterworth@watmath.waterloo.edu
Message-ID: <31505@watmath.waterloo.edu>
Source record: 247004
Cross-posted to: comp.lang.c,comp.sys.atari.st

Thanks to everyone that replied to my question about sizeof(int),
both in news articles and by mail.

I wanted to know if there were any reasons,
other than making it easier to compile non-portable code,
for having sizeof(int)==sizeof(long) on the 16-bit Atari ST.

No one could come up with any other reason
(although maybe some think they did :-).

Below are excerpts from most of the responses.
If yours isn't there, it only means that I didn't disagree
with what you said.

If anyone disagrees with my comments below,
it is probably best to continue by mail or follow up to group
comp.lang.c since this topic is now about C programming and
not directly related to the ST.

====

> From: stephen@oahu.cs.ucla.edu (Steve Whitney)
> Organization: UCLA Computer Science Department
>
> You can always use this simple hack:
> #define int short
> But you have to be careful with constants. If you pass 3 as an argument
> to a routine expecting a 16 bit integer, it will pass 00 00 00 03 instead
> of 00 03. To get around that, pass your constants as (short)3 instead.

No. For "func(int x)", or if there is no prototype in scope,
"func((short)3)" will convert 3 to a short, and then convert that
short back to an int before putting it on the stack.

The same thing will happen with non-constants too.
"func((short)x)", if x is type char, short, or int, will convert the
value of x to a short, and then convert this possibly truncated value
back to an int before putting it on the stack.

> Of course if you haven't written your program yet, just write stuff to
> use shorts instead of ints.

I use shorts when I want shorts, longs when I want longs,
and ints when I don't care which I get.
That is what ints are supposed to be for.
So that if it doesn't matter whether it is long or short

the compiler will use the most efficient type.

====

> From: ron@argus.UUCP (Ron DeBlock)
> Organization: NJ Inst of Tech, Newark NJ
>
> This isn't a flame, just a reminder:
>
> If you want 16 bit ints, you must declare short ints.
^
at least
> If you want 32 bit ints, you must declare long ints.
^
at least
> If you just declare int, the size is implementation dependent.
Correct.

The rule is chars are at least 8 bits, shorts are at least 16 bits,
longs are at least 32 bits, and
sizeof(char) <= sizeof(short) <= sizeof(int) <= sizeof(long).

Note that I sometimes use a machine that has 36-bit shorts
since the code to access 2-byte objects is very inefficient
and not worth implementing since most programs ask for shorts
for the wrong reason (i.e. except for explicitly non-portable
code, shorts should only be used in very large arrays).

> You're right that a 16 bit int makes more sense in a 16 bit architecture,
> but DO NOT depend on all compilers to do it that way!

I don't.
I rely on ints being at least as big as shorts and hope that the
compiler will give me the appropriate size for the current architecture.
For many ST C compilers, it doesn't. This makes the program a little
slower, but since I write portable code it still works fine.

====

> From: apratt@atari.UUCP (Allan Pratt)
> Organization: Atari Corp., Sunnyvale CA
>
> > "so that badly written code will still work ok"
>
> I *do* consider this a valid reason.

Sorry. It is certainly a valid reason if one is faced with having
to compile non-portable code. When I said "not valid", I meant not
valid with respect to my question. I was simply asking if anyone knew
of any *other* possible reasons. So far, no one has come up with one.

> Personally, I consider "int" to
> be an evil data type when the issue of portability comes up.

Funny. Personally I consider "int" to be the best thing for portability.
If fact that is its sole reason for existing.
If you don't use "int" for portability, what do you use it for?

One should only use int in cases where it doesn't matter whether
the compiler generates code for long, short, or something in between.
What is wrong with int is the way so many programmers have misused it.

> But look
> at UNIX and all the libraries meant to look like UNIX: malloc, fwrite,
> etc. all take "int" arguments, because "int" is "big enough" on those
> machines. A 16-bit library will probably work, but you can't malloc /
> write more than 32K at a time. Thanks. MWC suffers from this, as does
> Alcyon and some Mac-derived compilers (but for a different reason).

True, but the ANSI standard version of C fixes all or most of these problems.
That's why I'm using GNU C instead of one of the older non-standard compilers.

====

> From kirkenda@jove.cs.pdx.edu Sat Nov 4 00:41:24 1989
> From: Steve Kirkendall <kirkenda%jove.cs.pdx.edu@RELAY.CS.NET>
> Organization: Dept. of Computer Science, Portland State University; Portland OR
>
> GCC has been ported to Minix-ST, and that version has a 16-bit int option.
> Unfortunately, it has a few problems (eg. sizeof(foo) returns a long value,
> which breaks code such as "p = (foo *)malloc(sizeof(foo))" because malloc()
> doesn't expect a long argument).

That problem will go away in general as more compilers
conform to the standard.

If minix is using the GNU compiler and the GNU library,
there shouldn't be any problem. Under ANSI C, malloc()'s argument
is supposed to be type (size_t), which is the same type as the result
returned by sizeof. For an ST, this is probably typedefed to
(unsigned long). I don't know why the minix version shouldn't work.

> As I said before, the speed difference is about 20% overall.

I didn't mean to claim that everything would be twice as fast.
I was simply curious as to what people thought they were gaining
by chosing an option that made things at best no slower and at
worst a lot slower.

====

> From iuvax!STONY-BROOK.SCRC.Symbolics.COM!jrd Thu Nov 2 17:19:05 1989
> From: John R. Dunning <iuvax!STONY-BROOK.SCRC.Symbolics.COM!jrd>
>
> From: watmath!rbutterworth@iuvax.cs.indiana.edu (Ray Butterworth)
> This reminds me of something I've been wondering about for a while.
> Why does GCC on the ST have 32 bit ints?
>
> GCC is written with the assumption that modern machines have at least

> 32-bit fixnums.

Fine. But it shouldn't assume that those 32-bit integers will
have type (int).
When I write code that needs more than 16 bits of integer,
I ask for type (long), not for type (int).

> (As near as I can tell, all GNU code is. That's
> because it's mostly true) GCC will not compile itself if you break that
> assumption

Then I'd say the compiler is badly written
(though there are of course varying degrees of badness,
and of all the bad code I've seen, this stuff is pretty good).
You should be able to write code that doesn't rely on (int) being
the same as (long) or being big enough to hold a pointer,
without any loss of efficiency. i.e. on architectures where (int)
and (long) are the same, it will generate exactly the same machine code.

> > Surely 16 is the obvious size considering it has 16 bit memory access.
>
> Nonsense. It makes far more sense to make the default sized frob be a
> common size, so you don't need to worry about it. For cases you care
> about speed, you optimize.

Change "Nonsense." to "Nonsense:", and I'll agree.

The whole point of type (int) is so the compiler will optimize for me
when I don't know what architecture I am writing for.
And if I am writing portable code there is no way I should know what
architecture I am writing for.
If I want an integer value that is more than 16 bits, I'll ask for (long).
If I want an integer value that doesn't need to be more than 16 bits,
I'll ask for (int). The compiler might give me 16, it might give me 32,
or it might give me 72; I don't really care. The important thing is that
the compiler should give me the most efficient type that is at least 16
bits.

> > (Note that I don't consider
> > "so that badly written code will still work ok"
> > as a valid reason.)

> Fine, turn it around. Why is it valid for things that know they want to
> hack 16-bit frobs to declare them ints?

It isn't. They should be declared int only if I want them to be
at least 16 bits.

> To avoid being 'badly written code', they should declare them shorts.

No. If I want something that is *exactly* 16 bits,
I am in on of two different situations:
1) I am writing machine specific code.
2) I am writing a special numerical algorithm.

In the first case, my code is obviously non-portable
so it is fine to use short, or char, or whatever type other than (int)
it is that will guarantee me 16 bit integers on this architecture.
Such code should of course be isolated from the rest of the portable
code, and documented as being very architecture specific so as to
minimize the amount of work required to port the program to a
different architecture.

In the second case, I can still write portable code,
but I have to be very careful about what assumptions I make.
e.g. #define SIGNBIT(x) (0x8000 & (x))
makes a big assumption about int being 16 bits.
But #define SIGNBIT(x) ((~(((unsigned int)(~0))>>1)) & (x))
will work fine regardless of the size of int, and will generate
the same machine code as the first macro when int is 16 bits.
Coding for portabability may require a little extra effort,
but it doesn't mean the result has to be any lesss efficient.

> > Every time anything accesses an int in GCC, it requires two memory
> > accesses. Most programs are full of things like "++i" or "i+=7"
> > or "if(i>j)", and such things take approximately 100% longer when
> > ints are 32 bits.
>
> If you don't optimize them or aren't careful about how you declare them,
> sure.

But I did optimize; I declared them (int) expecting the compiler to give
me the integral type that is at least 16 bits long and is the most
efficient for the current architecture. On an ST, that is 16 bits.

I hope you're not suggesting that by "optimizing" I should have
declared it (short) knowing that I am working on an ST.
That is known as writing bad, non-portable code.

On some some word addressable machines for instance, there are
perfectly correct compilers for which the code for accessing a short
can be far less efficent that the code for accessing a long.
e.g. 3 or more instructions instead of 1.

> > Has anyone made a 16-bit GCC and library and done a comparison?
>
> Yes, it's for sure faster to use shorts than ints.

That's what I was objecting to.
By the original definition of (int),
using int should be exactly as fast as using the faster of (short) or (long).
i.e. regardless of architecture, the best choice should be (int).

> Rather than griping, why not just use the -mshort switch? It's designed
> for just this kind of thing. It's even documented.

Sorry, I wasn't intending to gripe (although I know I often sound like it).
I also wasn't wanting to know how to make it behave the way I wanted.
I was simply wondering why the default behaviour was the way it was.

I think the GNU compiler and libraries are the best available for the ST,
and I certainly can't complain about the price.

I really was curious to see if anyone had any reason why they would
want a 32-bit (int) on an ST, other than for the obvious reason that it
makes it easier to compile badly written code (i.e. code that makes
non-portable assumptions), and so far no one has.

====

> From: hyc@math.lsa.umich.edu (Howard Chu)
> Organization: University of Michigan Math Dept., Ann Arbor
>
> For compatibility - using the 32 bit int mode, I can take just about
> any source file off a Sun, Usenet (comp.sources.unix), etc., type
> "cc" or "make" and have a running executable without ever having to
> edit a single source file.

i.e. so you can compile code that makes some non-portable assumptions,
namely that sizeof(int) == sizeof(long).
i.e. so you can easily compile badly written code.
I already know about that reason. I spend half my time at work
trying to get all-the-world's-a-VAX Berkely programs to work on
other hardware.

> >Surely 16 is the obvious size considering it has 16 bit memory access.
> Yep. So obvious, in fact, that every version of ST GCC that's been
> posted has been sent out with *both* 16 *and* 32 bit libraries. What
> are you complaining about?

The first version I had didn't have the 16-bit library.
I have since obtained updates.

====

> From: 7103_300@uwovax.uwo.ca
> From Eric R. Smith
>
> The most up-to-date version of the libraries (both 16 and 32 bit) are
> available on dsrgsun.ces.cwru.edu, in ~ftp/atari. If you don't have
> these libraries, get them; thanks to some nice work by Dale Schumacher
> (dLibs), Henry Spencer (strings), Jwahar Bammi (lots of stuff), the
> people at Berkeley (curses and doprnt) and yours truly, they're a big
> improvement on the original GCC library.

Yes. I just picked these up last week. Thank you all.

(Of course gulam still dropped a couple of bombs the first time I
used "more", so I aliased it away and use vi.)

2883. TeX and Mice

Newsgroup: comp.sys.atari.st
Date: 1989-11-15 15:08:00 UTC
From: JOHNBARNES@ENH.NIST.GOV
Message-ID: <8911160803.AA25703@ucbvax.Berkeley.EDU>
Source record: 247005

TeX on the ST:

People who want to get good use out of TeX for the ST should look for the package soon to be released (hopefully December) in the Current Notes PD Disk Library. The Decmber issue of the magazine will also feature a writeup on TeX.

Mice:

The Best Electronics replacement mouse for the ST has impressed a number of my friends.

Practical Solutions also offers a "cordless Mouse", although you'd have to very serious about your mouse to pay the price (over $100). The Best mouse is under $50 and is also available from Joppa.

2884. MAC: a shareware Mac emulator

Newsgroup: comp.sys.atari.st
Date: 1989-11-15 15:09:40 UTC
From: capit@peun11.uucp
Message-ID: <630@nixpbe.UUCP>
Source record: 247006

Hi, I have the idea of releasing a SHAREWARE MAC EMULATOR and would like to get some comments on that. First, a little history: (all playing in Germany)

I developed this emulator starting in 1986/87. Some friends of mine had a small software company and were willing to make a commercial product out of this emulator. In the end of 1986 Magic Sac appeared in Europe. It seemed that Apple wasn't much concerned about it. So in April 1987 we released our emulator under the name of Aladin. After a few weeks Magic Sac had nearly totally disappeared from Europe, and European magazines agreed that Aladin was better than Magic Sac.

All right, but then came Apple (Germany). They raised two legal proceedings against Aladin. They feared a decrease in businesses of up to 30%, and this because of an emulator with the old 64K Roms! They accused us of things, which were clearly wrong, but they put the sum of dispute so high, that we couldn't afford a trial (the sum was 3,000,000 DM, something like $1,600,000). The first legal proceeding had the effect that Aladin wasn't sold anymore in Germany since August 1987 (but still in Europe and some oversea countries), and the second, that the company of my friends isn't selling Aladin anymore since August 1989.

Now I got the idea of releasing the emulator as shareware. Of course I can do this only with the parts that I have developed. This would be the Mac emulator, supporting 64K Roms, HFS, harddisks, sound and printing on Epson-like matrix printers, plus programs to transfer files from a Mac to an ST using the serial ports. (I cannot offer the printer driver for the Atari laserprinter.) The emulator runs system software 4.1, including MacsBug and TMon. I know that this is not the state-of-the-art in Mac emulation, but it would be shareware for about $40-$50.

You would need A KIND OF external device with the Mac Roms (64K), for example a board for the ST's Rom-port and a Mac to get the software from.

If there's enough interest in such a kind of emulator (so that I could live a couple of months from the donations) I would be glad to add other features like support of 128K Roms (already prepared), or an "external file system" to be able to use TOS disks under the Mac OS, or a "switcher" to switch on-the-fly between TOS and Mac OS, or other things you would like to be added.

Now I'd like to get some comments on this idea.

1) Do you think there is a market for such an emulator? I could release this version before Christmas.

2) Has anybody made experiences with sending shareware fees to Germany?

Thanks in advance, Pit

```
+-----------------------------------------------+-----------------------+
! US: uunet!philabs!linus!nixbur!capitain.pad ! Pit Capitain, DX-PC !
! not US: mcvax!unido!nixpbe!capitain.pad ! Nixdorf Computer AG !
+-----------------------------------------------+-----------------------+
```

2885. TT's Desktop Interface

Newsgroup: comp.sys.atari.st
Date: 1989-11-15 15:26:28 UTC
From: romwa@gpu.utcs.utoronto.ca
Message-ID: <1989Nov15.102628.9152@gpu.utcs.utoronto.ca>
Source record: 247007

According to the November issue of Unix World, the TT Desktop is from
Non Standard Logics a company based in France. The desktop is called
InDepth and is currently a standard X Window implementation but NSL
will be moving towards a OSF/Motif imlementation as well. A picture
of a sample desktop is included (see pg 68).

Pavneet Arora
...!utgpu!rom!pavneet

Royal Ontario Museum
100 Queen's Park
Toronto, Ontario
M5S 2C6
(416) 586-5626

2886. Re: Gadgets by Small - Possible new '030 add-on board!

Newsgroup: comp.sys.atari.st
Date: 1989-11-15 15:52:31 UTC
From: dnewton@carroll1.UUCP
Message-ID: <859@carroll1.UUCP>
Source record: 247008

In article <2278@hudson.acc.virginia.edu> gl8f@astsun.astro.Virginia.EDU (Greg Lindahl) writes:
>In article <23970@cup.portal.com> Xorg@cup.portal.com
>(Peter Ted Szymonik [quoting dave small]) writes:
>> than the ST's 68000. The ST runs at 8 mhz (millions instructions /
>> second); we'll go for at least 16 Mhz and possibly more.
>Gosh, I don't really remember anymore. Anyway, it isn't 8 million
>instructions per second.

You mean... my ST isn't an 8-MIPS machine? Oh no. Sadness.

--
David L. Newton | uunet!marque!carroll1!dnewton | The Raging Apostle--
(414) 524-7343 (work) | dnewton@carroll1.cc.edu | for the future--
(414) 524-6809 (home) | 100 NE Ave, Waukesha WI 53186 | for the world.
"Isn't it fun to take two unrelated sentences and mix the batter lightly?" -me

2887. ISOLATION....

Newsgroup: comp.sys.atari.st
Date: 1989-11-15 15:54:46 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <891115.09544506.077805@SFA.CP6>
Source record: 247009

No flames, just frustration being expressed....
The only two bookstores in our area have stopped handling Atari magazines.
With the exception of this net, there is no other link for me to
the outside ST world now.
I sure hope you folks in the ST concentrations are not taking your
dealers and bookstores which stock ST magazines, etc., for granted.
ENJOY! Sure wish that I could...

Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

2888. Re: How long is your Atari???

Newsgroup: comp.sys.atari.st
Date: 1989-11-15 16:00:21 UTC
From: ramsiri@blake.acs.washington.edu
Message-ID: <4461@blake.acs.washington.edu>
Source record: 247010

In article <89Nov14.085305est.57530@ugw.utcs.utoronto.ca> MEGGIN@vm.epas.utoronto.ca (David Megginson) writes:
>Atari has problems, and I accept that the OS of the future is Unix with
>But do not leave us in suspense. Come back to the newsgroup some day
>and tell us how many Mhz/MIPS LONG your new computer is. I promise that
>we will all feel emasticated/emammicated (after all, women are self-
>concious about breast size too).
>
>
> David Megginson, Centre for Medieval Studies, Toronto

I think you mean "emasculated".... unless
you are talking about being deprived of
chewing. On what, i don't know?

Anyhow, I think the main point in all this Atari bashing,
and i certainly have been rather indecorous in that department,
is a manifestation of frustration with and bitterness towards
the Atari COMPANY. Some of us depend on Atari for our livelihood.
Some of us have spent x dollars investing in Atari hardware, software
and so on with the expectation that the future would be bright and
that Atari would provide most of those great products coming out of
R & D. Those expectations resulted from an auspicious start with
the ST in 1985 and from "talk" about the new and up and coming
products. So, it isn't simply the scenerio of a kid and his toys.
I keep hearing: " Well, if you don't like Atari, go buy an X..."
Tell me, is this the way Atari is going to compete in the
the business world? Hell no! If Atari is to compete in the business
world, people in business have to be using Atari's. Rather simple.
Frankly, our hopes are being dashed and our business sense is telling
us it is time to make changes. May just have to buy that "longer"
computer after all and masticate on the losses from my Atari investment
in hopes that i may someday digest them.

-kevin
ramsiri@blake.acs.washington.edu

2889. Self Modifying code

Newsgroup: comp.sys.atari.st
Date: 1989-11-15 16:38:32 UTC
From: R.D.Chafer@sysc.salford.ac.UK
Message-ID: <15.Nov.89.16
Source record: 247011

```
>Date: 13 Nov 89 01:12:27 GMT
>From: psuvm!sml108@psuvax1.cs.psu.edu
>Subject: Self-Modifying Code
>
>Hi, I am writing an assembly language routine which modifies its own code in
>a tight loop in order to avoid having to do a decision statement at every
>iteration. Unfortunately, whatever code I am inserting is screwing things up
>royally, and although I have checked it fairly throughly, I cannot figure out
>what is going on. Question: Is there something screwy about executable and
>object files that would disallow self modifying. The block that gets modified
>is this:
>
> lsr.w d3
> bne cont
> add.l #8,a0
> move.w #$8000,d3
> cont: nop
>
>Since branching is relative, one would think it would work, and a dump of
>the object file indicates this is so. HELP !!!!
>
>Scott Le Grand

I don't know if this has been answered, but could the 68000's instruction
prefetch be causing the problem (The 68010 has a bigger prefetch I believe
which would probably cause problems). Instruction prefetch on a 68000 or
68010 is one good reason NOT to write self modifying code.

Robert Chafer

==========================================================================
From: Robert Chafer

Computing Centre Telephone: +44 61 736 5843 x 672 or x7328,
University of Salford,
Salford M5 4WT
UK

E-mail:
JANET: chafer @ uk.ac.salford.sysc
ARPANET: chafer%uk.ac.salford.sysc @ nss.cs.ucl.ac.uk
BITNET: chafer%uk.ac.salford.sysc @ uk.ac
or chafer%uk.ac.salford.sysc%ukacrl.bitnet @ cunyvm.cuny.edu
```

2890. Re: INFO-ATARI16 Digest V89 #651

Newsgroup: comp.sys.atari.st
Date: 1989-11-15 17:27:42 UTC
From: jimh@ultra.UUCP
Message-ID: <8911151727.AA00375@paris.ultra.com>
Source record: 247012

to: greg@sj.ate.slb.com
Subject: append in Atari digest # 651.

Well said. The constant bickering lately has been extremely annoying.
I save these digests and mail them to a friend. The last few weeks netted
over 700 000 bytes with hardly a speck of useful info - just the new
ARGV definition. If a fraction of the attention were spent discussing
that....
- Jim Hurley
Ultra Network Technologies
jimh@ultra.com

2891. Re: ST Mouse

Newsgroup: comp.sys.atari.st
Date: 1989-11-15 18:16:06 UTC
From: wcg_c077@jhunix.HCF.JHU.EDU
Message-ID: <3314@jhunix.HCF.JHU.EDU>
Source record: 247013

In article <684@winnie.fit.edu> dcs60222@zach.UUCP (Mark Enriquez) writes:
>My ST mouse recently bit the big one and I have been investagating
>the idea of investing in a higher quality version. The question is
>advTHANKSance,
>
> Mark Enriquez
>
> dcs60222@zach.uucp
Well to my knowledge you can get your atari mouse replaced for 25 dollars thru the exchange program, if you can wiait an extended period of time. My Atari
mouse is fine but I bought a mouse put out by BEST electronics, very ergonomic
and the buttons are really well put together(No pounding on the left one). Another one to consider is the Rio/Datel one, cant say anything about this except it
looks like a rehashed old logitech two button mouse. Finally there is the
expensive Practical SOlution remote mouse, whic works without a tail.
SO in effect you have four mice to choose from in the US, god knows there must
be hundreds in europe.
The BEST and RIO/Datel mice go for about 40-45 dollars
PS remote mouse in the area of a 100 dollars.
hope this is enough info.
-Ajay
(using a friends account)

2892. Strange programming languages (list)

Newsgroup: comp.sys.atari.st
Date: 1989-11-15 19:08:52 UTC
From: steve@thelake.UUCP
Message-ID: <1015891308520117@thelake.UUCP>
Source record: 247014

I'm compiling a list of strange programming languages for the ST -- and by strange I mean those outside the usual BASIC, C, asm, Pascal, Fortran group.

I would like to hear (preferably by mail) from anyone who has used non-mainstream programming languages on the ST, such as:

* Scheme
* Smalltalk
* Lisp
* Icon
* Perl
* ADVSYS
* Etalk
* and so forth.

I would like to have a brief sketch of the language's characteristics, perhaps an example of what can be done with it, and a note on its availability. I'm interested in commercial packages as well as public-domain, shareware and copyleft programs.

-- Steve Yelvington, up at the lake in Minnesota
... pwcs.StPaul.GOV!stag!thelake!steve (UUCP)

2893. Re: SH 204 Upgrade

Newsgroup: comp.sys.atari.st
Date: 1989-11-15 19:17:57 UTC
From: wallace@oldtmr.dec.com
Message-ID: <1359@engage.enet.dec.com>
Source record: 247015

In article <212@trwrb.UUCP>, root@trwrb.UUCP (root) writes...
>I want to upgrade my 20 meg SH 204 harddrive to about 40 meg. I hoped I
>could do this by simply replacing the Drive Mechanism
You can.
> * Should I install a 40 meg Tandom hard drive?
The replacement drive does not have to be a Tandom. It can be any hard drive with a ST506 or ST412 interface. These are "standard" drives/interfaces (ie: most hard drives fit this description unless they are specified as a SCSI drive/interface).
> * Can I install a Seagate drive?
Yes!
> * Which models?
Any model as long as it does not have a "N" suffix which indicates it is a SCSI drive (ie: has an embedded SCSI controller).
> * Will I need more parts?
No.
> * Can I daisy chain the SH 204?
You can add a second drive to the SH204 by running cables from the second drive into the SH204 box and connecting to the controller.
> * Will I need different software?
What ever software you use you will need to know some specs on the HD (# of heads, # of cylinders/tracks, etc..) in order to configure/re-configure the formatting program. It's been a while since I used the Atari HD software so I don't recall if it can be re-configured. You could use the software from Supra or ICD (pre-V4 versions) which can both be easily configured for any drive. Both Supra and ICD software already know the parameters to a lot of different drives so all you have to do to configure for your drive is click on the make and model number (if your drive is listed). Otherwise there is a .DAT file you will have to edit and add a line for your drive (not difficult to do).

You should also be careful to get a drive which does not use more than 2 Amps of current on the 12 volts. Some half height 5 1/4 drives will be okay, most 3 1/2 drives will be fine, most full height 5 1/4 drives will draw too much current and are likely to ruin the power supply inside the SH204.

Actually you can use a SCSI drive but a SCSI drive must be connected directly to the host adapter board (the smaller of the two boards) inside the SH204 instead of being connected to the controller board like your current drive is.

Replacing the existing drive is just a matter of pulling out the old one and plugging in the new one, and then configuring the formatting software to be able to configure your drive.

Adding a second drive is a little more work but not difficult. The second (non-SCSI) drive needs to be connected to a second power supply. There are

two cables to connect between the second drive and the controller. The controller has a "spare" connector for the smaller of the two cables but for the larger cable you will have to "tap into" the existing cable (clamp a new connector onto the middle of the cable, a small vice works good for this if you are careful).

Ray Wallace
(INTERNET,UUCP) wallace@oldtmr.enet.dec.com
(UUCP) ...!decwrl!oldtmr.enet!wallace
(INTERNET) wallace%oldtmr.enet@decwrl.dec.com

2894. Re: MWC errors (was Re: GEM help needed)

Newsgroup: comp.sys.atari.st
Date: 1989-11-15 19:32:16 UTC
From: covertr@force.UUCP
Message-ID: <46db2d0a.14a1f@force.UUCP>
Source record: 247016

In article <1637@dukeac.UUCP>, sbigham@dukeac.UUCP (Scott Bigham) writes:
> In article <46c13647.14a1f@force.UUCP> covertr@force.UUCP (Richard E. Covert) writes:
> >Has anyone else found any errors in the MWC Version 3.0 manual??
>
>
> By the way, what is the most recent version of MWC? I've heard 3.0.9 and I'm
> somewhat concerned that Mark Williams hasn't notified me. To my knowledge I'm
> registered (how might one check that?).
>
> sbigham

Scott, Mark Williams Corp has a toll-free 800 number (which I forgot). But you can call 1-800-555-1212 and ask for Mark Williams Corp in Chicago Ill (or Oak Brook or whereever MWC is at in the Chicago area) and get the 800 number.

A couple of months ago I was told that 3.09 is the latest version. It is a shame but Mark Williams Corp is an excellent example of how Atari has destroyed the US ST market. A couple of years ago, when the US ST market still looked good, Mark Williams Corp was one of the first to provide a PROFESSIONAL level tool for the ST. The MWC C compiler is as good as ANY I have used on an IBM PC or a Mac. The MWC C compiler is a real good program. I can't repeat that often enough. sure there are BETTER compilers to other people, but MWC was first. And last year MWC came out with the C Source Code Debugger, which is a definite plus. And this year MWC has sold the source code to the MWC C libraries.

But, when I enquired about the availability of an ANSI-compliant C compiler, I was told that the MWC C programmer who wrote the ST version is no longer with MWC. I was then ASKED if I wanted to write the ANSI version of the compiler, on contract to MWC. Well, I am a rehashed hardware engineer and have NEVER Written a compiler or I might have just taken them up on the offer. But, the fact that the offer was made, and that MWC doesn't have an ST programmer assigned to it tells me a lot about the US ST market. If MWC thought that our market was growing I am SURE that we would have seen an ANSI-compliant C compiler from MWC by now.

Also, it is telling when a company has to resort to selling the source code to its product to make some money. I mean, you don't see Microsoft selling the source code to their C libraries for $89.95 like MWC has!! I just hope that the US market improves before MWC drops out completely!! MWC has provided me with excellent support, and except for some bugs in their manual, I have learned a lot from the MWC manuals.

All in all, I am very pleased with MWC. And very disappointed that the US ST market is so small that MWC hasn't upgraded the ST C compiler to full ANSI C.

Richard Covert, Long Live Mark Williams Corp!!

2895. Re: Atari TT Block Diagram

Newsgroup: comp.sys.atari.st
Date: 1989-11-15 19:50:51 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <10132@stag.math.lsa.umich.edu>
Source record: 247017

Ah-hah! So, the WD1772/2793 is the magic part number, eh? What'll it take to put one of these in an ST for 1.4MB floppy capability? Does anyone here have access to Western Digital folks for pinouts & other specs for this chip?

--

-=- PrayerMail: Send 100Mbits to holyghost@father.son[127.0.0.1]
and You Too can have a Personal Electronic Relationship with God!

2896. Re: Mega with TOS 1.4 crashes!

Newsgroup: comp.sys.atari.st
Date: 1989-11-15 20:18:39 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440080@hplsla.HP.COM>
Source record: 247018

```
|There are two LS373's that have to be replaced (and good luck trying
|to find the damn chips! <grin>) there are located right next to the
|RAM in the middle of the board. I've also been told that some MMU
|chips also suffer from the same problem, I *think* they are the ones
|marked 'inf'
|
|Peter Szymonik
|Xorg@cup.portal.com
|----------

Thanks everyone for the info. It seems like the best approach is to replace
the LS373's with 74AS373's to insure there will always be plenty of drive.
The latter have *plenty* of poop. I'm trying to locate some now and
will report back.

Disclaimer: The opinions expressed herein are those solely of the author,
who has no pecuniary interest in the companies mentioned.

%%%
```

2897. What's going on at COMDEX???

Newsgroup: comp.sys.atari.st
Date: 1989-11-15 20:21:18 UTC
From: jvance@bonnie.ics.uci.edu
Message-ID: <1989Nov15.122118.18472@paris.ics.uci.edu>
Source record: 247019

Could some kind soul please tell us what has been going on at
COMDEX and specifically what the Atari community is showing. I'm sure
all us information mongers on the Net would like a short summary as to
what has been going on. Thanks.

--
Joachim
jvance%bonnie@ics.uci.edu
~~~~~~
| What do my .sig and UCI have in common? -- |
~~~~~~

2898. Re: Gadgets by Small - Possible new '030 add-on board!

Newsgroup: comp.sys.atari.st
Date: 1989-11-15 20:21:43 UTC
From: pa1323@sdcc13.ucsd.edu
Message-ID: <5109@sdcc6.ucsd.edu>
Source record: 247020

In article <2278@hudson.acc.virginia.edu> gl8f@astsun.astro.Virginia.EDU (Greg Lindahl) writes:
>In article <23970@cup.portal.com> Xorg@cup.portal.com
>(Peter Ted Szymonik [quoting dave small]) writes:
>
>[Dave Small's blurb about this maybe-030 upgrade for the ST...]
>
>> We will also "clock" the 68030 processor at a much higher speed
>> than the ST's 68000. The ST runs at 8 mhz (millions instructions /
>> second); we'll go for at least 16 Mhz and possibly more.
>
>This is wrong. ...
[Rationalization deleted]
>Gosh, I don't really remember anymore. Anyway, it isn't 8 million
>instructions per second.

The 68000 processor takes about 8-16 cycles per instruction, on the average. The minimum instruction time is 4 cycles, up to a worst case of 170 cycles for one instruction (a signed divide on an absolute memory address).

The ST therefore operates at about .75 million instructions per second, or MIPS.

With a 68030, however, there are three speed improvements without even changing the clock--the instructions take fewer cycles, memory is accessed in 32-bit chunks instead of 16, and the 68030 has a cache, meaning that it reads data and instructions before they are needed, while it's doing other things.

Result: You can get a 4-8 times speed improvement without even changing the clock rate, and with twice the clock, 8-16 times...

These numbers are approximate, and if you want to argue them with me, don't waste net bandwidth, please! Respond via email and we can hash it out there...

Tim Mensch.
Internet: tmensch@ucsd.edu
Bitnet: UCSD!TMENSCH

P.S. I agree that the Atari vs. the world bickering has gone on too long, and should be rerouted to either email, alt.flames, or /dev/null. I'm not picky.

2899. Re: Anti-Atari Bashing Flame (long - sorry)

Newsgroup: comp.sys.atari.st
Date: 1989-11-15 20:24:42 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440081@hplsla.HP.COM>
Source record: 247021

Another vote fer quitcherbellyachin'.

Disclaimer: The opinions expressed herein are those solely of the author,
who has no pecuniary interest in the companies mentioned.

%%%

2900. panarthea

Newsgroup: comp.sys.atari.st
Date: 1989-11-15 20:25:47 UTC
From: kenneth@db6.CS.Concordia.CA
Message-ID: <1573@clyde.Concordia.CA>
Source record: 247022

Hello netters... anyone know the full address for panarthea archive? Any help is welcome!

Agostino
"I wanna Unix box!"

2901. Re: Asst. Dribble....

Newsgroup: comp.sys.atari.st
Date: 1989-11-15 20:27:08 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440082@hplsla.HP.COM>
Source record: 247023

Is it just my monitor or do all SM124's start to dim out when there is
very little 'white' on the screen?
=======

Mine does this too, and has from day one (another msh user, eh?)

%%%

2902. Re: Atari TT Block Diagram

Newsgroup: comp.sys.atari.st
Date: 1989-11-15 20:28:22 UTC
From: gl8f@astsun9.astro.Virginia.EDU
Message-ID: <2285@hudson.acc.virginia.edu>
Source record: 247024

In article <8911150802.AA02649@ucbvax.Berkeley.EDU> 01659@AECLCR.BITNET (Greg Csullog) writes:

```
# > TT - TT/X STR Tech Notes BLOCK DIAGRAM - FUNCTIONS - FEATURES
#
# - Serial ports:
# ------------
# - 2 asynchronous RS-232 ports 68901 MFP
# - 2 asynchronous/synchronous RS-232 ports (Appletalk or
# PromiseLAN) Zilog 8530 SCC
```

Question: Isn't the Zilog 8530 SCC the same chip used by the Mac to do Appletalk? If so, this is a quite nice chip; it doesn't interrupt every octet, and it calculates your CRCs for you.

Greg Lindahl
gl8f@virginia.edu Astrophysicists for Choice.

2903. Re: What does the TT Buy me??

Newsgroup: comp.sys.atari.st
Date: 1989-11-15 21:37:11 UTC
From: covertr@force.UUCP
Message-ID: <46db9cb6.14a1f@force.UUCP>
Source record: 247025

In article <10130@stag.math.lsa.umich.edu>, hyc@math.lsa.umich.edu (Howard Chu) writes:
> This is really getting tiresome. Richard, don't you have better things to
> be doing than wasting your time and hours writing long complaints? Has
> anyone mailed you yet, agreeing with your statements? Is there any reason
> why all of this screaming derision of Atari must be broadcast all over the
> net? If you don't like what you've got, write Atari, don't bother us folks
> who are happily using and developing stuff for Atari hardware...

Howard, first I admire some of your programming. I have seen the result of your work and it is excellent. And that is one reason why I *HATE* to see Atari introduce a new machine that is as poorly conceived as the TT appears to be. How is the ST/TT market ever going to attract and retain imaginative and creative programmers such as yourself if Atari doesn't improve the ST/TT?? I really want to see a better TT then the TT/Plastic, and MAYBE, just MAYBE, Atari will hear the SCREAMs of anguish from the customers. It is not too late for Atari to redesign the TT/Tower (which is the model that I am really interested in). I would be glad to want another YEAR to see the TT/Tower with a faster 68030 and 1024x1024x256 colors and multitasking and multiwindows. That's what I want to accomplish by my Atari bashing. As the TT/Plastic is described I would rather pass.

>
> The weak drivers are a real pain, must admit. My Mega-4 won't operate the
> floppy drive if my hard drive is plugged in but powered off. My old 1040
> never had any problems of this sort. No buffering. Definitely seems like
> pinching too many pennies there.

Howard, I am glad that you see my point. Too many people are willing to overlook the defects in the ST in their fervor to support it. The penny pinching manufacturing methods useds to make a "cheap" ST shoould NOT be applied to the new TTs!! Who wants to spend $3,000 on a TT just to find that you can't operate your floppy if the hard drive is turned off!! I have seen horror stories of ways that the ST fails from machine to machine. The TT has got to be better then the ST. But, if no one complains than why will Atari change their act??

> Pointless. Rip out the guts and jam in new ones. As far as the Mac is
> concerned, when you do an upgrade you *have* thrown away your computer
> and bought a brand new one, at Apple's prices. THis whole argument is
> pointless.
>

It is NOT pointless to show how another company supports their customers. The big point is that apple gives you the option, the choice. Sure it is expensive but the best things in Life Aren't Free!! And the main point is that Atari DOES NOT give you the choice. sure, you can buy a Mega ST instead of a 1040ST but you are still getting the same basic machine. And maybe, just maybe, someday in the 90's you will be able to buy a TT/Plastic.

But that's ALL the choices that Atari gives you. No enhancements like better color graphics, or a faster processor. Just a cheap unexpandable computer. It would be nice if Atari would give their customers more CHOICES!!

> >Is that your answer for everything?? Wait for third party vendor support of
> >basic OS features?? Doesn't say much for Atari does it??
> >
> Computer companies don't live and die on their own. Computers don't stand
> alone, particularly not in today's world of networking and interoperability.
> Third party solutions are the key to any computer's success. It's tough for
> a company to keep ahead in both the hardware and software ends of things
> simultaneously. Apple's been trying for a long time, but they've failed
> pretty miserably. Look at how dismal MacWrite is. It spreads resources too
> thin to have to handle both ends of the system. (In Apple's case, they've
> spun off their software group as an independent, called Claris.) It's tough
> to do both the hardware and the software right. Look at DEC - they certainly
> very popular hardware, but they didn't write Berkeley Unix, the most popular
> Vax operating system... Look at DEC again, when they tried to release their
> own version of Unix. It's taken them how many tries, to get it close to right?
> (Must admit, the current Ultrix stuff is Very Slick...)
>

The Claris case is concerning APPLICATION software. My GDOS example is SYSTEM software. No body can do a better design for SYSTEM software than the system manufacturer. So, the MacWrite is not the same as a BAD GDOS. It is the same as a CRAPPY DESKSETII though. And from what I have heard DeskSet II is a real DOG!! So, you are right, Atari should leave application software to the third party vendors. But, I am right in that Atari should FIX GDOS and make other SYSTEM level improvements.

> So it goes. MSDOS is so deeply entrenched in the US, there's no way that
> a technologically superior machine could compete here anyway. That's part
> of the problem with this industry, "no one ever got fired for buying IBM."
> People are afraid of innovations, and only go for things with the Big Blue
> seal of approval. Apple's first foray into the area, the Lisa, was such a
> poor piece of engineering the stigma from that has slowed the Mac market
> penetration for a long time...
>
> Of course, now may very well be the best time for Atari to hit the scene,
> and hit it big, as the DOS world scrambles to define a DOS standard for
> "graphical user interfaces" (god what a disgusting phrase...). Now, mainly
> because there are no established standards, a newcomer actually has a fair
> chance at winning itself a share of the market.
>
> Given that perspective, TOS isn't so bad - the PC world has yet to switch
> to OS/2, so they're still looking at single-user single-tasking 24x80
> character cell COMMAND.COM prompts. Obviously this market is shaking itself
> out pretty quickly though, and Atari may yet miss the boat...
>
> not in the real world... }-)
> --

Actually, Howard, you are totally correct in your analysis of the PC market. I am researching various OSes and GUIs for the PCs and it is a total wildhouse. There are scores of different and incompatible little screen programs for the PC and strange things such as PC-MOS and MicroSoft Windows. The GEM/TOS interface may only be singletasking but it beats MicroSoft Windows hands down. Do you know how you develop a MS Windows application?? first you write your C code under DOS, compile, link, load. Then you boot MSW (Microsoft Windows) and try to execute your MWS apps. If it fails you have to exit from MSW, and do the edit-compile-link process until you THINK you have solved the problem. Then reboot MSW (which is slow/fast depending upon your HW [286 or 386]) and try it all over again. Obviously you have few if any SOURCE code level debugging tools available. And MWS is the BEST and most popular windowing package available for the PCs.

So, TOS is great compared to PCs and MSW. You 640K barrier like with an IBM PC.

Geez, I just *WISH* that Atari would design the TT with State of the Art features!! The TT *COULD* have been the IBM PC killer, but I don't see that happening given Atari's lack of committment to the USA!!

Rich Covert

2904. Re: Want a fast Atari ST...how about a '030 chip?

Newsgroup: comp.sys.atari.st
Date: 1989-11-15 21:41:30 UTC
From: matthews@umd5.umd.edu
Message-ID: <5626@umd5.umd.edu>
Source record: 247026

[stuff deleted]
>>a '030 chip at 16MHz!! Reportly this board speeds Spectre GCR
>IIci speeds.
>
>--
>David L. Newton | uunet!marque!carroll1!dnewton | The Raging Apostle--

As stated many times before, Mhz does not have all that much to do with the actual speed. The whole architecture must be taken into account... One thing that slows down Macs is their CPUs handle EVERYTHING. That includes mouse and keyboard activities, floppy/hard disk controls... Really slows things down.

Mike Matthews

2905. Re^2: Random Dribble...

Newsgroup: comp.sys.atari.st
Date: 1989-11-15 21:46:57 UTC
From: landon@Apple.COM
Message-ID: <36515@apple.Apple.COM>
Source record: 247027

From article <24088@cup.portal.com>, by Bob_BobR_Retelle@cup.portal.com:
> Er... read up on your Atari Inc/Atari Corp history... Jack Tramiel obtained
> control of the Atari company with VERY LITTLE cash outlay... essentially
> he took over control of a bankrupt division of Warner Communications and
> sold off the existing warehouse stock at a fraction of its list price value
> to raise cash... he then used that cash to finance the debut of the ST onto
> the marketplace.

Alleged by Leonard Tramiel several years ago (and paraphrased):

CASH? The Warner deal was closed with Jack's American Express card (it was
a friday in New York, and it was after five...).

The Warner Atari wasn't precisely _bankrupt_ -- that's a technical (legal)
term. Rather, it was simply hemmoraging cash; IMHO it wouldn't have
survived another month or two without SOME kind of drastic intervention. In
Warner's shoes, with losses to the tune of a million bucks a day, I'd want
to be rid of it *fast* -- wouldn't you? :-)

--

-- "Mmmph! Urghurmph! Grugmph!"
Landon Dyer, Apple Computer, Inc. "What's he trying to say?"
Development Systems Group (MPW / DSG) "I dunno -- there's a lawyer
NOT THE VIEWS OF APPLE COMPUTER crammed in his mouth."

2906. Re: Gadgets by Small - Possible new '030 add-on board!

Newsgroup: comp.sys.atari.st
Date: 1989-11-15 21:50:22 UTC
From: covertr@force.UUCP
Message-ID: <46dba878.14a1f@force.UUCP>
Source record: 247028

In article <2278@hudson.acc.virginia.edu>, gl8f@astsun9.astro.Virginia.EDU (Greg Lindahl) writes:
> In article <23970@cup.portal.com> Xorg@cup.portal.com
> (Peter Ted Szymonik [quoting dave small]) writes:
>
> [Dave Small's blurb about this maybe-030 upgrade for the ST...]
>
> > We will also "clock" the 68030 processor at a much higher speed
> > than the ST's 68000. The ST runs at 8 mhz (millions instructions /
> > second); we'll go for at least 16 Mhz and possibly more.
>

Actually, I read DaveSmall's articel with great interest. I hope that between Dave Small and Jim Allen they can produce this 68030 addon. One interesting note was that, for the $$, you could get their addon with a 33 MHz 68030. Not that's CHOICE!!!

Rich Covert

2907. Re: BLITZ! Diskette Backup System (Info

Newsgroup: comp.sys.atari.st
Date: 1989-11-15 23:11:00 UTC
From: hedger@inmet.inmet.com
Message-ID: <30200021@inmet>
Source record: 247029

Doesn't matter.....IT'S STILL A COMMERCIAL ADVERTISEMENT!

2908. Avatex 1200hc driver and BobTerm

Newsgroup: comp.sys.atari.st
Date: 1989-11-15 23:18:07 UTC
From: krieg@jupiter.uucp
Message-ID: <1428@mrsvr.UUCP>
Source record: 247030
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I recently upgraded my ST sytem to 2400 baud, and moved my 1200hc to my 130XE. I had previously used Kevin Ledbetter's term program for the XM301 (I used that term program for years, and now I can't remember the name of it). I wanted to use his program for the 850 and P:R: connectors, but I couldn't get it to work. The software was included in my P:R: connector's box, but it wouldn't go. I also tried BobTerm (which everyone tells me is the best) but it also would not work. I have managed to get DeTerm to work. The Ledbetter program has a built in driver, so I don't know how I can get that one to work. I have tried using the driver that works for DeTerm on BobTerm, but the system does bizarre things after the dialing is finished. I have yet to make a connection with it.

Do I need a special driver? Anyone know why Ledbetter's program (Ah, now I remember, 850 Express) doesn't work with the 1200hc? Could someone e-mail me the driver they use for BobTerm? Once again, the system I am using:
* Atari 130XE computer
* P:R: Connector interface
* Avatex 1200hc modem

DeTerm works OK, but I'd like to see if BobTerm or 850 Express are better. Thanks.

--

```
==========================================================================
= The Marvel Historian A. Krieg =
= G.E. Medical Systems - CT - New Berlin, WI =
= USENET: krieg@jupiter.med.ge.com =
==========================================================================
= "Landing gear, landing gear, landing gear. =
= Have a beer, shut the door." - Howard Borden =
==========================================================================
```

2909. how to curtail bashing

Newsgroup: comp.sys.atari.st
Date: 1989-11-15 23:19:04 UTC
From: steveg@com.com
Message-ID: <steveg.89nov15181904@caspian.com.com>
Source record: 247031

I hereby do solemly swear that I will not reply to any posts
that I consider to be 'bashes', 'flames', etc.

Now, if everyone else will just do the same...

So there! I'm not going to play with until you clean up
your act! :-P (Pthhht!)
--

Stephen Goldstein steveg@saic.com
My first Atari system? A 24K Atari 800, Rev. A ROMS, C(not G)TIA graphics
Disclaimer: That's not what I said.

2910. Re: TOS 1.4 Incompatibility List Request

Newsgroup: comp.sys.atari.st
Date: 1989-11-15 23:32:57 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <4315.2561abd9@uwovax.uwo.ca>
Source record: 247032

In article <5440079@hplsla.HP.COM>, andyc@hplsla.HP.COM (Andy Cassino) writes:
> I guess I have an entry for the TOS 1.4 incompatibility list - Turtle 3.0!
> There seems to be a problem creating and deleting folders in TRAMDISK (as
> reported by TTLEXEC). I have tried the newest TRAMDISK from GENIE and
> it doesn't work either.

Are you running Atari's CACHEXXX program? I had a friend who had the
problem you described, and it went away when he took the cache out of
his auto folder. It seems Turtle does some low level disk accesses that
can make the cache confused.
--
Eric R. Smith email:
Dept. of Mathematics ERSMITH@uwovax.uwo.ca
University of Western Ontario ERSMITH@uwovax.bitnet
London, Ont. Canada N6A 5B7
ph: (519) 661-3638

2911. Re: German on the net.

Newsgroup: comp.sys.atari.st
Date: 1989-11-16 01:49:51 UTC
From: cmcmanis%pepper@Sun.COM
Message-ID: <127957@sun.Eng.Sun.COM>
Source record: 247033

In article <24029@cup.portal.com> (dave l smythe) writes:
>Because USENET is a world-wide network, it only makes sense to use
>the international standard language: English. ...

That's what I like about Usenet, you can make a fool of yourself in
front of millions of people and never know they are amused much less
rolling in the aisles. Sorry Dave if you meant to put a smiley face
on your post and forgot it. You should travel to France sometime and
get the language bigotry issue turned around (those french people seem
to believe that _French_ is the international standard language you see ...).

So why do you believe English is the international standard language?
Why isn't it Japanese? Or French, or German for that matter?

--Chuck McManis
uucp: {anywhere}!sun!cmcmanis BIX: cmcmanis ARPAnet: cmcmanis@Eng.Sun.COM
These opinions are my own and no one elses, but you knew that didn't you.
"If it didn't have bones in it, it wouldn't be crunchy now would it?!"

2912. flames

Newsgroup: comp.sys.atari.st
Date: 1989-11-16 01:58:41 UTC
From: mike@pixar.UUCP
Message-ID: <7741@pixar.UUCP>
Source record: 247034

Please lets quench the chest beating and Atari flaming, for a
while anyway, and stick to straight ahead questions and info
about the Atari ST. Hmmm?
--
Mike Russell ucbvax!pixar!mike When the vark gets ard,
the ard get varking.

2913. Loose chip?

Newsgroup: comp.sys.atari.st
Date: 1989-11-16 01:59:51 UTC
From: JJL101@PSUVM.BITNET
Message-ID: <89319.205951JJL101@PSUVM.BITNET>
Source record: 247035

I remember a while ago all the hubbub about loose chips in certain
520ST's....which would cause boot up problems, esp with the disk drive.
I also remember something dropping my ST and that has worked...
ie...seemed to reset a chip and all was ok for a while....which chip
is it? How can avoid ' dropping ' my ST to fix it?

Thanks in advance!

****
* J.J. * JJL101@psuvm.bitnet *
* * Penn State Center for Academic Computing *
* John Lehett * Computational Mathematics *
****

2914. What computer is this?

Newsgroup: comp.sys.atari.st
Date: 1989-11-16 02:42:53 UTC
From: scott@CIE.UOREGON.EDU
Message-ID: <8911160242.AA04982@cie.uoregon.edu>
Source record: 247036

WANTED-- BADLY.

I'm looking to buy a new computer to replace my trusty old Atari ST.
1) It must use the Motorola 68030 or 68040 CPU and be multi-tasking
as standard.
2) It must be very very fast for number crunching and graphics.
3) It must have a very very fast bus that meets the following:
A) The bus must have 32 bit address and data lines.
B) The bus must allow for multiple bus masters.
C) The bus must allow backplanes for extra slots to be added
from one slot.
D) The bus must be a standard that has lots of cheap third
party boards on the market including:
1. A standard graphics board of at least one Mb of
bit mapped resolution.
2. Memory boards for expanding up to the full addressable
limit at full CPU speed.
3. A LAN.
4. Weird and wonderful devices.
4) It must come in a rugged expandable case with a hefty power supply.
5) It must have lots of i/o capability built-in, including:
A) SCSI.
B) Standard Centronics parallel.
C) Serial.
6) It must have a battery backed clock.
7) It must have a full, nice feeling keyboard with cursor keys
arranged for easy use, a numeric keypad, and function keys.
8) It must have a mouse.
9) There must be lots of very fast, cheap, high capacity hard drives
available for it.
10) It must be able to transfer data to/from the hard drives at the
full speed allowed by the drive mechanism.
11) It must have a comfortable internal architecture for programming
with lots of interrupt and i/o control done by support chips.
12) There must be lots of software support for it, including:
A) A cheap, full featured UNIX. (real UNIX)
B) A cheap, really good, ANSI standard C complier with a source
level debugger.
C) A cheap, really good wordprocessor.
D) A cheap, really good desktop publishing program.
E) A cheap, really good CAD program.
F) Many other programming languages.
G) A huge, growing public domain base.
13) It must have really good stereo sound.

14) There must be lots of people using and supporting it.
15) It must be really cheap.

If you have seen this computer around, please tell me. I want to buy it. My phone number is 686-0808, or you can write to scott@cie.uoregon.edu.

2915. My drive won't stop

Newsgroup: comp.sys.atari.st
Date: 1989-11-16 02:56:29 UTC
From: scott@CIE.UOREGON.EDU
Message-ID: <8911160256.AA05125@cie.uoregon.edu>
Source record: 247037

```
/* this space reserved for a senseless quip */

I'm using Mark William's C on a 1 Mb 1040ST. I have all the necessary stuff
in a 650 Kb Rdy ramdisk in the auto folder of a disk. When I boot the disk
this executes and installs my ram disk with all the stuff. In the ram disk
is an auto folder with the Mark William's Micro-Shell which runs and sets up
all my paths and screen attributes, etc. The problem is, after all this my
drive is still twirling around. The drive light has gone out long ago when
the ram disk was done loading, but the drive continues on twirling. What is
the problem? How do I fix it? I notice that if I access the drive in any
way, the drive will do what was asked and then stop like it should, but is
there something the matter that it does this?

------------------------------------------------------------------------
Scott Settlemier Univ. of Oregon scott@cie.uoregon.edu
The opinions expressed reflect in no way those of society.
------------------------------------------------------------------------
```

2916. Re: ST Mouse

Newsgroup: comp.sys.atari.st
Date: 1989-11-16 03:15:35 UTC
From: BGB100@PSUVM.BITNET
Message-ID: <89319.221535BGB100@PSUVM.BITNET>
Source record: 247038

I've see places advertise "replacement" mice for the ST for around $49.
However, if you have access to or know where to get a Commodore Amiga
mouse, it will work if just two wires are interchanged inside the mouse.
I don't remember which two, but I have the info at home. If you or
anyone else wants the info, I can send it or post.

Just another alternative...

P.S. I've tried one and it seems to work quite well (light feeling and
very good response.)

Bruce Blanar

=-=-=-

2917. Re: Anti-Atari Bashing Flame (long - sorry)

Newsgroup: comp.sys.atari.st
Date: 1989-11-16 03:22:20 UTC
From: mark@rpp386.cactus.org
Message-ID: <17312@rpp386.cactus.org>
Source record: 247039

About having a comp.atari.st.tech group:

Would everyone on the net want to have Atari officially answer technical questions on the NET? I have seen other companies start to do this and it distresses me. I feel that the USE NET should be kept the USE NET not the Interactive Systems Net, not the IBM net, not the Atari NET. If they start officially doing their business here, message volume will greatly increase along with phone bills of the non-business nodes that are paying for the business expenses of communications, or rather an alternative to 800 number support lines. (Not saying that Atari has support lines already).

Mark Lehmann :>

--

+-----------------------------------+-----------------------------------+
Mark Lehmann	
mark@rpp386.cactus.org	
{bigtex|texbell}!rpp386!mark	

2918. Re: NeXT (was Re: Vapourware!!!)

Newsgroup: comp.sys.atari.st
Date: 1989-11-16 03:55:40 UTC
From: mark@rpp386.cactus.org
Message-ID: <17313@rpp386.cactus.org>
Source record: 247040

>Check out comp.sys.next for the full & accurate scoop.
>
>(I don't own a NeXT. Heck, I've never even SEEN one. I'm just an interested
>watcher from the sidelines.)

Thanks for the information, Steve. I have heard rumors about the hard drive
being installed in every cube, but I couldn't find a reliable source. I'll
check out comp.sys.next.

By the way, I have seen the NeXT. It was at a computer show in Austin Tx.
The sales representative was from an Apple background and really didn't
know the technical background of the computer, just the names of the software
that the store he represented sold, which was just the operating system.

The Next took a seemingly endless time booting. The optical drive seemed
to really drag. Over all, I wasn't impressed with the machine because of
the demonstrator and because of the slow drive access. I got so board,
that I started to talk to a salesman selling Bottled water for healthy
computer office environments. I won't judge NeXT on that demonstration,
though. I think it was just a bad environment for that machine.

Mark Lehmann :>
--
+-----------------------------------+-----------------------------------+
Mark Lehmann	
mark@rpp386.cactus.org	
{bigtex|texbell}!rpp386!mark	

2919. Re: how to curtail bashing

Newsgroup: comp.sys.atari.st
Date: 1989-11-16 03:59:16 UTC
From: stephen@oahu.cs.ucla.edu
Message-ID: <29227@shemp.CS.UCLA.EDU>
Source record: 247041

In article <steveg.89nov15181904@caspian.com.com> steveg@com.com (stephen harold goldstein) writes:
>I hereby do solemly swear that I will not reply to any posts
>that I consider to be 'bashes', 'flames', etc.
>
>Now, if everyone else will just do the same...

The only reason I don't like this particular solution is that anyone new to Usenet who tunes into our little group will only see one side of the issues discussed. I fear that my silence might eb interpreted as agreement.

Just a thought.

>Stephen Goldstein steveg@saic.com
>My first Atari system? A 24K Atari 800, Rev. A ROMS, C(not G)TIA graphics
>Disclaimer: That's not what I said.

Steve Whitney "It's never _really_ the last minute" (())_-_(())
UCLA Comp. Sci. Grad. Student | (* *) |
Internet: stephen@cs.ucla.edu UCLA Bruin--> { _@_/ }
GEnie: S.WHITNEY `-----'

2920. How much?

Newsgroup: comp.sys.atari.st
Date: 1989-11-16 04:34:12 UTC
From: jacob@cs.brandeis.EDU
Message-ID: <8911170801.AA22654@ucbvax.Berkeley.EDU>
Source record: 247042

Maybe I just wasn't paying attention, but... has anybody ventured a guess as to how much the TT is gonna cost (ballpark) ?

Jacob

2921. Re: MAC emulators

Newsgroup: comp.sys.atari.st
Date: 1989-11-16 07:28:57 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <24110@cup.portal.com>
Source record: 247043

Ed June asks:
>ANYONE know of a mouse 'accelerator' utility that performs like the one on
>the Mac Control Panel?
>I believe it's called proportional control?

The mouse accellerator program called MACCEL, written by Ken B. of Atari
Corp is very similar to the way the Mac mouse works..

The faster you move your mouse, the faster the mouse pointer moves on the
screen.. it's speed is proportional to the acceleration of the mouse.

BobR

2922. back to work.

Newsgroup: comp.sys.atari.st
Date: 1989-11-16 08:02:15 UTC
From: HAHN_K@DMRHRZ11.BITNET
Message-ID: <8911160802.AA25488@ucbvax.Berkeley.EDU>
Source record: 247044

Thanks to Greg and Stephen there's finally a voice of reason to be
heard through the thunder of these annoying flames. No, I don't want
to start another "me too, ma!" but I didn't read this news for some
time now just because I was bored with all these silly flames.
We here in Europe bought A LOT of those nice machines and are pretty
convinced of their power, if I had found that they weren't worth the
money we would have sold our 50 STs and would simply buy other machines.
What I NEED (concerning this news group) is information how to make the
most out of my ST, not blurbs like 'they didn't build THAT in!', you
see? If people are willing to discuss the problems they encounter
when working with an ST I'd be willing to offer the help I can give.
But hearing of design flaws, bad support, rotten hamburgers or the
like is ineffective. This list could be of some help, really, but
it seems to change to a center for disappointed geniuses who didn't
succeed in building their own computer. Say Goodbye to Hollywood.
- Klaus.

2923. Anyone know a good source for ICD adapters?

Newsgroup: comp.sys.atari.st
Date: 1989-11-16 08:02:44 UTC
From: VBRANDT@DBNUAMA1.BITNET
Message-ID: <8911160802.AA25563@ucbvax.Berkeley.EDU>
Source record: 247045

Hello all,

... can someone please recommend a good source (computer store / mail order business) in the USA that will ship to Germany?

I am looking for a good price on the ICD host adapter. I need 3 of them (they are for resale). I once wrote a letter to ICD that was never replied, they sent me their catalog as an answer. So I didn't even try to write them directly.

Thanks for any info. Please reply via email.

Bitnet: VBRANDT@DBNUAMA1 (will go away some day ...) Volker A. Brandt
UNM409@DBNRHRZ1 (alternative) Angewandte Mathematik
UUCP: ...!unido!DBNUAMA1.bitnet!vbrandt (Bonn, West Germany)
ARPAnet: VBRANDT%DBNUAMA1.BITNET@CUNYVM.CUNY.EDU

2924. TCP-IP status (?)

Newsgroup: comp.sys.atari.st
Date: 1989-11-16 08:03:18 UTC
From: ESC1457@ESOC.BITNET
Message-ID: <8911160803.AA25630@ucbvax.Berkeley.EDU>
Source record: 247046

```
'MSG:FROM: ESC1457 --ESOC TO: INFO-ATA--EXTERNAL 89-11-15 13:45:52
To: INFO-ATA--EXTERNAL

From: Coenen, Jean-Pierre
Subject: TCP-IP status (?)
Hi all,
I have downloaded from SIMTEL20's archives the KA9Q package,
some basic features doesn't seem to work properly though.
System in use 520 ST 1 Meg first ROM (0.19), SH205 (20 Meg).
The problem is in the file interface, that is in the filename
built using sprintf, the PC use a slash and the atari should
use a backslash (ie. doubled in fmt string of sprintf).
As the system was crashing quite a bit when trying to get a
smtp between the ST and a PC, I transferred the sources
and it appears that both NET and BM used the same sprintf structure.
Now I have the prospero C (Pascal and FORTRAN also BTW and I like their
compatibility, documentation and user friendly interface) and hacked
the BM sources to have it to work properly (filename) it ... worked
as I do not want to hack the NET sources I was wondering if
it was possible to have a more useable version for the ST.
(BTW I zapped the run time modules trying to change in the code
the slash in double backslash ... guess what ... Bombs 8-).Any help
would be greatly appreciated.

J.P. Coenen, NM9L-ON4KCH /I6
ESC1457@ESOC.BITNET

End of Message
```

2925. Multitasking TOS

Newsgroup: comp.sys.atari.st
Date: 1989-11-16 08:03:31 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <8911151404.AA14503@freya.math.dmswwu>
Source record: 247047

As Allan mentioned, there are a LOT of problems with existing applications on a multitasking TOS (example: these programs, taht malloc all the memory).

A good test for well-behaving programs is Michtrons program 'juggler', which 'simulates' basically a multitasking GEM.

So, wouldn't it be a good idea to make a list of "DO's AND DONT's" NOW. Otherwise, there will never be a multitasking GEM for the ST, because few programs will run.

2926. Booting old RAM TOS from Hard Disk

Newsgroup: comp.sys.atari.st
Date: 1989-11-16 08:04:25 UTC
From: FU8861@DB0ZIB21.BITNET
Message-ID: <8911160804.AA25764@ucbvax.Berkeley.EDU>
Source record: 247048

Hi there?
Is it possible to boot an old RAM TOS from hard disc (ie. put
TOS.IMG on some partition and make the ST boot from the partition).
Any help appreciated
gerd
FU8861@db0zib21

2927. Re: Time to create comp.sys.atari.flames (was Re: RE: Vapourwar

Newsgroup: comp.sys.atari.st
Date: 1989-11-16 08:06:21 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <24111@cup.portal.com>
Source record: 247049

Greg Wageman makes some marginally interesting comments about my posting concerning the "blitter fraud".

In the "Real World (tm)", there are things known as Warranties of Merchantability and Fittness for Purpose. There are also things known as Truth in Advertising, and Fraud.

Both Commodore Business Machines and Atari Corp. have been forced by law to produce products they had promised, but which for their own reasons they didn't want to actually produce. The Commodore-64 CP/M module and the Atari XF-551 Disk Drive are two examples.

If Greg Wageman had been one of the people who had bought an Atari ST based on the promises of the Chief Executive Officer of the company, I'm willing to wager he too would be more than a little upset when the implied contract was broken.

As far as technical details, the "blitter upgrade" had been promised by many different Atari Corp people over a span of several years. It was not something that a stupid executive just happened to blurt out on a TV "talk show". There had been upgrades/daughter boards/motherboard swaps discussed by Atari for years. This created an expectation of performance for those who invested in Atari equipment. Atari obviously expected that a blitter equipped "vented case" 1040 would pass FCC certification because they redesigned the motherboard with a blitter socket position. "Do It Yourself" blitter upgrades are possible *if* you have the right motherboard. That leaves us with the question of why Atari didn't do it themselves...

I'm left wondering how the STE with its "vented case" design can add video enhancements and SIMM memory to 4 Megs and still pass FCC certification if the Blitter would have pushed it over the line.

Sorry if I've exceeded my message allowance by posting this reply, and I'm further sorry if anyone reading this is annoyed that it's not an Atari cheerleader message. I don't much care about a blitter chip and I don't plan to say anything more about the subject. Atari Corp lied to their customers, and that annoys *me*

I *would* be interested to see what would happen if a group of dissatisfied Atari customers decided to challenge Atari in court over this issue.

BobR

2928. Re: Tech Specialties

Newsgroup: comp.sys.atari.st
Date: 1989-11-16 08:26:37 UTC
From: seattle@hydra.unm.edu
Message-ID: <965@ariel.unm.edu>
Source record: 247050

In article <8911150804.AA02823@ucbvax.Berkeley.EDU> MCCABE@MTUS5.BITNET (Jim McCabe) writes:
>
>Being the young freshman that I was, I stupidly sent them the extra
>money. I should have talked to some government business agency about
>them and tried to put them out of business.
>
>Overall, I would stay as far away from Tech Specialties as possible.
>They are crooks, and their hardware is just average, certainly not
>worth the seemingly endless nonsense you have to endure to get your order.
>
>-- Jim

I purchased my Tech Specialties 1MB upgrade from a local dealer here in Albuquerque for $263.07 on March 18, 1988 for my 520ST. This included dealer installation and the clock option.

I have had NO trouble with the unit at all, and am recently thinking of using the UPGRADEABLE aspect of this unit to move on to 2.5MB.

I see no problem. Of course, I'm not dealing directly with Tech Specialties. I am (was) very happy with the service my dealer gave me - if there was a problem with the unit, my dealer would've taken care of it.

By the way, anybody want to buy my old 256k RAM chips? I figure I can make up about 1/2 the cost of my upgrade if I can sell them ($80/free delivery).

Dave

---

seattle@hydra.unm.edu	Kirk - Mr. Spock, Eliminate his heartbeat.
Dadams10@GEnie LotE	"Modern love is automatic" - A Flock of Seagulls
Seattle Live it!	Don't bug the University 'bout nuthin' I've said.

---

seattle@hydra.unm.edu	Kirk - Mr. Spock, Eliminate his heartbeat.
Dadams10@GEnie LotE	"Modern love is automatic" - A Flock of Seagulls
Seattle Live it!	Don't bug the University 'bout nuthin' I've said.

2929. Re: smalltalk

Newsgroup: comp.sys.atari.st
Date: 1989-11-16 09:56:10 UTC
From: rp362@estevax.UUCP
Message-ID: <552@estevax.UUCP>
Source record: 246951

I have a public domain version of Smalltalk, called Little Smalltalk.
This is together with Icon (another language) on a disk, available from
each PD distributor in Germany.
This version is without grafics, i think (I actually did not use it),
solely the language. One my say Smalltalk without grafics is not
Smalltalk, but it is free, just to get a feeling of real Smalltalk.

I know of a professional version of Smalltalk for the ST. I read a review
about that in some german computer magazin. As far as I can remember, the price
would be ca 2000 DM (ca 1100 $), for students and teachers considerably fewer.
It is a complete and stable implementation of Smalltalk-80.
More information can be obtained from georg@unido or georg@unido.uucp.bitnet

Reiner Plaum

2930. German company

Newsgroup: comp.sys.atari.st
Date: 1989-11-16 10:19:52 UTC
From: R.D.Chafer@sysc.salford.ac.UK
Message-ID: <16.Nov.89.10
Source record: 246952

I am trying to get in touch with a German company called
Verlag Heinz Heise GmbH & CokG
in Hannover. A telephone or Fax number would be ideal.

Thanks in advance
Robert Chafer

==========

From: Robert Chafer

Computing Centre Telephone: +44 61 736 5843 x 672 or x7328,
University of Salford,
Salford M5 4WT
UK

E-mail:
JANET: chafer @ uk.ac.salford.sysc
ARPANET: chafer%uk.ac.salford.sysc @ nss.cs.ucl.ac.uk
BITNET: chafer%uk.ac.salford.sysc @ uk.ac
or chafer%uk.ac.salford.sysc%ukacrl.bitnet @ cunyvm.cuny.edu

2931. Purchasing Items from Europe.

Newsgroup: comp.sys.atari.st
Date: 1989-11-16 10:24:08 UTC
From: D.Wade@sysd.salford.ac.UK
Message-ID: <16.Nov.89.11
Source record: 246953

When I started 'home computing' many bits had to be purchsed from the U.S., and in the U.K. the simplest way has always been to us VISA or MasterCard (Known as ACCESS in the UK). The only problems I have had have been with a damaged memory card which the UK Post Office cracked. The only other small snag is you don't actually know the cost until the bill arrives as you normally get the exchange rate on the day its posted to your Visa account. Oh and of course you need to get the sender to put in an invoice or receipt so the PO know how much duty to charge. I don' know how this works in the US but it ought to be itemised. For example when importing Software into the U.K. duty is only payable on the value of the MEDIA it is stored on.
Hope this helps.
Sorry no signature file but replies outside the UK may be sent to:-
D.WADE@D.SALF.AC.UK - Most Places, MS2@UKACRL - Bitnet.

2932. Re: TT vs 386 boxes

Newsgroup: comp.sys.atari.st
Date: 1989-11-16 10:41:11 UTC
From: rjk752@uxf.cso.uiuc.edu
Message-ID: <46300065@uxf.cso.uiuc.edu>
Source record: 246954

Here is some text from the Oct 89 issue of ST Log.

" As most of you know, this is the last issue of this magazine
in its current form. As of next month, ST-LOG will be merged with
ANALOG Computing to form a comprehensive Atari-specific publication. If
you read... The U.S. Atari market is not large enough to support two
Atari-specific magazines from the same publisher. Specifically, advertising,
which provides an important portion of every magazines earnings, is an at
[sic] all-time low.
...
The new ANALOG Computing will be much larger than the magazine
you're holding in your hands. It will contain 132 pages, 48 of which will
be in full color.
..."

2933. Re: GEM help needed

Newsgroup: comp.sys.atari.st
Date: 1989-11-16 10:41:33 UTC
From: rjk752@uxf.cso.uiuc.edu
Message-ID: <46300063@uxf.cso.uiuc.edu>
Source record: 246955

I am a registered MWC purchaser also, and I recieved no notification.
I have heard *rumors only* that there may even be an ANSI "C" version on the
way. Any confirmation ?
As far as apparent bugs. I typed the line setting the environmental
variable TIMEZONE for the Chicago area into my profile. The example given
is for Chicago, but it didn't work even though my built-in clock was set
properly and I typed the example in verbatim. It was off by several hours.
I even had the year set correctly. I found that if I ignored TIMEZONE in
my profile, then it would work properly.
I have version 3.0.5

2934. Re: atari ABC yea or nay ????

Newsgroup: comp.sys.atari.st
Date: 1989-11-16 10:41:49 UTC
From: rjk752@uxf.cso.uiuc.edu
Message-ID: <46300069@uxf.cso.uiuc.edu>
Source record: 246956

/* Written 11:34 pm Nov 12, 1989 by Bob_BobR_Retelle@cup.portal.com in
uxf.cso.uiuc.edu:comp.sys.atari.st */
Some text deleted...

Atari Corp is a toy company which has established a reputation for being
poorly managed, and for its capricious treatment of its users, dealers
and suppliers. While the "Atari ABC" may be the computer of the week now,
you may find yourself holding an obsolete system when they go off after the
next glittering gizmo and leave you with an unsupported orphan next week.
/* End of text from uxf.cso.uiuc.edu:comp.sys.atari.st */

Try to control your passion there, Bob. Take a breath...
I am a computer engineer at the U of Illinios
in Urbana / Champaign. I am using an Atari with 2mb internal memory,
50 meg of hard drive, an 8Mhz 68000, and a (Robotics) courier 2400 to
write this note. I also use it for two of my three classes and to access
the Library Computer system. Don't you think "toy" might be an inappropriate
choice of words. This system will out-perform the majority of the IBM hardware
out in the streets today. In fact the IBM emulator on my Atari has a Norton
SI rating between 2.5 and 3.0 because of the power of the 68000 (RISC
architecture). I can also read and format IBM formatted IBM DD/DS 3.5" disks,
and with some software and a couple of chips could emulate a Mac as well.
I am a month from graduation as a computer engineer, and I consider
the Mega ST2 to be a fairly powerful machine (definitely out of the range of
toy). I would further state that it can clearly outperform any IBM in its
price range for the majority of tasks a home user would want. Do you beg to
differ with me ? I got my system for slightly over $2000. What do YOU
own. I'll bet it's 1) more expensive or 2) less powerfull or 3) another
"toy" computer.
On a similar note, Atari doesn't have a history of producing obsolete
equipment. Do you consider the M68000 to be any more obsolete than the
equally new 80286 technology IBM uses? If and when the TT is delivered, it
will use the 68030, which will still run my 68000 programs. My ST software
library will not be wasted. Please give a name to this "unsupported orphan
product".
On the other hand, you are right about their tendancies to introduce
new ideas into the marketplace before they can back them up with hardware and
also about their lack of support for dealers. Some entities like businesses
who require a full-service shop with personel knowledgeable about the products
would be ill-advised to get an Atari. However, for my personal use, I have
never had to bring an Atari in for service. The Atari has made a lot of
sense for me, and I don't regret having purchased it. In the few cases where
there are trouble though, it will be more difficult (not impossible though,
I have a full-service dealer within 5 miles of where I live for example) to
get repairs. Also, if you want to run protected IBM or MacIntosh software,

then an Atari is out. Overall, though, I'll definitely take my Atari.
P.S. I have used IBM's and Macintosh's quite a bit in school. The IBM's are too expensive and their software isn't nearly as user friendly. The Mac's are black and white on a too-small screen. The Mac II's are very nice, but too expensive. There are my opinions. I think most of us are *quite* familiar with yours by now :)

2935. Re: Atari Support -- a different perspe

Newsgroup: comp.sys.atari.st
Date: 1989-11-16 10:42:05 UTC
From: rjk752@uxf.cso.uiuc.edu
Message-ID: <46300067@uxf.cso.uiuc.edu>
Source record: 246957

/* Written 1:29 am Nov 13, 1989 by Bob_BobR_Retelle@cup.portal.com in uxf.cso.uiuc.edu:comp.sys.atari.st */
Those who have been so helpful here on UseNet have been so on their own time.. and at their own peril.. information from Allen, Ken and the others from Atari has helped to fill the "official" vaccuum from Atari... and yes.. they do deserve the utmost thanks from ALL Atari users...!

In this spirit, I would like to register my formal thanks to those from Atari who have participated in this notestring. I agree that it does help out us poor underinformed users, and take some of the sting out of the rumors that can fly around at times. If Atari doesn't recognize the importance of your presense, that is unfortunate. I think you have helped Atari's rep to some degree as well as collected some feedback from the users for your own information (I know some of it is frustrating). As you are finding, people can jump to the wrong (bad) conclusions if they are not supplied with enough information.

2936. Re: Monitors

Newsgroup: comp.sys.atari.st
Date: 1989-11-16 10:42:16 UTC
From: rjk752@uxf.cso.uiuc.edu
Message-ID: <46300070@uxf.cso.uiuc.edu>
Source record: 246958

/* Written 2:29 pm Nov 13, 1989 by Dave_Ninjajr_Flo@cup.portal.com in uxf.cso.uiuc.edu:comp.sys.atari.st */
I hate to waste net space this way, but does anyone else get as tired as I do reading BobR's negativistic comments? There are a few righteous points, but I've read them all at least a dozen times.....
/* End of text from uxf.cso.uiuc.edu:comp.sys.atari.st */

Guess it must be hard to find NEW complaints all of the time about a company as good as Atari. Thus, they have to rely on old, outdated arguments with vague references to past follies :)

2937. Re: What's wrong with the AMY?

Newsgroup: comp.sys.atari.st
Date: 1989-11-16 10:42:37 UTC
From: rjk752@uxf.cso.uiuc.edu
Message-ID: <46300071@uxf.cso.uiuc.edu>
Source record: 246959

/* Written 12:22 am Nov 13, 1989 by Bob_BobR_Retelle@cup.portal.com in uxf.cso.uiuc.edu:comp.sys.atari.st */

Maybe you're easily satisfied with the three or four Atari magazines that are left in the market... unfortunately, you've got to cross ANALOG and ST-LOG off your list, since Atari Corp's capricious treatment of the US marketplace has forced ANALOG out of business after many years of trying to support Atari.

/* End of Bob's text */

As I pointed out in a previous note, you are quite wrong. Analog and ST-LOG are merging into a bigger, better Analog Computing. I have the October 1989 issue to prove it. If you didn't see my other note, then I can repeat the text from ST-Log again here for your reading enjoyment. Just leave me E-mail or a note.

2938. Re: Anti-Atari Bashing Flame (long - so

Newsgroup: comp.sys.atari.st
Date: 1989-11-16 10:42:52 UTC
From: rjk752@uxf.cso.uiuc.edu
Message-ID: <46300072@uxf.cso.uiuc.edu>
Source record: 246960

Another vote for an end to this consistent Atari-bashing. Maybe
a radical design improvement suggestion or somesuch would be in order, but
beating Atari to death with blunt words over the same issues time after
time is getting very old in a hurry. If you want to put out specs,
please keep any non-constructive (judgement call) comments to yourself.
Some of the Bashers are just plain rude, they know they are just being
petty irritants. Others might not realize they are being repetitive
or talking about products they know little about. I agree with these last
few notes, lets agree to clean up our act and get a little more
constuctive.
Thankyou.

2939. Re: Asst. Dribble....

Newsgroup: comp.sys.atari.st
Date: 1989-11-16 10:43:09 UTC
From: glk01126@uxa.cso.uiuc.edu
Message-ID: <111500059@uxa.cso.uiuc.edu>
Source record: 246961

Only a complete dolt would see the breaking down of the
Berlin Wall as THE oportunity to sell more ataris.

PSYCHE, just kidding, I just wanted to say that my monitor
does that too. Let me know when you have a bug fix ()*_-::()*

(^^roadkill^^)

-Spieu!

2940. Re: ST Mouse

Newsgroup: comp.sys.atari.st
Date: 1989-11-16 10:43:23 UTC
From: glk01126@uxa.cso.uiuc.edu
Message-ID: <111500060@uxa.cso.uiuc.edu>
Source record: 246962

There is also an optical mouse out and a remote mouse (no cable)
that were demo'd at our user group meeting.

-Spieu!

2941. Re: Atari magazines (was Re: What'

Newsgroup: comp.sys.atari.st
Date: 1989-11-16 10:43:36 UTC
From: rjk752@uxf.cso.uiuc.edu
Message-ID: <46300073@uxf.cso.uiuc.edu>
Source record: 246963

Somebody writes:

Just wanted to let you know that Analog/stlog is not going to publish after
the december issue, they have decided to cease publication, it really is to bad
as the new dual format was done nicely
/* End of text from uxf.cso.uiuc.edu:comp.sys.atari.st */

The October issue of ST-LOG definately says differently. It clearly
states a combined Analog Computing magazine is being formed. I guess this
has this changed since the October 1989 (issue 36) ST-LOG?
Where did this information come from, and when ? If true, they
sure didn't give it much time to catch on :)

2942. MIDI record/playback

Newsgroup: comp.sys.atari.st
Date: 1989-11-16 10:43:53 UTC
From: sfn20715@uxa.cso.uiuc.edu
Message-ID: <111500061@uxa.cso.uiuc.edu>
Source record: 246964

I am looking for a public domain program for the ST that would allow
me to capture information from the midi port while I play a synth
i.e. a midi recoder. Hopefully this would also be able to replay the
songs at a later time, no? Actually the idea behind this is to
record a concert on a floppy so that I can send it to a friend on the
net for him to hear. (What a concept!)
Anyway, are there any out there? Could someone direct me to where I could
get it? I can FTP to anywhere, or even mailing would work.
Please reply if you know.
Steve N. sfn20715@uxa.cso.uiuc.edu

2943. Re: TT's VME-slots

Newsgroup: comp.sys.atari.st
Date: 1989-11-16 11:36:37 UTC
From: dnewton@carroll1.UUCP
Message-ID: <861@carroll1.UUCP>
Source record: 246965

>To Richard E. Covert and others of your philosophy:
>one card isn't really that bad anymore - we already have enough ports
>built-in, and that was the primary purpose of one of these interface
>cards anyway - for simple i/o.

Maybe for you, but not for me: I like to experiment, have some data
collection cards goin' in unison, have a coprocessor doing some crunching.

>Any analog-digital converter SHOULD be designed to plug into a DMA, SCSI
>or some other fast port. This way, it won't be computer specific.
>In general, computer specific hardware addons will be a thing of the past.

Since when is VME a computer-specific thingy? Seems to me I've seen a
lot of VME-based computers.
SCSI-basid things would be okay, until you have more than seven. DMA
is great too, but after a few daisy-chains, how do ya' do it? (Don't know
how things are accessed using DMA.)

>I bet that those card slots in the IBMs aren't much faster if they are at
>all).

Cards in the PC that don't do DMA are clocked at 8MHz on the AT.

--
David L. Newton | uunet!marque!carroll1!dnewton | The Raging Apostle--
(414) 524-7343 (work) | dnewton@carroll1.cc.edu | for the future--
(414) 524-6809 (home) | 100 NE Ave, Waukesha WI 53186 | for the world.
"Isn't it fun to take two unrelated sentences and mix the batter lightly?" -me

2944. Re: Want a fast Atari ST...how about a '030 chip?

Newsgroup: comp.sys.atari.st
Date: 1989-11-16 11:41:00 UTC
From: dnewton@carroll1.UUCP
Message-ID: <862@carroll1.UUCP>
Source record: 246966

In article <5626@umd5.umd.edu> matthews@umd5.umd.edu (Mike Matthews) writes:
>[stuff deleted]
>>>a '030 chip at 16MHz!! Reportly this board speeds Spectre GCR
>>--
>As stated many times before, Mhz does not have all that much to do with the
>actual speed. The whole architecture must be taken into account... One thing
>that slows down Macs is their CPUs handle EVERYTHING. That includes mouse
>and keyboard activities, floppy/hard disk controls... Really slows things down.

Don't be yellin' at me, _I_ didn't post that it made it run at IIci speeds,
in fact, I think that I said it wouldn't run at IIci speed. No way no how.
And if you're yelling at me for saying it wouldn't run at IIci speed, that's
pretty silly too, 'cuz as bad as Apple's software is, a 25MHz doin' bad will
still beat a 16MHz doin' good.

--
David L. Newton | uunet!marque!carroll1!dnewton | The Raging Apostle--
(414) 524-7343 (work) | dnewton@carroll1.cc.edu | for the future--
(414) 524-6809 (home) | 100 NE Ave, Waukesha WI 53186 | for the world.
"Isn't it fun to take two unrelated sentences and mix the batter lightly?" -me

2945. Re: BLITZ! Diskette Backup System (Info

Newsgroup: comp.sys.atari.st
Date: 1989-11-16 13:15:58 UTC
From: saj@chinet.chi.il.us
Message-ID: <1989Nov16.131558.8968@chinet.chi.il.us>
Source record: 246967

I LIKE well-done advertising on the net. What I mean by well-done is short (like <= 30 lines), techy and posted only once. If you check the guidelines in news.newusers, you'll find that this is explicitly permitted, too. What I don't like is ads that are long, 'clever', repititious, and posted more than once. I tend to inform posters of 'poor taste' ads by replying to their ads, and so far, they have replied politely and have agreed.
Steve J.

2946. Re: P/D Command Driven OS?

Newsgroup: comp.sys.atari.st
Date: 1989-11-16 13:32:51 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <2757@water.waterloo.edu>
Source record: 246968

In article <73839@tut.cis.ohio-state.edu> <thamer@cis.ohio-state.edu> writes:
>Although the ST DEsktop has its mouse-based advantages, I'm really starting
>to miss the MSDOS/UNIX type abilities to just type CD somewhere or
>run a program anywhere by typing its name or path, or the advantages
>of simple batch files. ....

I know that several have answered this, and most have mentioned GULAM,
but I would like to add this:

I like Gulam, because of its large set of built-in features,
including these, which I think are its major assets:

MicroEmacs, terminal emulator, command line editing,
xmodem file transfer, and shell scripts.

The shell scripts are quite like the cshell I use on the VAX
at the office, and so, for quite a few things, the commmand set
is the same. Where there are differences, I feel that I have
the control, through the use of shell scripts, to make them
enough alike that I feel comfortable and productive in both places.

Those who know UNIX will recognise some commands in the list
below, which I see when I press the HELP key.

```
==============================================================================
beta-test version 1.03.04.05 121887 of
yet another shell for AtariST/TOS

(non-profit redistribution is permitted)

/gulam. Copyright = 1987 pm@cwru.edu

62 built-in commands:
alias dm endwhile help more printenv set ue
cat dirc exit history mson pushd setenv unalias
cd dirs fg if msoff pwd source unset
chmod echo fgrep kb mv rehash sx unsetenv
copy egrep foreach lpr peekw ren te which
cp ef format ls pokew rm teexit while
date endfor gem mem popd rmdir time
df endif grep mkdir print rx touch
==============================================================================
```

In addition to the things here, there have been a few things
distributed over the net that I behave much like UNIX commands
I like. An example of one of these is LV, and later STEVIE,
which are much like "vi" .

I am not sure that UNIX is the best operating system, but I does have some very nice advantages. The fact that GULAM has the same set of commands means a lot to me.

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@water.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

2947. removable, high-capacity drives

Newsgroup: comp.sys.atari.st
Date: 1989-11-16 13:35:03 UTC
From: cjy@uafhcx.uucp
Message-ID: <3424@uafcveg.uucp>
Source record: 246969

Has anyone had any experience with any removable, high-capacity drives for the ST? I recall Supra has an FD-10, or some such, 10 Meg floppy. A company called Westco Electronics advertised a Bernoulli type device, but their phone number is no longer in service. A couple of companies are supposed to be working on 20Meg 3 1/2" systems (not specifically for the ST), but I haven't heard any announcements. So, are there any devices such as this available now? And what has been your experience with them? Thanks for any info.

Calvin Yockey
University of Arkansas
cjy@uafhcx.uark.edu

P.S. I am VERY excited at the prospect of David Small providing a low cost upgrade path to the 68030 and TI Graphics chip! Go to it, Dave!

2948. Re: Atari magazines (was Re: What'

Newsgroup: comp.sys.atari.st
Date: 1989-11-16 13:37:00 UTC
From: hedger@inmet.inmet.com
Message-ID: <30200023@inmet>
Source record: 246970

Again, in the latest issue's editorial the editor goes out of his way
to say that Analog will in fact keep publishing, but analog and ST-log
will be combined (as it is in this iss is does anyone have the real
story ? Are they staying in business or not ?

==
| |
| Keith Hedger : {...!}uunet!inmet!hedger hedger@inmet.inmet.com |
| 'It is a sad, but beautiful world.....' |
==

2949. Bounced mail to Berkeley

Newsgroup: comp.sys.atari.st
Date: 1989-11-16 13:49:01 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <891116.07490041.079416@SFA.CP6>
Source record: 246971

Vance Chin of Berkeley Micro Systems writes:

"Larry,
Since there was all this discusion one the net about what rev to
have on the Seagate ST-296N we decided to buy one. the results are:

When Segate upgraded the "rom rev" of the ST-296N to "REV 8" they
also changed the timing of the SCSI bus. This had the affect of requiring
a faster handshake for each byte. So, if the host board you are using delays
the signal to long it will have to wait for the next transfer phase. This in
turn takes longer to transfer the data block from the drive. On our host board
we used a 1:1 interleave to achieve the maximum data rate with no problems on
a Seagate ST296N rev 8 drive.
This is why Seagate is bemused when you call them up and say " The drive
won't work 1:1 on my system". Seagates tester runs them at 1:1 interleave
inhouse to test them faster.

Vance Chin
Berkeley Microsystems"

Vance,

Thanks for the information about the 296n transfer rate. My only
question at this point is why the SeaGate is the only one with this
difficulty with the various host adaptors?
I'd be willing to buy the Berkeley host adaptor if I knew for sure
that I could get 1:1 to work.
As usual, many thanks... you have always been helpful on the information
department.

Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

2950. Blitz- my impressions

Newsgroup: comp.sys.atari.st
Date: 1989-11-16 14:19:21 UTC
From: U009@CCIW.BITNET
Message-ID: <8911170803.AA22901@ucbvax.Berkeley.EDU>
Source record: 246972

```
Received: from CCIW.BITNET by McMaster.CA; Thu, 16 Nov 89 09:21 EDT
Date: Thu 16 11 89 07:44:00 EST
From: U009@CCIW.BITNET
Subject: Blitz- my impressions
To: Info-Atari16@Score.Stanford.edu (

Hi again. Just a couple of thoughts about the Blitz duplicator.

Great innovation. Ranks up there with the Magic Sac and Spectre as
a great hack. All the more impressive because it's the type of thing:
"Gee, I could have thought of that!" In fact, after the first disk came
off, that's exactly what I thought.

How does it work? It seems to control the "from" drive by the normal
floppy ports, using pulse width modulation (PWM) on the MOTOR ON line to
adjust the floppy rotation speed. It controls the "to" floppy completely
thru the parallel printer port, and I imagine it uses PWM there too. The
program observes the index pulses from both drives and adjusts the rates
so both floppies rotate in synchronism. The read data from the "from"
drive is connected directly to the write data line on the "to" drive (see
table below). When both drives are synchronized, the write gate line is
activated for 1 revolution and all the data is copied to the "to" drive,
keeping all pulse widths and relative timings identical. The routine then
advances to the next track and repeats the operation.

The same process could be used to build a stand-alone duplicator for
5-1/4" drives too. Probably an 8031 or even an 8748 would be all that is
required in a processor. A couple of switches to select 40 or 80 tracks,
1 or 2 sides (or default to 2, it's only an extra 20 seconds) and the 2
drives.

From the previous posting (with signal names added):

> COMPUTER (INTERNAL) COMPUTER
> OR DRIVE 1 (EXTERNAL) DRIVE 2 PRINTER
> OUT PORT IN PORT OUT PORT
> ------------------------------------------------------------------------
> 14 PIN DIN PLUG (MALE) 14 PIN DIN PLUG (MALE) 25 PIN DB PLUG (MALE)
> ------------------------------------------------------------------------
> 1 - Read Data
> 2 --WHITE--------------- 2 - Side 0 Select
> Logic Gnd 3 --VIOLET--VIOLET-- 3 - Logic Ground
> 4 --BLACK--------------- 9 - Index Pulse
> 5 --BLUE---------------- 3 - Drive 0 Select
> 6 --PEACH/BLACK--------- 3 - Drive 1 Select
> 7 --GREEN--------------- 20 - Logic Ground
```

> 8 --BLUE/BLACK---------- 7 - Motor ON
> 9 --YELLOW-------------- 6 - Direction IN
> 10 --WHITE/BLACK--------- 5 - Step Pulse
> Read Data 1 --GRAY--PEACH-- 11 - Write Data
> 12 --BROWN--------------- 4 - Write Gate
> 13 --ORANGE------------- 11 - Track 0
> 14 --RED----------------- 8 - Write Protect
> SHIELD --------------- SHIELD ----------------- SHIELD

Regards, Stu Beal, VE3MWM, (U009@CCIW.BITNET),
National Water Research Institute,
Burlington, Ontario, Canada.

2951. Re: Gadgets by Small - Possible new '030 add-on board!

Newsgroup: comp.sys.atari.st
Date: 1989-11-16 15:02:00 UTC
From: rehrauer@apollo.HP.COM
Message-ID: <46df43a5.20b6d@apollo.HP.COM>
Source record: 246973

In article <46dba878.14a1f@force.UUCP> covertr@force.UUCP (Richard E. Covert) writes:
>Actually, I read DaveSmall's articel with great interest. I hope that
>between Dave Small and Jim Allen they can produce this 68030 addon.
>One interesting note was that, for the $$, you could get their addon
>with a 33 MHz 68030. Not that's CHOICE!!!

Whoa, time-out! I read Dave Small saying he wasn't promising What, Where,
When, How Much or even IF. Let's allow Mr. Small to establish what we will
or won't get for our $$, or come this time next year we'll all be screaming
"Vapor!" at the poor guy. (I also hope he does sell the beast, though I'd
certainly want to know the What and How Much before saying I'd buy one.)
--
>>"Aaiiyeeee! Death from above!"<< | Steve Rehrauer, rehrauer@apollo.hp.com
"Flee, lest we be trod upon!" | The Apollo Computer Division of H.P.

2952. Re: Vapourware!!!

Newsgroup: comp.sys.atari.st
Date: 1989-11-16 15:26:41 UTC
From: jtn@zodiac.ADS.COM
Message-ID: <9802@zodiac.ADS.COM>
Source record: 246974

>How many netters have actually used a NeXT computer or even seen one. Just
>because YOU have not seen one does not mean it does not exist or it is
>vapourware. The same goes for the TT, the ATW, the STACY, the LYNX.

On the subject of future machines, I recenetly read that the
availability of the new "STE and TT" machines would be announced in
Feburary of next year." The STE will apparently be '030 based and
have something like 1000x7000 colour pixels. Cost for one of these
will be about $1,600. That's a fairly amazing price for a 68030 box.

Does anyone have the real dope on when we can expect an '030 Atari
machine in the states and will it really be inexpensive? I've been
thinking about getting something cheap just for music applications
(cheap meaning the Mac is too expensive) and the MEGA fills the bill,
but with the '030 based Atari's just around the corner.... well.

Any details?

John T. Nelson UUCP: sun!sundc!potomac!jtn
Advanced Decision Systems Internet: jtn@potomac.ads.com
1500 Wilson Blvd #512; Arlington, VA 22209-2401 (703) 243-1611

2953. Re: TT and MAC-,PC-emulators

Newsgroup: comp.sys.atari.st
Date: 1989-11-16 15:52:14 UTC
From: jtn@zodiac.ADS.COM
Message-ID: <9804@zodiac.ADS.COM>
Source record: 246975

>I would like to know if the Spectre 128(possibly with the CGR) works
>with the TT? If it doesn't (won't) I'd like to know if there is going to
>be a MAC-emulator for the TT?

I would like to know the same! Will a Mac emulator (Spectre GRC) work
on both the STE and the TT?

John T. Nelson UUCP: sun!sundc!potomac!jtn
Advanced Decision Systems Internet: jtn@potomac.ads.com
1500 Wilson Blvd #512; Arlington, VA 22209-2401 (703) 243-1611

2954. Text in a GEM window (was Re: clarification)

Newsgroup: comp.sys.atari.st
Date: 1989-11-16 15:59:24 UTC
From: steve@thelake.UUCP
Message-ID: <1016890959240347@thelake.UUCP>
Source record: 246976

In article <30200020@inmet>,
hedger@inmet.inmet.com writes ...

>
>While your at it.....how do you get text INTO a GEM window ?????
>

It's not as easy as it looks.

Get the source code for XXED, an ASCII/hexadecimal editor for binary files written by Jim Charlton <charltn@ccm.umanitoba.ca> and distributed recently in the comp.sources.atari.st newsgroup.

Kudos to Jim ... it's the first really substantial chunk of GEM C source code I've seen.

-- Steve Yelvington, up at the lake in Minnesota
... pwcs.StPaul.GOV!stag!thelake!steve (UUCP)

2955. MIDI record/playback (Me too!)

Newsgroup: comp.sys.atari.st
Date: 1989-11-16 16:18:08 UTC
From: engel@irisa.irisa.fr
Message-ID: <1727@irisa.irisa.fr>
Source record: 246977

From article <111500061@uxa.cso.uiuc.edu>, by sfn20715@uxa.cso.uiuc.edu:

> I am looking for a public domain program for the ST that would allow
> me to capture information from the midi port while I play a synth
> i.e. a midi recoder. Hopefully this would also be able to replay the
> ...

I'm interested too !

Jean-Christophe Engel
engel@irisa.fr

2956. evidence? _what_ evidence?

Newsgroup: comp.sys.atari.st
Date: 1989-11-16 16:42:45 UTC
From: davidli@umn-cs.CS.UMN.EDU
Message-ID: <17041@umn-cs.CS.UMN.EDU>
Source record: 246978

In article <24111@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>In the "Real World (tm)", there are things known as Warranties of
>Merchantability and Fittness for Purpose. There are also things known
>as Truth in Advertising, and Fraud.
>
>If Greg Wageman had been one of the people who had bought an Atari ST
>based on the promises of the Chief Executive Officer of the company, I'm
>willing to wager he too would be more than a little upset when the
>implied contract was broken.

I have _never_ personally seen an advertisement from Atari which promised that the 1040ST would have a blitter chip. Moreover, I have _never_ personally heard the CEO of Atari state that a blitter chip would be provided to all 1040ST owners.

I _have_ read numerous rumours over the past 3 years, posted by any number of people, NONE of whom were officially connected with Atari, to the effect that this or that piece of hardware/software was "coming soon" from Atari. It seems to sell magazines ...

I note that the PRELIMINARY review of the 1040ST in Byte magazine _does_ include mention of a blitter chip -- the authors also noted the empty spot on the motherboard for the RF-modulator. I did not purchase a 1040ST based on the review (which, as Byte magazine editors were so careful to point out, was _preliminary_, ie. subject to change).

>As far as technical details, the "blitter upgrade" had been promised by
>many different Atari Corp people over a span of several years. It was not
>something that a stupid executive just happened to blurt out on a TV
>"talk show". There had been upgrades/daughter boards/motherboard swaps
>discussed by Atari for years.

Big question -- was this during the Neil "two weeks" Harris reign of error? And do you have proof that such "promises" were official Atari Corporation press releases, or were they off-the-cuff remarks made in response to questions about the blitter chip to the effect "we're working on it"? Did you get a definite release date and a written committment beyond "we're working on it"? Names, dates and places, please.

I'm pretty tired of hearing about "nameless" officials at Atari who did this or that. If you have evidence, present it, otherwise cease and desist.

> This created an expectation of performance
>for those who invested in Atari equipment.

The "expectation" has been built by countless ST owners passing numerous rumours off as fact.

> Atari obviously expected that
>a blitter equipped "vented case" 1040 would pass FCC certification because
>they redesigned the motherboard with a blitter socket position. "Do It
>Yourself" blitter upgrades are possible *if* you have the right motherboard.
>That leaves us with the question of why Atari didn't do it themselves...

Perhaps they took it to the FCC and it _wasn't_ certified? Without any more information than you've provided, that's the first conclusion that I'd come up with, not the one you seem to prefer -- "it was a marketing scam".

>Sorry if I've exceeded my message allowance by posting this reply, and I'm
>further sorry if anyone reading this is annoyed that it's not an Atari
>cheerleader message. I don't much care about a blitter chip and I don't
>plan to say anything more about the subject. Atari Corp lied to their
>customers, and that annoys *me*

They didn't lie to _me_. I'm a customer. Ergo, your assertion is false, or needs to be modified. But then, I'm the sort of person who purchases a computer for what it can do _NOW_, not what some magazine or well-meaning owner _thinks_ should be available in the future.

Anyone who purchases a computer for what they _think_ might be available in the future is foolish.

>I *would* be interested to see what would happen if a group of dissatisfied
>Atari customers decided to challenge Atari in court over this issue.

Personally, I don't believe they'd have a leg to stand on. Your evidence is hearsay, the technical specifications as released by Atari are not false, and there are any number of ST-oriented magazine articles (which do NOT quote Atari officials) which clearly label some of the things you believe were promised as "rumor" ... Atari cannot control rumor except to state, as they have over the last few years, "we will announce no new product before its time".

By the way -- showing something at COMDEX does _not_ constitute an announcement unless they start distributing technical specifications, as Atari did in Germany with the TT.

-- David Paschall-Zimbel

2957. Hard Drive add-ons and net professionalism

Newsgroup: comp.sys.atari.st
Date: 1989-11-16 16:43:00 UTC
From: JOHNBARNES@ENH.NIST.GOV
Message-ID: <8911170805.AA23057@ucbvax.Berkeley.EDU>
Source record: 246979

In a message to a reader who asks about upgrading his SH204 Hard drive
Ray Wallace piques my curiosity:

1) As a non-SH 204 user I would like to ask what is in the guts of an
SH 204. I assume that it is an Atari Host Adapter with an Adaptec
controller. If this is the case the Seagate drive (say an ST 251)
that would be added on would connect to an extra port on the
controller and would therefore have the same SCSI address as the
original drive but a different LUN number.

2) Might it not also be possible to fashion a daisy-chain cable for the
SCSI connector from the host adapter and go to an embedded SCSI drive?

3)> I am under the impression that ICD's formatting software looks for an
ICD clock at SCSI unit 6 on the bus, a feature that is unique to ICD's
host adapters. Tom Harker told me that this is why they are so
generous in passing out their software, since only owners of ICD host
adapters can use it.

4). The ICD formatting software from ver 4.xxx up is much more user-
friendly than previous versions and is highly to be recommended. I
think that new drives can still be added, but I am not sure of this.
The version 4.2 ICBDBOOT program also aoffers significant advantages
with built-in caching and a fix for the 40-folder problem.

5). Those who are using the HDX program to format drives should be aware
that an updated version is available on most decent BBS's (ver 3.01?)

6). If I were going to do what our correspondent wants to do I would sell my
SH 204 and get an ICD host adapter, a case with a good sturdy power
supply, and a suitable drive (embedded or non-embedded (also needs a
controller). I'll bet that this would be more trouble-free in the
long run. With the ICD host adapter you can also use a longer cable
from the ST to the drive, and this makes a lot of difference.

Wallace's information is certainly nice and clear and quite correct. I am
simply offering another point of view. The tool is called a "vise". A
"vice" is something different.
I subscribe to Steve Goldstein's pledge.

In the June 1989 Current Notes I wrote a column solciting interest in
a professional organization for Atari Users along the lines of DECUS
in the DEC world. This fell on deaf ears in that context and on
GENie, but netland may be more fertile ground.

It would be nice to know how many subscribers INFO-ATARI16 has.

Is there any interest in maintaining a membership roster on one of the archive sites? Perhaps some of our people could post lengthier writeups on technical problems like using TeX and TCP/IP software and hardware for the ST. There are lots of issues like this that could use a more coherent appraoch than the bulletin board system seems to offer. Some of these articles might make it into the Atari press.

I'm sure that the people who are paying for all of this net stuff expect the users to get some solid professional benefit out of it and it would be nice to see professionalism on the paert of the net users get a proper airing.

2958. Re: Modula 2

Newsgroup: comp.sys.atari.st
Date: 1989-11-16 17:04:29 UTC
From: piet@cs.ruu.nl
Message-ID: <2066@ruuinf.cs.ruu.nl>
Source record: 246980

In article <8911150806.AA02970@ucbvax.Berkeley.EDU>, V053QHYX@UBVMSC writes:
`I just d/l'ed and unzood modula 2 from ftp terminator..its all in german?!
`Can anyone translate it??I'll create a new resource file for it if I can find
`smeone to translate it..I'm sure other users would like it also..!!

If you could read German, you would have noted that changing the resource
file is explicitly forbidden. At least it was in the first version (I will
look in the current).
I am afraid I'm too busy translating (well maybe I find some time while I'm
watching the News about the DDR (East Germany)).
--
Piet* van Oostrum, Dept of Computer Science, University of Utrecht
Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands.
Telephone: +31-30-531806 Uucp: uunet!mcsun!hp4nl!ruuinf!piet
Telefax: +31-30-513791 Internet: piet@cs.ruu.nl (*`Pete')

2959. Re: SeaGate 296n information...

Newsgroup: comp.sys.atari.st
Date: 1989-11-16 17:12:13 UTC
From: pegram@uvm-gen.UUCP
Message-ID: <1341@uvm-gen.UUCP>
Source record: 246981

From article <891113.14502027.074992@SFA.CP6>,
by Z4648252@SFAUSTIN.BITNET (Z4648252):
>
> I know that this has been thrashed royally here before, but could
> someone send me the particulars of the problems with the SeaGate 296n
> hard drive mechanism? As I understand it, there is a problem with
> REVISION 8, or is it 7? 1:1 interweave chokes, etc...
Stuff deleted...
> Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

I'm also thinking of getting a 296N, perhaps a synopsis of 296N
problems could be reposted? On the other hand, it might be
better to post a list of problem drives/manufacturers and
sources of info on the problems, and emailing me the
specifics on 296Ns.
Thanks,
Bob Pegram (pegram@griffin.uvm-gen.uvm.edu , if that helps)

2960. TCP/IP for the ST available

Newsgroup: comp.sys.atari.st
Date: 1989-11-16 17:49:17 UTC
From: glenne@hpnmdla.HP.COM
Message-ID: <810019@hpnmdla.HP.COM>
Source record: 246982

For those of you who have written asking for the TCP/IP package
for the ST here is one place to get it.

By anonymous FTP from col.hp.com
look under ka9q/pe1chl

for the ST there are two archive files of interest:

890814st.arc object files
net_doc.arc documentation for this version of the ka9q code

I believe that 890814st.arc is missing 'bm.tos' which is a mailer.
I will try to upload that into this same directory as soon as I can.

Glenn Elmore -N6GN-

N6GN @ K3MC
glenn@n6gn.ampr.org
glenne@nmd.hpcom

2961. Re: General questions (Advertisemen

Newsgroup: comp.sys.atari.st
Date: 1989-11-16 18:27:00 UTC
From: hedger@inmet.inmet.com
Message-ID: <30200024@inmet>
Source record: 246983

I have no problem with small business on the net, as long as they don't ADVERTISE. It is my understanding that no commercial advertising is allowed on this net. I have no problem with the idea of information being passed on the net. What I do have a problem with is blatant commercial advertising. If the 'Blitz' poster had said... "saw the Blitz stuff last week call xxx-xxxx for details" or something like this, I wouldn't have had any problem. But when the ad is layed out with bulletted selling points and slogans and such, it becomes not just a piece of information, but an attempt to sell something.
Granted, this is my opinion and what we're talking about is drawing the line between information and enticing to buy.
In my opinion the 'Blitz' posting was a commercial advertisment and I have no tolerance for commercial ads on the Net.
I did not ask for an ad concerning the networking services on the net, but rather recommendations based on other users experiences. I asked for this to AVOID having to read advertisments.
I think it's fine for people to point other people towards new products and information about these products. The question is- what is the posting intended to do, inform people or try to sell them something ?

==
| |
| Keith Hedger : {...!}uunet!inmet!hedger hedger@inmet.inmet.com |
| 'It is a sad, but beautiful world.....' |
==

2962. Re: General questions (Advertisemen

Newsgroup: comp.sys.atari.st
Date: 1989-11-16 18:31:00 UTC
From: hedger@inmet.inmet.com
Message-ID: <30200025@inmet>
Source record: 246984

As a matter of fact, I've just gone back and looked at the original posting and the word 'Advertisement' is at the end of the title line.

Also, the poster has a banner at the top asking anyone to mention him when and if they call about Blitz.

Sorry, but this is definetly an ad AND is not allowed here.

```
=========================================================================
| |
| Keith Hedger : {...!}uunet!inmet!hedger hedger@inmet.inmet.com |
| 'It is a sad, but beautiful world.........' |
=========================================================================
```

2963. Re: Uniterm Fonts

Newsgroup: comp.sys.atari.st
Date: 1989-11-16 19:50:00 UTC
From: glk01126@uxa.cso.uiuc.edu
Message-ID: <111500062@uxa.cso.uiuc.edu>
Source record: 246985

I remember looking at that feature (<-?), it mentioned something about having to load gdos first. Why would you want to change fonts anyway?

-Spieu!

2964. Re: GDOS - basic information wanted

Newsgroup: comp.sys.atari.st
Date: 1989-11-16 19:57:00 UTC
From: glk01126@uxa.cso.uiuc.edu
Message-ID: <111500063@uxa.cso.uiuc.edu>
Source record: 246986

That GDOS information file was posted on here umpteen million
times. It is available from panarthea and terminator.

-Spieu!

2965. Multi-Switch cable: A review

Newsgroup: comp.sys.atari.st
Date: 1989-11-16 20:19:23 UTC
From: atlas@cbnewsd.ATT.COM
Message-ID: <3151@cbnewsd.ATT.COM>
Source record: 246987

Product Review: Multi-Switch cable for Atari's and Multisync-type monitors
Manufacturer: IB Computers
9244 S.W. Beaverton-Hillside Hwy
Beaverton, OR 97005
(503) 297-8425

Background: I delved into the world of Atari color by purchasing an AT&T CRT329M Multisync-type monitor. In fact it comes off the same assembly line as the NEC monitors and is identical to the II+.

I had planned on having my local Atari dealer make a cable for me; the specs for which have already been broadcast over the net. He turned me on to this new product, Multi-Switch. He gave it to me at cost since he wanted feedback on how it worked. ($US 32.95)

The 4' cable has a 3"x4"x2" box mid-length with a color/mono button. As expected, changing to and from mono and color reboots the system. There are also two RCA jacks on the box for audio-in and audio-out.

Results: What versatility! The monochrome mode is a bit hazy on using multisync but its quite acceptable. The color modes are exhilarating. Crisp and solid displays. 8^)

There wasn't enough juice on the DIN cable to sufficiently power the box, so I was forced to buy a 9v. 500mA adaptor. There is a female-side inlet built into the box, so they must have expected this problem. The last outlet on the power strip thus being eaten up. 8^(

I do miss a volume control on the audio. I have lots of background noise as home (two boys) and can't drown it out anymore. 8^(

Overall, I would rate this as a solid product for those of us who need it. It has it's shortcomings but I consider them minor in light to the versatility provided by the monitor.

- Scott Abderhalden att!golfer!atlas

2966. European BBS Query_

Newsgroup: comp.sys.atari.st
Date: 1989-11-16 20:20:00 UTC
From: glk01126@uxa.cso.uiuc.edu
Message-ID: <111500064@uxa.cso.uiuc.edu>
Source record: 246988

Could some of you people in Europe please mail or post
the numbers of your favorite BBS's over there?

Thanks in advance.

If anyone is interested in a compilation, please respond.

-Spieu!

2967. (none)

Newsgroup: comp.sys.atari.st
Date: 1989-11-16 20:26:57 UTC
From: WOODALLP@VAX1.COMPUTER-CENTRE.BIRMINGHAM.AC.UK
Message-ID: <8911170804.AA22999@ucbvax.Berkeley.EDU>
Source record: 246989

HI FOLKS,
AS PC-DITTO II SEEMS DELAYED (CERTAINLY THIS SIDE OF THE POND IN
MAGGIES KINGDOM (MAY SHE REST IN PEACE (SOON!)) THE OPTIONS SEEM TO BE
SUPERCHARGER OR PC-SPEED. I WOULD GO FOR PC-SPEED EXCEPT THAT IT DOES
NOT SUPPORT MATHS C0-PRO (8087) THUS I WOULD LIKE ANSWERS FROM ANY USERS OF
THE ABOVE DEVICES TO A FEW SIMPLE QUESTIONS.

1) IS IT POSSIBLE TO PUT AN 8087 ON TO PC-SPEED, IF SO HOW EASY IS IS, IF NOT
IS THERE A POSSIBLITY IN FUTURE DEVELOPMENTS.

2)IS THE OLIVETTI SCREEN THAT PC-SPPED EMULATES THE SAME AS THE A.T.&T. 6300
SERIES GRAPHICS DISPLAYS.

3) DOES PC-SPEED WORK WITH HYPERCACHE, NOT WILL ONE BENEFIT THE OTHER BUT WILL
THEY SIMPLY RESIDE IN THE SAME MACHINE WITHOUT CRASHES (MEGA 2).

4) HOW CHEAP IS IT TO UPGRADE SUPERCHARGER TO 1 MEG.

5) DOES SUPERCHARGER WORK WITH ICD CONTROLLERS (ST-WORLD SAID IT DOESNT).

IF ANY EUROPEAN READERS (OR AMERICAN COME TO THINK OF IT) CAN ANSWER THESE
THEN PLEASE DO (ESPECIALLY HANS-JORG SACK IF HE READS THIS).

THANKS PHIL WOODALL

WOODALLP@UK.AC.BHAM.VAX1

UNIVERSITY OF BIRMINGHAM DEPT OF ELECTRICAL ENGINEERING

2968. Atari Post Loss of $5.4 MILLION in Third Quarter

Newsgroup: comp.sys.atari.st
Date: 1989-11-16 20:38:47 UTC
From: jvance@bonnie.ics.uci.edu
Message-ID: <1989Nov16.123847.4119@paris.ics.uci.edu>
Source record: 246990

This is HOT off the press. I thought everyone on the Net might like
to know.

OTC 11/15 0956 ATARI POSTS LOSS OF $5.4 MILLION IN THIRD QUARTER

SUNNYVALE, CA (NOV. 15) PR NEWSWIRE - Atari Corporation (AMEX: ATC) reported the results of operations for the third quarter ended Sept. 30, 1989.
Net sales for the quarter were $81.4 million compared to $98.8 million for the like quarter last year. The net loss was $5.4 million compared to net income of $.9 million. Net sales for the nine months were $253 million compared to $300 million for the like period last year. There was a net loss of $1.8 million compared to a net income of $12.1 million for the like nine months last year.
Sam Tramiel, president and chief executive officer, said "This has been an encouraging yet difficult quarter for Atari. Towards the end of the quarter we began shipping many new products which represent our future. For example, we started shipping Portfolio, our new hand held MS DOS command compatible computer, and the Megafile 44, our new removable media hard disk drive. Also, during the quarter, we began shipping the STE computer, an improved version of our core ST product. Additionally, during the fourth quarter, we expect to start shipping Lynx, the new hand held color LCD video game system. However, to reflect the dramatic drop in component prices, especially semi-conductors and disk drives, the company has taken a special charge during the quarter of approximately $10 million in respect of such inventory."
Tramiel also stated, "With the shipment of new products and less volatile DRAM costs in the fourth quarter, we anticipate normalization of margins as and when the inventories of older products are sold. Portfolio production is ramping up now as planned. Initial sales appear consistent with our expectations."
Atari Corp. is one of the largest companies in the world manufacturing personal computers and video games systems. Atari headquarters are located in Sunnyvale.
CONTACT: Greg Pratt of Atari Corp., 408-745-2349

--
Joachim
~~~~~~~~~~~~~~~~~~~~~~~~~~~~ What do my .sig and UCI have in common? |
| jvance%bonnie@ics.uci.edu | - - - - - - - - - |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~ They're both Under Construction Indefinately.|

2969. Re: SeaGate 296n information...

Newsgroup: comp.sys.atari.st
Date: 1989-11-16 20:50:19 UTC
From: ramsiri@blake.acs.washington.edu
Message-ID: <4480@blake.acs.washington.edu>
Source record: 246991

In article <1341@uvm-gen.UUCP> pegram@uvm-gen.UUCP (pegram r) writes:
>From article <891113.14502027.074992@SFA.CP6>,
> by Z4648252@SFAUSTIN.BITNET (Z4648252):
>>
>> I know that this has been thrashed royally here before, but could
>> someone send me the particulars of the problems with the SeaGate 296n
>> REVISION 8, or is it 7? 1:1 interweave chokes, etc...
> Stuff deleted...
>> Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>
>
>I'm also thinking of getting a 296N, perhaps a synopsis of 296N
>problems could be reposted? On the other hand, it might be

ROM 8 Does NOT format 1:1 successfully... sure it will run.. if
a 57K/sec DTR is satisfactory for you !

The older ROM 7 drives (hard to find these days) will format 1:1
and give you about 550 K/sec.

Seagate recognized the problem with ROM 8's and, I believe,
successfully rectified it. I vaguely recall reading about a ROM 12?

Perhaps someone else can fill in at this point, as i dropped
following the Seagate drives when i ran into the ROM 8 problem
last February.

-kevin
ramsiri@blake.acs.washington.edu

2970. PROG-A16 being moved

Newsgroup: comp.sys.atari.st
Date: 1989-11-16 21:35:07 UTC
From: SOFPJF@UOGUELPH.BITNET
Message-ID: <8911170807.AA23275@ucbvax.Berkeley.EDU>
Source record: 246992

The BITNET-addressable list that contains the binaries posted in
INFO-ATARI16 (very few these days, more on that later), is being moved
to LISTSERV@UOGUELPH. The CANADA01 node has been moved to University
of Toronto.

I started PROG-A16 2 or 3 years ago to archive binaries posted to
the discussion list. It has served a purpose during a time that we
were all very hungry for programs. The binaries are no longer being
posted, and I guess I'm not as 'hungry' as I ued to be. I used to
put UniTerm on it whenever Simon sent me a copy, and I had a few
other 'feeds', but lately I've been rather lax about keeping new
programs up on the server (sorry).

There have been other BITNET-addressable servers around, but they
were either sparse (SILMARIL@FINHUTC) or 'wierd' (ATARINET in Texas,
that only listens to 'messages', which is OK for people directly on
BITNET, but only if all nodes between you were 'up').

Lately, of course, there's the excellent Panarthea (Thanks SG!), which
is a complete 'mirror' of the mysterious (to us RSCS'ers) comp.binaries.st.

I see little future in keeping PROG-A16 running, unless it is as an
'echo repeater' for Panarthea. (I've lost Steve's address, so I hope
the rest of you don't mind a small personal here...)
Steve, If you read this, what do you think of this idea? It would
offload your machine somewhat, but I have no idea how busy it is.
I could set up the server so that it archives all files you send to
PROG-A16@UOGUELPH.

For the rest of you: Any comments? Please reply direct (I repeat:)
Please reply direct: SOFPJF@UOGUELPH.BITNET or SofPJF@VM.UoGuelph.CA

2971. Re: TOS 1.4 Incompatibility List Request

Newsgroup: comp.sys.atari.st
Date: 1989-11-16 21:41:45 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440083@hplsla.HP.COM>
Source record: 246993

```
|>I guess I have an entry for the TOS 1.4 incompatibility list - Turtle 3.0!
|>There seems to be a problem creating and deleting folders in TRAMDISK (as
|>reported by TTLEXEC). I have tried the newest TRAMDISK from GENIE and
|>it doesn't work either.
|
|There must be more to this than TOS 1.4. I have been using 3.0 with TOS 1.4
|for several months, without so much as a hiccup.
|
|Incidentally, the new RAMdisk on GEnie is aimed at a single specific
|problem, which occurs with version 4.0 and higher of ICD's disk driver.
|It has no impact on anything else. It is backward compatible with all
|other systems.
|--
|*George R. Woodside - Citicorp/TTI - Santa Monica, CA
|*Path: ..!{philabs|csun|psivax}!ttidca!woodside
|----------
```

Well, looks I'd better go try it again! I've already had a couple of rounds at it, but I'm still missing something.

I am using ICDBOOT.PRG 4.2.0. I have tried disabling all my AUTO programs and ACC's. I tried disabling the boot program's cache (this previously allowed me to use TURTLE with ICDBOOT 4.1.8 in TOS 1.2).

I will have another go at it tonight. I'll try all the above again, and then try going back to earlier versions of ICDBOOT. Guess I'll even try booting off of floppy. Something's gotta work!

%%%

2972. Re: Gadgets by Small - Possible new '030 add-on board!

Newsgroup: comp.sys.atari.st
Date: 1989-11-16 23:03:11 UTC
From: nemeth@gpu.utcs.utoronto.ca
Message-ID: <1989Nov16.180311.23182@gpu.utcs.utoronto.ca>
Source record: 246994

Whats so great about Dave Small's vapourware product? There is a german board out called PAK68 - full documentation, full schematics, full ROM modifications that has been out for well over a year now and is relatively cheap. Its a 68020 with space for floating point processor. Sounds pretty good to me and is available now!

2973. Re: Atari magazines (was Re: What'

Newsgroup: comp.sys.atari.st
Date: 1989-11-16 23:24:29 UTC
From: AIN1496E@merrimack.edu
Message-ID: <12155@merrimack.edu>
Source record: 246995

In article <46300073@uxf.cso.uiuc.edu>, rjk752@uxf.cso.uiuc.edu writes:
> Somebody (thats me) writes:
>
> Just wanted to let you know that Analog/stlog is not going to publish after
> the december issue, they have decided to cease publication, it really is to bad
> as the new dual format was done nicely
> /* End of text from uxf.cso.uiuc.edu:comp.sys.atari.st */
>
> The October issue of ST-LOG definately says differently. It clearly
> states a combined Analog Computing magazine is being formed. I guess this
> has this changed since the October 1989 (issue 36) ST-LOG?
> Where did this information come from, and when ? If true, they
> sure didn't give it much time to catch on :)

I heard this rumour so I sent email to Art Leyenberger, one of the
people involved in Analog, and he said that the rumour was true and that
even though they did the dual format, that Larry Flint (the owner of Analog)
decided that the December issue would be the last for Analog/Stlog.

2974. (none)

Newsgroup: comp.sys.atari.st
Date: 1989-11-16 23:38:08 UTC
From: ELLIS_MP@P1.LANCSP.AC.UK
Message-ID: <8911170806.AA23241@ucbvax.Berkeley.EDU>
Source record: 246996

```
SUBSCRIBE INFO-A16 ELLIS_MP
```

2975. Re: GEM help needed

Newsgroup: comp.sys.atari.st
Date: 1989-11-17 00:17:28 UTC
From: dynasoft!john@stag.UUCP
Message-ID: <1989Nov17.001728.16040@stag.UUCP>
Source record: 246997

I normaly wouldn't respond to this since Keith posted that he had the answer to his problem. Unfortunately his message indicates that he may not have the whole answer (and since the problem is partialy of his own doing) I felt obligated to try to set things straight... I appologise in advance if Keith does understand this and I'm "explaining" without being asked... (even if I am anyway... :^)

[hedger@inmet.inmet.com writes...]
>
> Got it! I am posting this in case anyone else out there gets bitten.
> First of all, the main problem was in fact user error. None of the
> docs that I had mentioned that when you are in medium resolution you
> can only use 4 colors (I knew that), but they also failed to mention
> that you can also use only the FIRST four colors.

Serious question.. Which four colors would you expect?

> These are supposed to be 0=black,1=white,2=red, and 3=green.

They normaly are...

> Not so, in fact 0=black,1=white,2=green and 3=blue. Anything else
> returns white. It never occurred to me to just try each color in
> order, big mistake it turns out.
> Anyway, that's the answer to this problem and I am going to call
> Mark Williams and let them know they have what appears to be a
> documentation error.

The color numbers used by the vsf_color function only refer to the individual pallet numbers from the current color pallet, not to some absolute color code. MW should have made this clear in their manual.

The "0=black,1=white,2=red, and 3=green" -are- the default colors. MW also should have made it clear in their manual that these are the "normal" colors you get from those pallet values, not absolute colors. (I'm rather suprised and disapointed in the MW phoneline support if this answer wasn't obvious to them...) If you've gone and changed the default colors (using a control panel or similar utility), then you're not going to get the colors MW listed for a normal setup...

Medium rez allows 4 colors on-screen at a time. Unless you're good with interrupts and assembly language, that's the limit, period... Unless your program alters the color pallet instead of just selecting colors from the current pallet, the colors your program will show on the screen are going to be whatever default screen colors you've chosen to use for your machine...

PS: If you do choose to alter the color pallet, then please take the time to read the default pallet on entry to your program and restore all of the default pallet entries on exit. (There aren't many programs that become very popular that alter the users chosen screen colors without putting them back before exiting...)

John Stanley <dynasoft!john@stag.UUCP>
Software Consultant / Dynasoft Systems

2976. 68030 processor upgrade project

Newsgroup: comp.sys.atari.st
Date: 1989-11-17 00:23:38 UTC
From: dhe@uafhcx.uucp
Message-ID: <3425@uafcveg.uucp>
Source record: 246998

In article <3424@uafcveg.uucp>, cjy@uafhcx.uucp (Calvin Yockey) writes:
>
> P.S. I am VERY excited at the prospect of David Small providing a low cost
> upgrade path to the 68030 and TI Graphics chip! Go to it, Dave!

ME TOO! Does anybody out there knows if David Small as access to this
newsgroup? If so, does anyone have his mail address?

-Dave

2977. BOP questions

Newsgroup: comp.sys.atari.st
Date: 1989-11-17 00:28:30 UTC
From: jg@hpldola.HP.COM
Message-ID: <11830064@hpldola.HP.COM>
Source record: 246999

I recently purchased a used version of the original version of
BALANCE OF POWER (Thanks, peter!). I'm very impressed with the
game but a have a few questions which are not dealt with in the
manual:

1) The game appears to be copy protected, at least none of the
copys I made ran, they all bombed. It runs fine from the
original disk. Has anyone made a backup or do I have to run
from the original?

2) If I have to run from the original, then I should probably
keep the original physically write protected, right? If this
is true, then I have a few questions:

a) When the game starts, it tries to write a file to the disk,
since the disk is write protected, I get the "cancel retry"
dialog. At this point I can either cancel at which point
the game seems to proceed normally, or I can switch disks
at which point the game writes a "SAVEDGAM" file and continues.
Which method do you use?

b) How can I replay a saved game if it is on a different disk
than the game itself? I've tried choosing "load game" in the
BOP startup screen, but if I switch disks before pressing
"load game" or after, the system seems to lock up,
any suggestions? So far I cannot replay a game as there is
not enough room on the original disk to save a game (even
if I did feel safe removing the write protection on the disk).

c) There is a a:\a\savedgam file on the game disk, is this
somehow involved in saving games (if so, what a poor name
for the file!).

3) Often, when I try to get "history" on a country, the system will
crash with three bombs (address error). Does this happen to everyone
or is it my configuration (1040STf, TOS 1.0, fatspeed.prg, foldr080.prg)?

As I said the game itself is great, it's just the outer shell (copy
protection, no way to replay a saved game, no documentation on how
to replay a game, etc.) that is a bother.

Thanks for any help
Joe Gilray

2978. Re: Vapourware!!!

Newsgroup: comp.sys.atari.st
Date: 1989-11-17 01:56:10 UTC
From: jdutka@wpi.wpi.edu
Message-ID: <5678@wpi.wpi.edu>
Source record: 247000

1000x7000 PIXELS? You sure about that?

+-------------------------+---+
John A. Dutka (jdutka)	You've heard of the SI system of units, and the
WPI	British system of units. Well, now, we've got
100 Institute Road	the WPI System of Units (WSU). More later.
Box 2308 +---+
Worcester, MA 01609-2280	BITNET: jdutka@wpi.bitnet
United States of America	INTERNET: jdutka@wpi.wpi.edu
(508) 755-7128	USENET: husc6!m2c!wpi!jdutka
+-------------------------+---+

2979. Degas driver for HP Deskjet?

Newsgroup: comp.sys.atari.st
Date: 1989-11-17 02:38:55 UTC
From: eckmann@cs.ucsb.edu
Message-ID: <3039@hub.UUCP>
Source record: 246851

Also nice would be something to translate Degas .PI? to .IMG

Pointers appreciated.

- + - - - - - - - - - - - - - - - - -
surface mail: | email:
Steve Eckmann | eckmann@hub.ucsb.edu
Department of Computer Science |

2980. Stuff for sale

Newsgroup: comp.sys.atari.st
Date: 1989-11-17 03:32:49 UTC
From: clf3678@ultb.UUCP
Message-ID: <1626@ultb.UUCP>
Source record: 246852
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,misc.forsale

I've still got the following items for sale:

I still have about 15 Atari 850 interfaces for sale. Includes power supply and documentation (written by myself). Price is $40 plus $5 shipping.

Zenith 5.25 inch disk drive for the ST. It's brand new, includes a data cable (built in) and a built-in power supply. I got a few of these from a friend of mine (he owns a computer store). Also included is a disk containing the needed drive access-time program and a formatting program. If you have PC DITTO, you need a 5.25 inch drive! The drive is only $140 plus $10 shipping.

If interested, contact me through one of the below routes.

Chris Freemesser, Rochester Institute of Technology :BITNET:%clf3678@RITVAX
||| _____________ :GEnie: C.FREEMESSER
||| /___ / (and 8-bit too!) :USENET: Don't bother,
/ | \ ______/ / : it doesn't work
Call the A.C.O.R.N BBS (716)436-3078, 300/1200 baud :<-or my BBS

2981. AssemPro any good?

Newsgroup: comp.sys.atari.st
Date: 1989-11-17 03:34:45 UTC
From: clf3678@ultb.UUCP
Message-ID: <1627@ultb.UUCP>
Source record: 246853

I'm looking to start programming on the ST. I would prefer to use
Assembly over a high level language, but am not sure of the best package
to get. I've heard AssemPro is quite good. Anybody have any comments
on this or another package?

The price I've seen is about $40 from MicroTyme. I know these folks are
good, and the price looks right.

Chris Freemesser, Rochester Institute of Technology :BITNET:%clf3678@RITVAX
||| _____________ :GEnie: C.FREEMESSER
||| /___ / (and 8-bit too!) :USENET: Don't bother,
/ | \ ______/ / : it doesn't work
Call the A.C.O.R.N BBS (716)436-3078, 300/1200 baud :<-or my BBS

2982. Re: Vapourware!!!

Newsgroup: comp.sys.atari.st
Date: 1989-11-17 03:47:39 UTC
From: koreth@panarthea.ebay.sun.com
Message-ID: <34785@grapevine.uucp>
Source record: 246854

In article <9802@zodiac.ADS.COM> jtn@ads.com (John Nelson) writes:
>On the subject of future machines, I recenetly read that the
>availability of the new "STE and TT" machines would be announced in
>Feburary of next year." The STE will apparently be '030 based and
>have something like 1000x7000 colour pixels. Cost for one of these
>will be about $1,600. That's a fairly amazing price for a 68030 box.

Shall we shoot him now, or torture him before we put him out of our
misery?

" !" - Marcel Marceau
Steven Grimm Moderator, comp.{sources,binaries}.atari.st
sgrimm@sun.com ...!sun!sgrimm

2983. Re: SH 204 Upgrade

Newsgroup: comp.sys.atari.st
Date: 1989-11-17 06:03:42 UTC
From: jheddy@jhunix.HCF.JHU.EDU
Message-ID: <3321@jhunix.HCF.JHU.EDU>
Source record: 246855

The SH204 case will hold a 5.25" half-height hard drive, a type which
is readily available from any manufacturer that makes hard drives. The
drive must support MFM encoding and the ST512 interface. You can use
a 3.5" hard drive in the SH204, but you must use brackets to expand the
form-factor to that of a 5.25" drive; my SH204 had a Tandon TM263 3.5"
drive mechanism, which was in a framework that fitted the drive into
the 5.25" slot provided. Also, check the power supply in your SH204;
I found a 40W supply in mine, which seems to be sufficient to power a
Seagate ST251-1, the Adaptec 4000A SCSI controller, and ASCI-SCSI adapter.
Anything below that wattage is not guaranteed to do the same . . .

--
Jared Brennan <jheddy@jhunix.hcf.jhu.edu> BITNET: JHEDDY@JHUNIX,JHUVMS
ARPA: jheddy%jhunix@hopkins.ARPA UUCP: allegra!hopkins!jhunix!jheddy
"How many pins could one stick in the head of an angel?"
--
Jared Brennan <jheddy@jhunix.hcf.jhu.edu> BITNET: JHEDDY@JHUNIX,JHUVMS
ARPA: jheddy%jhunix@hopkins.ARPA UUCP: allegra!hopkins!jhunix!jheddy
"How many pins could one stick in the head of an angel?"

2984. Re: atari ABC yea or nay ????

Newsgroup: comp.sys.atari.st
Date: 1989-11-17 06:07:00 UTC
From: mitsolid@acf5.NYU.EDU
Message-ID: <370001@acf5.NYU.EDU>
Source record: 246856

A question deserves an answer:

/* acf5:comp.sys.atari.st / rjk752@uxf.cso.uiuc.edu / 5:41 am Nov 16, 1989 */
>
>I am using an Atari with 2mb internal memory,
>50 meg of hard drive, an 8Mhz 68000, and a (Robotics) courier 2400 to
>write this note. ...
>This system will out-perform the majority of the IBM hardware
>out in the streets today. In fact the IBM emulator on my Atari has a Norton
>SI rating between 2.5 and 3.0 because of the power of the 68000 (RISC
>architecture). ...
>
>I would further state that it can clearly outperform any IBM in its
>price range for the majority of tasks a home user would want. Do you beg to
>differ with me ? I got my system for slightly over $2000. What do YOU
>own. I'll bet it's 1) more expensive or 2) less powerfull or 3) another
>"toy" computer.

Allow me to differ with you.
A system with:
- A 286 at 12Mhz. SI rating 15.3 Landmark rating 15.1
- 4 MB of RAM
- 66MB 25ms 1:1 interleave hard drive (should tr. at >400Kbytes/sec)
- VGA 640x480 and 16 colors.
- 1.2 Mb floppy, 2 serial, 1 parallel, real time clock etc.
- 2400 bps modem (no advantage here)
- 8 expansion slots (4 available).
- runs multiple DOS sessions under desqview.

costs (1862+100+50+320) $2332 without looking for great bargains.
(advertised items)
It is 1) as expensive and 2) much more powerfull and 3) much more professional.

BTW I own a 1040 ST which was one of the best choices when I got it.
I am using it as a terminal and it is excellent (many thanks Simon!).

Send personal mail only if you want more info on the above AT.

Thanasis

PS Some people remind of the mice dancing when the cat is out. 8->
Remember, silence is not agreement. It may be just boredom.

"If you pray hard enough, water will run uphill. How Hard?
Why, hard enough to make water run uphill, of course!" R. A. Heinlein

Internet: mitsolid@csd2.nyu.edu (mitsolid%csd2.nyu.edu@relay.cs.net)
UUCP : ...!uunet!cmcl2!csd2!mitsolid

2985. Re: atari ABC yea or nay ????

Newsgroup: comp.sys.atari.st
Date: 1989-11-17 07:20:27 UTC
From: suhonen@tukki.jyu.fi
Message-ID: <2029@tukki.jyu.fi>
Source record: 246857

In article <46300069@uxf.cso.uiuc.edu> rjk752@uxf.cso.uiuc.edu writes:
>
>/* Written 11:34 pm Nov 12, 1989 by Bob_BobR_Retelle@cup.portal.com in
uxf.cso.uiuc.edu:comp.sys.atari.st */
Some text deleted...

>SI rating between 2.5 and 3.0 because of the power of the 68000 (RISC
>architecture). ^^^^
^^^^^^^^^^^^
The MC68000 is FAR from RISC!!!! It is absolutely a CISC processor!

> I am a month from graduation as a computer engineer, and....
If only I where you professor, I'll would kick you out of the University!!
Almoust draduated computer engineer, and does not know NOTHING about
processors... Where is the word goning to?????

Some text deleted...

Timo

PS: English is not my native lasnguage...

--
Timo Suhonen suhonen@tukki.jyu.fi
Disclaimer: The text above is from my left brain cell. The right one is for
SeX and Drugs and Rock'n Roll. Al K. Hall has eaten the others...

2986. Blitz copy cable and utility

Newsgroup: comp.sys.atari.st
Date: 1989-11-17 08:02:40 UTC
From: U009@CCIW.BITNET
Message-ID: <8911170802.AA22776@ucbvax.Berkeley.EDU>
Source record: 246858

>Subject: Blitz! Floppy Backup available (Advertisement)
>
>BLITZ is a revolutionary new back-up system for the Atari ST computer.
>BLITZ uses ONLY a special cable and software to back-up your software at

I built up the cable illustrated in the original posting and thought I would
send off to the company mentioned for the software, $2.00 and you can't
go wrong, right?
Then on a hunch, I called up a local, major BBS (Canada Remote Systems,
if you must know) and found 2 (yes TWO) versions of the software in the
utilities area. One is obviously the initial version and the other is an
enhanced, Turbo version.

First, here are some tidbits from the .DOC and .TXT files in the archives:

"
" THE HAPPY KILLER
" BLITZ COPIER
"
"
" Are you ready for a $22.00 copier that will copy as good, or in most
" cases better, than a $150.00 cart? Yes?? Well then, Blitz is

The wiring diagram also appeared as a drawing file suitable for printing
with PICSW7:

" ....That's it! Just print out the BLITZ.PC3 or BLITZ.IMG file and you'll
" see how to hook up the printer plug into the drive cables.
"

and...

"=-=
"=-=
"=-=-= =-=-=
"=-=-= INTRODUCING =-=-=
"=-=-= =-=-=
"=-=-= DUPLI-TWIX BLITZ ST DISK DUPLICATOR =-=-=
"=-=-= =-=-=
"=-=
"=-=
"
"(The following product was introduced and demonstrated at the
"WAACE DC AtariFest, October 7-8, 1989.)
"
"Are you tired of running ProCopy or ACopy on your latest $39 or

"$59 program or game only to find that you can't make a backup of

and...

"Magic Media Research in conjuction with 1st STOP Computer Systems
"Ltd is gearing up for production and distribution of the fastest,
"most reasonably priced disk duplicator for the Atari ST available
"anywhere!
"
" What does it do?
" ccccccccccccccc
"It copies disks. Fast. Copy protection and all. It even copies
"some disks that the Discovery cartridges have trouble with. Our
"Discovery cart took 15 minutes and 40 tries to back up our
"Populous disk. It took DupliTwix less than half a minute! Our
"Discovery cart wouldn't back up our Batman disk at all. Dupli-
"Twix did it in less time than it takes the ST to format a disk!
"
"Sorry, but you can't put Mac ROMs into DupliTwix (OK, Dave?).

Well, it does what it says... I backed up my copies of Populous and
Bloodwych in 25 seconds each. And they booted immediately.
To be honest, Populous duped with the first? version of the program
but Bloodwych wouldn't, so I used the Turbo mode on it. That worked fine
(and was faster too). Populous was tried on the Turbo mode and it too
worked fine.

One minor hitch with the turbo software: it takes a long time to exit
back to the desktop. The disk directory windows re-open quickly but
no files are drawn into them for quite a while. I thought it had crashed.
I am running a .5 MB 520 with a Supra 20 hard drive.
It's not much of a problem, though, because you usually want to disconnect
the drive and reboot to check the backup anyway.

I took a good look and there appears to be no licencing or restrictions on
re-distribution, so the software could be uploaded. I would check on any
local BBS's first, also GEnie or C'serve. I will go back to my archives and
read the suggestion about submissions on the BITNET side and follow up. In
the meantime, If you are seriously in need, I could E-mail a UUEncoded
file to you (too many requests might clog us up, though... one hop to the
main nodes is only 2400 baud). If you are asking for the file, please
indicate if you would be willing to re-mail for me if I send you a net
name and address.

PS the original posting showed a 36 pin plug for the printer output
port. It is a 25 pin plug but the pins are numbered correctly... pins
26 - 36 don't exist. The listing of interconnections is right, the
assignment of colors to the plug given is numbered right but positioned
wrong. The drawing file in the archive is correct.

Regards, Stu Beal, VE3MWM, (U009@CCIW.BITNET),
National Water Research Institute,

Burlington, Ontario, Canada.

2987. Good news for non-German speaking Turbo C fans !

Newsgroup: comp.sys.atari.st
Date: 1989-11-17 08:02:59 UTC
From: VBRANDT@DBNUAMA1.BITNET
Message-ID: <8911170802.AA22801@ucbvax.Berkeley.EDU>
Source record: 246859

Hello all,

... good news for nen-German speaking Turbo C fans!!

I called Borland Germany last friday and talked to the coordinator of
Turbo C beta testing. He said that Borland Germany still has no plans to
offer Turbo C/ST in the USA (I didn't ask why :-). But they are currently
looking for a British or US publisher to produce an English version of the
manual, so that they can offer an English version of the Turbo C package.

I had offered to organize a bulk order of Turbo C and ship it to the US,
and a few people said that they'd be interested. My offer still stands, but
I now propose to wait until Borland Germany comes up with an English version.

What do people think? In the past, Borland Germany has kept such announce-
ments, so I guess one could trust them to deliver in this case as well.

If you don't want to wait and still want a German Turbo C 1.2 *now* or
the much-improved 2.0 in January (?), feel free to email me.

Note: I'm sorry that I haven't replied to all ppl interested in TC,
I'm currently being flooded with email. I have noted all your names and email
addresses, though (if your mail ever reached me :-)

PS: Ignac Kolenko, how the #3!! do I get email to you????

Bitnet: VBRANDT@DBNUAMA1 (will go away some day ...) Volker A. Brandt
UNM409@DBNRHRZ1 (alternative) Angewandte Mathematik
UUCP: ...!unido!DBNUAMA1.bitnet!vbrandt (Bonn, West Germany)
ARPAnet: VBRANDT%DBNUAMA1.BITNET@CUNYVM.CUNY.EDU

2988. Re: Gadgets by Small - Possible new '030 add-on board!

Newsgroup: comp.sys.atari.st
Date: 1989-11-17 09:07:32 UTC
From: ins_bac@jhunix.HCF.JHU.EDU
Message-ID: <3322@jhunix.HCF.JHU.EDU>
Source record: 246860

In article <1989Nov16.180311.23182@gpu.utcs.utoronto.ca> nemeth@gpu.utcs.UUCP (Gabe Nemeth) writes:
>Whats so great about Dave Small's vapourware product? There is a german
>board out called PAK68 - full documentation, full schematics, full ROM
>modifications that has been out for well over a year now and is
>relatively cheap. Its a 68020 with space for floating point processor.
>Sounds pretty good to me and is available now!

Available now...well could you post more info for us non-europeans.
I'd be interested in seeing some specifics on this..
compatibility, speed increase, etc

thanks
-Ajay Choudhri
ins_bac@jhunix.HCF.JHU.EDU
ins_bac@jhunix.UUCP

2989. SH205 upgrade

Newsgroup: comp.sys.atari.st
Date: 1989-11-17 12:20:50 UTC
From: t19@nikhefh.nikhef.nl
Message-ID: <560@nikhefh.nikhef.nl>
Source record: 246861

I am halfway in adding a second mech to my SH205. Unfortunately it is not as straightforward as it seems:
1) It does not fit easily (just a cm missing)
2) The powersupply will not spin up both disks simultaneously (50W, 1.6A on the 12V is not enough for 2 Tandon TM262). Got another one.
3) I get weird errors and a hung-up bus as soon I try to access lun1, even without the second drive attached.
Can anyone offer any help? The same set-up worked fine for a friend with an SH204.
Thanx a 1.D6,
Geert Jan van Oldenborgh

2990. Re: GDOS - basic information wanted

Newsgroup: comp.sys.atari.st
Date: 1989-11-17 13:18:18 UTC
From: ballier@blnosz.UUCP
Message-ID: <278@blnosz.UUCP>
Source record: 246862

In article <8911141500.AA10674@jade.berkeley.edu> VCD51661@DS0RUS54.BITNET writes:
>Hello, out there in netland!
>
>From time to time the same question seems to appear on the net:
>What is GDOS, and more important: How can i use it? Did i miss
[.....]
>Again, every hint is welcome.
>
Every hint is welcome: for me too.

2991. Re: GEM help needed

Newsgroup: comp.sys.atari.st
Date: 1989-11-17 15:06:34 UTC
From: saj@chinet.chi.il.us
Message-ID: <1989Nov17.150634.982@chinet.chi.il.us>
Source record: 246863

I've spoken with Mark Williams tech support a few times. One thing that came out was that the minor version number x in MWC 3.0x indicates distribution channel, not software differences (I'm not exactly sure, but I think 3.05 is software store, 3.06 is upgrade from version 2 and 3.09 is direct purchase from Mark Williams Co). Other than that, their manual is full of enough errors and omissions to choke the net repeating, but very few of them are real show-stoppers. The solution is to let them know when you find one, and NEVER to use only a single source for documentation on TOS (which is where most of the mistakes are).
I strongly suspect that the effort needed to produce an ANSI compliant MWC would be within the capabilities of the company. It's mostly a question of whether they could make a worthwhile amount of money on it. I would almost certainly purchase it, even as a new compiler rather than an upgrade, and even with GNU C available. Another thousand people as crazy would probably be a good start.
Steve J.

2992. Re: Vapourware!!!

Newsgroup: comp.sys.atari.st
Date: 1989-11-17 15:29:31 UTC
From: jtn@zodiac.ADS.COM
Message-ID: <9823@zodiac.ADS.COM>
Source record: 246864

In article <34785@grapevine.uucp> koreth@panarthea.ebay.sun.com (Steven Grimm) writes:
>Shall we shoot him now, or torture him before we put him out of our
>misery?

Now now now, let's be patient. This is what I read in a UK mag. I know the STE is out already in Europe and not available here. The announcement will be made in Feburary. If you have better information then share it with us.

Considering that Atari Corporation refuses to tell me ANYTHING about these boxes, it shouldn't be surprising that a lot of vapour is floating around. Quite rude too.

Since I posted the article on the STE I've discovered that it is really much more scaled down than the TT. Apparently it will have a mere 1 meg internal RAM with a better colour pallete and an 8-bit PCM sound chip AND SIMM slots... APPARENTLY. Who knows what Atari will announce.

John T. Nelson UUCP: sun!sundc!potomac!jtn
Advanced Decision Systems Internet: jtn@potomac.ads.com
1500 Wilson Blvd #512; Arlington, VA 22209-2401 (703) 243-1611

2993. Floppy Problems After 4 MB Memory Upgrade on OLD 1040ST

Newsgroup: comp.sys.atari.st
Date: 1989-11-17 16:55:16 UTC
From: U009@CCIW.BITNET
Message-ID: <8911180803.AA17628@ucbvax.Berkeley.EDU>
Source record: 246865

Received: from CCIW.BITNET by McMaster.CA; Fri, 17 Nov 89 11:45 EST
Date: Fri 17 11 89 11:10:00 EST
From: U009@CCIW.BITNET
Subject: Floppy Problems After 4 MB Memory Upgrade on OLD 1040ST
To: Info-Atari16@Score.Stanford.edu (

I posted a request for info to the net a while ago and I thought it
might be time to update y'all:

> Back in early May, I purchased and installed a Datafree Industries 4
> MB upgrade card into my (old) 1040 ST.
> .....
> Since I use the system about 95% in the Mac emulation mode with a
> Spectre cartridge, I didn't notice anything wrong at all. I could read
> and write floppies (Spectre and Mac format with a Translator-1)
> without problems. It appears, however, that there is a problem on the
> Atari side under GEM. If I try to copy files to the floppy, the system
> will most often re-boot (like I hit the RESET switch) at some point
> during the first file.
>
> .... info about power supply deleted ....

and from some email I sent to glk3593@iuvax.cs.indiana.edu

> ..... It might be that my
> TOS (quite early) doesn't support >1MB properly. I am expecting the
> V1.4 TOS ROMs soon and if it makes a difference, I will post to the net
> and probably directly to you.

Well, the 1.4 ROMs arrived and after installation, the system acted
exactly the same. Spectre operations worked flawlessly while desktop
copies under GEM bombed quite reliably.

I recently opened the 1040 again and removed the high 2 MB bank and
re-enabled the old .5 MB bank on the motherboard. The problems have
apparently completely disappeared!!!! I copied >80 small files to a
floppy (till it errored out because it was full!) several times under
the desktop on GEM and the Spectre operation hasn't given any problems
either (except for the reduced memory size).

Might I ask if Mr. Pratt and/or Mr Townsend might enquire of the
'hardy boys' (thanks Tracy) in the back room if there was an early
problem with the MMU which might have shown up at exactly 4 MB of
memory (an off-by-one error in the decoding or something)?

I'm thinking of re-cycling the 1040 (sans extra memory) thru the
classifieds and looking for a current model if there isn't a simple

chip swap fix.

Regards, Stu Beal, VE3MWM, (U009@CCIW.BITNET),
National Water Research Institute,
Burlington, Ontario, Canada.

2994. European Atari Magazines

Newsgroup: comp.sys.atari.st
Date: 1989-11-17 17:12:51 UTC
From: sbrown@bgsuvax.UUCP
Message-ID: <5169@bgsuvax.UUCP>
Source record: 246866

With all the talk about the quality of European magazines as compared
to American magazines(which I always thought sucked) I was wondering if anyone
could post a list of magazines availible. This list should contain all the
information neccessary to get a subscription. I am personally interested in
any UK or German magazine. My German isn't that good but should be good
enough to understand the magazines. Thanks in advance.

```
*****************************************************************************
* - The people of the earth stood waiting *
* Watching as the ships came one by one *
* Setting fire to the sky as they landed *
* Carrying to the world Children of the Sun *
* Billy Thorpe *
* *
* -Scott F. Brown *
* *
* sbrown@andy.bgsu.edu.uucp *
*****************************************************************************
```

2995. Re: Gadgets by Small - Possible new '030 add-on board!

Newsgroup: comp.sys.atari.st
Date: 1989-11-17 17:17:37 UTC
From: mike@system.Cambridge.NCR.COM
Message-ID: <550@system.Cambridge.NCR.COM>
Source record: 246867

In article <1989Nov16.180311.23182@gpu.utcs.utoronto.ca> nemeth@gpu.utcs.UUCP (Gabe Nemeth) writes:
>Whats so great about Dave Small's vapourware product? There is a german
>board out called PAK68 - full documentation, full schematics, full ROM
>modifications that has been out for well over a year now and is
>relatively cheap. Its a 68020 with space for floating point processor.
>Sounds pretty good to me and is available now!

Is this a crock of S*** or what? Somebody starts talking about making a board that will help the ST and what happens ... somebody starts jumping on him for having vaporware !!! Gees, the guy has just said is is going to consider do something ... he hasn't even said for sure that he will do it and he gets jumped on.

Be real, at least give the guy a chance ... if you want another product, go for it - no problem, but don't jump on Dave. He's trying to do something positive for the ST. He has a proven record of succeeding at what he tries also.

Dave --- keep up the good work, the ST needs more people like you !!!

mike

2996. Re: What does the TT Buy me??

Newsgroup: comp.sys.atari.st
Date: 1989-11-17 17:37:55 UTC
From: matthews@umd5.umd.edu
Message-ID: <5640@umd5.umd.edu>
Source record: 246868

In article <24002@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
[stuff deleted]
>Atari Corp is making a lot of noise about IBM compatible "pocketable"
>computers, and "handheld" video games. They are *NOT* doing anything
>useful for their base of computer owners. Of course they can make money
>anywhere they want to.. that's their right under our free enterprise system..
>but.. do we as owners of their outdated technology have to kiss up to them??
>
As if you're doing anything useful for the computing industry! The only thing
messages like that do is waste net bandwidth. And make readers fed up with all
of this whining. If you don't like it, don't take it and LEAVE. I'm a little
fed up with what Atari has been doing too. I was hoping for a TT, but now I
doubt I'll buy one. I WILL NOT, HOWEVER, BASH THE COMPUTER JUST BECAUSE IT
ISN'T UP TO MY SPECIFICATIONS.
>
>BobR

Mike Matthews

2997. Re: SH 204 Upgrade

Newsgroup: comp.sys.atari.st
Date: 1989-11-17 18:05:16 UTC
From: tomas@m2cs.uu.no
Message-ID: <1989Nov17.180516.5325@m2cs.uu.no>
Source record: 246869

jheddy@jhunix.HCF.JHU.EDU (Jared Brennan) writes:
> The SH204 case will hold a 5.25" half-height hard drive, a type which
>is readily available from any manufacturer that makes hard drives. The
>drive must support MFM encoding and the ST512 interface. You can use
>a 3.5" hard drive in the SH204, but you must use brackets to expand the
>form-factor to that of a 5.25" drive; my SH204 had a Tandon TM263 3.5"
>drive mechanism, which was in a framework that fitted the drive into
>the 5.25" slot provided. Also, check the power supply in your SH204;
>I found a 40W supply in mine, which seems to be sufficient to power a
>Seagate ST251-1, the Adaptec 4000A SCSI controller, and ASCI-SCSI adapter.
>Anything below that wattage is not guaranteed to do the same . . .

I upgraded my SH204 to 100MB more than a year ago. I replaced the
Adaptec 4000A controller by a 4070 RLL controller, removed the Tandon
TM262 20MB MFM disk (and sold it), and put in two Seagate ST157R 50MB
RLL disks. This all fits just about into the SH204 case. And I didn't
encounter any problems with this setup or the power supply so far. The
only problem I had were quite some bad blocks on one of the disks, but
that's a whole different story ...

Tomas
--
Tomas Felner
Modula-2 CASE Systems AS | Internet: tomas@m2cs.uu.no
Maridalsveien 139 | Phone: +47 2 379784
N-0461 Oslo 4, Norway | FAX: +47 2 356448

2998. another type of editor

Newsgroup: comp.sys.atari.st
Date: 1989-11-17 18:17:00 UTC
From: BD05@DKAUNI2.BITNET
Message-ID: <"89-11-17-10:17:19.70*BD05"@DKAUNI2.BITNET>
Source record: 246870

Hello all, I want to check if there is a market for another editor, or better: an EDITOR and SHELL in one program (64kB). It looks very similar to NEWLIB running on top of TSO on IBM mainframes at DESY (the best editor/shell in the IBM mainframe world I have ever seen). Since most of you won't know this one: it looks still close to XEDIT under VM/CMS, or KEDIT for compatible PCs, or (but only slighly) to ISPF/PDF. It has a line number field at the left, linecommands, powerful editor commands like ALL, EXCLUDE, OVERLAY, SORT..., it has variable tabbing, zone-selection, various find-modes, it offers fast(*) parallel editing of large files, use of ALL 255 displayable characters in the ST-8bit-ASCII extension, execution of PRG, TTP, TOS, WEX (exec or "batch"), many shell commands like RESHOW, DIR (fullscreen!), CD, MD, ERASE, RENAME..., 64 user-defined function keys and/or custom commands, 26 programmable keys (for any keystrokes), and it works around all those nasty bugs in TOS 1.0/1.2 without you noticing it. It also has many "little goodies", like keyclick-control, screen-invert, hex-octal-decimal text display, hex-input, continuous size-display (lines/kB/free RAM), key-status display (CAPSLOCK, INSERT...). However, I didn't find a place where the mouse could be helpful. Finally, it allows flexible custom exec-files: I use CLG to make an executable with LASER C, or TEXD to invoke TeX with german hyphenation, or UNCR to remove double-CR's and trailing blanks produced by our KERMIT, or ABKSORT to sort abbreviations ignoring punctution and case, or FILEL to list a date/time ordered directory, or FIRSTWORD to invoke 1stWORD in its proper directory holding the RSC-file, or PLAY to invoke any of the games installed on my harddisk, or UUDEARC to invoke UUD and ARC consecutively, or ARCHIVE to ARC a whole subdirectory and copy it to disk, ... (just a subsample to illustrate what can be done).

(*) It comes close to TEMPUS in most functions, except for screen display, which takes 0.3 s for one completely new screen on a SM124 monitor--but 3 screens in one second is sure faster you can read, and reaching line 16000 of a 32000-lines-file takes no more time than advancing one line.

Now my question: Is there any interest in this product, except by me (of course I wrote it to satisfy all my demands, but yours may differ)? Would you buy it? At what price? Or is everybody happy with EMACS-like editors or mouse-editors and Gulam or the Desktop? Any suggestions how to get it out with a useful manual (it would be of no use for you without manual, except for the basic features all other programs offer as well), in a reasonable time, although my spare time for this project is very limited?

if you feel addressed, please reply via E-mail

Roland Waldi, bd05@dkauni2.bitnet

2999. Re: TOS 1.4 Incompatibility List Request

Newsgroup: comp.sys.atari.st
Date: 1989-11-17 18:47:44 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440085@hplsla.HP.COM>
Source record: 246871

Yay, I got Turtle running last night. The problem was the DOS/FAT buffers in the ICD boot program. Once their size was set to 0, everything ran fine. This lines up with reports of conflicts with CACHENNN, which also uses DOS/FAT buffers.

Thanks for everybodys' help on this!

%%%

3000. Re: Languages!!!

Newsgroup: comp.sys.atari.st
Date: 1989-11-17 18:52:40 UTC
From: gilmore@vms.macc.wisc.edu
Message-ID: <2700@dogie.macc.wisc.edu>
Source record: 246872

In article <3289@jhunix.HCF.JHU.EDU>, esp_05@jhunix.HCF.JHU.EDU (Stdnt 05) writes...

>Strikes me that older versions of GFA Basic are in the public domain.
>Although I don't know a whole lot about it because I don't use it, it
>strikes me that it has full GEM support, and that it's really easy to
>use. The one time I looked at it, I was also impressed by its editor.
>If I used BASIC I would probably be happy with it. (I must say, way
>back when I got my 520ST in what, '86 I guess, ST BASIC was a real
>disappointment.)

Well, GFA is currently one of my 2 regularly used languages (assembly w/
Assempro the other). The editor is, quit simply, the best I have ever
used on any system, for any language. I have used a lot of editors in my
time (vi, EDT, EMACS variants, ...), but I now find the
autoindenting, syntax-checking, atuo-capitalization indispensible. The
language is pretty good, too. Buying the current revision is a good
idea, as it has a CASE, and supports more variable types (byte, short
int, etc.) The ability to import ASCII is nice too (I have a few tools
which output ASCII for importation). It's rather fast as well, and there
is a compiler which is fairly good.

I wouldn't reccommend it for professional projects, but it works well as
a prototyper, or for those throwaway programs which are needed quickly.

>Eric Ruck

+---+
| Kitakaze Tatsu Raito Neil Gilmore internet:gilmore@macc.wisc.edu |
| Jararvellir, MACC, UW-Madison bitnet: gilmore@wiscmac3 |
| Middle Kingdom Madison, Wi |
+---+

3001. Re: AssemPro any good?

Newsgroup: comp.sys.atari.st
Date: 1989-11-17 19:42:43 UTC
From: gilmore@vms.macc.wisc.edu
Message-ID: <2701@dogie.macc.wisc.edu>
Source record: 246873

In article <1627@ultb.UUCP>, clf3678@ultb.UUCP (C.L. Freemesser) writes...

>I'm looking to start programming on the ST. I would prefer to use
>Assembly over a high level language, but am not sure of the best package
>to get. I've heard AssemPro is quite good. Anybody have any comments
>on this or another package?

>The price I've seen is about $40 from MicroTyme. I know these folks are
>good, and the price looks right.

I use Assempro regularly, and have done so for more than 2 years.

The assembler works quite well, compiling anything I gave it easily.
However, my style is not common in that I seldom use include files of
the C sort; that is, lists of equates and defines. This style works well
for Assempro for 2 reasons: 1, the included macro libraries are not
worth the effort of using. I think that the author produced libraries
for his own use, and I find them useless. 2, the debugger can't tell
which name you equated to a number very well. It appears to use the
first occurence in debugging, which can be confusing. I generally use
include files for logically related portions of source code. I would
reccommend it as it appears to be one of the most inexpensive commercial
assemblers around, and works well for the price.

One warning: it uses a few constructs which are not Motorols standard, I
think it's the directives for setting portions to even addresses, but
I've had no problems.

>Chris Freemesser, Rochester Institute of Technology :BITNET:%clf3678@RITVAX
(rest of sig deleted)
+---+
| Kitakaze Tatsu Raito Neil Gilmore internet:gilmore@macc.wisc.edu |
| Jararvellir, MACC, UW-Madison bitnet: gilmore@wiscmac3 |
| Middle Kingdom Madison, Wi |
+---+

3002. Re: Tech Specialties

Newsgroup: comp.sys.atari.st
Date: 1989-11-17 20:16:43 UTC
From: RICHARD@jane.uh.edu
Message-ID: <4976@jane.uh.edu>
Source record: 246874

In article <965@ariel.unm.edu>, seattle@hydra.unm.edu (David G. Adams) writes:
> In article <8911150804.AA02823@ucbvax.Berkeley.EDU> MCCABE@MTUS5.BITNET (Jim McCabe) writes:
>>
>>Being the young freshman that I was, I stupidly sent them the extra
>>money. I should have talked to some government business agency about
>>them and tried to put them out of business.
>>
>>Overall, I would stay as far away from Tech Specialties as possible.
>>They are crooks, and their hardware is just average, certainly not
>>worth the seemingly endless nonsense you have to endure to get your order.
>>
>>-- Jim
>
> I purchased my Tech Specialties 1MB upgrade from a local dealer here in
> Albuquerque for $263.07 on March 18, 1988 for my 520ST. This included
> dealer installation and the clock option.
>
> I have had NO trouble with the unit at all, and am recently thinking of
> using the UPGRADEABLE aspect of this unit to move on to 2.5MB.
>
>
> Dave

I must agree with Dave, I and several of my friends here in the Houston area have the Tech Specialties memory upgrades and have been VERY happy with them. The only problem that I have run into was a bad clock board on my first board which my dealer replaced on the spot.

Richard Coggins
University Of Houston

3003. Re: European Atari Magazines

Newsgroup: comp.sys.atari.st
Date: 1989-11-17 21:11:36 UTC
From: davidli@umn-cs.CS.UMN.EDU
Message-ID: <17096@umn-cs.CS.UMN.EDU>
Source record: 246875

In article <5169@bgsuvax.UUCP> sbrown@bgsuvax.UUCP (Scott F. Brown) writes:
> I was wondering if anyone
>could post a list of magazines availible. This list should contain all the
>information neccessary to get a subscription. I am personally interested in
>any UK or German magazine. My German isn't that good but should be good
>enough to understand the magazines. Thanks in advance.

While I don't know the details for any of the paper-based magazines from Europe, I _can_ give you information on a disk-based magazine from Europe, called ST News.

The latest issue, volume 4 number 4, contains a lot of text resulting from a 3-week tour the editors made of England's software houses (and some other programmers in England). It also has about 30 minutes of computer music AND 4 demo programs (as well a couple of graphics ...) One of the demos is a 4-voice digital synth, another is from the designer of Tower Topple (I *think* that's the U.S. version title) -- a "preview" of another game the programmer is working on.

Generally, articles on the disk include reviews of European software, hints for some adventure games, and minor to major technical articles on programming -- for example, the past 4 or 5 issues included tips on including music in programs and working with some of the graphics that are used to create demos.

There isn't a subscription, per se. I arranged with the editors to provide copies of ST News to folks in the U.S.A., and have all back-issues currently available. I've posted the information several times in various places, but have never seen much response.

Anyway, to get the latest issue (the 25th "anniversary" issue, vol. 4, no. 4), you can send a blank double-sided disk and a STAMPED, self-addressed envelope to:
David Paschall-Zimbel, P.O. Box 13038, Minneapolis, MN 55414

If you prefer, our local user group will send you a disk (and notify you when the next issue is available) for $3.00. Part of the money pays for the disk and postage, and the rest is split 50/50 with the editors of ST News to compensate for the expenses they have in producing the disk in the first place.

-- David Paschall-Zimbel

3004. Re: What's going on at COMDEX???

Newsgroup: comp.sys.atari.st
Date: 1989-11-17 21:28:53 UTC
From: david@bdt.UUCP
Message-ID: <177@bdt.UUCP>
Source record: 246892

I didn't see any other replies, so I'll post briefly what I saw.

The booth is in the West Hall; it seems like it's near where past Atari booths have been. It's not huge, but it was pretty good sized.

I didn't see everything, but here are the things that stick out:

* Spectre GCR, running on a Moniterm Viking monitor. Very nice. It also was running from a removable cartridge. This is the area in the Atari booth that seemed to attract the most attention.

* There were a number of TT systems, running simple demos mostly. (It reminded me of those early days of the 520 before there were any real programs). The CPU portion was a small flat type box, with some humps on it. They all had color monitors, many of which were really blurry. The package isn't as ugly as I had heard; it looks OK. It was hard to tell the real performance with just the demos running.

* A European company was showing an "Industrial Mega". They have basically put a Mega on a couple of small boards and packaged it for an industrial card cage. The guy said that it costs about $2000.

* There was a demo of PageStream. The output looked nice, but I really don't know too much about the program.

* An assortment of CAD programs were shown, nothing that really stood out. They had a pen plotter hooked to one of them.

* A few DTP programs. Usual stuff.

* Turbo16. Fast.

* SGSnet. A MIDI based network. I have this now. It looks pretty real. MIDI isn't very fast, but it does seem to work pretty well. It uses BNC type cables between nodes and has a box at each node which connects to MIDI. $169 for 2-user and $109 for each addl. node.

* JRI was showing GenLock and other boards. John now has a board with GenLock, 4096 colors, and some other stuff all in one. He was also showing a setup for GenLock directly on your color Atari monitor. This looked really nice.

* Some games were also shown. I didn't look that close.
One was another F16, one was a Ferarri driving game.

* MIDI stuff - the usual as far as I could tell.

The general mood regarding Atari around the show was sort
of glum. It's hard to describe. It seemed like a lot of
people were looking at the Atari booth as if they were looking
at somebody lying in a hospital bed with a terminal disease.

There was a get together put on by Atari Wednesday night.
I must say it was very nice. They have a new guy (well
actually a couple of new guys) - big surprise huh?

One of the new guys is handling Developer support. He
gave a speach saying how he knows things are bad and that
they are going to be better in the future. The thing is,
it was a little different than some of the similar speaches
made in the past. They mentioned specific things they
are going to do and the new guy Charles Cherry seemed a
lot more sincere than Sig ever did. I will still wait for
actions to back up these words - but I must say I am a
little bit encouraged by what he said.
--
David Beckemeyer (david@bdt.UUCP) | "Lester Moore - Four slugs from a .44
Beckemeyer Development Tools | no Les, no more."
478 Santa Clara Ave. Oakland, CA 94610 | - Headstone at Boot Hill
UUCP: {uunet,ucbvax}!unisoft!bdt!david | Tombstone, AZ

3005. COMDEX

Newsgroup: comp.sys.atari.st
Date: 1989-11-17 21:29:24 UTC
From: ramsiri@blake.acs.washington.edu
Message-ID: <4507@blake.acs.washington.edu>
Source record: 246876

I went to my local dealer minutes ago to get a
laser printout.

While waiting, the owners of the store called from Las Vegas,
having spent the last several days taking in the new products.

The TT? The owners said that Atari made a very bad
move by displaying DESKSET II (?)... in their words,
it was "dogmeat"... "very slow". They said it didn't make
a good impression, obviously.

Furthermore, ATARI would NOT give a release date. All they would
say was: "It's available in Canada and in Europe."

Another vote for Dave Small and Jim Allen! DO IT !

And Greg L, you're right, all the bashing in the world
won't change a thing.. particularly when dealing with ATARI..
they really don't give a damn.

-kevin
ramsiri@blake.acs.washington.edu

3006. COMDEX

Newsgroup: comp.sys.atari.st
Date: 1989-11-17 21:46:48 UTC
From: ramsiri@blake.acs.washington.edu
Message-ID: <4509@blake.acs.washington.edu>
Source record: 246877

```
Forgot to mention in last post...
Dealer says the TT/2 lists for 3K.
Seems strange to have a list price for
something that isn't available.

-kevin
ramsiri@blake.acs.washington.edu
```

3007. Re: P/D Command Driven OS?

Newsgroup: comp.sys.atari.st
Date: 1989-11-17 22:36:13 UTC
From: bremner@cpsc.ucalgary.ca
Message-ID: <2113@cs-spool.calgary.UUCP>
Source record: 246878

I have a whole bunch of these, and gulaam is my favourite.
Combination of csh/sh. As a die hard c-shell (on Unix) user, I can use
gulaam quite comfortably without having to remember to many gotchas.

I am almost certain this is available in the c.b.atari.st archives on
panarthea; watch c.b.atari.st for info on how to access these
archives.

BITNET: Bremner@UNCA-MULTICS.BITNET
USENET: bremner@ksi.cpsc.ucalgary.ca

3008. Re: My drive won't stop

Newsgroup: comp.sys.atari.st
Date: 1989-11-17 23:06:06 UTC
From: jg@hpldola.HP.COM
Message-ID: <11830065@hpldola.HP.COM>
Source record: 246879

Scott Settlemier mentioned that his drive (floppy a:, right?) keeps spinning after boot up.

I have a vague memory that someone mentioned that this was a bug in TOS (that happens when autobooting from HD) and that it was fixed in TOS v1.4.

The way that I get around this problem is to access the drive in my profile. So that when msh comes up the drive is read and stops spinning after the read. I just do a "ls a:\" at the end of my profile.

I know that this is pretty Kludgy, is there another fix/workaround?

-Joe Gilray

3009. Tek4014 Emulator

Newsgroup: comp.sys.atari.st
Date: 1989-11-17 23:11:41 UTC
From: dleroy@x102a.harris-atd.com
Message-ID: <DLEROY.89Nov17181141@x102a.harris-atd.com>
Source record: 246880

I am looking for a Tektronix 4014 emulator for my Atari ST. Preferably one
that also has a vt100 mode.

Does anybody know of one?

--

Dave LeRoy |
Harris Corporation - GASD | ARPANET: dleroy@x102a.harris-atd.com
P.O. Box 94000 | UUCP : uunet!x102a!dleroy
Melbourne, FL 32902 |
(407) 727-4000 |

3010. Re: TCP/IP and Atari ST

Newsgroup: comp.sys.atari.st
Date: 1989-11-18 00:05:54 UTC
From: buggs@cup.portal.com
Message-ID: <24161@cup.portal.com>
Source record: 246881

>Let me also say that I will soon have a map entry for UFGATE.
>Internet: Don.Weeks@p0.f3107.n124.z1.FIDONET.ORG
>Note: TLSI is a free gateway between Usenet & Fidonet.

Do you or ANYONE have the source to UFGate? I run the ST version of Binkley and would LOVE to have InterNet access! I'm especially interested in having to ability to read AND post NetNews groups on MY machine.

Ed June
Fido node 1:133/403, FoReM ST, Binkley ST, -=HST=- 24hrs. a day

3011. Re: Good news for non-German speaking Turbo C fans !

Newsgroup: comp.sys.atari.st
Date: 1989-11-18 00:47:46 UTC
From: buggs@cup.portal.com
Message-ID: <24163@cup.portal.com>
Source record: 246882

I'd purchase an English version of Turbo C!

I cant send Email to BITNET, for some reason. So here are the particulars:

Ed June
176 Peartree Terrace
Riverdale, Ga. 30274-4482
404-471-1549, voice
404-471-9230, bbs

3012. TT Available in Canada

Newsgroup: comp.sys.atari.st
Date: 1989-11-18 01:04:31 UTC
From: a23@mindlink.UUCP
Message-ID: <708@mindlink.UUCP>
Source record: 246883

```
> ramsiri writes:
>
> Msg-ID: <4507@blake.acs.washington.edu>
> Posted: 17 Nov 89 21:29:24 GMT
>
> Org. : Univ of Washington, Seattle
> Person: Enartloc Nhoj
>
> [ stuff deleted ... ]
>
> Furthermore, ATARI would NOT give a release date. All they would
> say was: "It's available in Canada and in Europe."
>
>
> -kevin
> ramsiri@blake.acs.washington.edu
```

To the best of my knowledge, the TT is NOT available in Canada (at least, not in Vancouver, British Columbia) yet.

```
--
// /// CIS: 73200,3117
\\X/oel ///urray Usenet: a23@mindlink.UUCP
```

3013. Re: Mega with TOS 1.4 crashes!

Newsgroup: comp.sys.atari.st
Date: 1989-11-18 01:12:44 UTC
From: Xorg@cup.portal.com
Message-ID: <24164@cup.portal.com>
Source record: 246884

Hi guys, I just got my newly upgarded Mega 2 (now with 4 megs of RAM
and the new AS chips - I'll do extensive tests and report back!)

Peter Szymonik
Xorg@cup.portal.com

3014. Re: PortFolio as a marketing aid ?

Newsgroup: comp.sys.atari.st
Date: 1989-11-18 01:20:47 UTC
From: Xorg@cup.portal.com
Message-ID: <24165@cup.portal.com>
Source record: 246885

Check this one out: I was working in the computer/accounting dept
of a major accounting firm in Hartford when what did my eyes spy on
the desk of every administrator in the firm? A big enevelope from
Atari Corp! Enclosed was a very detailed explanation and description
of the Portfolio in a fold-out type magazine ad along with the 30-day
money back offer. If Atari can reach into the levels of management far
enough and turn enough enough heads with this little wonder it *may*
just be enough to get some business' to look at the rest of the line.

Peter Szymonik
Xorg@cup.portal.com

3015. Re: Asst. Dribble....

Newsgroup: comp.sys.atari.st
Date: 1989-11-18 01:54:46 UTC
From: ehsnsr@JUPITER.NMT.EDU
Message-ID: <8911180154.AA07354@jupiter.nmt.edu>
Source record: 246886

OK! OK! So I got some facts wrong. Almost every statistic I mentioned was in some way or another half-way remembered from articles from magazines, but I'm not going to bother with the particulars. Anyway, the point of the posting was apparently missed. The point was that some people are making it seem like Sam T. et al are purposely trying to destroy Atari. What I was saying is that this is ridiculous. Who in their right mind would want to destroy something that they have spent so much time on? About the negative comments...Why would Atari want to support people who bitch about them all the time? Think about it. Anyway, enough with the bickering. Oh, and by the way, BoBR, if I said anything to upset you, I'm sorry. I just don't like it when people criticize something that I spent so much money on. I've got friends with Macs and IBMs who do that :-).

"Enough's Enough!!" Eric Hobbs
ehsnsr@JUPITER.nmt.edu

3016. Re: TOS 1.4 Incompatibility List Request

Newsgroup: comp.sys.atari.st
Date: 1989-11-18 02:22:38 UTC
From: matthews@umd5.umd.edu
Message-ID: <5643@umd5.umd.edu>
Source record: 246887

In article <5440079@hplsla.HP.COM> andyc@hplsla.HP.COM (Andy Cassino) writes:
>I guess I have an entry for the TOS 1.4 incompatibility list - Turtle 3.0!

> % Andy Cassino %
> % uucp: hplabs!hplsla!andyc domain: andyc%hplsla@hplabs.hp.com %

Try disabling cachexxx.prg; works fine with TOS 1.4 as long as you don't use cachexxx.

Mike

3017. Re: Modula 2

Newsgroup: comp.sys.atari.st
Date: 1989-11-18 04:21:47 UTC
From: saj@chinet.chi.il.us
Message-ID: <1989Nov18.042147.3225@chinet.chi.il.us>
Source record: 246888

piet@cs.ruu.nl (Piet van Oostrum)
In-reply-to: V053QHYX@UBVMSC.CC.BUFFALO.EDU

In article <8911150806.AA02970@ucbvax.Berkeley.EDU>, V053QHYX@UBVMSC writes:
`I just d/l'ed and unzood modula 2 from ftp terminator..its all in german?!
`Can anyone translate it??I'll create a new resource file for it if I can find
`smeone to translate it..I'm sure other users would like it also..!!

If you could read German, you would have noted that changing the resource
file is explicitly forbidden. At least it was in the first version (I will
look in the current).
--
Piet* van Oostrum, Dept of Computer Science, University of Utrecht

Sorry about the odd way of quoting. I'm learning a different newsreader, but
anyway, this is now saj speaking.
I interpreted the notice the same way as Piet did. I said something about
it to a native German friend, who couldn't understand what I was talking
about. He re-read it, and said that he could see why I read it that way, but
what it meant was that the authors of the compiler were absolutely not going
to provide translations of the documentation or the resource. Of course
he's a pretty cheerful fellow by nature, but unless another German says
otherwise, I think what we have here is an idiom.
Steve J.

3018. 360k floppy

Newsgroup: comp.sys.atari.st
Date: 1989-11-18 04:53:47 UTC
From: vicc@unix.cie.rpi.edu
Message-ID: <1989Nov18.045347.26261@rpi.edu>
Source record: 246889

Well I got my 360k floppy working - sort of. The Atari reads the drive just dandy, but it wont write worth a damn (except to the directory)

One porblem it took me a while to discover, the external drive must be on when the ST boots so that it recognizes it.

A previous poster mentioned a program PCF554.PRG which would be necessary to use 360k, where can I get this? I can ftp but some us-snail method would be better (Ie if a pd sw house sells it for $5-10 that would be best since I must call long distance to get to the net. I would be willing to mail someone a disk w/return postage also.

--
Frank Filz
Center For Integrated Electronics
Rensselaer Polytechnic Institute
vicc@unix.cie.rpi.edu

3019. 360k floppy

Newsgroup: comp.sys.atari.st
Date: 1989-11-18 05:06:34 UTC
From: vicc@unix.cie.rpi.edu
Message-ID: <1989Nov18.050634.26955@rpi.edu>
Source record: 246890

well I got my 360k floppy sort of working. The Atari reads it but wont write to it.

A previous poster mentioned a program PCF554.PRG. Where can I get this, prefferably someplace which I can order it by mail (or that I can send a disk and return postage to)

--
Frank Filz
Center For Integrated Electronics
Rensselaer Polytechnic Institute
vicc@unix.cie.rpi.edu

3020. COMDEX (long article)

Newsgroup: comp.sys.atari.st
Date: 1989-11-18 05:15:50 UTC
From: uace0@uhnix2.uh.edu
Message-ID: <904@uhnix2.uh.edu>
Source record: 246891

Well, I just got back from COMDEX, and all I can say is that things look really good for Atari in 1990.

I just read Dave Beckemeyer's post, and he pretty accurately described was displayed in the Atari area. (I wish I would have known Dave was there so I could have met him...)

However, I was extremely impressed by what I saw. The TT is *real* altho not many exist right now. It is blindingly fast in disk access, the screen redraw looked as if Turbo ST were installed, but of course that doesn't work on the TT. The graphics demos they showed were cutesy - a 'monocle' program that showed a digitized picture of Dave Staugas with a mignifyong glass going over portions of the picture magnifying it as it passed over. Cyber Sculpt was running on it and apparently had no problems. It ran very fast.

The graphics modes looked really nice, and the resolution really added to the perceived colors. I poked around on the hard disk connected to the TT, and found a fractals program. This baby flew! Fractal geometry is inherently slow, but this thing really zipped along!

On the back were the plethora of ports, SCSI, ASCI, CENTRONICS, SERIAL, monitor,disk drive. On the left side were the cartridge port, midi, and the SEC (low speed LAN) port (which was in the shape of the Apple serial connector). I can only assume that it was connected to the SEC chip (as the Apple has), but Antonio Salerno (VP of product/developer support) wouldn't comment on it. He just said that when we get ours, we should hook it up and see what happens... (When we will get ours, we don't know yet...)

I liked the TT, and the case wasn't nearly as bad as I had thought, even after seeing pictures of it in verious mags...

I want one, and it is a very nice machine! $3K would include the hard disk, which is (according to Charles Cherry) is designed to be able to 'pop out' and be replaced with another. The cover over it apparently pops open some how. We couldn't get it open, but we didn't try very hard.

The STe was there. Nice display, and very nice stereo sound. It only had a game running on it, and when I was looking at it, Dave Staugas came over to put a new one there... It looked the same as a 1040, except that it had two jacks on the back for right and left stereo sound, and two additional joystick ports on the left side. How many colors were being displayed in the game? I don't know, but the sound was very excellent.

STacy looked good. Several of them there. DeskSet II was being shown, and apparently is a finished project. According to Elizabeth Shook (who displayed DeskSet last year at COMDEX) it was a pet project of Leonard Tramiel, and is quite done. They had a real box and everything there...

The IBP industrial mega component system was extremely impressive. It features plug in boards (one board is a complete mega) that fits into a chasis that has VME, EUROBUS compatibilty. The system is named the 190ST. I was extremely impressed by this system. It looked very respectable and industrial.

The Atari booth was very very nice. Much better than last years display in the Gold Room. As soon as you walked into the West hall, you saw Atari, and couldn't help but see the Spectre GCR. The overall feel was much better than last year, and very professional feeling. As far as the overall feel of Atari at the show. I had no way to judge that. People already associated with Atari had the usual remarks.

The LYNX was not displayed because it was not a computer system (sob sob), but I did get to see it at the developer's party Wednesday night. Sam Tramiel had one in a bag he was carrying, and just as he was showing it to some press people, I walked up to get some food (sneaky, I know). Actually, I didn't know he was showing it, but found out when I got up there. The LYNX is a really neat gadget! The color is great, the sound is great, and he was playing it like a pro. He said that 100,000 were going to ship at the end of the month to New York, and it would retail for $169. I'd like to get one, but it has no real merit for me. He did say they expect to have millions made next year.

The new person at Atari that will be helping developers is Charles Cherry, a looooonng standing veteran of the Atari world. Charles has been using and programming Ataris for at least 10 years (since the 400 came out). I have had dealings with Charles when he worked at Antic (until the beginning of this month in fact). He is quite a guy, and very competent. He is the right person to be in charge of developer support. I had the chance to talk at length with Charles Wednesday, and he really made me believe that good things were happening at Atari. Frankly, I believe him. He has always done me right with my dealings with him at Antic.

Among the things announced for registered developers was all Atari hardware for 50% off! This is significant. He also said that he hopes to coordinate developer efforts, and get them in contact with companies that could help them along. He also plans on having a monthly newsletter that the developers themsleves can use to write and discuss issues in. Also promised were the complete userbase listing for Atari registered owners for specific direct mailings.

This is a few things promised to help the US developers. Charles had been refusing the job for well over a year before he finally accepted it. He said things were finally to the point that he wanted to go there. Everything sounds excellent to me, and I believe it will all come about. Albeit, things will be slow at first, and it will take the sincere effort of developers to help out, but in my opinion (and I have never been really impressed by Atari's past promises or efforts) 1990 is going to be the year for Atari. I predict a strong surge in the US market, but of course, this depends on their getting the STacy, TT, and (leastly) the LYNX to market.

At the party Wednesday, Sam said honestly, that both were being held up by the FCC. This I can believe.

Overall impressions of COMDEX 1989 for Atari: I'm not gonna sell my ST, I'm gonna get a TT, and start developing new stuff for it. Atari is finally serious and finally has competent people in the right places.

I also got to meet Ken Badertscher and John Townsend. Both fine fellows!

After last years COMDEX where I didn't feel any strong good feelings about Atari, this year I am enthused once again! Atari is gonna come back (I hope).

- mike vederman

The opinions expressed are my own (but the other people that went with me were equally impressed!) and do not necessarily reflect any other persons feelings, dead or alive.

--

Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 77274

Support BBS: (713)944-0108 | SHADOW | DC FORMATTER | DC UTILITIES | and others

3021. Re: Vapourware!!!

Newsgroup: comp.sys.atari.st
Date: 1989-11-18 09:18:53 UTC
From: JALKIO@cc.helsinki.fi
Message-ID: <1475@cc.helsinki.fi>
Source record: 246893

In article <9823@zodiac.ADS.COM>, jtn@zodiac.ADS.COM (John Nelson) writes:
>
> Since I posted the article on the STE I've discovered that it is
> really much more scaled down than the TT. Apparently it will have a
> mere 1 meg internal RAM with a better colour pallete and an 8-bit PCM
> sound chip AND SIMM slots... APPARENTLY. Who knows what Atari will
> announce.

Well, the STE is only a ST with those additional features you mentioned.
It certainly doesn't have a 68030, as you earlier mentioned!
>
>
>
> John T. Nelson UUCP: sun!sundc!potomac!jtn
> Advanced Decision Systems Internet: jtn@potomac.ads.com
> 1500 Wilson Blvd #512; Arlington, VA 22209-2401 (703) 243-1611

3022. Spectre Hard Drive booting...

Newsgroup: comp.sys.atari.st
Date: 1989-11-18 11:10:19 UTC
From: glk01126@uxa.cso.uiuc.edu
Message-ID: <111500065@uxa.cso.uiuc.edu>
Source record: 246894

Is a certain SYSTEM version necessary for Spectre's boot off the harddrive option?

-Spieu!

3023. Re: atari ABC yea or nay ????

Newsgroup: comp.sys.atari.st
Date: 1989-11-18 13:22:55 UTC
From: rjk752@uxf.cso.uiuc.edu
Message-ID: <46300075@uxf.cso.uiuc.edu>
Source record: 246895

Written Nov 17, 1989 by mitsolid@acf5.NYU.EDU

A system with:
- A 286 at 12Mhz. SI rating 15.3 Landmark rating 15.1
- 4 MB of RAM
- 66MB 25ms 1:1 interleave hard drive (should tr. at >400Kbytes/sec)
- VGA 640x480 and 16 colors.
- 1.2 Mb floppy, 2 serial, 1 parallel, real time clock etc.
- 2400 bps modem (no advantage here)
- 8 expansion slots (4 available).
- runs multiple DOS sessions under desqview.

costs (1862+100+50+320) $2332 without looking for great bargains.
(advertised items)
It is 1) as expensive and 2) much more powerfull and 3) much more professional.

/* End of text from mitsolid */

Yes, but do you have MIDI ? Just kidding. I certainly do stand corrected about my presumptions concerning the Atari MegaST being more powerful for the price than any comparible computer. I'm afraid all I can plead is ignorance. I had no idea the price of 286 computers had dropped to such a reasonable level. It's a welcome development, even though I am somewhat of an Atari loyalist (because I liked their philosophy or not ripping the consumer off every chance they get). It seems that I have fallen behind, and times are changing rapidly. Atari has done a couple of things recently that may be loosing them some of their loyalty base now. I like to think I have an open mind, and I have to admit that factual arguments like yours are very convincing. I hope Atari believes enough in PR to refute your (implied) claim that their power/price ratio is down (with a market announcement that actually comes true or something), but intuition tells me they won't. I'll stop here because I would hate to become an Atari-basher. I still have hope for them. I'll always welcome reasonable arguments and facts, though. So thanks.

Bob Krieter

3024. Re: MWC errors (was Re: GEM help ne

Newsgroup: comp.sys.atari.st
Date: 1989-11-18 13:23:02 UTC
From: rjk752@uxf.cso.uiuc.edu
Message-ID: <46300076@uxf.cso.uiuc.edu>
Source record: 246896

I tried to mail you this, but it gave me the line below
554 covertr@force.uucp... Service unavailable: Inappropriate ioctl for device
Since I have mailed to others, I assume I did "the right stuff" at my end.

So here goes:

----- Unsent message follows -----
I think most of the people on the net are aware that Atari is
handling the marketing/support situation very poorly in the U.S. probably
because of their European concentration. Atari is also aware by now of
how we feel, if they even read or care about this notesfile anymore with its
childish sounding bickering.
I accept that you have Atari's interests at heart, and am glad
you feel it is worth your time to write the long notes (seriously).
However, bringing up MWC'S loss of performance to show that the Atari's
market is going down is redundant. We already know, and they know it too.
I get to use this net for free, but if I didn't I would probably get upset
about downloading all of the repetitive (Atari-bashing) messages at long-
distance costs. Some people may not have the extra money to spend. I don't
have that much extra time to spend, but it is only slightly irritating to skip
them at a couple seconds loss. I purchased Mark William's C also, and would be
especially interested in an ANSI compiler which I could use at work. But
a brief announcement that MWC ANSI "C" isn't out would probably have been
sufficient.
This is my opinion, but I think straight facts will recieve warmer
attention than (few facts)+(gobs of repeat opinions). That is my official
opinion on opinions :) You did make some good points, but please let it
rest until there are some hard facts (and then moderate the volume of opinions)

BTW, the lines on your messages are too long for most of our screens. They
wrap around and leave a lot of blank space on the second line. Please
shorten the width of your window to around 75 or (max) 80 characters,
or increase them to just below 160 for those of us with standard sized windows.

Thanks,
Bob Krieter

3025. Re: Atari TT Block Diagram

Newsgroup: comp.sys.atari.st
Date: 1989-11-18 15:54:53 UTC
From: hase@netmbx.UUCP
Message-ID: <3779@netmbx.UUCP>
Source record: 246897

In article <10132@stag.math.lsa.umich.edu> hyc@math.lsa.umich.edu (Howard Chu) writes:
>Ah-hah! So, the WD1772/2793 is the magic part number, eh? What'll it
>take to put one of these in an ST for 1.4MB floppy capability? Does
>anyone here have access to Western Digital folks for pinouts & other
>specs for this chip?

Well, You want to have an 1.44 Meg drive for the ST?

It's really easy: just switch the clock frequency of the WD1772 to 16
MHz (taken from the shifter) and attach a high density drive (like the
TEAC FD 235 HFN).

Set the seekrate for the drive to 6 Milliseconds (will become 3 with the
doubled clock).

Format high density disks with my little formatter (posted here).

A high density 5.25 inch drive is possible too. But these have no
automatic HD-recognition...

Works well for me.

hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
Dennis had stepped up into the top seat whet its founder had died of a
lethal overdose of brick wall, taken while under the influence of a
Ferrari and a bottle of tequila. (Douglas Adams; the long dark teatime...)

3026. Comments on STE -- (un)known facts

Newsgroup: comp.sys.atari.st
Date: 1989-11-18 16:13:47 UTC
From: daniel@pkmab.se
Message-ID: <2310@pkmab.se>
Source record: 246898

I have just got hold of my 1040 STE (Friday) and thought the
Net might be interested in some facts, which should be well known.
If they are or not... Well.. Read the following:

What it has

- Smooth one-pixel scrolling in hardware
- Two 8-bit D/A-converters for stereo sound
- RCA stereo output
- Blitter (thanks guys!)
- Six (6) joystick ports [Atari BUSINESS Computer, ha!]
- A palette of 4096 colors. almost useless with the RF-modulator

My first impression is that it could have been better. Much better.
Sure the scrolling is impressing. But the sound... Nah, I've heard
better. The future can't be playing raw sampled sound -- takes too
much memory.

Along on the language disk with handwritten label that follow are two
different demos, apparently written with Turbo C 1.1 (Yes, I've
disassembled them. I had to!) that shows the new capabilities.
Why not put them together, it would be more impressing!

The sound demo sounds good -- but the samplings are boring and really
not that good. You could have done better!

The scrolling demo consists of nine pictures in pattern of 3 times 3
screen where you can scroll softly to any point by moving the mouse.
Nifty!

But, listen now Atari, a large BUT. *No* documentation about the
new chips followed. Not even a list of adresses, not even a little
"read.me" on the language disk!
Why? Don't you want people to use these new features, just the
software houses, or what?

More information follows as soon as I manage to find out. Any
information about the STE can be posted to me. I will summarize to
the net if it's interesting.

[BTW, funny with the hbls in "desktop info"! Not much work, but
it really looks nice...]

--
Daniel Deimert, Fridstav. 4, S-715 94 Odensbacken, SWEDEN
Internet: daniel@pkmab.se
UUCP: ...{uunet,mcvax}!sunic.sunet.se!kullmar!pkmab!daniel

3027. Re: External 360k 5.25" floppy

Newsgroup: comp.sys.atari.st
Date: 1989-11-18 16:14:11 UTC
From: vicc@unix.cie.rpi.edu
Message-ID: <1989Nov14.044720.28066@rpi.edu>
Source record: 246899

In article <1602@ultb.UUCP> clf3678@ultb.UUCP (C.L. Freemesser) writes:
>There are a few things you have to do to get it to work:
>
>1) Remove the resistor terminator pack
ok, easy enough

>2) Track down a 150 Ohm resistor that's tied to the +5V line. This
> resistor brings the voltage down to 2.5V when the drive is called.
> However, the Atari needs it to be 0V. Replace it with a 1K Ohm
> resistor.
oh ick!, will it still work for a pc this way?

>3) Get a copy of the PCF554.PRG program. You have to slow down
> the access to drive B (the 5.25 inch drive) to 6ms. It cannot
> reliably access the drive at 3ms.

where might I find this? If I mailed you a disk and an SSAE to return
it could you give it to me? I have very limited net access (via long
distance so it might be cheaper to do so)

>
>You'll also have to use a program like DC Format 3.02 to format the
>disks. You cannot format them using the desktop. Also, you will have
>to mess with the different jumper blocks on the board to find the
>correct configuration.

Formatting, no problem, the pc across the room will do that! Fiddling
with the jumpers seems not to be a problem.

Thank you greatly for your assistance.

--
Frank Filz
Center For Integrated Electronics
Rensselaer Polytechnic Institute
vicc@unix.cie.rpi.edu
--
--russ (nelson@clutx [.bitnet | .clarkson.edu])
Live up to the light thou hast, and more will be granted thee.
A recession now appears more than 2 years away -- John D. Mathon, 4 Oct 1989.
I think killing is value-neutral in and of itself. -- Gary Strand, 8 Nov 1989.

3028. Re: Asst. Dribble....

Newsgroup: comp.sys.atari.st
Date: 1989-11-18 17:08:22 UTC
From: ramsiri@blake.acs.washington.edu
Message-ID: <4525@blake.acs.washington.edu>
Source record: 246900

In article <8911180154.AA07354@jupiter.nmt.edu> ehsnsr@JUPITER.NMT.EDU (Eric Hobbs) writes:
>
>Anyway, enough with the bickering. Oh, and by the way, BoBR, if I said anything
>to upset you, I'm sorry. I just don't like it when people criticize something
>that I spent so much money on. I've got friends with Macs and IBMs who do
>that :-).
>
>"Enough's Enough!!" Eric Hobbs

Remember, BobR and others are criticizing the machines/ATARI co etc.
Not you.
If you keep your ego detached
from your DMA port, you will surely be a much happier
kind of guy.

-kevin
ramsiri@blake.acs.washington.edu

3029. Re: 360k floppy

Newsgroup: comp.sys.atari.st
Date: 1989-11-18 18:06:05 UTC
From: uace0@uhnix2.uh.edu
Message-ID: <905@uhnix2.uh.edu>
Source record: 246801

In article <1989Nov18.045347.26261@rpi.edu> vicc@unix.cie.rpi.edu () writes:
>Well I got my 360k floppy working - sort of. The Atari reads the drive
>just dandy, but it wont write worth a damn (except to the directory)
>
>A previous poster mentioned a program PCF554.PRG which would be
>necessary to use 360k, where can I get this?
>--
>Frank Filz

You can use DC FORMATTER to do the same thing. Just write an executable boot sector to drive A: that has the set seek rate option enabled. From the main menu, just set the seek rate to 6, then go to the executable boot sector menu. Next select the set step rate option, and write out the boot sector to drive A: Now when you boot of of drive A:, the step rate for drive B: will be set so you can read and write to the 5 1/4" drive.

Of course, other boot sector programs can also be written at the same time from the DC FORMATTER executable boot menu.

- mike

--

Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 77274

Support BBS: (713)944-0108 | SHADOW | DC FORMATTER | DC UTILITIES | and others

3030. File transferring...

Newsgroup: comp.sys.atari.st
Date: 1989-11-18 19:52:54 UTC
From: dstr012@ucscg.UCSC.EDU
Message-ID: <9806@saturn.ucsc.edu>
Source record: 246802

Hello,
Does anyone out there know of or use a background uploading/downloading program that is either shareware or public domain. I get on the net and download ALOT of things and it takes incredible amounts of time with a 1200 baud modem and background downloading would really be great. Thanks in advance for any help.

Roman Baker
dstr012@UCSCG.UCSC.EDU

3031. Re: German company

Newsgroup: comp.sys.atari.st
Date: 1989-11-18 20:48:20 UTC
From: nsm-elec@cosmo.UUCP
Message-ID: <4252@cosmo2.UUCP>
Source record: 246803

You are asking for "Verlag Heinz Heise GmbH & CokG" the correct adress is:

Verlag Heinz Heise GmbH & Co. KG
Helstorfer Str. 7
Postfach 61 04 07
3000 Hannover 61

Tel.: 0511 / 5352-0
Fax.: 0511 / 5352-129
Telex 923173 heise d

##
> nsm electronic <> Armin Schreppel <
> printed circuit boards <> Tel. : 09471 / 1799 (Voice) <
> Oberer Muehlweg 10 <> Fax. : 09471 / 5661 <
> 8412 Burglengenfeld <> Telex: 652305 nsm d <
> West Germany <> UUCP : nsm-elec@cosmo <
##

3032. Re: JILCAD

Newsgroup: comp.sys.atari.st
Date: 1989-11-18 21:20:12 UTC
From: dav@eleazar.dartmouth.edu
Message-ID: <17094@dartvax.Dartmouth.EDU>
Source record: 246804

Did anyone out there ever locate JILCAD? Can someone post it?
I know its in the ACCUSOFT PD library and I guess I will send a
letter to get it monday. They have no phone and I am in a bit
of a rush for it.

3033. TT Unix

Newsgroup: comp.sys.atari.st
Date: 1989-11-19 00:30:11 UTC
From: winston@fjcnet.GOV
Message-ID: <232@fjcp60.GOV>
Source record: 246805

How much is the Unix implementation for the TT going to cost? How will the system be bundled? How complete will it be?

- Winston M. Llamas

3034. Mouse pointer

Newsgroup: comp.sys.atari.st
Date: 1989-11-19 00:30:25 UTC
From: dstr012@ucscg.UCSC.EDU
Message-ID: <9808@saturn.ucsc.edu>
Source record: 246806

I recently downloaded an accessory called MouseKa (?) that lets you change
the mouse pointer to either a still or animated pointer. I really like
some of the new pointers but I cannot figure out how to get the pointer
to change and be different at bootup. Has anyone out there done this?
If so, I would appreciate the help.

Roman Baker
dstr012@UCSCG.UCSC.EDU

3035. Word-Up

Newsgroup: comp.sys.atari.st
Date: 1989-11-19 00:35:21 UTC
From: themod@blake.acs.washington.edu
Message-ID: <4529@blake.acs.washington.edu>
Source record: 246807

I just purchased my copy of Word-Up on Friday and I am already having a problem, can you beleive that? Anyway, I set it up according to the manual entry to work with a 1040ST with a double sided drive and a Gemini 15X printer. Everything is okay, I load it up, go through the install program without a hitch. Then I load it up, make a little document and try to print it out and it just send garbage to the printer. Why? Any help would be appreciated.

Chris Hinton

3036. Turbo C

Newsgroup: comp.sys.atari.st
Date: 1989-11-19 00:36:22 UTC
From: qralph@dna.lth.se
Message-ID: <1989Nov19.003622.3009@lth.se>
Source record: 246808

Hi,
I got a problem.
I am using Turbo C 1.1 and it works fine. BUT the assembler and debugger I haven't got working properly! I have tried two different copies of the original disks. The assembler loads, probably loads the program then dies. The debugger works OK, but when I want to leave it, it hangs with a busy bee. I have tested the Swedish TOS 1.0, 1.2 and 1.4, both Aug.'88 version and the final one (that for some reason has some missing scan codes, for shift arrows and some more shifted ones). Probably tried half a dozen Ataris of different sizes. Supposedly it works with the German TOS, so they must do something irregular.
Yeah, another thing. In the TurboC proper, I wonder what kind of writing the editor does in the windows. Often when I am browsing around, it seems to come one pixel row wrong, so it leaves black pixels around. How come?
For the rest I am very satisfied with the compiler!

|---|
| Want to talk to me? Try: |
| QRALPH@SELDC51 || QRALPH@SELDC52 || qralph@dna.lth.se |
| My name? In official Sweden it is: 4.901.185.654 (secret) |
| Anywhere else: Ralph Haglund |
| Disclaimer: If it works, it's out of date. |
|____|

3037. Re: 360k floppy

Newsgroup: comp.sys.atari.st
Date: 1989-11-19 03:55:55 UTC
From: kbad@atari.UUCP
Message-ID: <1809@atari.UUCP>
Source record: 246809

Anyone interested in getting PCF554.PRG should be able to get it by
contacting Atari Customer Support in the US: 408-745-2000.

--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

3038. HD questions..

Newsgroup: comp.sys.atari.st
Date: 1989-11-19 05:33:42 UTC
From: ins_bac@jhunix.HCF.JHU.EDU
Message-ID: <3347@jhunix.HCF.JHU.EDU>
Source record: 246810

Since a deal for a compleye hard drive set-up fell through..
I am now entering the world of home brew HD.
basically everyone has suggested that I get the ICD Host Adaptor so that is settled.
1) Can I hook up any SCSI drive to this adaptor(such as the N drives from Seagate)

2) What Controller card apart from the adaptec 4070 and 4000(a) work with standard HD mechs(non scsi). IS there a WD, Xebec or possible OMTI substitution

3) What turns out to be faster, an N series drive or a controller/HD combo.

4) Can someone post all the ram expansion boards out for the ST that allow for either 256k drams or 1 megabits.

thanks for any and all help
-Ajay Choudhri

ins_bac@jhunix.UUCP
ins_bac@jhunix.HCF.JHU.EDU
.. !uunet!mimsy!aplcen!jhunix!ins_bac

3039. gpib (ieee-488) interface for st?

Newsgroup: comp.sys.atari.st
Date: 1989-11-19 05:47:12 UTC
From: gng@spocom.UUCP
Message-ID: <14@spocom.UUCP>
Source record: 246811

Does anyone know of any devices that allow the ST to use gpib/ieee-488 equipment? I remember hearing of one that plugged into the cartridge port but I couldn't remember the company/address. Also, I need information on the gpib interface itself. Any help would be greatly appreciated.

--
George Ng (Computer Science, Univ. of Toronto) | "Sure, I would like Canadian
UUCP: uunet!mnetor!{becker,hybrid}!spocom!gng | winters too...if it weren't
or utgpu!ncrcan!ziebmef!spocom!gng | for the weather."

3040. ATARI ST 20 MEG SUPRA HARDDRIVE

Newsgroup: comp.sys.atari.st
Date: 1989-11-19 06:17:14 UTC
From: dav@eleazar.dartmouth.edu
Message-ID: <17111@dartvax.Dartmouth.EDU>
Source record: 246812
Cross-posted to: misc.forsale,comp.sys.atari.st

FOR SALE: 20 Meg Supra $350.00 for atari st

I bought this from someone on the during the summer and since
have bought a 129X Toadfile. Since I have the Toadfile I don't
need the Supra anymore.

It does not have the clock chip but it is full of 20 megs
PD software.

reply to dav@dartmouth.edu

This is a repost. My first article did not mention this was for an atari st.
I have cancelled (i think) the first article

3041. Michtron's Super Conductor

Newsgroup: comp.sys.atari.st
Date: 1989-11-19 06:34:13 UTC
From: bradr@uwovax.uwo.ca
Message-ID: <4332.25660315@uwovax.uwo.ca>
Source record: 246813

Help please! I saw Michtron's Super Conductor program on clearance in
a store the other day. It looked pretty good so I decided to buy it.
Unfortunately, it won't run. It starts up, begins to draw its gem screen,
then crashes with a bus error. I'm running a Mega ST with TOS 1.4.
What gives? Is this program one of the few that won't run under the new
TOS?

brad

3042. spectrum and quantumpaint formats

Newsgroup: comp.sys.atari.st
Date: 1989-11-19 06:45:28 UTC
From: gng@spocom.UUCP
Message-ID: <15@spocom.UUCP>
Source record: 246814

Some more quick questions - Does anyone have information as to how spectrum and quantum paint programs are able to make the ST display more colours than usual? I'm especially bewildered as to how quantum paint can display 3375 colours or more! Any info appreciated...

--
George Ng (Computer Science, Univ. of Toronto) | "Sure, I would like Canadian
UUCP: uunet!mnetor!{becker,hybrid}!spocom!gng | winters too...if it weren't
or utgpu!ncrcan!ziebmef!spocom!gng | for the weather."

3043. Cassette Jackets

Newsgroup: comp.sys.atari.st
Date: 1989-11-19 08:46:49 UTC
From: ehsnsr@JUPITER.NMT.EDU
Message-ID: <8911190846.AA29994@jupiter.nmt.edu>
Source record: 246815

hi.
I thought I saw an article in the net about a PD cassette jacket printer. I would like to know where I can get it. Thanks.

This has nothing to do with computers, but can anyone tellme how to p me how to post an article to the alt.rock-n-roll newsgroup? Thanks.

Eric Hobbs
ehsnsr@JUPITER.nmt.edu

3044. Image Systems?

Newsgroup: comp.sys.atari.st
Date: 1989-11-19 10:01:17 UTC
From: ADAM_TILGHMAN@bdt.UUCP
Message-ID: <178@bdt.UUCP>
Source record: 246831

Does anyone have any information about Imaga systems, the company that
is supposedly producing a hi-res color board for the Mega? I am interesteding
in purchasing such a board, but have not found any addresses, etc. except
for that it costs around $800 and PageStream 1.81 looks great on it...

Adam G. Tilghman

3045. Re: Software Reset

Newsgroup: comp.sys.atari.st
Date: 1989-11-19 10:21:00 UTC
From: tellabs.canada@canremote.uucp
Message-ID: <89112004371539@masnet.uucp>
Source record: 246816

Required with the utmost urgency is a (C, Modula2 <-preffered) routine
to perform a rather cold reset (re-load auto folder etc.) in pre tos1.4
and tos1.4 machines. I'd be eternally grateful.

Roman (at Tellabs Canada)

#include<disclaimer.h>

Tellabs doesn't know what I'm saying (and its a good thing..)
---
* Via ProDoor 3.1R

3046. Re: MAC: a shareware Mac emulator

Newsgroup: comp.sys.atari.st
Date: 1989-11-19 10:38:38 UTC
From: glk01126@uxa.cso.uiuc.edu
Message-ID: <111500066@uxa.cso.uiuc.edu>
Source record: 246817

After trying Aladin and Spectre, I'd agree that Aladin is
a 'tougher' mac-emulator. If you support the 128K roms
I'd support you! Too much is 64K-incompatible to support
the 64K roms.

-Spieu!

3047. STe TOS BUG

Newsgroup: comp.sys.atari.st
Date: 1989-11-19 13:56:55 UTC
From: daniel@pkmab.se
Message-ID: <2311@pkmab.se>
Source record: 246818

Maybe we should make a list of bugs in the new STe's TOS?
I don't know if it has the same bugs as the normal ST's TOS 1.4,
but sure it has bugs!

The most obvious one is that it's impossible to record the
resolution desired in DESKTOP.INF; whatever you save you will always
end up with low rez.

A quick fix for this is to save the desktop on a normal ST. Otherwise
you can get any texteditor and change the #D-entry (I think...) to 13
instead of 12.

I get some funny errors in the screen sometimes, when pulling up and
down the menus. Looks a bit like an old version of QuickST, the desktop doesn't
redraw correct. THis happends both in DevPac 2, UniTerm and the desktop.

BTW, the soundchip base seems to be $FF8900 -- maybe could someone from Atari
be kind enough to post a list of equates for the different adresses,
and the freqs used? I can play a sample right now; but I can't sample
with the right speed! (I'd love to have the MFP setup!)

--
Daniel Deimert, Fridstav. 4, S-715 94 Odensbacken, SWEDEN
Internet: daniel@pkmab.se
UUCP: ...{uunet,mcvax}!sunic.sunet.se!kullmar!pkmab!daniel

3048. GEM HELP

Newsgroup: comp.sys.atari.st
Date: 1989-11-19 14:21:32 UTC
From: domen@wiener.crin.fr
Message-ID: <916@loria.crin.fr>
Source record: 246819

I have some questions about GEM:

1/ How do I put the mouse at a specified location on the screen ?

2/ How do I bound the mouse to a box xmin-xmax,ymin-ymax ?

3/ What does the GEM function CELLARAY and how do I use it ?

Eric

3049. Re: Problems booting w/accessories...

Newsgroup: comp.sys.atari.st
Date: 1989-11-19 15:02:58 UTC
From: exspes@gdr.bath.ac.uk
Message-ID: <1989Nov19.150258.24782@gdt.bath.ac.uk>
Source record: 246820

In article <1669@fredonia.UUCP> sale5312@fredonia.UUCP (Marty Saletta) writes:
>
> I've got many disks with accessories, AUTO programs, etc. Sometimes
>when I boot up with such a floppy (I'd guess about 10% of the time) I
>get the computer loading a few of the accessories, but then doing a
>cold or warm boot in the middle. It's like someone hitting the reset
>switch during bootup before the GEM Desktop appears.

I went through a phase of that sort of problem, and it turned out to be
being caused by nothing more than a couple of bad sectors on the disk.
The sectors were only marginally bad (misaligned or weak, maybe?) so
they didn't always bite. You might try looking at that possibility with
a disk-checking program.

A boot disk gets a lot of head travel, and since boot disks tend to be
fairly static and always accessed in the same pattern, it is easy to
believe that you might get one sort or another of physical wear to account
for this.

In any case, I solved my problem by the simple expedient of remaking (on
new disks) all of my boot disks which showed suspicious sectors; and I have
avoided the problem since by making it a practice to run a disk-checker on
my more commonly used boot disks once every couple of months. Worth a try.
Sure, your problem might be more complicated, but it's easier to check for
the simple possibilities first...

--
Paul Smee | JANET: Smee@uk.ac.bristol
Computer Centre | BITNET: Smee%uk.ac.bristol@ukacrl.bitnet
University of Bristol | Internet: Smee%uk.ac.bristol@nsfnet-relay.ac.uk
(Phone: +44 272 303132) | UUCP: ...!uunet!ukc!gdr.bath.ac.uk!exspes

3050. Need help with Gulam/MX2

Newsgroup: comp.sys.atari.st
Date: 1989-11-19 15:05:49 UTC
From: dstr012@ucscg.UCSC.EDU
Message-ID: <9811@saturn.ucsc.edu>
Source record: 246821

Help!!! I just downloaded the Gulam shell and MX2. For some reason, MX2 can't seem to perform background tasks correctly. Every time I try to do a background download, it seems to refuse to send checksums back to the sender and it just eventually quits. I tried setting the priority higher but it still did not work. Has anyone gotten the MX2 kernal to work efficiently?

Roman Baker
dstr012@UCSCG.UCSC.EDU

3051. Re: GEM HELP

Newsgroup: comp.sys.atari.st
Date: 1989-11-19 16:43:28 UTC
From: gilmore@vms.macc.wisc.edu
Message-ID: <2707@dogie.macc.wisc.edu>
Source record: 246822

In article <916@loria.crin.fr>, domen@wiener.crin.fr (Eric Domenjoud) writes...

>I have some questions about GEM:

(even though I don't carry my docs to work)

>1/ How do I put the mouse at a specified location on the screen ?
initmous does it, but I wouldn't reccommend it. Every program I've had with it drove me crazy because invariably my mouse would run out of room, and having to pick it up and put it back down closer to me is bothersome.

>2/ How do I bound the mouse to a box xmin-xmax,ymin-ymax ?

I imagine it could be done by checking mouse position, and calling initmous if you exceeded the limits, but ther is probably a better way.

>3/ What does the GEM function CELLARAY and how do I use it ?
I've never seen it used. Apparently, it divides the screen up into rectangles, each of which has an associated color. When a graphic operaion would draw, the color drawn would be the color of the rectangle in which the pixel lies. I wonder if this function takes over the screen, making it difficult to use other colors? To get around that, if needed another virtual workstation could be used, I suppose.

> Eric

+---+
| Kitakaze Tatsu Raito Neil Gilmore internet:gilmore@macc.wisc.edu |
| Jararvellir, MACC, UW-Madison bitnet: gilmore@wiscmac3 |
| Middle Kingdom Madison, Wi |
+---+

3052. Re: Atari ST Multitasking/Multiuser OSs

Newsgroup: comp.sys.atari.st
Date: 1989-11-19 17:37:30 UTC
From: gng@spocom.UUCP
Message-ID: <19@spocom.UUCP>
Source record: 246823

In article <370003@col.hp.com> don@col.hp.com (Don Allison) writes:

>Here's the gist of the reply I tried to mail to George (which died on our
>mail server--couldn't figure out how to get to him):

Hmm...must be because I'm a newly-established uucp-only leaf node running
under MT C-Shell with it's own uucp? :-) No internet-style addresses yet :-(

>(By the way I'm glad to hear that SOMEONE has had a good experience with
>MT C-shell and Beckemeyer...it's almost encouraged me to dig it out and
>try it again, given the amount of money I've invested in it)

I'm also surprised to finally see someone on Usenet who uses MT C-Shell
(well, at least previously :-). David Beckemeyer is here on Usenet also
so you should be able to contact him with any problems (david@bdt.UUCP).
I'd be willing to give you some help if you like in hopefully getting
your system set up again with mtcsh. (let's do email shall we?)

>I purchased everything that Beckemeyer put out for a while (C-shell, MT Csh,
>Micro C tools, RTX, ansiterm, vsh, etc, etc.) and upgraded every time I got
>a notice of a new version. I spent a lot of money on their products, in
>general, and my overall impression in the end was unfavorable to the point
>that I no longer have MT C-shell vsh, ansiterm, etc on my hard disk (I do
>use some of the utilities from the c toolkit (whatever it was called) with
>Gulam).

I too purchased just about everything from Beckemeyer (about $300-400 Cdn!)
including HD Sentry (I'm planning to also get HD Toolkit from them -
comments on this?). At first, I had problems with installing stuff like
uucp and also some of the documentation is skimpy at times. But luckily
enough, I referred myself to the standard unix doc's from third-party
sources...and it's still on my hd ;-) (but I have only about 5megs left on my
16meg mtcsh partition!)

>...(stuff about skimpy docs deleted)...
>starting multiuser mode, my modem went into permanent off-hook...turns out
>I wanted to run single user multitasking but they were expecting a login
>from the rs-232 port and were running a getty, which was in an infinite
>loop echoing to the modem which was echoing to the getty, which was...this was
>not documented anywhere, I got lucky and finally figured out how to
>permanently kill the getty), 2) non-UNIXlike operation (in trying to fix
>the previous problem, I did an init 1, wanting to go to single user
>multitasking...unfortunately that was single user single tasking, and
>things like piping to lp no longer worked! :-(I was not pleased.),

Hmm...I'm using mtcsh 1.2 and I don't find that 'getty-echoing' (?) problem
you mentioned...yes, the problem of not being about to spool to the printer

when running init1 is sort of dumb...but oh well...I use init2 most of the time anyhow.

>3) generally slow, sluggish feel, 4) a lot of utilities I had come to know and
>expect in a unix-like environment missing (this was really frustrating,
>...

Ahh, but after using Minix for a bit, I immediately went back to mtcsh!
If you think mtcsh is slow (which I believe it really isn't that slow at all) , Minix is even worse (and I couldn't even install
it onto my hd - trashed a 16meg partition in the process - luckily it was empty but I couldn't use it after...but that's another story :-).
Well, I had to do a bit of software-searching on bdt's bbs, other bbs's, and more recently, Usenet and it's archive-servers (atari st, unix, etc) in order to supplement the not-too-many utilities included in mtcsh.

>...and worst of all, 5) the system kept
>crashing when I tried to do almost ANYTHING (ESPECIALLY vsh! This was

Well, for me not really almost ANYTHING but some things! After all, we're working with a 68000 with has no memory protection and some of the regular tos/gem prgs out there aren't really well...programmed well. The only problem I came across in vsh was when I tried to save the parameters of how the windows were positioned/located - it would crash if I tried to boot it up after that. I mentioned it to David and he promptly fixed in a matter of weeks...

>My experience (and what I have heard from friends) indicates that if you
>want a cheap unix-like environment, buy a PC and MKS-Toolkit...this is
>single tasking but does support pipes, etc, and feels WONDERFULLY like
>unix! It has vi, awk, grep, etc, etc--all the things you know and love.

I heard some pretty good things about that also - their ads in Byte also prove mks-toolkit to be very complete and well-thought out...alas, that's in the pc world...we'll have to do with what we have on the ST...

>If you really want multitasking, consider using MINIX (I have friends
>who are having fun playing with it, personally I have never used it on

Fun? Playing with 'that'? :-) No way...as I said before, it's slow and there are installation problems on hd's. It might be
ok for the serious unix hobbyist but not for the guy who wants to use most of his tos/gem stuff (given that it won't crash under mtcsh) and multitask without the hassle of recompiling half of the kernel in order to make things work to some extent....

>an ST so I can't speak from experience here) along with the Free Software
>Foundation tools--c compiler, flex, bison, emacs, etc.

Turns out that flex, bison, and emacs is available for the ST, and it runs under mtcsh 'cause I have 'em! I hear the gnu c compiler doesn't work because of gnu-c not recognizing environment variables declared through mtcsh, but I use Mark Williams C (3.0.5) and it works fine along with those other gnu

utilities.

>These are just my opinions and impressions, I'd be interested in hearing
>what others tell you about their experiences.

I haven't heard from other mtcsh users yet. I've seen some on the bdt bbs
but with long-distance charges cropping up for me as they always are, I don't
usually call bdt bbs that much. Those and other users should be able to
get on some sort of public access unix system and be able to view
comp.sys.atari.st and hopefully share their thoughts...

>(One other frustrating thing was that when they announced on-line manual
>pages, I immediately sent them an order, along with a check. A few
>months later, they sent me a notice telling me that I could be a beta
>tester for the man pages, and if I would agree to use them a predefined
>amount in the next month I could keep them free--this after they had
>my check!)

That's strange...I ordered the online manual along with rtx, vsh, hd sentry,
sds, uucp, and the mtcsh 1.2 upgd with no problems whatsoever....hmmm...

>And on a different note, I was hoping for something like 24 bit color in the TT!
>Does anyone know how many planes the ATW has? (I requested some information on
>the ATW at SIGGRAPH this year, but haven't heard anything yet).

Speaking of graphics, does anyone have more information/address of JRI's 4096
chip thingamajig? Just like how spectrum/quantumpaint is able to pull off
512-3375 (or even 4096?) colours from the regular ST setup, wouldn't it then
be possible to display 4096-27000 colours? (ratio!) Just a thought...
Also, I would like to get the addresses/info. on the companies that produce
add-on graphic boards for the ST - I've heard of one called Image Systems or
something, and one company also in Europe...

>Don Allison
>don@hp-col.col.hp.com
>
>As usual, these opinions are strictly my own, and even I disavow them on
>alternate days!

--
George Ng (Computer Science, Univ. of Toronto) | "Sure, I would like Canadian
UUCP: uunet!mnetor!{becker,hybrid}!spocom!gng | winters too...if it weren't
or utgpu!ncrcan!ziebmef!spocom!gng | for the weather."

3053. Re: Gadgets by Small - Possible new '030 add-on board!

Newsgroup: comp.sys.atari.st
Date: 1989-11-19 17:45:26 UTC
From: hase@netmbx.UUCP
Message-ID: <3795@netmbx.UUCP>
Source record: 246824

In article <3322@jhunix.HCF.JHU.EDU> ins_bac@jhunix.UUCP (Ajay Choudhri) writes:
>In article <1989Nov16.180311.23182@gpu.utcs.utoronto.ca> nemeth@gpu.utcs.UUCP (Gabe Nemeth) writes:
>[PAK68 68000-proc replacement with 020/881 availeble now]
>Available now...well could you post more info for us non-europeans.
>I'd be interested in seeing some specifics on this..
>compatibility, speed increase, etc

So, here t goes:

The PAK68 is an c't project. c't is a german computer magazine.

Instuctions to build it were published some time ago, together with full circurit description.

compatibility: none. TOS doesn't run; a TOS version hacked to run is not very compatible (why, why did Atari use line-F for anything but floating point?)

speed increase: well, the 020 runs at 8 MHz. The circurit was not designed specifically for the ST...
circurits like Turbo-16, CMI speed or the like were designed for the St, so they can fall back to 8 MHz wherever necessary and run at higher clocks when the async BUS is used.
The PAK68 has support for high speed SRAM on a daugterboard.
But nobody made this availeble to TOS; the custom chips (DMA and SHIFTER) cannot acess it (their adress registers are inside the MCU, so they can only acess the MCU-supported DRAM). And most programs do not like to run in anything but the standard RAM...

overall the speed increase is compareble to any 16-MHz 68000 accelerator for the ST.

With ther german RTOS (nothing to do with TOS!), the PAK helps a lot more, cause RTOS can use the cache, the 020 specific instructions and the 881.

I exspect the Gadgets board to help a lot with Spectre and do almost nothing for TOS. The ST is a closed machine; a compatible, faster redesign is pretty exspensive.
TOS not only does not support processors other than 68000, it fights them :-(

hase

--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP

Dennis had stepped up into the top seat whet its founder had died of a lethal overdose of brick wall, taken while under the influence of a Ferrari and a bottle of tequila. (Douglas Adams; the long dark teatime...)

3054. Re: 68030 processor upgrade project

Newsgroup: comp.sys.atari.st
Date: 1989-11-19 18:22:20 UTC
From: hase@netmbx.UUCP
Message-ID: <3796@netmbx.UUCP>
Source record: 246825

>In article <3424@uafcveg.uucp>, cjy@uafhcx.uucp (Calvin Yockey) writes:
>>
>> P.S. I am VERY excited at the prospect of David Small providing a low cost
>> upgrade path to the 68030 and TI Graphics chip! Go to it, Dave!

As far as I recall, Dave wrote, he'd like the TI graphic chips.
He did not mention including it in the 030 upgrade.

He also wrote, he would not support the 256k-ROMs till they are wildly
availeble.

I'm very interested in this board; hope, You'll get it running.
Spectre speedup would be fine; TOS speedup even better...

Dave, would You like to get some information about the related german
project PAK68 ans PAK-TOS?

hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
Dennis had stepped up into the top seat whet its founder had died of a
lethal overdose of brick wall, taken while under the influence of a
Ferrari and a bottle of tequila. (Douglas Adams; the long dark teatime...)

3055. Re: Want a fast Atari ST...how about a '030 chip?

Newsgroup: comp.sys.atari.st
Date: 1989-11-19 20:00:42 UTC
From: matthews@umd5.umd.edu
Message-ID: <5655@umd5.umd.edu>
Source record: 246826

In article <862@carroll1.UUCP> dnewton@carroll1.UUCP (Dave 'Post No Nicknames' Newton) writes:
>
> Don't be yellin' at me, _I_ didn't post that it made it run at IIci speeds,
>in fact, I think that I said it wouldn't run at IIci speed. No way no how.
>And if you're yelling at me for saying it wouldn't run at IIci speed, that's
>pretty silly too, 'cuz as bad as Apple's software is, a 25MHz doin' bad will
>still beat a 16MHz doin' good.
>
>
>--
>David L. Newton | uunet!marque!carroll1!dnewton | The Raging Apostle--

You completely missed my point. I made no mention at all to the '030 for ST
that supposedly runs at IIci speeds. I was referring to the comment about the
TT's 030 running at 16Mhz. Your last sentence is not always true, either.
Look at the current STs, for example. Take the JATO 16Mhz board. Gee wiz, it
runs at 16Mhz, so it should be twice as fast as an 8Mhz ST, right?

Wrong. Other aspects of the hardware limit the speed increase. Drastically.

A 25MHz "doin' bad" can be worse than an 8Mhz doing average.

Mike

3056. Re: Word-Up

Newsgroup: comp.sys.atari.st
Date: 1989-11-19 20:20:08 UTC
From: abc@cs.purdue.EDU
Message-ID: <8679@medusa.cs.purdue.edu>
Source record: 246827

In article <4529@blake.acs.washington.edu>, themod@blake.acs.washington.edu (Chris Hinton) writes:
>
> I just purchased my copy of Word-Up on Friday and I am already having a
> problem, can you beleive that? Anyway, I set it up according to the manual
> entry to work with a 1040ST with a double sided drive and a Gemini 15X
> printer. Everything is okay, I load it up, go through the install program
> without a hitch. Then I load it up, make a little document and try to
> print it out and it just send garbage to the printer. Why? Any help
> would be appreciated.
>
> Chris Hinton

Funny you should mention this. When I first got a copy of this program
I had the same problem. Except, I was using a Gemini10X. I could not get
the thing to work with the printer unless I did some fancy formating
with page length and width. Even then it was not guaranteed to work.

What did I end up doing? My brother coughed for a new printer that
is known to work with it. I could not determine exactly if the problem
was in the software or my outdated printer. For all the trouble you are
going through I would suggest buying a new printer. Oddly, I could
get it to work with the Star NX-1000 at the store where I bought the
program. Hope this helps. Has anyone else had this problem with the
older Gemini printers?????

Alan Chan
abc@arthur.cs.purdue.edu

3057. looking for the source to QuickST (optimized software blitter)

Newsgroup: comp.sys.atari.st
Date: 1989-11-19 20:32:15 UTC
From: miken@hcr.uucp
Message-ID: <1989Nov19.203215.20572@hcr.uucp>
Source record: 246828

the title line says it all. thanx in advance...

--

HA! (pronoun trouble) It's not "he doesn't have to shoot you now", it's
"he doesn't have to shoot ME now". Well I say he DOES have to shoot me now!
SO SHOOT ME NOW!!!

3058. Hard Drive Woes: HELP!

Newsgroup: comp.sys.atari.st
Date: 1989-11-19 21:54:02 UTC
From: zimm@portia.Stanford.EDU
Message-ID: <6832@portia.Stanford.EDU>
Source record: 246829

If you know anything about hard drives, I'm in desperate need of your help!

One of my hard drive partitions is turning into spaghetti. By that I mean that when I attempt to write a lot of stuff to it (maybe 2 megs) the new files are severely corrupted, the directory looks funny, the computer crashes, and so on. I believe that the drive can't write to certain sectors (I recently noticed a <write fail> message from the ICD utilities). What should I do?

a) Should I reformat the partition and hope there are no real hardware problems with the drive itself? As far as I can tell, the ICD utilities won't allow one to reformat a single partition: how does one accomplish this? (I DON'T WANT TO REFORMAT THE WHOLE DRIVE!!)

b) Is there any way of determining which sectors are permanently corrupted, so that when I reformat the partition I can tell the drive to ignore them?

I need to solve this problem a.s.a.p., as one might imagine.

Thanks -

Dylan
zimm%portia@forsythe.stanford.edu

3059. Re: Comments on STE -- (un)known facts

Newsgroup: comp.sys.atari.st
Date: 1989-11-19 22:19:00 UTC
From: mitsolid@acf5.NYU.EDU
Message-ID: <370002@acf5.NYU.EDU>
Source record: 246830

```
/* acf5:comp.sys.atari.st / daniel@pkmab.se (Daniel Deimert) / 11:13 am Nov 18, 1989 */
>What it has
>
> - Smooth one-pixel scrolling in hardware
> - Two 8-bit D/A-converters for stereo sound
> - RCA stereo output
> - Blitter (thanks guys!)
> - Six (6) joystick ports [Atari BUSINESS Computer, ha!]
> - A palette of 4096 colors. almost useless with the RF-modulator

How much memory? What kind of a monitor? What resolution?
And what is the price? Just curious.

Thanasis
```

3060. Re: Anti-Atari Bashing Flame (long - sorry)

Newsgroup: comp.sys.atari.st
Date: 1989-11-19 22:54:56 UTC
From: rwa@cs.AthabascaU.CA
Message-ID: <1253@atha.AthabascaU.CA>
Source record: 246832

steveg@SAIC.COM (Stephen Harold Goldstein) writes:
>Seems to me the people bitching at Atari have no one to blame but
>themselves for not making a more careful decision before buying. If
>the TT isn't what you want, DON'T BUY ONE!

Good idea. I think I'll buy a PS/2 - then I can keep my software investment intact, right ? Or less tersely, many of us feel Atari is holding us hostage because although we could afford (easily) to go to another vendor for a hardware platform, we're trapped by our current software and data. I for one have easily $2,500 tied up in packages which work well, and with which I am happy, except that the hardware platform has been completely outstripped. I can't put a value on the data I have lying around at all - ghods know how many hours I have tied up in that.

So I'm pretty well committed to going with Atari again. Unfortunately, Atari appears to think that this gives them the opportunity to ignore me, and to slant their market offerings to buyers at the low end, without losing the sale, and with no loss to themselves. I don't like that very much - I feel I'm simply being taken for granted. Anyone else out there feel like a captive too ? If I'd gone with Big Blue (ugh) I could get a real powerhouse clone now from any number of vendors and keep my software. This would be nice.

As for Greg Lindahl, yourself, and the rest of the cheerleaders: what's _your_ investment in ST-line equipment? In software? In data that only makes sense in relation to the afore-mentioned software? In hours spent learning the twisties of programming in the AES/VDI/GDOS environment? I'm on the hook for quite a few $$$'s, and many, many hours. I've got a 1040, 85 meg drive, two monitors, jato board, memory upgrade, tons of other stuff, magic sack, I can't even keep track of it all. Have you noticed that many people expressing unhappiness w/Atari have similar large investments? I do not consider myself a casual complainer. Hell, I'm even a registered developer!

I want to buy a real high-end cpu/video section. I don't see it yet; the tt/p comes close but lacks expansion. The tt/x may be it, but it's a little too far away to bank on. I see _lots_ of high end stuff from other vendors that I can't buy because I've already spent my money. Where's my upgrade path, d*mnit?

Ross

3061. Re: STe TOS BUG

Newsgroup: comp.sys.atari.st
Date: 1989-11-19 23:57:19 UTC
From: daniel@pkmab.se
Message-ID: <2312@pkmab.se>
Source record: 246833

Just a short PS.
I have found out what freqs they're using. Quite odd ones, really.
They are
6258 Hz
12517 Hz
25033 Hz
50066 Hz

With other words some kind of crystal divided with 1, 2, 4 or 8. Right?

Someone who knows how I can generate an interuppt with this freqs
for my sample-routine? Or will there be a new version of ST Replay and
similar packages? Is patching possible? (Of course it is?!)
What about upgrades?

Think it's time to disassemble NEOWALL now.

--
Daniel Deimert, Fridstav. 4, S-715 94 Odensbacken, SWEDEN
Internet: daniel@pkmab.se
UUCP: ...{uunet,mcvax}!sunic.sunet.se!kullmar!pkmab!daniel

3062. Re: COLOR DRIVER

Newsgroup: comp.sys.atari.st
Date: 1989-11-20 00:39:00 UTC
From: brian.beach@canremote.uucp
Message-ID: <89112106222199@masnet.uucp>
Source record: 246834

I am kinda stuck with finding a color printer driver for a "Star NX Multicolor printer. I have one an have been unable to make screen dumps in color the driver I have is the one that comes with the control panel and must only work on the Okidata color printer as it doesn't seem to work for me perhaps I have messed something and some one could help me out. I have seen a driver for the Amiga and seen it work but nothing seems to work for the Atari for me surely one must exist! I would appreciate if someone could give me hint as where I might find one as their is no offical Atari dealer in our city.

* QNet 1.04a1: The GOLDEN KINGDOM. Prince George, B.C. 604-962-9401

3063. Re: spectrum and quantumpaint formats

Newsgroup: comp.sys.atari.st
Date: 1989-11-20 04:14:39 UTC
From: scott@cs.odu.edu
Message-ID: <SCOTT.89Nov19231439@oswy.cs.odu.edu>
Source record: 246835

Some more quick questions - Does anyone have information as to how spectrum
and quantum paint programs are able to make the ST display more colours than
usual? I'm especially bewildered as to how quantum paint can display
3375 colours or more! Any info appreciated...

My quantum paint is pretty useless...
I have not seen a conversion program from quantum's own format over to any
other (gif would be best!) and so the images are neat to look at...
on my atari... in quantum paint.... but besides that, they are useless.

Also, my quantum paint screws up the colors whenever I get more than 30-40
of them on the screen at once!
(it does that nasty recalibration and changes the colors from like green
to red!) I have not used my version since that happens to me EVERY time.

Scott
--

Scott D. Yelich scott@cs.odu.edu [128.82.8.1]
After he pushed me off the cliff, he asked me, as I fell, ``Why'd you jump?''

3064. Re: Anti-Atari Bashing Flame (long - sorry)

Newsgroup: comp.sys.atari.st
Date: 1989-11-20 05:56:50 UTC
From: gl8f@astsun.astro.Virginia.EDU
Message-ID: <2303@hudson.acc.virginia.edu>
Source record: 246836

In article <1253@atha.AthabascaU.CA> rwa@cs.AthabascaU.CA (Ross Alexander) writes:

[describes how Atari had what he wanted a while ago, but that it hasn't kept up with what other companies have been doing...]

Well, this is a problem everywhere. Talk to all the science types who bought VAXes in 1980 only to have to convert to Unix because DEC wouldn't sell them fast boxes. And then DEC starts making fast VMS boxes again.

>So I'm pretty well committed to going with Atari again.
>Unfortunately, Atari appears to think that this gives them the
>opportunity to ignore me, and to slant their market offerings to
>buyers at the low end, without losing the sale, and with no loss to
>themselves.

Er, the TT isn't really much of a "low end machine" in any configuration. You can't sell millions of home computers if they cost over $2,000. So you have a curious definition of "low end".

>As for Greg Lindahl, yourself, and the rest of the cheerleaders:
>what's _your_ investment in ST-line equipment? In software?

Well, first off, I'm hardly a cheerleader. I've NEVER said that I think the ST is a price/performance winner. And I've never said I thought Atari's marketing policy was good. I've only been playing devil's advocate and pointing out obvious flaws, hoping that the flame war will end.

And, yes, I have a big investment: about 1/3 of my total material possessions is my ST. However, most of the software I use (terminal emulation, LaTeX, Maple, Fortran) is portable elsewhere. I've spent some time understanding GEM programming, but that is useful when I program on other windowing systems. I got what I paid for in the first place.

>I want to buy a real high-end cpu/video section. I don't see it yet;
>the tt/p comes close but lacks expansion.

Wait until you see one. Then you'll know enough to make this statement.

Greg Lindahl
gl8f@virginia.edu Astrophysicists for Choice.

3065. Re: Gadgets by Small - Possible new '030 add-on board!

Newsgroup: comp.sys.atari.st
Date: 1989-11-20 07:03:19 UTC
From: gl8f@astsun.astro.Virginia.EDU
Message-ID: <2307@hudson.acc.virginia.edu>
Source record: 246837

In article <3795@netmbx.UUCP> hase@netmbx.UUCP (Hartmut Semken) writes:

>I exspect the Gadgets board to help a lot with Spectre and do almost
>nothing for TOS.

Hm. I thought the FaST Tech board was a 16mhz 68000 with a write-through 32k cache. So if you do lots of reading in a row, you get a big win. Now if you essentially mounted a 16mhz 68030 with a 16 bit data path onto the same board, and somehow get around the Fline problem, then you'd have something that would speed things up more than the Turbo16. Right? It wouldn't be as good as a 32-bit data path with no speed decrease on writes, but still better than a 68000 at 16mhz.

Of course, I don't know if the '030 can handle different bus widths. My Moto books aren't that recent.

The way that it wins over the PAK68 is that Jim Allen has partially decoupled the processor speed from the video speed.

> The ST is a closed machine; a compatible, faster
>redesign is pretty exspensive.

But the TT *is* a compatible redesign with 32-bit everything, right? It will be interesting to compare the TT to other similar '030 boxes, when/if it arrives.

Greg Lindahl
gl8f@virginia.edu Astrophysicists for Choice.

3066. Ram Disks

Newsgroup: comp.sys.atari.st
Date: 1989-11-20 08:31:24 UTC
From: dstr012@ucscg.UCSC.EDU
Message-ID: <9817@saturn.ucsc.edu>
Source record: 246838

Is it possible or is there already out there a RAM disk program that
could increase it's size as more and more files are put into it?
I would really be great because I keep running out of space on deArcs.

Roman Baker

3067. Re: Anti-Atari Bashing Flame (long - sorry)

Newsgroup: comp.sys.atari.st
Date: 1989-11-20 09:02:57 UTC
From: ardvar!krs@stag.UUCP
Message-ID: <1989Nov20.090257.26293@stag.UUCP>
Source record: 246839

This is a third vote for stopping the atari bashing.

- Kent Schumacher It's...
ardvar!krs@stag.UUCP
GEnie: K.SCHUMACHE1

3068. Re: What does the TT Buy me??

Newsgroup: comp.sys.atari.st
Date: 1989-11-20 09:06:03 UTC
From: ardvar!krs@stag.UUCP
Message-ID: <1989Nov20.090603.26364@stag.UUCP>
Source record: 246840

[covertr@force.UUCP (Richard E. Covert) writes...]
>
> [... stuff deleted ....] I really want to see a better TT then
> the TT/Plastic, and MAYBE, just MAYBE, Atari will hear the SCREAMs of anguish from
> the customers. It is not too late for Atari to redesign the TT/Tower (which is the
> model that I am really interested in). I would be glad to want another YEAR to see the
> TT/Tower with a faster 68030 and 1024x1024x256 colors and multitasking and multiwindows.
> That's what I want to accomplish by my Atari bashing. As the TT/Plastic is described
> I would rather pass.
>
[... more stuff deleted]

You know Richard, a little bit of bashing can help quite a bit. A lot
(can you say incessant...) gets you ignored. This post would have been
deleted without ever being read if you hadn't had Howard Chu's name at
the top.

- Kent Schumacher It's...
ardvar!krs@stag.UUCP
GEnie: K.SCHUMACHE1

3069. BUG in FWRITE (LATTICE C)

Newsgroup: comp.sys.atari.st
Date: 1989-11-20 09:19:50 UTC
From: domen@wiener.crin.fr
Message-ID: <926@loria.crin.fr>
Source record: 246841

I'd like to report a bug I found in the function FWRITE of the library
GEMLIB.BIN of LATTICE C. Writing 0xFF to a file causes an error.
I've included the code of this function with some comments so that
everybody can see the bug is.

Did somebody already notice it?
Does this bug really exist or only in my version ? (would be very strange)

Anyway, be carefull when using this function.

Eric

```
-------------------------------------------

FHANDLE = 20 ; file handle
BLKCNT = 16 ; number of blocks to be written
BLKSIZE = 12 ; block size
BADDR = 8 ; address of the current byte

BLKWR = -4 ; blocks written
BYTEWR = -8 ; bytes written
THEBYTE = -12 ; current byte

FWRITE:
link A6,#-12
clr.l -4(A6) ; no block written

NEXTBLK:
move.l -4(A6),D0
cmp.l 16(A6),D0
bge.s ALLDONE
clr.l -8(A6) ; no byte written

NEXTBYTE:
move.l -8(A6),D0
cmp.l 12(A6),D0
bge.s BLKDONE
movea.l 8(A6),A0 ; If the byte to be written is 0xFF
move.b (A0),D0 ; D0 = 0xFF
ext.w D0 ; D0 = 0xFFFF
ext.l D0 ; D0 = 0xFFFFFFFF
addq.l #1,8(A6)
movea.l 20(A6),A0
move.l 8(A0),D1
subq.l #1,D1
move.l D1,8(A0)
move.l D0,-12(A6)
```

```
tst.l D1
bmi.s BUFFULL ; branch if the file buffer is full
movea.l (A0),A1 ; Otherwise ...
addq.l #1,(A0)
move.b D0,(A1) ; D0 still contains 0xFFFFFFFF
ext.w D0 ;
ext.l D0 ;
bra.s ONEDONE ; LOOK ...
|
BUFFULL: |
move.l 20(A6),-(SP) |
move.l -12(A6),-(SP) |
jsr _FLSBF |
addq.l #8,SP |
|
ONEDONE: V
addq.l #1,D0 ; D0 now contains 0 !
bne.s NOERROR ; and we have an error !!!!!
move.l -4(A6),D0
unlk A6
rts

NOERROR:
addq.l #1,-8(A6)
bra.s NEXTBYTE

BLKDONE:
addq.l #1,-4(A6)
bra.s NEXTBLK

ALLDONE:
move.l -4(A6),D0
unlk A6
rts

------------------------------------------------------------
```

3070. Re: Vapourware!!!

Newsgroup: comp.sys.atari.st
Date: 1989-11-20 10:37:12 UTC
From: ralph
Message-ID: <490@laas.laas.fr>
Source record: 246842

In article <13200@s.ms.uky.edu> phoenix@ms.uky.edu (R'ykandar Korra'ti) writes:
| In article <480035@hpdml93.HP.COM> rona@hpdml93.HP.COM (Ron Abramson) writes:
| >I've seen the NEXT machine. It is very real.
| I've seen the NeXT machine. It is very slow.
| :-)
| (Display postscript... bleah...)
| - R'ykandar.

Well, all that depends... I've seen other machines which display
PostScript on the screen, and they were much slower for that than th NeXT!
All this is like comparing apples (no pun intended) and oranges.

Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!mcvax!laas!ralph If all else fails, try:
SOBEK@FRMOP11.BITNET sobek@eclair.Berkeley.EDU
==========
Upon the instruments of death the sunlight brightly gleams. -- King Crimson

3071. Re: atari ABC yea or nay ????

Newsgroup: comp.sys.atari.st
Date: 1989-11-20 10:38:38 UTC
From: rjk752@uxf.cso.uiuc.edu
Message-ID: <46300077@uxf.cso.uiuc.edu>
Source record: 246843

/* Written by suhonen@tukki.jyu.fi in uxf.cso.uiuc.edu:comp.sys.atari.st */

Much text deleted intermittently

>The MC68000 is FAR from RISC!!!! It is absolutely a CISC processor!
Not true. See below.

< I am a month from graduation as a computer engineer, and....
>if only I where you professor, I'll would kick you out of the University!!
>Almoust draduated computer engineer, and does not know NOTHING about
>processors... Where is the word goning to?????
Isn't there some sort of error in logic there ? Because I haven't
programmed the 68000 and one of my statements about it was technically
incorrect, I know NOTHING about processors. I know quite a bit about
processors (I won't bore everyone by putting it in). The University of
Illinois is in fact one of the best Colleges in the United states in the
field of Computer Engineering, and I will graduate in December. However,
they tend to concentrate on theory. I have had little experience with the
hardware currently on the market.
I don't see any smiles in your text. If you want to get personal
with colorful insults, then please use mail. Your message is in very poor
taste. There is enough bashing going on here, we don't need to start flame
wars as well, do we ?
I heard about the 68000 architecture from a friend at the University
here (I haven't actually programmed it myself). Here is what he said:
(Note that I now admit the 68000 is considered CISC)

"Actually, the 68000 is considered CISC, because of the fact that YOU, the USER
cannot write programs in its "basic" set. I am *quite* sure that at the very
heart of the 68000 is a RISC ALU which executes a VERY small program (which
is stored in the on-chip memory) which reads the instructions from memory and
decodes them. So overall, the 68000 is in fact CISC, but it is run by a RISC
heart.

And yes, I am quite sure of this. I got this info from a (very informative)
article on CPU architecture in Byte magazine (a special issue on architecture
sometime in the last 14 months or so) -- they were doing a specific comparison
of the basic operation differences between the 80x86 and the 680x0 families."

Hopefully that will clear up any confusion that you or I created.

3072. Downloading, Help Me

Newsgroup: comp.sys.atari.st
Date: 1989-11-20 10:38:40 UTC
From: dillenbu@uicbert.eecs.uic.edu
Message-ID: <63300001@uicbert.eecs.uic.edu>
Source record: 246844

Help ! How do I download a file from the Terminator archives to my
ST ? I tried using binary ftp to d/l a file to my school computer and
then binary kermit from there to my ST but I keep getting BAD Header
and BAD checksum errors when I try to de-arc the files.
Thanks,
John Dillenburg

3073. Re: 6809 EmulatorSKIP

Newsgroup: comp.sys.atari.st
Date: 1989-11-20 11:29:55 UTC
From: bartho@obs.unige.ch
Message-ID: <444@obs.unige.ch>
Source record: 246845

In article <15.Nov.89.11:32:56.A101DA@UK.AC.SALF.D>, D.Wade@sysd.salford.ac.UK writes:
> Sorry to post this here. I have made 3 attempts to mail Gert and all have
> failed.
>
> Gert,
> Thanks for the offer of the 6809 Emulator. I have no intention of
> using it for comercial purposes. Myself and a friend currently use
> home built 6809 machines running FLEX. We are both considering
> replacing thses with ST's but would like to still be able to
> run some of our old 6809 software from time to time. I would therfore
> like permission to make one copy for him!!. How would you like to send
> the software and what sort of money do you want for your efforts??.
> Dave.
Hi, I am almost in the same position, except not for HAM but may use it
for teaching purposes!

| Dr Paul Bartholdi bartho@cgeuge54.bitnet |
| Observatoire de Geneve bartho@obs.unige.ch |
| 51, chemin des Maillettes 02284682161350::bartho (psi) |
| CH-1290 Sauverny 20579::ugobs::bartho |
| Switzerland +41 22 755 39 83 (fax) |
| +41 22 755 26 11 (tel) |
| +45 419 209 obsg ch (telex) |

3074. Bad postmaster

Newsgroup: comp.sys.atari.st
Date: 1989-11-20 12:49:00 UTC
From: R.D.Chafer@sysc.salford.ac.UK
Message-ID: <20.Nov.89.12
Source record: 246846

>I am trying to get in touch with a German company called
> Verlag Heinz Heise GmbH & CokG
>in Hannover. A telephone or Fax number would be ideal.
>
> Thanks in advance
> Robert Chafer

Some people have tried to send me mail about this request. Unfortunately uknet.ukc has refused to forward them unless we pay them. So can the kind people who replied please resend their mail via a different route.

Thanks
Robert Chafer

==========
From: Robert Chafer

Computing Centre Telephone: +44 61 736 5843 x 672 or x7328,
University of Salford,
Salford M5 4WT
UK

E-mail:
JANET: chafer @ uk.ac.salford.sysc
ARPANET: chafer%uk.ac.salford.sysc @ nss.cs.ucl.ac.uk
BITNET: chafer%uk.ac.salford.sysc @ uk.ac
or chafer%uk.ac.salford.sysc%ukacrl.bitnet @ cunyvm.cuny.edu

3075. Invoking Cartridges

Newsgroup: comp.sys.atari.st
Date: 1989-11-20 12:56:24 UTC
From: R.D.Chafer@sysc.salford.ac.UK
Message-ID: <20.Nov.89.12
Source record: 246847

Dears Netters,
Is their a legal way of running programs on cartridge. The desktop does this but it has inside information. Cartridges have a parameter block at their base, will I have to use this or is their a proper way.
Robert Chafer

==========

From: Robert Chafer

Computing Centre Telephone: +44 61 736 5843 x 672 or x7328,
University of Salford,
Salford M5 4WT
UK

E-mail:
JANET: chafer @ uk.ac.salford.sysc
ARPANET: chafer%uk.ac.salford.sysc @ nss.cs.ucl.ac.uk
BITNET: chafer%uk.ac.salford.sysc @ uk.ac
or chafer%uk.ac.salford.sysc%ukacrl.bitnet @ cunyvm.cuny.edu

3076. Thanks for info on Degas/Neo file formats!

Newsgroup: comp.sys.atari.st
Date: 1989-11-20 13:11:49 UTC
From: phil@mva.cs.liv.ac.uk
Message-ID: <3469@mva.cs.liv.ac.uk>
Source record: 246848

A short while ago I posted a message here requesting info on the format of Degas and neochrome files. I'd just like to thank the people who took the time to reply to my message and sent me copies of the file specs, and also the two people who offerred me programs to convert. Thanks again for all your help.

Phil Jimmieson, **********
Computer Science Dept., * *
Liverpool University, * JANET : PHIL@UK.AC.LIV.CS.MVA *
PO Box 147 * ARPA : PHIL%mva.cs.liv.ac.uk@cunyvm.cuny.edu *
Liverpool L69 3BX * *
(UK) 051-794-3689 **********

3077. Re: atari ABC yea or nay ????

Newsgroup: comp.sys.atari.st
Date: 1989-11-20 14:46:21 UTC
From: ignac@electro.UUCP
Message-ID: <1191@electro.UUCP>
Source record: 246849

In article <46300069@uxf.cso.uiuc.edu> rjk752@uxf.cso.uiuc.edu writes:
> In fact the IBM emulator on my Atari has a Norton
>SI rating between 2.5 and 3.0 because of the power of the 68000 (RISC
>architecture).

your posting is an excellent defence of the power and versatility of the
atari st line of computers, but you, especially as a computer engineer, should
realize that the 68000 is nowhere near being RISC architecture. the 68000
has a very complex instruction set, with very complex addressing modes.
(the 020 and 030 have even better addressing modes, but that's another
story). a RISC architecture means the processor has a limited set of
addressing modes, mainly loading into a register and saving from a register,
and they usually have a better file of general purpose registers than what
the 68000 offers. anyways, thanx for actually standing up for the atari st.
it's a real shame that so many people in north america are ignorant to the
power of this machine. i guess it will never die in europe, though, which
makes me feel a little bettter.

--
=====Ignac A. Kolenko (The Ig) watmath!watcgl!electro!ignac=====
co-author of QuickST, and the entire line of Quick Shareware!!!!
"I don't care if I don't win, 'cause I don't care if I fail"
from 'Youth Of Today' by SUBURBAN DISTORTION

3078. X Windows TT

Newsgroup: comp.sys.atari.st
Date: 1989-11-20 14:55:14 UTC
From: ramsiri@blake.acs.washington.edu
Message-ID: <4543@blake.acs.washington.edu>
Source record: 246850

Does anybody know if the X Windows implementation
for the TT/x will be extensible over networks
via TCP/IP transport?

I understand not all implementations of X Windows
support this.
Just wondering what ATARI has planned.

-kevin
ramsiri@blake.acs.washington.edu

3079. Re: AssemPro any good?

Newsgroup: comp.sys.atari.st
Date: 1989-11-20 15:04:50 UTC
From: ignac@electro.UUCP
Message-ID: <1192@electro.UUCP>
Source record: 246751

In article <1627@ultb.UUCP> clf3678@ultb.UUCP (C.L. Freemesser) writes:
>I'm looking to start programming on the ST. I would prefer to use
>Assembly over a high level language, but am not sure of the best package
>to get. I've heard AssemPro is quite good. Anybody have any comments
>on this or another package?

try ordering MadMac from atari (it comes as part of their development kit).
it is blindingly fast, and supports standard motorola syntax and standard
comment delimiters (try that with that idiotic mark williams assembler!)
it produces normal dri compatible object files, so you can link them with
Laser C, atari's aln linker, or any dri compatible linker. (again, try that
with mark williams) i don't know how much it costs on its own, but at least
atari canada says that they will sell pieces of the dev kit by themselves.

(btw, i really don't like mark williams c. (it comes with atari's developer's
kit.) don't buy it. the only thing good
about it is their manual and their support. otherwise its slow, doesn't
support standard function value returning conventions (pointers are returned
in D0, instead of A0), and their assembler makes life an incredibe pain.
their dri object file converter didn't accept madmac object files, so
you're stuck using their brain dead assembler. yuck!)

--
=====Ignac A. Kolenko (The Ig) watmath!watcgl!electro!ignac=====
co-author of QuickST, and the entire line of Quick Shareware!!!!
"I don't care if I don't win, 'cause I don't care if I fail"
from 'Youth Of Today' by SUBURBAN DISTORTION

3080. (none)

Newsgroup: comp.sys.atari.st
Date: 1989-11-20 15:20:29 UTC
From: keithj@UX1.LBL.GOV
Message-ID: <8911201520.AA00649@ux1.lbl.gov>
Source record: 246752

unsubscribe

3081. Shareware Mac

Newsgroup: comp.sys.atari.st
Date: 1989-11-20 15:21:36 UTC
From: capit@peun11.uucp
Message-ID: <641@nixpbe.UUCP>
Source record: 246753

I didn't receive any answer at all to my first mail.
Is there really no interest in a shareware mac emulator???


```
+----------------------+-----------------------------------------------------+
! Pit Capitain, DX-PC ! US: {...}uunet!philabs!linus!nixbur!capitain.pad !
! Nixdorf Computer AG ! not US: {...}mcvax!unido!nixpbe!capitain.pad !
+----------------------+-----------------------------------------------------+
```

3082. Re: PC DITTO II

Newsgroup: comp.sys.atari.st
Date: 1989-11-20 15:30:20 UTC
From: lawrence@techpub1.iscs.com
Message-ID: <2659@isc-br.ISCS.COM>
Source record: 246754

In article <1184@electro.UUCP> ignac@electro.UUCP (Ignac Kolenko) writes:
>
>well, just the other day, i got a bit of mail from avante garde. it seems
>like pc ditto ii won't be shipping until late november. at least the
>company took the time out to mail me a notice of the delay. i was beginning
>to wonder where my $150 went.
>
Yes, I got a postcard from them too. But, they also promised that they would
"ship" some third-party reviews of PC Ditto II. Has anyone out there even
seen this product?

3083. Re: Anti-Atari Bashing Flame (long - sorry)

Newsgroup: comp.sys.atari.st
Date: 1989-11-20 16:28:47 UTC
From: esp_05@jhunix.HCF.JHU.EDU
Message-ID: <3357@jhunix.HCF.JHU.EDU>
Source record: 246755

I just thought I'd put in two cents on the pro-Atari side. I started with a 520ST early on, didn't spend much on upgrades or software, just stuck with the oriignal Megamax C and First Word that came with my computer. I wasn't in too deep on the dollars side, but I spend huge amounts of time learning the system. Would I buy another Atari?

Hell yes. In August I spent a pretty good wad for a Mega 2/50M HD/Spectre system. Although I've been developing programs on contract on IBMs for awhile (you cannot use PC DITTO for IBM development), I got a new contract for Mac work, and took a gamble that I could consolidate my Atari hobbiest past with my Mac development future.

I couldn't be happier with my choice. For around the same price as a Mac SE at a college student discount, I got a machine that was a little less compatible with the real Mac world (at least hardware wise) but compatible enough, a little faster, with hardware that's a little better. Technically speaking, the equivilant of a Mac IIci isn't available in the Atari world, but speaking as a serious developer, what do I want with a Mac IIci? The company I did the contract for (an international software and textbook publisher) owns primarily Mac Plusses! Were I running fractals or ray tracing a Mac II or Atari equivalent would be nice, but as a serious developer, I can't say I really need it. Sure, you get faster compile times, but if you can honestly tell me you spend most of your time compiling programs instead of writing and editing them, you either write very short programs or you're a fast typist.

I think I lost sight of the point of this exercize...oh yes. As a developer, I'm not sorry for spending all the time and money I did with Atari so they can "abandon" me and pursue new markets. The more new markets there are, the more money there is to be made for developers. And I can't gripe about the time I spent learning GEM--I went from never having touched a Mac to completing my first program, windows, dialog boxes and all, in about three weeks, and I attribute this to my experience with, and its similarity to, GEM.

Would I run out and buy a TT if they came out tomorrow? Probably not--my Mega 2 serves me fine.

Eric Ruck

3084. Horizontal Scrolling on the ST

Newsgroup: comp.sys.atari.st
Date: 1989-11-20 16:45:40 UTC
From: SML108@PSUVM.BITNET
Message-ID: <89324.114540SML108@PSUVM.BITNET>
Source record: 246756

Does anyone out there have any idea how the demo program Tayskuva from Level 16 achieves its horizontal scrolling and overscan ? It's a really nifty trick, but all I can figure is that they're scrweing with shifter registers during vertical and horizontal blank.... Any ideas ???

Scott Le Grand aka sml108@psuvm.bitnet

"Eat lead slackards !" - Back to the Future II

3085. Re: Hard Drive Woes: HELP!

Newsgroup: comp.sys.atari.st
Date: 1989-11-20 16:52:28 UTC
From: wallace@oldtmr.dec.com
Message-ID: <1361@engage.enet.dec.com>
Source record: 246757

In article <6832@portia.Stanford.EDU>, zimm@portia.Stanford.EDU (Dylan Yolles) writes...
>files are severely corrupted, the directory looks funny, the computer
>crashes, and so on. I believe that the drive can't write to certain
Sounds a lot like 40 folder bug symptoms. If you are not running FOLDRXXX.PRG
(renamed to something like FOLDR100.PRG) the I STRONGLY urge you to get the
program and put it in your /auto folder.

If your ICD driver is V4.x then in place of FOLDRXXX you can configure the ICD
folder limit to be 100 or so (depending on how many folders you have/will have
on your HD).

Ray Wallace
(INTERNET,UUCP) wallace@oldtmr.enet.dec.com
(UUCP) ...!decwrl!oldtmr.enet!wallace
(INTERNET) wallace%oldtmr.enet@decwrl.dec.com

3086. FOR SALE Atari 1040ST/Spectre 128 package $875 (NEW TERMS)

Newsgroup: comp.sys.atari.st
Date: 1989-11-20 16:55:50 UTC
From: daved@cscnj.csc.COM
Message-ID: <526@cscnj.csc.COM>
Source record: 246758

[Okay, okay. I'll ship COD cash or certified check.]

Atari 1040ST/Spectre 128 System Package $875 firm

HARDWARE
1040STFM without RF modulator, TOS 1.2
1meg DS/DD 720K drive mouse original box & manuals
Z-time internal battery-backed clock (installed)
Atari ST Monochrome monitor
original box & manuals
Monitor Master (color/mono monitor select switch)
Custom cable for Multisync monitor
External speaker
(most multisync monitors have no speaker)
Spectre 128 Macintosh emulator cartridge w/128K ROMs
original disks/boxes/manuals
Translator One floppy disk controller
(reads MFS Macintosh disks in ST drives)
1200 baud dumb modem
(government surplus; manual; needs RS232 cable)
Joystick

SOFTWARE
Atari ST
ST Basic/ST Logo/1st Word wordprocessor (came bundled with ST)
5 disks of PD software (C compiler, assembler, terminal program, more)
Games (all original disks/boxes/manuals)
Beyond Zork (Infocom)
SpellBreaker (Infocom)
Plundered Hearts (Infocom)
King's Quest I
Phantasie I
The Bard's Tale I
Dungeon Master
Macintosh
Microsoft Word 3.01 (original box/disks/manuals)
original disks have been pre-converted to Spectre format
Epstart Epson printer drivers
5 disks of PD software (ramdisk, DAs, fonts, games, sounds, more)

DOCUMENTATION
Abacus ST Internals
Abacus GEM Programmer's Reference
Inside Macintosh
(ancient edition in original Apple 3-ring binders)

30 issues of ST-log magazine
(from the original issue thru about March 1989)
Reams of printout from BBSes containing Atari technical information
(I collected do-it-yourself hardware modification articles, like
adding disk drives, attaching multisync monitors, expanding
memory, detaching the keyboard, etc.)

TERMS

$875 postage paid

I will not consider selling anything separately. Please do not ask.

In Northern/Central Jersey, you can pick everything up or we can
arrange a meeting in some reasonable equidistant location.
Otherwise, I am willing to ship UPS COD cash or certified check.

PHONE
(201) 981-9119 x6417 business hours EST
(201) 704-1461 evenings
--

Dave Douglass Computer Sciences Corporation Piscataway, NJ 08854
....!rutgers.rutgers.edu!cscnj!daved

3087. Re: BOP questions

Newsgroup: comp.sys.atari.st
Date: 1989-11-20 17:09:14 UTC
From: silvert@cs.dal.ca
Message-ID: <1989Nov20.170914.11385@cs.dal.ca>
Source record: 246759

In article <11830064@hpldola.HP.COM> jg@hpldola.HP.COM (Joe Gilray) writes:
>
>I recently purchased a used version of the original version of
>BALANCE OF POWER (Thanks, peter!). I'm very impressed with the
>game but a have a few questions which are not dealt with in the
>manual:
>
>1) The game appears to be copy protected, at least none of the
> copys I made ran, they all bombed. It runs fine from the
> original disk. Has anyone made a backup or do I have to run
> from the original?

I haven't run it for a while, but my experience was that it only checked
the original disk when first booted. After that I could swap in a
duplicate disk and it ran fine. This solves your questions about saving
the game, etc.

--
Bill Silvert, Habitat Ecology Division.
Bedford Institute of Oceanography, Dartmouth, NS, Canada B2Y 4A2
UUCP: ...!{uunet,watmath}!dalcs!biomel!bill
Internet: biomel@cs.dal.CA BITNET: bs%dalcs@dalac.BITNET

3088. Re: INFO-ATARI16 Digest V89 #664

Newsgroup: comp.sys.atari.st
Date: 1989-11-20 17:24:10 UTC
From: jimh@ultra.UUCP
Message-ID: <8911201724.AA02235@paris.ultra.com>
Source record: 246760

to: ncrlnk!wright!crimson!pmateti@uunet.uu.net
subject: gulam

I just wanted to send you a note thanking you for gulam. I use
it almost daily and have had few problem with it. I think it is
amazing that you have packed so much flexibility in such little
space. (My only 'complaint' is that I can't seem to change any of
the ue key bindings).
When you have it prepared for final release, I'm sure the atari world
will be grateful for a new posting.
Also, since you mentioned availability of source to a selected few
I would like to be on that list of recipients. I would like to see
if it is possible to call ue from a .g file.
You also mentioned in the original documentation that came with gulam
that there was a book you were working on. Would you post this when it
becomes available?
Thanks so much for making my life a little easier..
Jim Hurley

3089. Atari bashing, complaining and such

Newsgroup: comp.sys.atari.st
Date: 1989-11-20 17:54:00 UTC
From: V128LL9E@UBVMSC.CC.BUFFALO.EDU
Message-ID: <8911210804.AA09559@ucbvax.Berkeley.EDU>
Source record: 246761

I'm sick of reading your complaints about Atari, if you don't like
Atari and feel they aren't doing a good job buy another computer. Plain and
Simple. Get a MAC and leave us alone.

Terribly Annoyed with Richard

3090. Re: Word-Up

Newsgroup: comp.sys.atari.st
Date: 1989-11-20 18:15:15 UTC
From: pegram@uvm-gen.UUCP
Message-ID: <1343@uvm-gen.UUCP>
Source record: 246762

From article <4529@blake.acs.washington.edu>, by themod@blake.acs.washington.edu (Chris Hinton):
>
> I just purchased my copy of Word-Up on Friday and I am already having a
> problem, can you beleive that? Anyway, I set it up according to the manual
> entry to work with a 1040ST with a double sided drive and a Gemini 15X
> printer. Everything is okay, I load it up, go through the install program
> without a hitch. Then I load it up, make a little document and try to
> print it out and it just send garbage to the printer. Why? Any help
> would be appreciated.
>
> Chris Hinton

Two possibilities:

1st: (unlikely, but this should be posted)
Nov ST WORLD (US) published a virus report from Neocept.
WordUp 2.0 serial # WUP004000 to 004250 to 101124 (sic) is contaminated. Use a virus killer to remove the virus or send a blank formatted disk and a SASE to Neocept to receive Neocept's boot sector virus killer.
Neocept, Inc.
547-a Costitution Ave.
Camarillo, CA 93010
Attn: Virus Killer

2nd: I suspect that you didn't set up the program or printer correctly. WordUp prints in graphics mode to get all its fonts and pictures out. Your SG15 like many Epson "compatibles" has two modes of operation, Epson like ("Star" mode) and IBM mode. These have slightly different command sets, especially for graphics. Recheck all program settings and SG 15 dip switches. The printer must have its power cycled to recognize new dip switch settings.

This sort of thing applies to most dot matrix printers,
hope it helps,
Bob Pegram

3091. Re: SeaGate 296n information...

Newsgroup: comp.sys.atari.st
Date: 1989-11-20 18:29:04 UTC
From: jeh@elmgate.UUCP
Message-ID: <1161@elmgate.UUCP>
Source record: 246763

In article <4480@blake.acs.washington.edu> ramsiri@blake.acs.washington.edu (Enartloc Nhoj) writes:
>ROM 8 Does NOT format 1:1 successfully... sure it will run.. if
>a 57K/sec DTR is satisfactory for you !
>
>The older ROM 7 drives (hard to find these days) will format 1:1
>and give you about 550 K/sec.

Just to confuse the issue further, I have a ROM 8 ST296N in my system (Amiga 2000,HardFrame) formatted 1:1, and it works reasonably well (>600K/second transfer rate). Perhaps the controller makes a difference.

Ed Hanway
jeh@elmgate.UUCP

3092. Atari/ST games for sale. Cheap !

Newsgroup: comp.sys.atari.st
Date: 1989-11-20 18:55:36 UTC
From: gert@prls.UUCP
Message-ID: <28273@prls.UUCP>
Source record: 246764
Cross-posted to: misc.forsale,ba.market,comp.sys.atari.st

I have the following Atari/ST games left. All with original package and documentation. $10 per game, $8/game when you buy 2 or more. Will split shipping costs for long distance.

SUNDOG
Star Raiders
Crystal castles
Time Bandits
Starglider

Gert Slavenburg
(UUCP : ..!pyramid!prls!gert)

3093. gif file format reader

Newsgroup: comp.sys.atari.st
Date: 1989-11-20 19:11:24 UTC
From: mike@system.Cambridge.NCR.COM
Message-ID: <552@system.Cambridge.NCR.COM>
Source record: 246765

HELP !!! PLEASE !!!

I am in need of a program that will allow me to read a picture file into PAGESTREAM. This picture is in gif format. I think what I need is a program that will convert this gif format into iff or pcx or something else that PAGESTREAM will read. My son needs this for a project at school. I need to get this for him before Thanksgiving if possible. If not possible, I still would like to get the conversion since I'm sure he'll want to do it again sooner or later. Any help is appreciated.

Thanks,

mike

3094. Dealer comments and questions

Newsgroup: comp.sys.atari.st
Date: 1989-11-20 21:43:19 UTC
From: mjv@iris.brown.edu
Message-ID: <21320@brunix.UUCP>
Source record: 246766

First let me ask my main question and then explain why.

Can any of you recommend a nice Atari dealer in the Connecticut (eastern
end prefered) or Boston area? Thank you.

Dealer Woes: Here in the teeny state of Rhode Island, we have but one
dealerof Atari wares. This place also sells Amiga and C64 stuff as all Atari
dealers seem to these days. However, these lowly people at the dealer are
also involved in pirating with the Very scummy people in charge of the
local user's group. I will not do business with a hypocritical dealer that
pirates and doesn't even let you try software w/o buying it. There is another
dealer close by in Mass. but they are very small and don't deal with Mega's. Also the owner
was very rude to me as a prospective customer and made stupid
jokes about his wife who was working the counter. I have very little
intention of doing business with either of these places.

There was a very nice store up in Quincy, Mass run by a
friend-of-a-friend
but he went out of business (he was broken into once and insurance costs
went throught the roof.)

In recent trips to California (SF Bay Area) and Oregon, I noticed that
several Atari stores the used to be are either gone or all Amiga and
Nintendo.
The condition of Atari dealers really seems sad these days. I would like
to
possibly get another Atari computer whenever it (TT) comes out, however I
may have decide to go with the Mac since I know I can easily find dealers
and info for it. The situation has been very bad out here and with the
local user's group been turned into a pay'n''pirate party bunch, I was out of
touch with Atari happenings. thanks for listening.

-- mjv@iris.brown.edu
[S.D.= these are my opinions and not my employers]

"And, oh! Father Christmas, if you love me at all,
Bring me a big, red india-rubber ball."
A.A. Milne "Now We are Six"

3095. GCC libraries for ST cross-compilation

Newsgroup: comp.sys.atari.st
Date: 1989-11-20 23:31:37 UTC
From: trimble@laic.UUCP
Message-ID: <750@laic.UUCP>
Source record: 246767

Does anyone know of an archive server that I can request the diffs and libraries to cross compile for the ST using the GNU compiler. Please respond via email or post. Thanks.

Gary M. Trimble

3096. Re: SeaGate 296n information...

Newsgroup: comp.sys.atari.st
Date: 1989-11-20 23:45:09 UTC
From: ramsiri@blake.acs.washington.edu
Message-ID: <4554@blake.acs.washington.edu>
Source record: 246768

>In article <4480@blake.acs.washington.edu> ramsiri@blake.acs.washington.edu (Enartloc Nhoj) writes:
>>ROM 8 Does NOT format 1:1 successfully... sure it will run.. if
>>a 57K/sec DTR is satisfactory for you !
>>
>>The older ROM 7 drives (hard to find these days) will format 1:1
>>and give you about 550 K/sec.
>
>Just to confuse the issue further, I have a ROM 8 ST296N in my system
>(Amiga 2000,HardFrame) formatted 1:1, and it works reasonably well
>(>600K/second transfer rate). Perhaps the controller makes a difference.
>
>Ed Hanway
>jeh@elmgate.UUCP

I think Vance from BMS said he has a 296N working perfectly fine
with the BMS controller. When i originally bought the 296N from
my dealer, we tried both ICD and Supra... neither worked.. we somewhat
concluded that it probably was in the ROM. Then we contacted Seagate,
and they told us they had problems getting it to run 1:1 on a 386 box.
But it was really hard to get a straight answer.
A week or so later, my dealer talked with Seagate again and was told
there was a bug in the ROM 8 and that unfortunately the only solution
was to do a revision. Hence ROM 12 ?

Obviously, the 296N CAN work 1:1 with the right controller.

Learn something new everyday!

-kevin
ramsiri@blake.acs.washington.edu

3097. Rainbow TOS ROMs (AGAIN!)

Newsgroup: comp.sys.atari.st
Date: 1989-11-21 00:20:47 UTC
From: kbad@atari.UUCP
Message-ID: <1811@atari.UUCP>
Source record: 246769

mboen@nixpbe.UUCP (Martin Boening) writes:

| Another question: is TOS1.4 EVER going to be distributed in the
| form of 1MBit ROMS...
Yes. The individual who is responsible for ordering the ROMs tells
me that they will be in stock Thanksgiving week.

| What about people with a motherboard that doesn't have room for 6
| ROMS?
Every ST/Mega motherboard manufactured by Atari has room for 6 ROMs.
--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

3098. Re: Time to create comp.sys.atari.flames (was Re: RE: Vapourwar

Newsgroup: comp.sys.atari.st
Date: 1989-11-21 00:38:22 UTC
From: greg@sj.ate.slb.com
Message-ID: <1989Nov21.003822.16810@sj.ate.slb.com>
Source record: 246770

Opinions expressed are the responsibility of the author.

In article <24111@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>In the "Real World (tm)", there are things known as Warranties of
>Merchantability and Fittness for Purpose. There are also things known
>as Truth in Advertising, and Fraud.

So what? Atari's products are certainly "Merchantable" and "Fit for Purpose". Their computers are salable, they sell, and they work. I don't know why you even mentioned those terms, except perhaps in a grandstanding attempt to impress. Please, spare us.

As for "Truth in Advertising" and "Fraud", if you can demonstrate that Atari has *ever* advertised a blitter chip as being available for the 512 or 1040, then you'd have a case. All you can point to are rumors and endlessly-repeated and misquoted off-hand remarks. And you are getting dangerously close to libel by implying Atari is guilty of fraud. Innuendo works both ways.

>Both Commodore Business Machines and Atari Corp. have been forced by
>law to produce products they had promised, but which for their own
>reasons they didn't want to actually produce. The Commodore-64 CP/M
>module and the Atari XF-551 Disk Drive are two examples.

I remember this; this is a completely different situation. The items in question had been *advertised* as available. They generated so little response, that the respective companies involved decided they'd be unprofitable. When they cancelled them, they were sued by some of the few people who wanted them. A case of shooting themselves in the foot, or a lack of Market Research.

>If Greg Wageman had been one of the people who had bought an Atari ST
>based on the promises of the Chief Executive Officer of the company, I'm
>willing to wager he too would be more than a little upset when the
>implied contract was broken.

CEO's of major corporations don't generally make promises to me about anything, except perhaps as a stockholder. In any event, hearing a CEO saying "Product X is in development" is worlds away from a Press Release for a new product. The latter represents a commitment to deliver a real product, the former represents R&D. Every corporation persues some product in R&D that never gets to market (that's why it's called "research"). You only get sued over them if you *formally* announce them and don't ship, and even then only if the plaintiff can prove that the announcement generated sales.

>As far as technical details, the "blitter upgrade" had been promised by
>many different Atari Corp people over a span of several years. It was not
>something that a stupid executive just happened to blurt out on a TV
>"talk show". There had been upgrades/daughter boards/motherboard swaps
>discussed by Atari for years. This created an expectation of performance
>for those who invested in Atari equipment. Atari obviously expected that
>a blitter equipped "vented case" 1040 would pass FCC certification because
>they redesigned the motherboard with a blitter socket position. "Do It
>Yourself" blitter upgrades are possible *if* you have the right motherboard.
>That leaves us with the question of why Atari didn't do it themselves...

Correction: it had been *mentioned*, not *promised*. Any "expectation
of performance" was created in your own mind. A product isn't real
until delivery date and price are quoted. Atari has done neither for
the blitter "upgrade".

They didn't do it because they couldn't make them FCC compliant. That
doesn't mean that they couldn't sell them elsewhere, where RF
emissions standards aren't as strict, just like the RF modulators
which are not available in the US, but have a space on the
motherboard. Atari, as we are now all painfully aware, has numerous
markets outside the US. Assuming that Atari's technical decisions are
driven by the US market is your mistake, not theirs.

>I'm left wondering how the STE with its "vented case" design can add
>video enhancements and SIMM memory to 4 Megs and still pass FCC certification
>if the Blitter would have pushed it over the line.

Not having compared the internal design of the STe with a 1040, I
can't comment. No doubt based on their previous experience they knew
where all the weak spots were, and corrected the design. Since the
STe is a new product, they could design with lower RF emissions in mind
from the start, same as they did with the Mega line.

>Sorry if I've exceeded my message allowance by posting this reply, and I'm
>further sorry if anyone reading this is annoyed that it's not an Atari
>cheerleader message. I don't much care about a blitter chip and I don't
>plan to say anything more about the subject. Atari Corp lied to their
>customers, and that annoys *me*

Look, I'm an Atari customer too, but I don't consider myself as having
been lied to. You have only yourself to blame for reading way too
much into comments made about *possible* future products. This is
precisely why the folks at Atari are getting so close-mouthed about
new developments. We in the Atari user community want to know that
they're developing new products and expanding the product line, but
because of attitudes like yours, where a "We're looking into..."
becomes a commitment, we must now wait until products are shipping
before we get word of them; so now people become discouraged because
"Atari isn't doing anything new".

Give them a break!

Copyright 1989 Greg Wageman DOMAIN: greg@sj.ate.slb.com
Schlumberger Technologies UUCP: {uunet,decwrl,amdahl}!sjsca4!greg
San Jose, CA 95110-1397 BIX: gwage CIS: 74016,352 GEnie: G.WAGEMAN
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3099. Re: Hard Drive Woes: HELP!

Newsgroup: comp.sys.atari.st
Date: 1989-11-21 00:59:00 UTC
From: mark@rpp386.cactus.org
Message-ID: <17336@rpp386.cactus.org>
Source record: 246771

In article <6832@portia.Stanford.EDU> zimm%portia@forsythe.Stanford.EDU (Dylan Yolles) writes:
>One of my hard drive partitions is turning into spaghetti. By that I mean
>that when I attempt to write a lot of stuff to it (maybe 2 megs) the new
>files are severely corrupted, the directory looks funny, the computer
>crashes, and so on. I believe that the drive can't write to certain
>sectors (I recently noticed a <write fail> message from the ICD utilities).
>What should I do?
>
>a) Should I reformat the partition and hope there are no real hardware
>problems with the drive itself? As far as I can tell, the ICD utilities
>won't allow one to reformat a single partition: how does one accomplish
>this? (I DON'T WANT TO REFORMAT THE WHOLE DRIVE!!)

I don't want to sound uncaring about you problem, but it looks like
you have encoutered the nasty "40" folder limit that TOS incorporates.
This will mess up you drives extremely well. You can try to backup your
good partitions to floppy disk, but there is not much you can do about
the corrupted files. I encountered this twice. Even my backups were
messed up, and when I restored the files to the freashly formated
drive, I re-created my problems.

My suggestion is to backup as much as you can onto floppy disks, and then
reformt the drive. Then make sure to get the FOLDRxxx.PRG program from
a BBS or other source. Atari wrote it and it is available for no-charge.
Replace the "xxx" with a number between 100 and 999. I use a value of 150.

Hope this helps.

Mark Lehmann

--
+-----------------------------------+----------------------------------+
Mark Lehmann	
mark@rpp386.cactus.org	
{bigtex|texbell}!rpp386!mark	

3100. Re: Atari ST Multitasking/Multiuser OSs

Newsgroup: comp.sys.atari.st
Date: 1989-11-21 01:14:41 UTC
From: mark@rpp386.cactus.org
Message-ID: <17337@rpp386.cactus.org>
Source record: 246772

I just ordered MINIX today. Got it through a Book Store called "BOOKSTOP"
which gives its members a 20% discount on products purchased there.

Is MINIX really that bad. You make it sound like the worst kludge you
ever saw. I wanted MINIX for multiuser, multitasking? Does it really
destroy the hard drive? Is it compatible with the TOS file partitioning,
or am I stuck to MINIX only when I install it on my hard drive. I was
hoping to be able to use MINIX from one boot up and TOS from another
boot up. Of course not running both OP/SYS simultaneously.

From being a UNIX administrator, I am use to re-compiling the kernel.
Is it really as tough as you say it is?

The second reason that I am purchasing MINIX is to learn how to write
operating systems. People have told me that MINIX is well supported.

Thanks for the previous comments and any comments that you wish to append
to this message.

Mark Lehmann

--
+-----------------------------------+----------------------------------+
Mark Lehmann	
mark@rpp386.cactus.org	
{bigtex|texbell}!rpp386!mark	

3101. Re: TT's VME-slots

Newsgroup: comp.sys.atari.st
Date: 1989-11-21 01:48:18 UTC
From: kbad@atari.UUCP
Message-ID: <1812@atari.UUCP>
Source record: 246773

dnewton@carroll1.UUCP (Dave 'Post No Nicknames' Newton) writes:

| SCSI-basid things would be okay, until you have more than seven.

Remember that SCSI supports several logical units per physical unit.

--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

3102. Re: What's going on at COMDEX???

Newsgroup: comp.sys.atari.st
Date: 1989-11-21 02:13:08 UTC
From: kbad@atari.UUCP
Message-ID: <1813@atari.UUCP>
Source record: 246774

david@bdt.UUCP (David Beckemeyer) writes:

| * There were a number of TT systems, running simple demos mostly.
| (It reminded me of those early days of the 520 before there were
| any real programs).

I find this really amazing. I've seen this statement in three places now, and I guess it means that Atari succeeded in making the TT ST compatible. So compatible, in fact, that nobody could tell a TT when they saw one! There was _one_ TT running demos at the show, and _four_ running application software: Atari's DeskSet II, and 3 third party programs: DynaCadd, Cyber series software from Antic (including a beta version of their new Cyber Motion - a really neat program), and LDW Power.

People used to the feel of the above programs on ST were amazed at the TT performance. The author of Cyber Motion was really excited about it, because he was afraid that his beta version with its rough edges would look too slow at the show. He was real happy with the TT.

I guess the point was to show that the TT is a big win with the existing ST software base. I guess it's unfortunate that people came away with the impression that the only TT's at COMDEX were showing demos, and didn't notice the compatibility.
--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

3103. Re: TT's VME-slots

Newsgroup: comp.sys.atari.st
Date: 1989-11-21 02:17:31 UTC
From: daveh@cbmvax.UUCP
Message-ID: <8668@cbmvax.UUCP>
Source record: 246775

in article <1741@calvin.cs.mcgill.ca>, depeche@quiche.cs.mcgill.ca (Sam Alan EZUST) says:

> In general, computer specific hardware addons will be a thing of the past.
> I mean, shit - if we have a DMA port which can transfer data at 10
> megabits per second on our old clunking 1040sts, guess how obsolete a
> card slot which works with IBMs will be (I wish I had some numbers, but
> I bet that those card slots in the IBMs aren't much faster if they are at
> all).

The PC-AT bus at 8MHz has a maximum bandwidth of 4 megabytes/second. Of course, since it doesn't permit true DMA bus masters (it has a DMA chip for faster-than CPU transfers, in theory, but in practice the DMA chip is slower than the CPU for such transfers), the effective maximum rate on the bus is 2 mb/sec. For an 8 bit card on that bus, you're down to 1 mb/sec, and if it's run at PC-XT speeds, that's down to less that 512 kb/sec.

The Amiga bus runs at 7.16MHz, for a corresponding bandwidth of roughly 3.75 mb/sec, which can be a bus-mastered transfer (most hard disks work this way). That's not fast enough, but it's decent for many things.

For an asynchrous SCSI disk transfer, you probably wouldn't notice much difference in raw transfer speeds between the DMAed Amiga, CPU copied IBM, or DMA chip driven ST; the SCSI's upper limit is 1.5 mb/sec in all cases. However, the Amiga would spend less time in the actual transfer, so there'd be more CPU time available for other things. So, in general, faster bus access buys you bandwidth. Even if you can't think of anything that actually needs that bandwith, you'll get CPU cycles out of it.

> The only things we would need slots for nowadays is for accelerators,
> graphics enhanceors, and perhaps emulators.

They always say you won't need more slots this time, because in general, every time a real new computer comes out, all the stuff you put in the slots of the previous generation are now on the motherboard. So in the 70's you wasted a slot for a floppy controller, in the early 80s you wasted a slot for a hard disk controller, and now both of those are built in. But still, someone's going to find a use for as many slots are you give them. Just ask Apple -- they were the last ones to think they'd taken care of everything, first in the Mac and then the Mac Plus.

What goes in those slots is about 1/2 constant, 1/2 changing. The constant 1/2 is the thing that'll never be popular enough for standard equipment on your machine, such as a special purpose data aquisition board, 8 extra serial ports, superhires graphics board, etc. These things have always been around, always will be. The second 1/2 is

the "move against obselence" stuff. Open slots let you add those
floppy controllers in the 70's and hard disks in the 80s without
throwing out the whole machine. This kind of thing will probably be
less and less common, because the average person's need for any level
of computer power won't forever be growing unbounded. Human nature
will set an upper limit on how much you need here. We're not there
yet, so this kind of slot still makes sense.

I've got every slot in my Amiga 2000 here filled with something. I
just had to throw out 2 megs of RAM out of the machine to fit the
ethernet card.

> S. Alan Ezust aka "Depeche Modem" depeche@calvin.cs.mcgill.ca
--
Dave Haynie Commodore-Amiga (Systems Engineering) "The Crew That Never Rests"
{uunet|pyramid|rutgers}!cbmvax!daveh PLINK: hazy BIX: hazy
Too much of everything is just enough

3104. Print Master -> Degas

Newsgroup: comp.sys.atari.st
Date: 1989-11-21 05:11:51 UTC
From: rjw@cunixa.cc.columbia.edu
Message-ID: <2233@cunixc.cc.columbia.edu>
Source record: 246776

Does anyone out there know of any programs which can be used to convert Print Master pictures to Degas or some other more useable file (e.g. Degas, .IMG, .GEM, Tiny, etc.)? I've got all these cute little pictures; none of which I can use with Timeworks DTP! Thanks in advance, everyone.

rick


```
-------------------------------------------------------------------------------
|o| | |o|
|o| Ricky Witter | Mac Plus | Atari 1040 ST |o|
|o| (rjw@cunixa.columbia.edu) | speed 7.8 Mhz | 8.0 Mhz |o|
|o| | screen 512 X 342| 640 X 400 |o|
|o| 516 John Jay Hall | Midi? Ha! | in & out |o|
|o| Columbia University | color? nope | 512 |o|
|o| New York, NY 10027 | price: $1200 | $800 |o|
|o| | plus, my ST can emulate Mac! /\_|o|
|o| _ __ /\ | (IBM, too!)__ /\_ /
\/ \ /\_/\ _ / \/\ /\/ \__ /\/\_ __ / \/\ / \/\_/
\/ \__/ \/ \_/\/ \/ \/ \/ \_/
```


((((IN STEREO))))

where available

3105. ANALOG

Newsgroup: comp.sys.atari.st
Date: 1989-11-21 07:23:15 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <24309@cup.portal.com>
Source record: 246777

>As I pointed out in a previous note, you are quite wrong. Analog
>and ST-LOG are merging into a bigger, better Analog Computing. I have
>the October 1989 issue to prove it.

Unfortunately, this info is far behind the times..

ANALOG magazine is no more... another skeleton in Atari Corp's closet..

Talk to Lee Pappas, the Publisher, or Clay Walnum, the Editor, or any of
the former contributors like Tom Hudson, or Maurice Molyneaux or
Charles F. Johnson, or Matt Ratcliff, or even me...

You can't publish a magazine in a vaccuum...

BobR

3106. Re: Vapourware!!!

Newsgroup: comp.sys.atari.st
Date: 1989-11-21 07:41:53 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <24310@cup.portal.com>
Source record: 246778

David Meile says a lot of uninformed stuff about Atari history...

I'm sorry if you haven't been able to keep up with the Atari world in the last few years.. I know that it's hard to stay informed if your only source of information is the "major" Atari magazines.

If you were involved with any of the online services where Neil Harris held court, or followed Atari Corp happenings in the media, you'd have been able to follow this discussion intelligently.

Neil Harris was the "Director of Marketing Information" (or some such nonsense) for years. As such, he was the "official mouthpiece" of Atari Corp.. He promised the blitter upgrade, many times.. officially.

Sam Tramiel is the Chief Executive Officer of Atari Corp. He promised the blitter upgrade on television, in answer to a caller's question. (Sorry if you missed that.. it was prominently publicized on the national information services).

If you're satisfied with the performance of Atari Corp,. then that's just fine... for you.

I'd still like to see what would happen if the proper Federal agencies became involved in this scam...

BobR

3107. Re: atari ABC yea or nay ????

Newsgroup: comp.sys.atari.st
Date: 1989-11-21 07:59:23 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <24311@cup.portal.com>
Source record: 246779

RJK (not otherwise identified) says:

What do YOU own. I'll bet it's 1) more expensive or 2) less powerfull
or 3) another "toy" computer.

Sorry.. .my computer of choice, out of the 14 or so that I own, is my
Atari 520ST...

It's (painfully) upgraded to 1 Meg of RAM, and running 20 Megs of hard
disk. It's far more useful to me than any of the other brands of
computers I own. What we have to do is distinguish between the computer
itself and the company that produces it.

Atari Corp doesn't seem to be able to realize what a powerful computer they
have in the ST. Instead, they run off in all directions, trying to sell
toy IBM compatible (somewhat compatible) "computers", and promoting
unavailable handheld "video games" ... do either of these activities
benefit _you_..?

I'm glad you decided to make your opinions known. Maybe if more Atari
owners would make their feelings known, Atari Corp would deal more
honestly with _all_ of us...

BobR

3108. Re: Tek4014 Emulator

Newsgroup: comp.sys.atari.st
Date: 1989-11-21 08:29:00 UTC
From: rs0@beach.cis.ufl.edu
Message-ID: <21265@uflorida.cis.ufl.EDU>
Source record: 246780

In article <DLEROY.89Nov17181141@x102a.harris-atd.com>
dleroy@x102a.harris-atd.com (leroy david 01354) writes:
>I am looking for a Tektronix 4014 emulator for my Atari ST. Preferably one
>that also has a vt100 mode.
>
>Does anybody know of one?
>

Uniterm 2.0e has Tek 4010 in it, and VT200. I am using it right this
moment to post this. I don't know if 4010 and 4014 are close enough
for your needs or not.

It should be available from various ftp sites and other archives.

--
* Bob Slaughter * This space for rent *
* InterNet#1: rs0@beach.cis.ufl.edu * Call 1-800-FOR-RENT *
* InterNet#2: Haldane@Pine.Circa.Ufl.Edu * Model Railroading *
* Bitnet: Haldane@UFPine * is Fun!! *

3109. Re: PortFolio as a marketing aid ?

Newsgroup: comp.sys.atari.st
Date: 1989-11-21 08:29:34 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <24312@cup.portal.com>
Source record: 246781

Pete Szymonik says:

>If Atari can reach into the levels of management far
>enough and turn enough enough heads with this little wonder it *may*
>just be enough to get some business' to look at the rest of the line.

This is a very good idea, and a very creditable approach to marketing.. but..
did any of those envelopes you saw with the Portfolio info in them mention
anything about the other Atari computers...?

BobR

3110. Re: atari ABC yea or nay ????

Newsgroup: comp.sys.atari.st
Date: 1989-11-21 08:31:09 UTC
From: dnewton@carroll1.UUCP
Message-ID: <872@carroll1.UUCP>
Source record: 246782

In article <46300077@uxf.cso.uiuc.edu> rjk752@uxf.cso.uiuc.edu writes:
>However,
>they tend to concentrate on theory. I have had little experience with the
>hardware currently on the market.

That's too bad...

>"Actually, the 68000 is considered CISC, because of the fact that YOU, the USER
>cannot write programs in its "basic" set. I am *quite* sure that at the very
>*heart* of the 68000 is a RISC ALU which executes a VERY small program (which
>is stored in the on-chip memory) which reads the instructions from memory and
>decodes them. So overall, the 68000 is in fact CISC, but it is run by a RISC
>heart.

Well, by this definition, I would suppose that every micro-programmed CPU
is considered RISC, as microcode only has a limitied amount of instructions.
What makes a CPU a RISCy one, in my mind, is one where the _user_ has few
instructions, and instead of micro-coded, it's hardwired.

--
David L. Newton | uunet!marque!carroll1!dnewton | The Raging Apostle--
(414) 524-7343 (work) | dnewton@carroll1.cc.edu | for the future--
(414) 524-6809 (home) | 100 NE Ave, Waukesha WI 53186 | for the world.
"Isn't it fun to take two unrelated sentences and mix the batter lightly?" -me

3111. Terminator archive

Newsgroup: comp.sys.atari.st
Date: 1989-11-21 08:38:35 UTC
From: VCD51661@DS0RUS54.BITNET
Message-ID: <8911201042.AA29803@jade.berkeley.edu>
Source record: 246783

```
Hi there,

last week i tried to access the terminator archive via mail and
via ftp. I used the internet adress atari@terminator.cc.umich.edu
and got the message "unknown host" using ftp. My mails remained
without reply. Does anybody know whether the terminator archive
is still working, or what else could be wrong?

Thanx alot.
/*
** Benno Salzgeber
** Institute for Computer Applications
** University of Stuttgart
** VCD51661@DS0RUS54.BITNET
*/

-- FOOD FOR THE LITTLE LINEEATER -- FOOD FOR THE LITTLE LINEEATER -- FOOD
-- FOOD FOR THE LITTLE LINEEATER -- FOOD FOR THE LITTLE LINEEATER -- FOOD
```

3112. Re: Hard Drive Woes: HELP!

Newsgroup: comp.sys.atari.st
Date: 1989-11-21 09:33:30 UTC
From: gl8f@astsun7.astro.Virginia.EDU
Message-ID: <2314@hudson.acc.virginia.edu>
Source record: 246784

In article <17336@rpp386.cactus.org> mark@rpp386.UUCP (Mark Lehmann) writes:

>My suggestion is to backup as much as you can onto floppy disks, and then
>reformt the drive. Then make sure to get the FOLDRxxx.PRG program from
>a BBS or other source. Atari wrote it and it is available for no-charge.
>Replace the "xxx" with a number between 100 and 999. I use a value of 150.

If you're using TOS 1.2 or TOS 1.0, replace XXX with a number bigger
than the number of folders you have in all partitions in your drives,
plus the number of drives, plus a few for good measure. I use 250 or
so. It is *critical* to get XXX that large with this version of the
ROMS, or you can trigger the problem.

disclaimer: that's what they tell me, I'm just a dumb hydro-jock.

Greg Lindahl
gl8f@virginia.edu Astrophysicists for Choice.

3113. Re: Atari bashing, complaining and such

Newsgroup: comp.sys.atari.st
Date: 1989-11-21 09:54:11 UTC
From: olson@uhccux.uhcc.hawaii.edu
Message-ID: <5523@uhccux.uhcc.hawaii.edu>
Source record: 246785

In article <8911210804.AA09559@ucbvax.Berkeley.EDU> V128LL9E@UBVMSC.CC.BUFFALO.EDU writes:
>
> I'm sick of reading your complaints about Atari, if you don't like
>Atari and feel they aren't doing a good job buy another computer. Plain and
>Simple. Get a MAC and leave us alone.
>
> Terribly Annoyed with Richard

Or an A M I G A !!!!
Only Amiga makes it possible!

3114. Re: desktop.inf

Newsgroup: comp.sys.atari.st
Date: 1989-11-21 09:57:00 UTC
From: ur_lord@the_land
Message-ID: <89Nov21-9
Source record: 246786

Steven Lee,
Duplex and highbit stripping is not handled by TOS. Your own
program will have to handle those chores.
ur-lord@The_Land
jsmodula@bix
synergist@genie
jim kershner@110/150.200

3115. 6502 - the ultimate (?) emulation

Newsgroup: comp.sys.atari.st
Date: 1989-11-21 10:10:51 UTC
From: hoenig@incas.UUCP
Message-ID: <3189@incas.UUCP>
Source record: 246787

Is there any use of a VIC20-Emulation on the ATARI ST ?

I wrote one to test a new kind of emulation: The 6502-code of the VIC20-Machine is not interpreted the usual way. It gets *translated* in 68000-Code at run-time. That means: If a statement is reached for the second time, it is already translated. This gets very difficult, especially if self-modifying code is alowed (already the Commodore-Basic uses it).

My final results:

- It needs a *lot* of memory:
The memory of the Atari is sliced in 8-byte slots of code for every VIC20-Byte (unfortunatly, that's not enough for a lot of 6502-Commands). An additional flag-byte is needed for every VIC20-RAM-byte.

- It's *not* faster than a normal interpreter:
Programs usually run about 4 to 5 times longer on the Atari.
This sounds very bad, but it is not. A lot of time is needed for updating the display (about 40% of the time is needed when simulating the colors on the Monochrom-Monitor) and for interrupts. Since I didn't change a single bit in the kernel, the original routine for decoding the key-matrix is running. On the other side, I had to encode the key-events of the Atari to let that routine work correct.

I found out very early, that this is *not* the ultimate emulation. But I continued working on it, until my favorite ROM-Modules of the VIC20, the games 'AVENGERS' and 'STAR BATTLE', where running. As they were made in the early days of the VIC20, their 'CPU'-usage is not too high and they can be emulated nearly in real-time. Fortunatly they use the timers to 'sleep' and not some strange loops.

Now I've got a problem: The Copyrights.
I wrote my program just for fun (although I though it's a great invention). Of course, I would allow to copy it freely. But you can't do anything without the copy of the VIC20-ROMS and some game-modules (you can get them nearly as gifts, if you still find them in a store).

The question is:
- Am I allowed to distribute these files with my program ?
- If not: Am I allowed to copy these files at least to owners of a VIC20, as they also could have transferred them to the Atari on their own ?

Is there a 'yes'-answer anywhere ?

--

Helmut Hoenig, University of Kaiserslautern, Germany.
hoenig@informatik.uni-kl.de

3116. Re: Ram Disks

Newsgroup: comp.sys.atari.st
Date: 1989-11-21 10:33:38 UTC
From: glk01126@uxa.cso.uiuc.edu
Message-ID: <111500068@uxa.cso.uiuc.edu>
Source record: 246788

Not very probable, if the memory is allocated by Dcopy or ARC.TTP, how would the ram disk grab new?

3117. QUICKST, TURBOST Problems...

Newsgroup: comp.sys.atari.st
Date: 1989-11-21 10:33:46 UTC
From: glk01126@uxa.cso.uiuc.edu
Message-ID: <111500067@uxa.cso.uiuc.edu>
Source record: 246789

Can anybody comment on these problems with the gem speedup programs QuickST and TurboST. I've tried them both and am interested in using only one, but have encountered the following problems.

TurboST 1.6: Signum 2 bombs when choosing the dialog box "SHOW CURRENT FONT".

QuickST 1.6: Interlink ST shows alternating inverse and normal characters when in VT100 mode, haven't checked the others.

Thanks,
-Gregory Mathias Lemperle-Kerr

3118. Re: How much?

Newsgroup: comp.sys.atari.st
Date: 1989-11-21 10:39:26 UTC
From: rjk752@uxf.cso.uiuc.edu
Message-ID: <46300078@uxf.cso.uiuc.edu>
Source record: 246790

```
/* Written 10:34 pm Nov 15, 1989 by jacob@cs.brandeis.EDU in
uxf.cso.uiuc.edu:comp.sys.atari.st */
/* ---------- "How much?" ---------- */
Maybe I just wasn't paying attention, but... has anybody ventured a guess as
to how much the TT is gonna cost (ballpark) ?

Jacob
/* End of text from uxf.cso.uiuc.edu:comp.sys.atari.st */

A pamphlet I got from a User Group I attend mentioned $3500. I don't
know if this was for the TT/P or the TT/x, but it doesn't really matter yet
since neither is shipping in the US for a while. Maybe somebody from
Europe could give us a hint about TT/p pricing when it enters the market
there.
```

3119. ZOO and odd addresses

Newsgroup: comp.sys.atari.st
Date: 1989-11-21 11:48:30 UTC
From: ivan@rzsin.sin.ch
Message-ID: <352*ivan@rzsin.sin.ch>
Source record: 246791

I recently had problems when I first tried to use ZOO -- it bombed
with an address trap. It wasn't until it worked OK on another machine that
I realised that my early version of Volker Brandt's EDISK was doing the
dying due to a (known) bug in the routine to transfer to/from an odd-aligned
buffer. I've just recieived the latest copy (EDISK V2.2) so that should
fix it, but I'd like to make a plea to the people responsible for ZOO to
please try to make sure it only uses evenly-aligned buffers for disk I/O.
As Volker says "Maybe *that's* why ZOO is so slow!" (try it yourself sometime
and see what the difference in speed is).

PS: If anyone has a VAX/VMS version of ZOO they could send me, my
BITNET address is IVAN@CAGEIR5A. Thanx!

ivan

3120. Modula2

Newsgroup: comp.sys.atari.st
Date: 1989-11-21 11:59:00 UTC
From: AMEIJ@vax.oxford.ac.UK
Message-ID: <8911220807.AA09291@ucbvax.Berkeley.EDU>
Source record: 246792

Hello mateys!

A while back I did a translation of the Modula 2 docs from German to English.
I'll happily send it to anyone who wants, but if there are a lot of copies,
I stick it on the newsletter.

Sorry in advance to those who don't want it, but, After all, it can't be more
boring than some of the self indulgent childish whingeing we've had to put up
with recently.

Oh and by the way, the translation is in LaTeX.

Jan Ameij
Oxford University Department of Applied Metaphysics

3121. Re: Lattice fwrite

Newsgroup: comp.sys.atari.st
Date: 1989-11-21 12:28:28 UTC
From: R.D.Chafer@sysc.salford.ac.UK
Message-ID: <21.Nov.89.12
Source record: 246793

```
>
>Date: 20 Nov 89 09:19:50 GMT
>From: eru!luth!sunic!mcsun!inria!loria!wiener.crin.fr!domen@bloom-beacon.mit.edu (Eric
Domenjoud)
>Subject: BUG in FWRITE (LATTICE C)
>
>I'd like to report a bug I found in the function FWRITE of the library
>GEMLIB.BIN of LATTICE C. Writing 0xFF to a file causes an error.
>I've included the code of this function with some comments so that
>everybody can see the bug is.
>
>Did somebody already notice it?
>Does this bug really exist or only in my version ? (would be very strange)
>
>Anyway, be carefull when using this function.
>
>Eric
> [lots of code omitted]
>

First of all: I don't use Lattice C so I could be completely wrong.
Character 255 is quite often used as an EOF character, could this be a
possible source of problems?

Robert Chafer

==========================================================================
From: Robert Chafer

Computing Centre Telephone: +44 61 736 5843 x 672 or x7328,
University of Salford,
Salford M5 4WT
UK

E-mail:
JANET: chafer @ uk.ac.salford.sysc
ARPANET: chafer%uk.ac.salford.sysc @ nss.cs.ucl.ac.uk
BITNET: chafer%uk.ac.salford.sysc @ uk.ac
or chafer%uk.ac.salford.sysc%ukacrl.bitnet @ cunyvm.cuny.edu
```

3122. JIL CAD

Newsgroup: comp.sys.atari.st
Date: 1989-11-21 13:36:00 UTC
From: 01659@AECLCR.BITNET
Message-ID: <8911220803.AA08940@ucbvax.Berkeley.EDU>
Source record: 246794

I finally (2 days ago) obtained a copy of the PD version (JIL-2D) of JIL CAD. Anyone who wants a copy can obtain it from the Current Notes PD library. Hopefully, I will have some time to test it this week and post a mini-review on the net.

I tried the code about a year ago and my recollection is that it was top notch stuff. However, memories are dimmed with time. I am told that their is now a PC version for the 3D version that has been on STs for some time. The 3D package is supposed to be about $1000 CDN.

3123. What are these jumpers for ? (MegaFile30)

Newsgroup: comp.sys.atari.st
Date: 1989-11-21 15:15:00 UTC
From: alderaan@tubopal.UUCP
Message-ID: <726@hammar.tubopal.UUCP>
Source record: 246795

Hi,

I recently opened my hard drive and found some jumpers labelled J4 near
the firmware prom. Anyone out there knowing what these jumpers do ?
The drive is a MegaFile30.

Thanx in advance ...

--
Thomas Cervera | UUCP: alderaan@tubopal.UUCP
SysMan RKOpdp (RSTS/E) | ...!unido!tub!opal!alderaan (Europe)
D-1000 Berlin 30 | ...!pyramid!tub!opal!alderaan (World)
Motzstrasze 14 | BITNET: alderaan%tubopal@DB0TUI11.BITNET (saves $$$)

3124. Re: Software Reset

Newsgroup: comp.sys.atari.st
Date: 1989-11-21 15:32:37 UTC
From: hcj@lzaz.ATT.COM
Message-ID: <866@lzaz.ATT.COM>
Source record: 246796

In article <89112004371539@masnet.uucp>, tellabs.canada@canremote.uucp (TELLABS CANADA) writes:
> Required with the utmost urgency is a (C, Modula2 <-preffered) routine
> to perform a rather cold reset (re-load auto folder etc.) in pre tos1.4
> and tos1.4 machines. I'd be eternally grateful.
>

Howard C. Johnson
ATT Bell Labs
att!lzaz!hcj
hcj@lzaz.att.com

Subject: Simple program to reboot an Atari ST
Message-ID: <152@decvax.UUCP>
Date: 20 Sep 87 19:04:56 GMT
Reply-To: minow@decvax.UUCP (Martin Minow)
Distribution: world
Organization: Digital Eq. Corp. - Merrimack NH.
Lines: 40

#if 0
This illustrates how to emulate the white button (warmstart) or
power-switch on an Atari. It *should* be compatible with the new roms.
Normally, you would add the guts to an existing program.

Martin Minow
decvax!minow
#endif

```
/*
* Reboot an Atari ST. This program is in the public-domain.
* Martin Minow, Arlington MA 02174, USA.
*/

#include <osbind.h>
#include <linea.h>

#define OS_memvalid (*((long *) 0x420L))
#define OS_memval2 (*((long *) 0x43AL))
#define OS_resvalid (*((long *) 0x426L))
#define OS_restart (*((int(*)()) 0xFC0000L))

main()
{
int hardboot;
long oldstack;
```

```
hidemouse();
Cconws("\033EX or x to hardboot, anything else to softboot: ");
hardboot = Cconin() & 0xFF;
oldstack = Super(0L); /* Get into super mode */
if (hardboot == 'X'
|| hardboot == 'x') {
OS_memvalid = 0L; /* Invalidate the OS */
OS_memval2 = 0L; /* "up and running" */
OS_resvalid = 0L; /* flags. */
}
OS_restart(); /* Imitate system reset */
Super(oldstack); /* We never get here */
}
```

3125. Hard copy on a 24 dots printer

Newsgroup: comp.sys.atari.st
Date: 1989-11-21 15:42:16 UTC
From: domen@cartan.crin.fr
Message-ID: <949@loria.crin.fr>
Source record: 246797

Does somebody have a PD program which performs a hard copy on a
24 dots printer ?

Eric Domenjoud

3126. Re: High density Floppies on ST: was Atari TT Block Diagram

Newsgroup: comp.sys.atari.st
Date: 1989-11-21 16:04:38 UTC
From: pegram@uvm-gen.UUCP
Message-ID: <1345@uvm-gen.UUCP>
Source record: 246798

From article <3779@netmbx.UUCP>, by hase@netmbx.UUCP (Hartmut Semken):
(Stuff deleted here, edited slightly below, so inews will accept,
my appologies if this shows up twice.)
> You want to have an 1.44 Meg drive for the ST?
> Just switch the clock frequency of the WD1772 to 16
> MHz (taken from the shifter) and attach a high density drive (like the
> TEAC FD 235 HFN).
> Set the seekrate for the drive to 6 Milliseconds (will become 3 with the
> doubled clock).
> Format high density disks with my little formatter (posted here).
> A high density 5.25 inch drive is possible too. But these have no
> automatic HD-recognition...
> Works well for me.
> hase
> -- > Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP

Very interesting! Other than resetting the seek rate and using your
formatter are there any bugs that prevent general use? I.e., can all
WD1772s take the doubled frequency? Does Spectre GCR work? Can you
still set the seek rate low enough (12 msec for 6 actual) to
accomodate 5.25" 360K (IBM) floppies? Do normal formatters work for
lower densities? Or would we have to switch the 1772 clock (or the chip 8^))
all the time to do all that?

Bob Pegram (pegram@griffin.uvm-gen.uvm.edu)

3127. Re: Vapourware!!!

Newsgroup: comp.sys.atari.st
Date: 1989-11-21 16:35:06 UTC
From: davidli@umn-cs.CS.UMN.EDU
Message-ID: <17212@umn-cs.CS.UMN.EDU>
Source record: 246799

In article <24310@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>David Meile says a lot of uninformed stuff about Atari history...

Well, actually, none of it was "uninformed". You might think I don't have the "whole story", but your use of the term is deragatory in this particular case. And the last name is Paschall-Zimbel, although the account name is still the one before my recent marriage.

>If you were involved with any of the online services where Neil Harris
>held court, or followed Atari Corp happenings in the media, you'd have been
>able to follow this discussion intelligently.

Yes, I was around on GEnie back in the good old days of 1986. No, I don't remember reading anything which was labelled "OFFICAL PROMISE" from Neil Harris. I sure hope you kept copies of each and every posting -- and if you really want to be believed on this point, POST THE COPIES. Same goes for "Official Promises" made by any of the Tramiels in response to phone-in questions -- if it isn't written up in a press release, with specs and ordering information, it isn't "official" ... off-the-cuff remarks notwithstanding.

>I'd still like to see what would happen if the proper Federal agencies
>became involved in this scam...

If you believe that there were criminal actions worth looking into, quit posting this drivel, take your evidence directly to the Attorney General of the State of California and sit back fat and happy. Otherwise, I'd suggest you drop the term "scam".

-- David Paschall-Zimbel

3128. Re: SeaGate 296n information...

Newsgroup: comp.sys.atari.st
Date: 1989-11-21 16:55:45 UTC
From: matthews@umd5.umd.edu
Message-ID: <5664@umd5.umd.edu>
Source record: 246800

In article <4480@blake.acs.washington.edu> ramsiri@blake.acs.washington.edu (Enartloc Nhoj) writes:
>
[stuff deleted]
>Perhaps someone else can fill in at this point, as i dropped
>following the Seagate drives when i ran into the ROM 8 problem
>last February.
>
>-kevin
>ramsiri@blake.acs.washington.edu

Friend of mine called Seagate about this problem. According an engineer there, there is no upgrade for us poor souls who have 2:1 296Ns. If anyone can prove this wrong, please let me know. Even though 550K/s isn't MUCH better than 407K/s, it's the principle that counts..

Mike

3129. Need help with OPUS Chart feature

Newsgroup: comp.sys.atari.st
Date: 1989-11-21 18:16:41 UTC
From: solenod@dragon.UUCP
Message-ID: <46f9163c.13334@dragon.UUCP>
Source record: 246701

Net-beings:

Since I have not received any replies to my earlier USA-only
posting, I am again posting this item, this time with a world
distribution.

I am unable to use the Chart features of OPUS 2.2. I would like
to ask for any help or suggestions you might care to send my way.

I followed the instructions given in the installation document,
but did not have any success.

This my setup:

1040 Atari ST, 1 meg, 1 DSDD drive.
TOS: 1.2? (copyrighted 1985).
GDOS Version: 1.1

Disk A:
GDOS.SYS - Directory
ASSIGN.SYS
AUTO - Directory

AUTO directory contains:

GDOS.PRG

GDOS.SYS directory contains:

ATSS10.FNT
ATSS10CG.FNT
ATSS10EP.FNT
ATSS10MF.FNT
ATSS10SP.FNT
LQ800.SYS
META.SYS

ASSIGN.SYS contents:

```
PATH = A:\GDOS.SYS\
; Change A: to drive w/GEMSYS folder
00p screen.sys
; --START OF SCREEN FONTS--
01p screen.sys
02p screen.sys
;-----------------
03p screen.sys ; Med-Rez screen workstation
; SWISS
```

```
ATSS10CG.FNT
;-----------------
04p screen.sys ; High-Rez screen workstation
; SWISS
ATSS10.FNT
; -- START OF PRINTER FONTS --
21 LQ800.SYS
; SWISS
ATSS10SP.FNT
;------------------
31 META.SYS
ATSS10MF.FNT

DISK B:
ASSIGNER.PRG
ATSS10.FNT
ATSS10CG.FNT
DESKJET.INF
EPSON.INF
FONTWID.PRG
INSTALL.DOC
OPUS.CNF
OPUS.PRG
OPUS22.DOC
OPUSCOLR.RSC
OPUSHELP - Directory
OPUSMONO.RSC
OUTCHART.PRG
PRINTDEF.PRG
PRINTER.INF
PRINTDEF.RSC
SMSS10HI.FNT
SPL_LOG.OPS

The procedure that I follow is this:

a) Boot up with disk A. I get the message stating GDOS 1.1 is installed.
b) Double-click on B drive icon, insert disk B. Double click on OPUS.PRG.
c) The program starts loading and asks for disk A to be inserted. I comply.
d) The disk drive comes on and after a few seconds the following message
is displayed:

ERROR LOADING SCREEN FONTS
MAKE SURE THE GEMSYS DISK IS
IN PLACE.

I am given the options to CANCEL or RETRY.

If I choose CANCEL it places me in OPUS but the Chart Menu is
"ghosted". RETRY asks for disk B to be inserted but then places
me in OPUS with the same results.
```

What am I doing wrong? I would like to get this feature going since I've sent for OPUS 2.3 .

Please post or e-mail me your suggestions.

Thank you,

David Soleno

UUCP: {ncar!noao!asuvax | uunet!zardoz!hrc | att}!gtephx!solenod

3130. IMG-,GEM-,MacPaint-,MacDraw-formats

Newsgroup: comp.sys.atari.st
Date: 1989-11-21 18:32:35 UTC
From: jackin@utacs.UTA.FI
Message-ID: <803@utacs.UTA.FI>
Source record: 246702
Cross-posted to: comp.sys.atari.st,comp.sys.mac

Can somebody help me with the following formats :

- IMG (raster)
- GEM (metafile)
- MacPaint
- MacDraw

I have a some sort of conversion program in mind.
Any info, pointers, code, etc. VERY wellcome.

Thanks,
MM.

! Markku M{enp{{ ! University of Tampere (Finland) !

3131. Re: SeaGate 296n information...

Newsgroup: comp.sys.atari.st
Date: 1989-11-21 18:53:34 UTC
From: ramsiri@blake.acs.washington.edu
Message-ID: <4570@blake.acs.washington.edu>
Source record: 246703

In article <5664@umd5.umd.edu> matthews@umd5.umd.edu (Mike Matthews) writes:
>In article <4480@blake.acs.washington.edu> ramsiri@blake.acs.washington.edu (Enartloc Nhoj) writes:
>>
>[stuff deleted]
>>Perhaps someone else can fill in at this point, as i dropped
>>following the Seagate drives when i ran into the ROM 8 problem
>>last February.
>>
>>-kevin
>>ramsiri@blake.acs.washington.edu
>
>Friend of mine called Seagate about this problem. According an engineer there,
>there is no upgrade for us poor souls who have 2:1 296Ns. If anyone can prove
>this wrong, please let me know. Even though 550K/s isn't MUCH better than
>407K/s, it's the principle that counts..
>
>Mike

There are at least 296N users that have it
running 1:1.

Vance from BMS, and someone from the Amiga world.

Apparently, the problems lies not with the Seagate
but with the controller being used.

I had no success with ICD nor Supra with the 296N.

Perhaps ICD and Supra have fixed the problem at this point.

-kevin

ramsiri@blake.acs.washington.edu

3132. Re: Software Reset

Newsgroup: comp.sys.atari.st
Date: 1989-11-21 18:57:08 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <10141@stag.math.lsa.umich.edu>
Source record: 246704

Just a couple comments on this...

In article <866@lzaz.ATT.COM> hcj@lzaz.ATT.COM (HC Johnson) writes:
%In article <89112004371539@masnet.uucp>, tellabs.canada@canremote.uucp (TELLABS CANADA) writes:
%> Required with the utmost urgency is a (C, Modula2 <-preffered) routine
%> to perform a rather cold reset (re-load auto folder etc.) in pre tos1.4
%> and tos1.4 machines. I'd be eternally grateful.
%>
%
%
%Howard C. Johnson
%ATT Bell Labs
%att!lzaz!hcj
%hcj@lzaz.att.com
%
%
%Subject: Simple program to reboot an Atari ST
%Message-ID: <152@decvax.UUCP>
%Date: 20 Sep 87 19:04:56 GMT
%Reply-To: minow@decvax.UUCP (Martin Minow)
%Distribution: world
%Organization: Digital Eq. Corp. - Merrimack NH.
%Lines: 40
%
%#if 0
%This illustrates how to emulate the white button (warmstart) or
%power-switch on an Atari. It *should* be compatible with the new roms.
%Normally, you would add the guts to an existing program.
%
%Martin Minow
%decvax!minow
%#endif
%
%/*
% * Reboot an Atari ST. This program is in the public-domain.
% * Martin Minow, Arlington MA 02174, USA.
% */
%
%#include <osbind.h>
%#include <linea.h>
%
%#define OS_memvalid (*((long *) 0x420L))
%#define OS_memval2 (*((long *) 0x43AL))

```
%#define OS_resvalid (*((long *) 0x426L))
%#define OS_restart (*((int(*)()) 0xFC0000L))
%
%main()
%{
% int hardboot;
% long oldstack;
%
% hidemouse();
% Cconws("\033EX or x to hardboot, anything else to softboot: ");
% hardboot = Cconin() & 0xFF;
% oldstack = Super(0L); /* Get into super mode */
% if (hardboot == 'X'
% || hardboot == 'x') {
% OS_memvalid = 0L; /* Invalidate the OS */
% OS_memval2 = 0L; /* "up and running" */
% OS_resvalid = 0L; /* flags. */
% }
% OS_restart(); /* Imitate system reset */
% Super(oldstack); /* We never get here */
%}
```

Lessee if I can get in before kbad does. }-) You shouldn't assume that
the ROM lives at 0xFC0000, 'cause it can move around on you.
A better way would have been to declare a pointer to the reset function,
and set that the 0x42a, the resvector system variable. Then jump
thru the pointer.

A question - why doesn't anyone just use the 68000 RESET instruction?
--
-=- PrayerMail: Send 100Mbits to holyghost@father.son[127.0.0.1]
and You Too can have a Personal Electronic Relationship with God!

3133. Re: PortFolio as a marketing aid ?

Newsgroup: comp.sys.atari.st
Date: 1989-11-21 19:14:05 UTC
From: phoenix@ms.uky.edu
Message-ID: <13291@s.ms.uky.edu>
Source record: 246705

In article <24312@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>Pete Szymonik says:
>>If Atari can reach into the levels of management far
>>enough and turn enough enough heads with this little wonder it *may*
>>just be enough to get some business' to look at the rest of the line.
>This is a very good idea, and a very creditable approach to marketing.. but..
>did any of those envelopes you saw with the Portfolio info in them mention
>*anything* about the other Atari computers...?
I'd bet not - actually, I'd hope not. From a realistic standpoint,
Atari will have a hard enough time getting _one_ concept past the "Oh,
Atari, they make video games" reaction most executives will have. Getting
two past would not only be extraordinarily unlikely, but the attempt
itself would be unwise. Get ONE point in, and make it. Then when they
show up in the store to look at the Portfolio first hand, have the other
computers clearly marked and available as well.

TO ATARI:
You guys might want to change your magazine Portfolio ads just a bit.
The screen is already small; the spreadsheet you've got running (in the
pictures I've seen, anyway) make it look much smaller. That border and
the unnecessary info reduce the percieved workspace down to three lines
by four numbers - not the impression I'd want to make...

- R'ykandar
--
| R'ykandar Korra'ti, Editor, LOW ORBIT | phoenix@ms.uky.edu | CIS 72406,370 |
| Elfinkind, Unite! | phoenix@ukma.bitnet | PLink: Skywise | QLink: Bearclaw |

3134. Re: Gadgets by Small - Possible new '030 add-on board!

Newsgroup: comp.sys.atari.st
Date: 1989-11-21 19:14:18 UTC
From: ge@kunivv1.sci.kun.nl
Message-ID: <529@kunivv1.sci.kun.nl>
Source record: 246706

dnewton@carroll1.UUCP (Dave 'Post No Nicknames' Newton) writes:

> You mean... my ST isn't an 8-MIPS machine? Oh no. Sadness.

It's not even a 1-MIPS (VAX/780-MIPS!) machine. It's on the same level
as a VAX/750, at 0.7 MIPS or so.
Ge' Weijers Internet/UUCP: ge@cs.kun.nl
Faculty of Mathematics and Computer Science, (uunet.uu.net!cs.kun.nl!ge)
University of Nijmegen, Toernooiveld 1
6525 ED Nijmegen, the Netherlands tel. +3180612483 (UTC-2)

3135. Re: Gadgets by Small - Possible new '030 add-on board!

Newsgroup: comp.sys.atari.st
Date: 1989-11-21 19:16:40 UTC
From: ge@kunivv1.sci.kun.nl
Message-ID: <530@kunivv1.sci.kun.nl>
Source record: 246707

nemeth@gpu.utcs.utoronto.ca (Gabe Nemeth) writes:

>Whats so great about Dave Small's vapourware product? There is a german
>board out called PAK68 - full documentation, full schematics, full ROM
>modifications that has been out for well over a year now and is
>relatively cheap. Its a 68020 with space for floating point processor.
>Sounds pretty good to me and is available now!

The PAK (Prozessor Austausch Karte) is a 68020 running with a 16-bit bus
and a slow clock. It speeds up things, but not by a factor 4-8.
No competition, and it's compatibility is low.
Ge' Weijers Internet/UUCP: ge@cs.kun.nl
Faculty of Mathematics and Computer Science, (uunet.uu.net!cs.kun.nl!ge)
University of Nijmegen, Toernooiveld 1
6525 ED Nijmegen, the Netherlands tel. +3180612483 (UTC-2)

3136. Re: German on the net.

Newsgroup: comp.sys.atari.st
Date: 1989-11-21 19:35:22 UTC
From: ge@kunivv1.sci.kun.nl
Message-ID: <531@kunivv1.sci.kun.nl>
Source record: 246708

dsmythe@cup.portal.com (dave l smythe) writes:

>Because USENET is a world-wide network, it only makes sense to use
>the international standard language: English. If it's good enough
>for the UN, air-traffic control, and international radio communications,
>it's good enough for USENET.

FYI, the UN has not standardized to English as THE working language.
Perhaps access to USENET should be restricted to people that know
at least two languages :-)

>At the very least, if you are going to
>post in a language other than English, restrict the distribution to
>those areas that are likely to know the language. If you need wider
>distribution, use a more common language.

The USENET software is currently too limited for that. You can't say
'everywhere except the USA'. Given the popularity of the ST in
Germany it might be best to change the working language of this
group to German (half :-)). Actually, posting in German to the US is
a waste of resources in this respect, so I grudgingly admit you have
a point there.

Ge' Weijers

Ge' Weijers Internet/UUCP: ge@cs.kun.nl
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6525 ED Nijmegen, the Netherlands tel. +3180612483 (UTC-2)

3137. Re: GEM help needed

Newsgroup: comp.sys.atari.st
Date: 1989-11-21 19:36:01 UTC
From: rwa@cs.AthabascaU.CA
Message-ID: <1260@atha.AthabascaU.CA>
Source record: 246709

rjk752@uxf.cso.uiuc.edu writes:

> I am a registered MWC purchaser also, and I recieved no notification.
>I have heard *rumors only* that there may even be an ANSI "C" version on the
>way. Any confirmation ?
> As far as apparent bugs. I typed the line setting the environmental
>variable TIMEZONE for the Chicago area into my profile. The example given
>is for Chicago, but it didn't work even though my built-in clock was set
>properly and I typed the example in verbatim. It was off by several hours.
>I even had the year set correctly. I found that if I ignored TIMEZONE in
>my profile, then it would work properly.
> I have version 3.0.5

What's going on here is simple ;-) Chicago is 6 hours west of
Greenwich. I bet it said the time was six hours early?? Try this:
set your hardware clock to Greenwich Mean Time (a good source would be
WWV on 5, 10, or 15 MHz, or CHU @ 7.335 and 14.670 MHz) and set the
TIMEZONE variable correctly. MWC is attempting to emulate the Un*x
way of setting clocks, in that all timestamps are carried internally
in GMT, and adjusted _for display purposes only_ by the TZ variable.

Ross

3138. re: Dealer comments and questions

Newsgroup: comp.sys.atari.st
Date: 1989-11-21 19:36:10 UTC
From: SHAWL@kuhub.cc.ukans.edu
Message-ID: <18500@kuhub.cc.ukans.edu>
Source record: 246710

> Can any of you recommend a nice Atari dealer in the Connecticut (eastern
> end prefered) or Boston area? Thank you.
>
>
Although far from Connecticut, there is an excellent store in Kansas
City that I would like to recommend to everyone not having a store
in your area. It is The Computer Room, run by Larry Kopenhaver (spelling??).
Phone number is 816-363-2814. Although not a large store, he sells ONLY
ATARI; he knows his stuff, and is VERY helpful (for example, he even
downloaded some crucial program to me from his home). This type
of dealer needs the support of us all.

I have no affiliation whatsoever with the store (other than the $$ I leave
with him!)

Steve Shawl

3139. Re: Trying to read an Atari St Gem-Dos disk on a Mac SE using FD/HD

Newsgroup: comp.sys.atari.st
Date: 1989-11-21 19:47:33 UTC
From: ge@kunivv1.sci.kun.nl
Message-ID: <532@kunivv1.sci.kun.nl>
Source record: 246711

Don.Weeks@p0.f3107.n124.z1.FIDONET.ORG (Don Weeks) writes:

>Peter,
> I do this all the time. SE/30->Atari and back. I do have to preformat
> the disks in DOS format before hand. In this way both the MAC and ST
> can read/write the disks. I think that there might be a couple of
> public domain programs that will format the Atari disks with the DOS
> directory structure.
> Hope this helps.
> Don Weeks

I've posted such a program to comp.binaries.atari.st some months ago.
I'll mail it to anyone on request. It's nothing spectacular, but it does
the job. I'm working on a version that generates 'twisted' sectors, but
that takes a lot of time I don't have currently.

Ge' Weijers

Ge' Weijers Internet/UUCP: ge@cs.kun.nl
Faculty of Mathematics and Computer Science, (uunet.uu.net!cs.kun.nl!ge)
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6525 ED Nijmegen, the Netherlands tel. +3180612483 (UTC-2)

3140. Re: Atari ST Multitasking/Multiuser OSs

Newsgroup: comp.sys.atari.st
Date: 1989-11-21 20:10:04 UTC
From: gng@spocom.UUCP
Message-ID: <20@spocom.UUCP>
Source record: 246712

In <17337@rpp386.cactus.org> mark@rpp386.UUCP (Mark Lehmann) writes:

>Is MINIX really that bad. You make it sound like the worst kludge you
>ever saw. I wanted MINIX for multiuser, multitasking? Does it really
>destroy the hard drive? Is it compatible with the TOS file partitioning,
>or am I stuck to MINIX only when I install it on my hard drive. I was
>hoping to be able to use MINIX from one boot up and TOS from another
>boot up. Of course not running both OP/SYS simultaneously.

I'm sorry if I sounded too emphatic over the installation problem of
MINIX/ST. The reason I had problems installing it was mainly due to my
Supra adapter on my hard drive. There have been other reported
problems of this from other Atari ST Minix users also, so remember, I'm
not the only one with a small grudge against Minix. But of course, the
majority of those who buy Minix usually get it to work - now if I can
only get my hands on an ICD adapter. :-)
Well, not getting the installation didn't exactly "destroy" my hard
drive - it made the partition to which I tried to install Minix
unworkable and I couldn't reformat or zero out the partition in order
to make it be used for regular TOS/GEM - therefore,
in order to make it working again I had to reformat the entire drive
(strange huh?). (BTW, any Minix/ST users out there able to get Minix
working with Supra adapters?) I believe if you use the proper
adapter (ICD, Berkeley Microsystems, Atari's) it should work,
if I remember correctly from a 'compatibility' text file that
A. Tanenbaum sent me but have since forgotten where I've put it. :-(
Once you install Minix on a partition, I believe you can only access it
from running Minix only. Minix, like Unix has it's own file structure
with different lengths for it's filenames and what not so TOS can't
access it directly. I believe there is a way to transfer files back and
forth between TOS and Minix (a utility perhaps included in your
Minix disks?). Oh yes, I learned recently that Minix 1.1 for the ST
isn't multiuser - at least not until you get the extra rs-232 drivers of
some sort...the IBM version is though. :-(

>>From being a UNIX administrator, I am use to re-compiling the kernel.
>Is it really as tough as you say it is?

Well, I'm not much of a Unix administrator, so that's two viewpoints on
the same thing. From what I see, it seems Minix is definitely geared
more towards those who have the time getting Minix to work properly and
reliably (and those who have a good Unix knowledge). But there's always
MT C-shell, and hey, OS9 too! Heh heh...

>The second reason that I am purchasing MINIX is to learn how to write
>operating systems. People have told me that MINIX is well supported.

Indeed it is well supported, especially in comp.os.minix. I did
however remember seeing a few msgs in which some users were discouraged
in porting Minix/ST over to other 68k-based systems because of Minix' use
of the 'null' value/pointers/etc, and then they started arguing over
the commercial value, and therefore the educational value of Minix, etc.
Sorta like what's happening on comp.sys.atari.st with all this bashing eh?
:-)
Overall, I would say Minix is good - I've used it on a friend's Mega 2
with ICD hd and it really worked. I guess I'm one of the few frustrated
users just trying to get the darn thing to install on my hd!
(believe me, I've tried...and I had help from my friends also...no luck)

>Thanks for the previous comments and any comments that you wish to append
>to this message.

You're welcome. Unlike what I had to go through, I truly hope Minix works
well for you.

>|Mark Lehmann | |
>|mark@rpp386.cactus.org | |
>|{bigtex|texbell}!rpp386!mark | |

--
George Ng (Comp. Sci., U of Toronto) |"We're not just doing it for money;
uunet!mnetor!{becker,hybrid}!spocom!gng| we're doing it for a s***load of
or utgpu!ncrcan!ziebmef!spocom!gng| money!" - Spaceballs

3141. Blitter disappointment (was: Time to create comp.sys.atari.flames)

Newsgroup: comp.sys.atari.st
Date: 1989-11-21 20:29:08 UTC
From: rwa@cs.AthabascaU.CA
Message-ID: <1261@atha.AthabascaU.CA>
Source record: 246713

For what it's worth: I have a blitter. It's $75 down the toilet.
The speedup it provides is _very_ marginal (< 25%), and affects
only a few operations (essentailly, large blits). QuikST and the
TOS 1.4 upgrade are much more cost effective. When I get home
tonight I'll try to post some benchmark numbers.

Also for what it's worth: the JRI Jato board is another $100 down the
toilet. (This is a soi-disant cpu-"speedup" board). I measure about
5 to 10% speedup. This is not enough to notice; it's measurable, but
not _noticeable_. I agree a benchmark can be cooked up that this
board will show much better results from, but in general use (which is
what I generally do, of course) it's a looser.

On a more upbeat note, I am encouraged by what I've seen so far of
Dave Small's '030 board proposal, and hope he can make it into a
product. Between this, the TT/p, and the TT/x, there may indeed be an
upgrade path for ST users who need more horespower and better video
after all. It sure has been a long time coming, though. 1985 -->
1990 is five years; in this business, that's about a half century.

Ross

3142. spectrum and digitizers

Newsgroup: comp.sys.atari.st
Date: 1989-11-21 20:30:00 UTC
From: gng@spocom.UUCP
Message-ID: <21@spocom.UUCP>
Source record: 246714

Thanks to Lars-Erik Osterud (larserio@ifi.uio.no),
Scott D. Yelich (scott@cs.odu.edu), and Steve Belczyk (seb3@gte.com) for
their info. on Spectrum/Quantum Paint.

I think I should reveal first why I've been asking for this info.
I may very soon get access to a Nikon LS-300 (or was it 500? ahh...) film
scanner - how it differs from something like Computereyes is that instead of
getting an image from a video camera or vcr/tv, the Nikon (and other film
scanners like it probably) gets it's image from a negative/positive 35mm
slide. And at a great resolution too - 4096x6144 as I recall! And at 24bits
(16.7 million colours), etc, etc....Now, I know Trio Engineering (Spectrum's)
has worked with Digital Vision (Computereyes) to make Computereyes save a
digitized image in Spectrum format, but I haven't heard of any other efforts
by them - especially with a film scanner.

So basically, what I want to do is to digitize an image from a 35mm slide or
negative from the Nikon and display it on an ST by making a special program
to do exactly that...just like with Computereyes.
Sounds fun and easy doesn't it? (Ha, yeah right...)

Anyhow, I think I'll opt for the Spectrum rather than the Quantum Paint
format in saving a picture from the scanner. So now that I have a grasp of
how Spectrum works, is there any sample C or assembly code out there that
for instance, demonstrates how to load a Spectrum picture in?
How about a text file describing the format of a Spectrum picture?
And I'll probably need help in knowing how to make the program downgrade
the resolution from 4096x6144 to 320x200, and the colours from over 16 million
to 512! Thanks in advance...

--
George Ng (Comp. Sci., U of Toronto) |"We're not just doing it for money;
uunet!mnetor!{becker,hybrid}!spocom!gng| we're doing it for a s***load of
or utgpu!ncrcan!ziebmef!spocom!gng| money!" - Spaceballs

3143. Re: Software Reset

Newsgroup: comp.sys.atari.st
Date: 1989-11-21 21:05:55 UTC
From: gert@fwi.uva.nl
Message-ID: <266@fwi.uva.nl>
Source record: 246715

In article <10141@stag.math.lsa.umich.edu> hyc@math.lsa.umich.edu (Howard Chu) writes:
...Stuff deleted...
>
>A question - why doesn't anyone just use the 68000 RESET instruction?
>--
> -=- PrayerMail: Send 100Mbits to holyghost@father.son[127.0.0.1]
> and You Too can have a Personal Electronic Relationship with God!

The reset instruction asserts system reset to all peripheral devices (such as
the mk68901); it does NOT reset the mc68000 itself.
--
Gert Poletiek Dept. of Math. and Computing Science, University of Amsterdam,
Kruislaan 409, NL-1098 SJ Amsterdam, The Netherlands
Internet: gert@fwi.uva.nl uucp: gert@uva.uucp
bitnet: gert%fwi.uva.nl@mcvax.bitnet

3144. MINIX/UNIX OSes for the ST?

Newsgroup: comp.sys.atari.st
Date: 1989-11-21 21:48:40 UTC
From: kurt@ntvax.uucp
Message-ID: <1989Nov21.214840.19071@ntvax.uucp>
Source record: 246716

Netlanders,

I saw the book, _The MINIX Reference Guide for the IBM PC/XT and AT_
and rememberd something on the net being talked about MINIX being
available for the ST(acey) machines. I have not read this group
since beginning college, so I am a little behind on what the scoop
is on MINIX w/ the ST. Where can I get it? How much does it cost?
What about support?

Since I don't get a chance to muddle through the groups here that
often (our vms doesn't carry the group, so i have to use rn on a
bsd machine.. trying to get something better here for full-screen
use, but politics get in the way.. :) so if you could email me your
replies, i'd appreciate it.

thanks...

--

Kurt Grutzmacher | kurt@dept.csci.unt.edu | NTVAX::GRUTZ (SPAN)
Micro Network Support | grutz@vaxb.acs.unt.edu |----------------------
Univ. of North Texas | GRUTZ@NTVAX (BitNet) | "boioioioioioioing"

3145. Re: spectrum and quantumpaint formats

Newsgroup: comp.sys.atari.st
Date: 1989-11-21 22:29:07 UTC
From: greg@sj.ate.slb.com
Message-ID: <1989Nov21.222907.25142@sj.ate.slb.com>
Source record: 246717

Opinions expressed are the responsibility of the author.

In article <15@spocom.UUCP> gng@spocom.UUCP writes:
>
>Some more quick questions - Does anyone have information as to how spectrum
>and quantum paint programs are able to make the ST display more colours than
>usual? I'm especially bewildered as to how quantum paint can display
>3375 colours or more! Any info appreciated...

Spectrum 512 works by using the CPU to reload the hardware palette
registers during the current scan line. An initial palette is loaded
during horizontal retrace; then, in a *very* tight loop, each register
is loaded in sequence with a new color from the Spectrum palette.
Since each register is reloaded twice in the scan line, a total of 48
different colors are possible in one line. In addition, since there
is an independent palette for each scan line, all 512 colors may
appear within one screen.

I don't know how Quantum Paint works, but I suspect they use some
variation on this scheme.

Copyright 1989 Greg Wageman DOMAIN: greg@sj.ate.slb.com
Schlumberger Technologies UUCP: {uunet,decwrl,amdahl}!sjsca4!greg
San Jose, CA 95110-1397 BIX: gwage CIS: 74016,352 GEnie: G.WAGEMAN
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3146. Blitz Archive file

Newsgroup: comp.sys.atari.st
Date: 1989-11-21 23:15:09 UTC
From: U009@CCIW.BITNET
Message-ID: <8911220808.AA09338@ucbvax.Berkeley.EDU>
Source record: 246718

Received: from CCIW.BITNET by McMaster.CA; Tue, 21 Nov 89 15:51 EST
Date: Tue 21 11 89 15:37:00 EST
From: U009@CCIW.BITNET
Subject: Blitz Archive file
To: Info-Atari16@Score.Stanford.edu (

My INFO-ATARI subscription has lapsed into never-never land with the move of CANADA01 last week and I haven't read any replies directly to the net. I have attempted to mail directly to the people who mailed me with a request but our mailer can't crack the following:

oplinger@ra.crd.ge.com (B. S. Oplinger)

If you have a gateway please let me know.

PS when you duplicate using BLITZ you should watch it VERY carefully to ensure the tracks are not skipped and duplication doesn't pause. I think the several reports of problems duplicating are due to loss of synchronization, not inability to copy.

PPS a backup of KULT disk 1 worked fine for a while, then stopped. I think the bit timing might have been too tight and the quality of the media I duplicated to permitted a bit to 'migrate' (FCI too high for the media?). Anyway, I backed up again and it's ok now.

Regards, Stu Beal, VE3MWM, (U009@CCIW.BITNET),
National Water Research Institute,
Burlington, Ontario, Canada.

3147. Re: Hard Drive Woes: HELP!

Newsgroup: comp.sys.atari.st
Date: 1989-11-21 23:43:58 UTC
From: rona@hpdml93.HP.COM
Message-ID: <15480001@hpdml93.HP.COM>
Source record: 246719

Dylan Yolles

>One of my hard drive partitions is turning into spaghetti. By that I mean
>that when I attempt to write a lot of stuff to it (maybe 2 megs) the new
>files are severely corrupted, the directory looks funny, the computer
>crashes, and so on. I believe that the drive can't write to certain
>sectors (I recently noticed a <write fail> message from the ICD utilities).
>What should I do?

Step 1: Back up as much of your data as you can WHILE YOU STILL CAN.

Step 2: Relax in the pleasant knowledge that your data is safe.

After steps 1 and 2, I would ZERO the partition. This feature is avail-
able in the ICD utilities. Zeroing the partition will erase the direc-
tory and may solve your problem. What caused the problem in the first
place, is anybody's guess at this point. Maybe it is the 40 folder
limit, but it could be hardware too.

Good Luck!
Ron Abramson

#include disclamer

3148. Re: X Windows TT

Newsgroup: comp.sys.atari.st
Date: 1989-11-21 23:48:37 UTC
From: buggs@cup.portal.com
Message-ID: <24326@cup.portal.com>
Source record: 246720

Anyone do any work with Mach?
I wonder how hard, probably REAL *8^), it would be to port?
Thinkin' in particular of the TT, when it & real Un*x is available.

Is Mach PD?

Ed June
Fido 1:133/403

3149. Re: Gadgets by Small - Possible new '030 add-on board!

Newsgroup: comp.sys.atari.st
Date: 1989-11-22 02:27:57 UTC
From: kbad@atari.UUCP
Message-ID: <1814@atari.UUCP>
Source record: 246721

gl8f@astsun.astro.Virginia.EDU (Greg Lindahl) writes:

| Now if you essentially mounted a 16mhz 68030 with a 16
| bit data path onto the same board [as T16]
| then you'd have something that would speed things up more
| than the Turbo16. Right?
Right. And something else to keep in mind: the TOS used in the
STE does not use the line F compression that previous TOS versions used.

| But the TT *is* a compatible redesign with 32-bit everything, right?
Right.
--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

3150. Re: GEM HELP

Newsgroup: comp.sys.atari.st
Date: 1989-11-22 02:31:13 UTC
From: kbad@atari.UUCP
Message-ID: <1815@atari.UUCP>
Source record: 246722

domen@wiener.crin.fr (Eric Domenjoud) asks:
| 1/ How do I put the mouse at a specified location on the screen ?
You need to intercept the mouse cursor change vector, which is an
interrupt routine, and feed the coordinates you want to the AES.
Check the vex_motv() function documentation in whatever books you're using.

| 2/ How do I bound the mouse to a box xmin-xmax,ymin-ymax ?
With your own mouse interrupt handler installed, you can effectively limit
the motion to whatever you want by discarding any mouse movement that causes
the cursor to go outside of your bounding box.

| 3/ What does the GEM function CELLARAY and how do I use it ?
The cellarray VDI function is not supported in TOS.
--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

3151. Re: STe TOS BUG

Newsgroup: comp.sys.atari.st
Date: 1989-11-22 02:48:41 UTC
From: kbad@atari.UUCP
Message-ID: <1816@atari.UUCP>
Source record: 246723

A patch program should be available for the DESKTOP.INF bug you mentioned.
It was unfortunate that some ROMs went into machines before we found that
particular bug. A new STE ROM release has been made which fixes the problem.
Only a few European versions of TOS were affected.

Contact the customer support people at the Atari subsidiary in your country,
and ask for STE_FIX.PRG. If you are unable to get the STE_FIX.PRG, please
please drop me a note and I'll try to post it to the net.

Other than that, the two bugs we knew about in Rainbow TOS - the
internal AES and Rsconf() bugs - are fixed in STE TOS. The screen
behaviour you describe sounds very strange. It could be a hardware
problem (a bad BLiTTER? I don't know - I'm not a hardware guy).

I apologise sincerely for any trouble the DESKTOP.INF save bug has caused
any STE owners, and hope you can get the replacement ROMs soon.
--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

3152. Re: TOS 1.4 Incompatibility List

Newsgroup: comp.sys.atari.st
Date: 1989-11-22 03:05:16 UTC
From: savrtka@cpsc.ucalgary.ca
Message-ID: <2131@cs-spool.calgary.UUCP>
Source record: 246724

>
> Please speak up if you find errors in the incompatibility list.
>
>
> "Down John Morton M.E. Machine Shop
> Down in the basement jmorton@euler.berkeley.edu Etcheverry Hall
> We hear the sound of machines..." Univ. of Calif.

Well, after having no problems with US version 3.01, I received an error message today about 'This is the US version. You must have a US machine.'.

This occurred when I placed pc-ditto.prg in the AUTO folder and tried to have it execute upon boot-up. So out it went, along with the error message.

jim

3153. Re: Vapourware!!!

Newsgroup: comp.sys.atari.st
Date: 1989-11-22 03:06:19 UTC
From: kbad@atari.UUCP
Message-ID: <1817@atari.UUCP>
Source record: 246725

Bob_BobR_Retelle@cup.portal.com writes:

| Neil Harris was the "Director of Marketing Information" [...]
| He promised the blitter upgrade, many times.. officially.

Bob, I can't speak for Dave Meile, although I have the highest respect
for him, but _I_ have been an Atari follower for many years, in the
mags, online, and in news media. I can not remember a single time that
anyone from Atari officially announced availability of a BLiTTER
upgrade for 520s or 1040s. I _do_ remember that Neil and others
mentioned that it was being worked on. I guess you just heard what
you wanted to.

One other thing - I never would have come to work for this company if
I thought that its basis of operation was fraudulent. Your innuendo is
getting extremely tiresome on the net, and the only reason I bothered to
respond to this particular message was to toss some facts at your attack
on Neil Harris. If it is your intention to chase all Atari personnel off
the net with your venom, then believe me, you are coming close to succeeding.
--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

3154. Re: 360k floppy

Newsgroup: comp.sys.atari.st
Date: 1989-11-22 04:26:02 UTC
From: vicc@unix.cie.rpi.edu
Message-ID: <1989Nov22.042602.15371@rpi.edu>
Source record: 246726

In article <905@uhnix2.uh.edu> uace0@uhnix2.UUCP writes:
>You can use DC FORMATTER to do the same thing. Just write an executable boot
>sector to drive A: that has the set seek rate option enabled. From the main
>menu, just set the seek rate to 6, then go to the executable boot sector
>menu. Next select the set step rate option, and write out the boot sector to
>drive A: Now when you boot of of drive A:, the step rate for drive B: will be
>set so you can read and write to the 5 1/4" drive.
>
>Of course, other boot sector programs can also be written at the same time from
>the DC FORMATTER executable boot menu.

I did use DC Formatter, that was what allowed me to read the floppy on
the ST. It will not write however (except occaisionally it will write
the directory sector). It is a QUME drive with only jumpers for the
drive select.

--
Frank Filz
Center For Integrated Electronics
Rensselaer Polytechnic Institute
vicc@unix.cie.rpi.edu

3155. Re: Hard Drive Woes: HELP!

Newsgroup: comp.sys.atari.st
Date: 1989-11-22 04:38:00 UTC
From: rjk752@uxf.cso.uiuc.edu
Message-ID: <46300079@uxf.cso.uiuc.edu>
Source record: 246727

There isn't any way to format a single partition. However, the
new ICD utilities will allow you to check for bad sectors in a single
partition. Set the retries high, so that it checks them several times.
This will definitely catch any bad sectors, and should write them into
a table. The hard drive won't try to access the sectors in the bad-
sector list.
The last response sounds very likely though. I set my ICD utils
for 200 extra folders, since I've got *lots* of them. Watch out especially
when you do BACKUPS of your hard drive. You can end up with garbage backups
that have some folders, but other folders are gone (couldn't be opened
successfully, I guess). When your drive goes, the hidden flaws in your
backups will become *very* obvious. I know from experience.
The moral: Allocate some variable space in your brain to store
the current number of open folders (a rough estimate will do). When you
approach the limit, reboot. You may have to save a partition at a time
even with over 100 folder limit. I still do with 200, to be safe.

3156. Re: Gadgets by Small - Possible new '030 add-on board!

Newsgroup: comp.sys.atari.st
Date: 1989-11-22 04:58:00 UTC
From: saj@chinet.chi.il.us
Message-ID: <1989Nov22.045800.3530@chinet.chi.il.us>
Source record: 246728

In article <529@kunivv1.sci.kun.nl> ge@kunivv1.sci.kun.nl (Ge' Weijers) writes:
>dnewton@carroll1.UUCP (Dave 'Post No Nicknames' Newton) writes:
>
>> You mean... my ST isn't an 8-MIPS machine? Oh no. Sadness.
>
>It's not even a 1-MIPS (VAX/780-MIPS!) machine. It's on the same level
>as a VAX/750, at 0.7 MIPS or so.

On the other hand, the main computing resource at the laboratory where I work (food R&D, but what the hey) was a VAX 11/750 for several years. And I got a LOT of mileage out of casually mentioning to the real computer people that my ST acted a lot like their monster, except that since it was single user...
Steve J.

3157. madmac availability

Newsgroup: comp.sys.atari.st
Date: 1989-11-22 04:58:08 UTC
From: ddavis@APG-EMH5.APG.ARMY.MIL
Message-ID: <8911212358.aa21201@BRL-VGR.APG-EMH5.APG.ARMY.MIL>
Source record: 246729

Ignac Kolenko writes:

>try ordering MadMac from atari (it comes as part of their development kit).
>it is blindingly fast, and supports standard motorola syntax and standard
....

Can anyone from Atari elaborate on this? Where can MadMac be located
and how much will the package cost? Thanks.

dave davis

3158. Macintosh Emulation using Atari

Newsgroup: comp.sys.atari.st
Date: 1989-11-22 05:42:01 UTC
From: caseyng@cie.uoregon.edu
Message-ID: <1989Nov22.054201.8946@cs.uoregon.edu>
Source record: 246730

Hi,
I am thinking of getting a Macintosh. However, I do know that
Mac SE is a terribly slow machine (over-priced too). Could
anyone reading this give me some info on using Atari ST for Mac
applications?

I would want to use the ST as a Mac, using programs like Word,
Excel and probably some printing. A harddisk would be necessary.
How can I do it with Atari, and are there any advantage/disadvantage
on doing this? Also, I would like to be able to use all my
Mac formatted 3.5" disks too.

Since I have yet to own an Atari, your e-mail response will be
appreciated. Thank you.

casey

3159. Atari ST magazines & journals?

Newsgroup: comp.sys.atari.st
Date: 1989-11-22 06:20:42 UTC
From: pjd@hpuxa.ircc.ohio-state.edu
Message-ID: <486@nisca.ircc.ohio-state.edu>
Source record: 246731

Are there any magazines featuring the Atari ST (exclusively or
partly) that can be recommended for an ST beginner who wants to
learn to make better use of his machine.

Maybe some of them even with special student subscription rates?

I'm posting for a friend; I know next to nothing about the ST.
But please email your responses to me: pjd@hpuxa.ircc.ohio-state.edu

-=-
Peter Dotzauer: Numerical Cartography Lab, Dept. of Geography, OSU, Columbus, OH
VOICE: (614) 292-1357 FAX: 292-9180 DATA: 293-0081
BITNET: ts3285@ohstvma UUCP: ...!osu-cis!hpuxa.ircc.ohio-state.edu!pjd
FIDO: 1:226/50 INTERNET: pjd@hpuxa.ircc.ohio-state.edu [128.146.1.5]

3160. Is Spectre going MIDI>?

Newsgroup: comp.sys.atari.st
Date: 1989-11-22 07:33:00 UTC
From: UUCJEFF@ECNCDC.BITNET
Message-ID: <8911220809.AA09458@ucbvax.Berkeley.EDU>
Source record: 246732

I heard a rumor that David Small is working on making Spectre handle MIDI in its Mac emulation. Is this true? Can sources close to Small confirm this?

Thanks, Jeff Beer

3161. Re: Gadgets by Small - Possible new '030 add-on board!

Newsgroup: comp.sys.atari.st
Date: 1989-11-22 09:41:31 UTC
From: hase@netmbx.UUCP
Message-ID: <3819@netmbx.UUCP>
Source record: 246733

In article <2307@hudson.acc.virginia.edu> gl8f@astsun.astro.Virginia.EDU (Greg Lindahl) writes:
>In article <3795@netmbx.UUCP> hase@netmbx.UUCP (Hartmut Semken) writes:
>>I exspect the Gadgets board to help a lot with Spectre and do almost
>>nothing for TOS.
>Hm. I thought the FaST Tech board was a 16mhz 68000 with a
>write-through 32k cache.
>The way that it wins over the PAK68 is that Jim Allen has partially
>decoupled the processor speed from the video speed.

True.

The PAK68 was designed to be swapped against any 68000 proc. It's not ST specific and does not fit in the ST enviroment nicely.
A ST specific board can do pretty much more.

The main problem with the 020 cache is self modifying code.
The external, write trough cache of the 16 MHz 68000 boards works well, the 020 and 030 internal chaches won't.
As Alan said, some programs will loose on the TT; the reason is the cache.

>> The ST is a closed machine; a compatible, faster
>>redesign is pretty exspensive.
>But the TT *is* a compatible redesign with 32-bit everything, right?
>It will be interesting to compare the TT to other similar '030 boxes,
>when/if it arrives.

For me, the "if" is true.
I'll believe in this machine, if I could buy one at my dealer's.

Mr Hartman said, it would ship Sep to Okt 1989 (march, CeBIT).
This statement was corrected at the Atari fair in Duesseldorf to Nov 89.

Now it's "early 1990". Too bad. Now, Nov, is the time, everybody discovers, he has something left in the budget. He thinks about what to spend it on.

He will not spend it on a non-existing machine...

hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
Dennis had stepped up into the top seat whet its founder had died of a lethal overdose of brick wall, taken while under the influence of a Ferrari and a bottle of tequila. (Douglas Adams; the long dark teatime...)

3162. Re: Hard Drive Woes: HELP!

Newsgroup: comp.sys.atari.st
Date: 1989-11-22 10:38:56 UTC
From: dillenbu@uicbert.eecs.uic.edu
Message-ID: <63300003@uicbert.eecs.uic.edu>
Source record: 246734

```
/* Written 3:54 pm Nov 19, 1989 by zimm@portia.Stanford.EDU in
uicbert.eecs.uic.edu:comp.sys.atari.st */
/* ---------- "Hard Drive Woes: HELP!" ---------- */

> a) Should I reformat the partition and hope there are no real hardware
> problems with the drive itself? As far as I can tell, the ICD utilities
> won't allow one to reformat a single partition: how does one accomplish
> this? (I DON'T WANT TO REFORMAT THE WHOLE DRIVE!!)

You can Zero the directories of a single hard drive partition with
a program called HDUTIL.PRG available from the ICD customer support BBS.
Also, a program called DLII comes in handy for repairing corrupted
disks (floppy or hard drive). DLII is also available at the ICD BBS.

> b) Is there any way of determining which sectors are permanently corrupted,
> so that when I reformat the partition I can tell the drive to ignore them?

When you format the hard drive with the ICD utilities, it will tell you
which sectors are bad and will automatically skip them. The next time you format your
drive, you can tell the format program where you discovered bad sectors
the last time you formatted it. When you purchased your HD, a list of bad
sectors should have been included with it.

-= John Dillenburg =-
dillenbu@uicbert.eecs.uic.edu
```

3163. Re: Downloading, Help Me

Newsgroup: comp.sys.atari.st
Date: 1989-11-22 10:39:01 UTC
From: dillenbu@uicbert.eecs.uic.edu
Message-ID: <63300004@uicbert.eecs.uic.edu>
Source record: 246735

Never mind, this is one of those problems that if you (Not me) leave
it alone long enough it goes away. It turns out that you need to use the
-i switch of mermit (i.e. kermit -i) telling it to transmit files "as-is",
otherwise it strips off carriage returns (even in binary mode!).

-= John Dillenburg =- dillenbu@uicbert.eecs.uic.edu

3164. Re: gif file format reader

Newsgroup: comp.sys.atari.st
Date: 1989-11-22 10:39:05 UTC
From: glk01126@uxa.cso.uiuc.edu
Message-ID: <111500069@uxa.cso.uiuc.edu>
Source record: 246736

Get PICSW7 off the terminator (ftp -i 35.1.33.8).

3165. Re: Shareware Mac

Newsgroup: comp.sys.atari.st
Date: 1989-11-22 12:23:50 UTC
From: hv@uwasa.fi
Message-ID: <1989Nov22.122350.20652@uwasa.fi>
Source record: 246737

In article <641@nixpbe.UUCP> capit@peun11.uucp (Capitain) writes:
>I didn't receive any answer at all to my first mail.
>Is there really no interest in a shareware mac emulator???

I think there is interest (actually a lot) but at least I didn't
get a very precise view about what is needed as a hardware. I know
that I am not capable of doing add-on boards. I have the Mac Roms
though (if it can use 128K ROMs). But if someone can certify that
I can get a hold of the hardware needed I'm for YES.

--

Harri Valkama (hv@uwasa.fi)
anon. ftp site (128.214.12.3)

3166. Re: Word-Up

Newsgroup: comp.sys.atari.st
Date: 1989-11-22 13:40:13 UTC
From: jlf@h.cs.wvu.wvnet.edu
Message-ID: <559@h.cs.wvu.wvnet.edu>
Source record: 246738

From article <8679@medusa.cs.purdue.edu>, by abc@cs.purdue.EDU (Rick Hunter):
> In article <4529@blake.acs.washington.edu>, themod@blake.acs.washington.edu (Chris Hinton) writes:
>>
[some stuff deleted...]
>
> Funny you should mention this. When I first got a copy of this program
> I had the same problem. Except, I was using a Gemini10X. I could not get
> the thing to work with the printer unless I did some fancy formating
> with page length and width. Even then it was not guaranteed to work.
>
> What did I end up doing? My brother coughed for a new printer that
> is known to work with it. I could not determine exactly if the problem
> was in the software or my outdated printer. For all the trouble you are
> going through I would suggest buying a new printer. Oddly, I could
> get it to work with the Star NX-1000 at the store where I bought the
> program. Hope this helps. Has anyone else had this problem with the
> older Gemini printers?????
>
> Alan Chan
> abc@arthur.cs.purdue.edu

That sounds a lot like the problem I was having when I first got Microsoft Write. I, too, am using an older Gemini 10X printer, but I worked around the problem this way (I know these are two different programs, but they both use GDOS so this might help).

1. First I made sure I was using the FX80.SYS driver and that the printer setup (on the DA) was set to 960 dots per line.

2. I patched the printer driver so that that the proper sized line feeds were sent to the printer. This came about after I finally got something to be printed - there were gaps in the printed material.

Now anything that uses GDOS will print properly on my printer. I don't think I can legally post the modified driver here on the net, but I can try to dig up the docs I wrote to explain how to patch the driver. If there is enough interest, I'll post them, otherwise, I'll email them.

Jack Forester, Jr.
West Virginia University
Department of Computer Science and other Imaginary Things.
That's jlf@a.cs.wvu.wvnet.edu to you!

3167. Can I buy MADMAC?

Newsgroup: comp.sys.atari.st
Date: 1989-11-22 14:38:00 UTC
From: rehrauer@apollo.HP.COM
Message-ID: <46fd5abd.20b6d@apollo.HP.COM>
Source record: 246739

In article <1192@electro.UUCP> ignac@electro.UUCP (Ignac Kolenko) writes:
>try ordering MadMac from atari (it comes as part of their development kit).
>it is blindingly fast, and supports standard motorola syntax and standard
>comment delimiters (try that with that idiotic mark williams assembler!)
>it produces normal dri compatible object files, so you can link them with
>Laser C, atari's aln linker, or any dri compatible linker. (again, try that
>with mark williams) i don't know how much it costs on its own, but at least
>atari canada says that they will sell pieces of the dev kit by themselves.

Could someone at Atari U.S. comment on this? Laser C's inline assembler
is good enough for small things, but I wouldn't mind having a decent stand-
alone assembler. (And I DON'T want a pirated copy from anyone, thank-you.)
Does/Will Atari sell MADMAC separately? For, say, in the neighborhood of
$40 or so? (Where do I send the check?)

--
>>"Aaiiyeeee! Death from above!"<< | Steve Rehrauer, rehrauer@apollo.hp.com
"Flee, lest we be trod upon!" | The Apollo Computer Division of H.P.

3168. Re: Rainbow TOS ROMs (AGAIN!)

Newsgroup: comp.sys.atari.st
Date: 1989-11-22 14:55:11 UTC
From: ignac@electro.UUCP
Message-ID: <1202@electro.UUCP>
Source record: 246740

In article <1811@atari.UUCP> kbad@atari.UUCP (Ken Badertscher) writes:
>mboen@nixpbe.UUCP (Martin Boening) writes:
>
>| Another question: is TOS1.4 EVER going to be distributed in the
>| form of 1MBit ROMS...
>Yes. The individual who is responsible for ordering the ROMs tells
>me that they will be in stock Thanksgiving week.
>
>| What about people with a motherboard that doesn't have room for 6
>| ROMS?
>Every ST/Mega motherboard manufactured by Atari has room for 6 ROMs.

great. so now they release the 2 rom set. since its in stock this week,
can you tell us with any great certainty if you will accept a trade from the
6 eprom set to the 2 rom set with no additional cost????? if we here at
electrohome don't have to butcher our motherboard to install 6 eproms,
all the better.

also, will the 6 eprom set be turned into a 6 ROM set in the very near future??
the 6 eproms make the atari feel like its a cheap clone of the real thing.

--
=====Ignac A. Kolenko (The Ig) watmath!watcgl!electro!ignac=====
co-author of QuickST, and the entire line of Quick Shareware!!!!
"I don't care if I don't win, 'cause I don't care if I fail"
from 'Youth Of Today' by SUBURBAN DISTORTION

3169. Re: ST Mouse

Newsgroup: comp.sys.atari.st
Date: 1989-11-22 15:26:14 UTC
From: BGB100@PSUVM.BITNET
Message-ID: <89326.102614BGB100@PSUVM.BITNET>
Source record: 246741

This may be a little after the fact, but I did not think of this before... Some people out there have been looking for inexpensive replacements for their Atari mouse. Well, there is another option that hasn't be mentioned recently. The Atari 2600 trackball. With just 4 wires added to the circuit, the trackball can be used as a mouse for the ST in the "TRACKBALL" position of the switch, but yet function as a joystick in the "JOYSTICK" selection. The mod. works quite well and having the joystick portion functioning yet is a real plus. The nicest fact is that the trackball can be picked up at Kay-Bee toy and hobby stores for about $10. Not bad compared to the $50 pricetag for the replacement mice in the market.

Just wanted to offer another alternative!

Bruce Blanar

=-=-=-

3170. Servers for ST-software wanted

Newsgroup: comp.sys.atari.st
Date: 1989-11-22 15:56:08 UTC
From: chris@ethz.UUCP
Message-ID: <2604@ethz.UUCP>
Source record: 246655

Is there anybody out in netland that could give me a decent server where I can get ST-software? As you might notice I'm a bit of a freshman to ftp and tcp/ip-ing, so some hints would be highly appreciated! Thanks a lot in advance.

3171. Re: Blitter disappointment (was: Time to create comp.sys.atari.flames)

Newsgroup: comp.sys.atari.st
Date: 1989-11-22 16:08:37 UTC
From: pa1329@sdcc13.ucsd.edu
Message-ID: <5312@sdcc6.ucsd.edu>
Source record: 246742

In article <1261@atha.AthabascaU.CA> rwa@cs.AthabascaU.CA (Ross Alexander) writes:
>For what it's worth: I have a blitter. It's $75 down the toilet.
>The speedup it provides is _very_ marginal (< 25%), and affects
>only a few operations (essentailly, large blits). QuikST and the
>TOS 1.4 upgrade are much more cost effective. When I get home
>tonight I'll try to post some benchmark numbers.
> Ross

Hmmm,. I wonder why is the Atari blitter so ineffective. Its
speed is no where comparable to the Amiga's blitter. Why is the
difference?

3172. Re: High density Floppies on ST

Newsgroup: comp.sys.atari.st
Date: 1989-11-22 16:13:11 UTC
From: pegram@uvm-gen.UUCP
Message-ID: <1346@uvm-gen.UUCP>
Source record: 246743

Rats! I looked up the possible seek rates last night, 6 msec is as slow as she goes. It would also be hard to boot from a floppy with this mod (double - 16Mhz - clock for 1772 + formatter + "6"msec seek rate). Do you have to have a seek rate setting boot sector on every boot floppy and would that idea even work?

Bob Pegram (pegram@griffin.uvm-gen.uvm.edu)

3173. Mega4ST/SLM804/Turbo16 needed

Newsgroup: comp.sys.atari.st
Date: 1989-11-22 17:05:12 UTC
From: ramsiri@blake.acs.washington.edu
Message-ID: <4598@blake.acs.washington.edu>
Source record: 246744

Why do I want a TT? Why do I complain? Because my livelihood
depends on it.

I am about to take on another major scoring job- full symphony/4 movements
that needs to be delivered in January.

Unfortunately, the graphics of the ST is mighty slow when you start
shifting a full score around on the screen. This leads to mistakes
if not a heart attack due to frustration. I really want a fast 030.

Buy a MAC? no way... the ATARI software is better. So I have to
relegate myself to the ST... I have been holding off buying a Mega
for a long time.. thinking the TT was just around the corner.

I don't know why i thought that... perhaps its just a good marketing
plan on the part of ATARi... get as many megas off the shelf for
the OLD price before we introduce the TT...

If the MAC had an ATARI emulator, I'd use NOTATOR on the MAC..
Some of us own a machine for its SOFTWARE.

-kevin
Anybody interested in unloading their Mega4ST/SLM804 (or HP)
please let me know... i may need it next week.

ramsiri@blake.acs.washington.edu

3174. Re: Shareware Mac

Newsgroup: comp.sys.atari.st
Date: 1989-11-22 17:40:37 UTC
From: hans@duttnph.tudelft.nl
Message-ID: <999@dutrun.UUCP>
Source record: 246745

In article <641@nixpbe.UUCP> capit@peun11.uucp (Capitain) writes:
>I didn't receive any answer at all to my first mail.
>Is there really no interest in a shareware mac emulator???

I tried to mail but I couldn't reach you. I have Aladin 3.0 (upgraded from
1.3). From your posting I understand Aladin is dead. But if there is some
some path to the future, I'm interested.

Hans

3175. Bug fix for top (Sozobon 1.2)

Newsgroup: comp.sys.atari.st
Date: 1989-11-22 18:07:48 UTC
From: mj@myrias.com
Message-ID: <627761270.27797@myrias.com>
Source record: 246746

```
The following information
>> From uunet!isis!onecom!wldrdg!hans Wed Nov 22 01:25:24 1989
I am just a messenger. :-)
mj@myrias.COM
>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
```

Here is a bug fix for "top" in Sozobon release 1.2. You will need it if you use the -O option at all.

Basically, several calls to the function "uses" or "sets" were incorrectly coded with register masks instead of register numbers. The fix is to take out the RM() calls in several places.

Also, line 299 of peep3.c should call "uses" instead of "sets" with the first parameter being "i2" not "i3".

In "peep2.c", make the following changes:

```
688c688
< if (uses(i2, RM(dr1)))
---
> if (uses(i2, dr1))
736c736
< if (uses(i2, RM(dr1)))
---
> if (uses(i2, dr1))
784c784
< if (uses(i2, RM(dr1)))
---
> if (uses(i2, dr1))
```

In "peep3.c", make the following changes:

```
299c299
< !sets(i3, RM(i3->src.areg))) {
---
> !uses(i2, i3->src.areg)) {
333c333
< if (sets(i3, RM(rm)))
---
> if (sets(i3, rm))
400c400
< if (sets(i3, RM(rm)))
---
> if (sets(i3, rm))
467c467
```

```
< if (sets(i3, RM(rm)))
---
> if (sets(i3, rm))
```

After you have made these changes, recompile the optimizer "top" without the
-O option (dont use the old "top"). Then install this fixed version of "top".
Now recompile again with the -O option (e.g. using the newly make "top").
Now install this "top" as your new version.

Johann Ruegg
Sozobon Ltd.
uunet!isis!onecom!wldrdg!hans

3176. Re: Atari ST Multitasking/Multiuser OSs

Newsgroup: comp.sys.atari.st
Date: 1989-11-22 18:44:46 UTC
From: gng@spocom.UUCP
Message-ID: <22@spocom.UUCP>
Source record: 246747

Here's a recent msg. I received from Ge' Weijers <uunet!sci.kun.nl!ge> although
I posted the summary too quickly before I recieved the msg. Thanks!

>1) What is the name of the OS and the latest version of it?

RTOS V2.2 (I've only got 2.1, but I'm getting 2.2)

>2) Is this OS multitasking, multiuser, or both?

Both, but users can annoy each other easily.

>3) What is the minimal ST hardware (and software if necessary) configuration
> for this OS and if possible, the usual/best configuration for it?

Runs smoothly in the humblest ST 520 with only a single sided floppy drive.

>4) Who is the manufacturer of this OS, and how can they be contacted?
> (address, phone, uucp, etc)

IF you speak German (no english docs as far as I know of), it is sold
by a company called eMedia in Hannover, BRD. I can get more info if you really
want to.

>5) How much does it cost (at the present time if possible)?
DM 270,- (130 $)

>6) How long have you been using this OS?
A year.

>7) On a rating of zero to ten, how Unix compatible is this OS?
> (An explanation following it would be nice too)
-1. It is TOTALLY different. it's a Real Time Operating System, with
a builtin compiler,assembler,linker,task kernel,file system etc.
The language compiled is Pearl (tasks & semaphores available, but
a syntax you could scare dogs with), but the nice thing is that it all
fits into 128K RAM. The same system can be run on a number of single
board computers, and give you a complete if clumsy development environment.

>8) What strengths prevail in this OS (if possible, compared to others also)?
The minimal environment you need to run it. Use an ST (or Amiga) as the
development environment, and then copy the linker files to your dedicated
computer. Version 2.2 also supports networking, and can read MSDOS floppies.

>9) What weaknesses are noticeable in this OS?
Very simple command language etc.
It's not a Unix look- or workalike.
The keyboard tables are German-only. Some zapping required.

>10) Other comments about this OS, the makers of it, etc?
It works, it gets the job done in little memory.
A Modula-2 compiler can be bought these days, at 3 times the cost of the OS.

Ge' Weijers
--
Ge' Weijers Internet/UUCP: ge@cs.kun.nl
Faculty of Mathematics and Computer Science, (uunet.uu.net!cs.kun.nl!ge)
University of Nijmegen, Toernooiveld 1
6525 ED Nijmegen, the Netherlands tel. +3180612483 (UTC-2)

--
George Ng (Comp. Sci., U of Toronto) |"We're not just doing it for money;
uunet!mnetor!{becker,hybrid}!spocom!gng| we're doing it for a s***load of
or utgpu!ncrcan!ziebmef!spocom!gng| money!" - Spaceballs

3177. Re: spectrum and digitizers

Newsgroup: comp.sys.atari.st
Date: 1989-11-22 20:17:49 UTC
From: scott@cs.odu.edu
Message-ID: <SCOTT.89Nov22151749@oswald.cs.odu.edu>
Source record: 246748

In article <21@spocom.UUCP> gng@spocom.UUCP writes:
> Thanks to Lars-Erik Osterud (larserio@ifi.uio.no),
> Scott D. Yelich (scott@cs.odu.edu), and Steve Belczyk (seb3@gte.com) for
> their info. on Spectrum/Quantum Paint.

you're welcome.... (Did I say anything?)

> I think I should reveal first why I've been asking for this info.
> I may very soon get access to a Nikon LS-300 (or was it 500? ahh...) film
> scanner - how it differs from something like Computereyes is that instead of
> getting an image from a video camera or vcr/tv, the Nikon (and other film
> scanners like it probably) gets it's image from a negative/positive 35mm
> slide. And at a great resolution too - 4096x6144 as I recall! And at 24bits
> (16.7 million colours), etc, etc....Now, I know Trio Engineering (Spectrum's)
> has worked with Digital Vision (Computereyes) to make Computereyes save a
> digitized image in Spectrum format, but I haven't heard of any other efforts
> by them - especially with a film scanner.

I have a computer eyes.... for $150 (brand new) or trade toward an old
hard drive... I got this compter eyes, and I have sent it
back to the company twice. They say it works on their computers.... but
it wont work on mine. So, it doesnt do me any good.

--

Scott D. Yelich scott@cs.odu.edu [128.82.8.1]
After he pushed me off the cliff, he asked me, as I fell, ``Why'd you jump?''

3178. Re: Shareware Mac

Newsgroup: comp.sys.atari.st
Date: 1989-11-22 20:20:12 UTC
From: scott@cs.odu.edu
Message-ID: <SCOTT.89Nov22152012@oswald.cs.odu.edu>
Source record: 246749

```
In article <641@nixpbe.UUCP> capit@peun11.uucp (Capitain) writes:
> I didn't receive any answer at all to my first mail.
> Is there really no interest in a shareware mac emulator???

I responded in private.... other people responded to the network.

Again, I said:

I would like it, it it had the 128k roms+sound.

Scott

--

-------------------------------------------------------------------------------
Scott D. Yelich scott@cs.odu.edu [128.82.8.1]
After he pushed me off the cliff, he asked me, as I fell, ``Why'd you jump?''
-------------------------------------------------------------------------------
```

3179. Re: Experience with Toshiba 3 1/2 inch double sided drives?

Newsgroup: comp.sys.atari.st
Date: 1989-11-22 20:44:49 UTC
From: chad@norge.dec.com
Message-ID: <1705@hiatus.dec.com>
Source record: 246750

I've had a Toshiba drive in my upgraded 520STfm (internal floppy) and it
works great
except that the ST doesn't detect media change correctly. Jumpering
with a switch
some lines fixed that but it ain't ths safest the way I did it.

I paid about US$ 85 including postage

maybe somebody has the dirt on the media change?

Chad
chad@norge.enet.dec.com
DEC has no opinions

3180. re: Vapourware!!!

Newsgroup: comp.sys.atari.st
Date: 1989-11-22 22:05:57 UTC
From: karl@es56.UUCP
Message-ID: <8911222205.AA15304@es56.escd.uucp>
Source record: 246651

I have been reading this newsgroup from the beginning, and I know that Neil Harris did state very clearly a number of times that the blitter upgrade would be available for the 520 ST and 1040 ST. Since he worked for Atari at that time, the statements were assumed to have some credibility.

I know a number of us became skeptical some time ago about Atari's committment to the blitter. When some of us expressed our doubts on Usenet, we were told by Neil that the blitter upgrade was still planned.

No, I haven't saved all my old email and news messages -- I am just recalling events as I remember them. I anticipate flamage, so I will be waiting by my mailbox with a bucket of cold water.

Karl Rowley
Evans and Sutherland Computer Division
Mountain View, California, USA
escd!karl@decwrl.dec.com
...!ames!amdahl!escd!karl

3181. Re: Floppy Problems After 4 MB Memory Upgrade on OLD 1040ST

Newsgroup: comp.sys.atari.st
Date: 1989-11-22 22:32:03 UTC
From: dclemans@mentor.com
Message-ID: <1989Nov22.223203.17664@mentor.com>
Source record: 246652

I would rather doubt a MMU chip problem. It is MUCH more likely
that you are seeing ringing and other noise problems. A good way
to check for this is to run a decent memory tester program when
the board is set up for 4MB, and see where it gets errors, and what
the patterns of error bits are. If you get randomness, it is almost
definitely ringing or other noise problems on the dram control lines.

One example to show this... Recently I upgraded a Rev. E 520 ST
board to 4 megabytes using the "New World" board. Initially it showed
exactly the same symptoms you got; it worked fine at 2.5megabytes,
but got memory errors at 4megabytes. I eventually got it to work
at 4 megabytes by shortening 3 of the interconnecting cables to
about the minimum workable length (about 9 inches -> 6 inches),
added inline 68 ohm resistors to the RAS/CAS lines for the upper
bank, and an inline 33 ohm resistor to the MAD9 line from the MMU.

dgc

3182. Re: Hard copy on a 24 dots printer

Newsgroup: comp.sys.atari.st
Date: 1989-11-22 23:39:41 UTC
From: jpexg@wheaties.ai.mit.edu
Message-ID: <5121@rice-chex.ai.mit.edu>
Source record: 246653

I wrote a printout program for my Panasonic KXP1124 (no guarantee of compatibility with other printers). It accepts either DEGAS or TINY format files of black and white screens only, and it doesn't replace the alt-help command because I couldn't figure out how to do that. Instead I use Braner's BARREL to grab screens and store them as DEGAS files, which is crude and wastes storage space. If I want to keep stuff long term I translate it to TINY.

The printout is either 1, 2 or 3 dots per screen pixel; the last prints sideways on the paper and almost exactly fills a sheet, while at 1 dot per pixel the printout is less than 4 inches across.

john purbrick
jpexg@ai.mit.edu

3183. tos 1.4 problems list

Newsgroup: comp.sys.atari.st
Date: 1989-11-22 23:49:24 UTC
From: logajan@ns.network.com
Message-ID: <1989Nov22.234924.9166@ns.network.com>
Source record: 246654

I don't know if this has been noticed and reported before but...

GFA Basic 2.0 interpreter no longer will abort running on pressing the
three button escape sequence. I believe this is because tos 1.4 now
looks for these keys to do different warm/cold boots.

GFA Basic 3.0 does not seem to have this problem.

--
- John M. Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428 -
- logajan@ns.network.com, john@logajan.mn.org, Phn 612-424-4888, Fax 424-2853 -

3184. Re: atari ABC yea or nay ????

Newsgroup: comp.sys.atari.st
Date: 1989-11-23 01:33:00 UTC
From: rjk752@uxf.cso.uiuc.edu
Message-ID: <46300080@uxf.cso.uiuc.edu>
Source record: 246656

If you don't care about 68000 architecture skip this ....
This is an excerpt from some mail I got about my offhand comment
to the effect that the 68000 was a RISC chip at heart. I found it to be
interesting and thought that an addition to this notestring involving something
other than Atari-bashing wouldn't hurt. So I decided to post it. I think
the author sent it E-mail to avoid embarrassing me, but I didn't include his
name in case he's bashful or something. Maybe he will take credit for it if
he see's it, in case somebody wants to know something more about this subject.
I also felt compelled to post it because I was wrong about the 68000
being RISC, and I would hate to think I had left somebody confused because
of my lack of 68000 experience. I know it's very frustrating for me when
people give information involving things they know little about. I hope this
fixes it. I guess the moral is to use information you read or learn yourself,
not what your hear from co-workers or friends. This guy has some
experience, so I think it's likely to be valid. My thanks to the author for
responding with intellect and good manners to my mistake.
Note that I still don't claim any 68000 experience and I didn't write
this. For that reason, any flames sent will most likely be re-routed to
/dev/null without much parsing.

Note: Timo said (correctly) that the 68000 is much more CISC that RISC.

********** Here's the 68000 info **********
I happen to be an undergraduate in Computer Science with a strong background
in Electrical Engineering. From my independent research into the subject and
class work on the subject, I have to agree more with Timo.

The RISC archetecture inside of a 68000 that you speak of is the microcode
processor. While it is a very simplistic language to work in, you definately
do not want to program in it. It deals with basic dataflow within the
processor between registers, ALU and memory access ports. On the 68000 and
the 8086, the microcode in tucked away within the chip and is not accessible.
However, this is not always the case, the VAX processor is most definately a
CISC processor, but the first thing it does when it boots is load the
micro-code into its internal memory.

But even micro-code can be hairy. Often, the simplest and most effective
method to create a microcode is to use one bit per register and other parts
of the logic. The whole string of bits could conceivably be longer than the
instructions of the processor itself. In fact, a micro-code which is larger
than the "machine code" is not infrequent in the world of processor design.

But this is all beside the point. The designations of RISC and CISC refer to
its outward construction. The microcode does not enter into the picture
making this determination. In fact some argue that micro-coded processors
are not really RISC. Never-the-less, an example of a RISC design would be

the transputer processors from Inmos. While they are micro-coded, they have a very reduced instruction set. Every instruction fits into a single byte! The processor has only 3 (or some small number of) registers. In comparison, the 68000 encodes all command within a single word (32 bits). There are considerably more instructions which may be encoded in 32 bits for 16 registers total. From this, we conclude that the 68000 is not a RISC processor. The 8086 is even worse. Based on an old 8bit processor, the 8086 remains totally compatible with the older design. The design of the instruction set for the 8086 is, as a result, a big mess.

Rest of text deleted

3185. Re: How to change key bindings under Gulam's ue editor?

Newsgroup: comp.sys.atari.st
Date: 1989-11-23 02:31:41 UTC
From: bremner@cpsc.ucalgary.ca
Message-ID: <2151@cs-spool.calgary.UUCP>
Source record: 246657

What you need to change the key bindings is a file mg.ini in the directory
pointed to by the environment variable HOME

a sample follows (no guarantees, but should give you the syntax)

```
--------------------------------
blink-matching-paren
auto-fill-mode
bsmap-mode
set-fill-column 72
global-set-key ")" blink-matching-paren-hack
global-set-key "}" blink-matching-paren-hack
global-set-key "]" blink-matching-paren-hack
global-set-key "\^s" search-forward
global-set-key "\^r" search-backward

global-set-key "\^?" backward-delete-char
global-set-key "\^h" delete-char
global-set-key "\e\^h" kill-word
global-set-key "\^g" goto-line
global-set-key "\e\^y" insert-buffer
global-set-key "\f12" suspend-emacs

-----------
```

in order of preference.
USENET: bremner@ksi.cpsc.ucalgary.ca
BITNET: Bremner@UNCA-MULTICS.BITNET

3186. Gif --> Degas

Newsgroup: comp.sys.atari.st
Date: 1989-11-23 02:35:37 UTC
From: ehsnsr@JUPITER.NMT.EDU
Message-ID: <8911230235.AA20123@jupiter.nmt.edu>
Source record: 246658

Hi.

I keep seeing postings about being able to load gif files into PICSW7
and convert them to other picture formats. Pardon me if I am crazy, but I
have Picswitch 0.7 and I can't load gif files. Am I doing something wrong?
Respond before I go nuts!

"Lad, put away thy gum. Thy knowest not that I come in the service of yams."
-Clay C. Smith

Eric Hobbs
ehsnsr@jupiter.nmt.edu

3187. Noisy 1040st??!!

Newsgroup: comp.sys.atari.st
Date: 1989-11-23 03:17:57 UTC
From: 880139h@aucs.uucp
Message-ID: <1989Nov23.031757.9434@aucs.uucp>
Source record: 246659

My 1040st buzzes. It's not the monitor, it definitly comes from the machine itself. It's a real highpitched whiney buzz that seems to come from somewhere on the left side. What's more, the pitch of the buzz varies with whatever is going on on the screen, e.g. a higher pitch with a white background and lower pitch with a black background.

Has anyone else ever heard of this, or is this completely normal and am I making a noodle out of myself? I know someone with a 520st and it is completely quiet.

It's getting quite irritating. Please email me any information that any of you might have. Thanks.

--
. .
Rob Hutten 880139H@ACADIA.uucp __/
_,._.,-,._.,-,._.,-,._.,-,._.,-,._.,-,._.,-,._.,-,._.,-,._.,-,._./oo\
\,._.,-,._.,-,._.,-,._.,-,._.,-,._.,-,._.,-,._.,-,._.,-,._.,-,._..__/

3188. Experience with Toshiba 3 1/2 inch double sided drives?

Newsgroup: comp.sys.atari.st
Date: 1989-11-23 04:34:23 UTC
From: timcc@csv.viccol.edu.au
Message-ID: <3156@csv.viccol.edu.au>
Source record: 246660

Before I go out and buy one,

Has anyone out there got any first-hand horror stories on Toshiba 3 1/2 " double sided drive mechanisms? I am told they are "very reliable", but then it was the person who would be selling me one who said that.

This would be a mechanism suitable for replacing an SF354 mechanism (single sided).

I was offered a 6 month warranty if I installed the mechanism (into my own modified SF354 case) myself, or a 12 month warranty if it was installed by the dealer. Are these values reasonable? I'm looking at A$200 for DIY, A$250 for dealer installed and 12 month warranty, or A$220 for DIY and 12 month warranty (presumably after the dealer has ratified the installation).

The Australian dollar currently buys about 77 US cents.

Any info appreciated.

--
Tim Cook Systems Administrator, Victoria College Computer Services

parrot - n. An animal that has the ability to imitate man, but not the intelligence to refrain from doing so.

3189. Re: Gadgets by Small - Possible new '030 add-on board!

Newsgroup: comp.sys.atari.st
Date: 1989-11-23 05:31:23 UTC
From: Xorg@cup.portal.com
Message-ID: <24375@cup.portal.com>
Source record: 246661

You guys are amazing (for lack of a better word), Dave and Jim hold a CO to judge the market for their *proposed* new ST product and already its vaporware!! Some of you needs HEAVY doses of valium my friends!

:-]

Happy Thanksgiving

Peter Szymonik
Xorg@cup.portal.com

3190. Re: Blitter disappointment (was: Time to create comp.sys.atari.flames)

Newsgroup: comp.sys.atari.st
Date: 1989-11-23 05:46:21 UTC
From: daveh@cbmvax.UUCP
Message-ID: <8698@cbmvax.UUCP>
Source record: 246662

in article <5312@sdcc6.ucsd.edu>, pa1329@sdcc13.ucsd.edu (pa1329) says:

> Hmmm,. I wonder why is the Atari blitter so ineffective. Its
> speed is no where comparable to the Amiga's blitter. Why is the
> difference?

I know of two differences. The primary one is that the Atari blitter shares the main system bus with the 68000 in the ST. So you have to alternate between blitter access and CPU access. The Amiga blitter, on the other hand, is on a separate bus, and when the video load isn't outrageous, or the CPU has work to do outside of video memory, the CPU and blitter can operate in parallel. And since the Amiga blitter only takes two clocks for a memory cycle, it can run twice the speed of the 68000 if it uses both halves of the cycle (thus kicking out the 68000, but of course, the Atari always has to do that).

The other obvious difference is that the Atari blitter handles only two sources into one destination, with 16 possible operations, while the Amiga blitter handler three sources into one destination, with 256 possible operations. There are some clever additions to plain bit blitting. The Atari blitter apparently has a little internal chunk of memory which is used to support pattern fills without having to constantly fetch the pattern from main memory. The Amiga blitter has hardware line drawing.

--
Dave Haynie Commodore-Amiga (Systems Engineering) "The Crew That Never Rests"
{uunet|pyramid|rutgers}!cbmvax!daveh PLINK: hazy BIX: hazy
Too much of everything is just enough

3191. Re: Need help with OPUS Chart feature

Newsgroup: comp.sys.atari.st
Date: 1989-11-23 07:13:57 UTC
From: Doug_S_Harrison@cup.portal.com
Message-ID: <24382@cup.portal.com>
Source record: 246663

Dave,

I've checked my source code, and that alert will appear only if the GEM vst_load_fonts() call returns a value of zero, indicating no fonts were loaded (this way users with only a SS drive could use Opus, since the program, resource, etc. _plus_ fonts couldn't fit on a SS disk). I guess it's possible you are running out of RAM, but with only screen font specified in ASSIGN.SYS... seems unlikely. But try booting without any RAMdisks, large accs, etc. and see what happens. Your ASSIGN file looks OK; does it work with other GDOS programs? I really don't know if this will make a difference to GDOS, but you might also try removing the last backslash in the PATH = line; it's not required. But if the ASSIGN file works with other GDOS using programs, then it would be OK.

Doug Harrison

3192. Re: Need help with OPUS Chart feature

Newsgroup: comp.sys.atari.st
Date: 1989-11-23 07:20:36 UTC
From: Doug_S_Harrison@cup.portal.com
Message-ID: <24383@cup.portal.com>
Source record: 246664

Dave,

I've checked my source code, and that alert will appear only if the GEM vst_load_fonts() call returns a value of zero, indicating no (screen) fonts were loaded (this way users with only a SS drive could use Opus, since the program, resource, etc. _plus_ fonts couldn't fit on a SS disk). I guess it's possible you are running out of RAM, but with only screen font specified in ASSIGN.SYS... seems unlikely. But try booting without any RAMdisks, large accs, etc. and see what happens. Your ASSIGN file looks OK; does it work with other GDOS programs? I really don't know if this will make a difference to GDOS, but you might also try removing the last backslash in the PATH = line; it's not required. But if the ASSIGN file works with other GDOS using programs, then it would be OK.

Doug Harrison

P.S. Did you receive the 2.31 disk?

3193. Re: Vapourware!!!

Newsgroup: comp.sys.atari.st
Date: 1989-11-23 07:29:28 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <24384@cup.portal.com>
Source record: 246665

Replying to Ken Badertscher's comments...

Ken, one thing I think should be made clear.. I have the utmost respect for you, and Alan, and all the others who are trying to improve the state of the Atari line of computers. You've all been doing a fine job at your end of things. Unfortunately the R&D department doesn't run Atari Corp.

I have absolutely no respect whatsoever for Neil Harris and (my opinion) the Atari world is far better off that he's out of it.

It's true that there was never an official product announcement concerning the blitter upgrade. But.. Neil Harris and others from Atari went FAR beyond "mentioning that it was being worked on". There were technical details of the upgrades given, timeframes for delivery of the upgrade and even prices. I believe it was the "daughterboard" version of the upgrade including the blitter and the 6 ROM set of TOS 1.2 that had a price of $120 given. Later, when it was decided to do motherboard swaps instead of a hardware add-on, another price (which I can't recall exactly now) was given, for the motherboard swap through Atari dealers. Again, this is going far beyond "mentioning that it was being worked on".

The whole episode was poorly handled, which is my entire point. By feeding the customers' desires for an upgrade to existing equipment, Atari created an expectation which they ended up not delivering on.

Another point: If Atari was behaving in a credible and responsible manner, there would be no reason for all the dissatisfaction that is rampant. There would be no reason for the volume of complaints and "venom".. Yes, I may be one of the most vocal critics, but you'll have to admit that I'm not by any means the only one.

As I've said before, give us something to be proud of (not you personally, but Atari Corp) and I'll be first to praise Atari for its accomplishments, as strongly as I criticize it for its shortcomings.

BobR

3194. Re: X Windows TT

Newsgroup: comp.sys.atari.st
Date: 1989-11-23 07:32:02 UTC
From: dsmythe@cup.portal.com
Message-ID: <24385@cup.portal.com>
Source record: 246666

>
>Anyone do any work with Mach?
>I wonder how hard, probably REAL *8^), it would be to port?
>Thinkin' in particular of the TT, when it & real Un*x is available.
Well, given that virtual memory and other wonderful things are available
on the '030, it shouldn't be too difficult. My understanding is that the
only reason that Mach isn't totally free yet is that it relies upon BSD,
which still has v7 code in it. I also was lead to believe that many folks
(GNU ones, supposedly) are working to "free" the rest of BSD, so the whole
shmeer can be given away. If this all works out, GNU may end up being based
on Mach. There hasn't been a GNU bulletin since this summer, so they may
have made some progrress since then...

>Is Mach PD?
I don't know what the restrictions are. Probably will end up being something
like those that accompany X11, I would guess.

>Ed June

Dave Smythe
dsmythe@cup.portal.com

3195. Re: Shareware Mac

Newsgroup: comp.sys.atari.st
Date: 1989-11-23 07:55:02 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <24387@cup.portal.com>
Source record: 246667

Pit Capitain, DX-PC Nixdorf Computer AG
says:

>I didn't receive any answer at all to my first mail.
>Is there really no interest in a shareware mac emulator???

Yes, I'm sure there would be interest in a good shareware MAC emulator..

But Dave Small has established the standards here for what a MAC emulator
should do, and how it should perform...

(Playing "Devil's Advocate",) do you think you can compete with the Spectre
Mac emulator..?

BobR

3196. Re: Servers for ST-software wanted

Newsgroup: comp.sys.atari.st
Date: 1989-11-23 08:46:05 UTC
From: klute@trillian
Message-ID: <1754@laura.UUCP>
Source record: 246670

Path: trillian
!klute

In article <2604@ethz.UUCP> chris@ethz.UUCP (Christian Dreyer) writes:
>Is there anybody out in netland that could give me a decent server where I
>can get ST-software? As you might notice I'm a bit of a freshman to ftp
>and tcp/ip-ing, so some hints would be highly appreciated! Thanks a lot
>in advance.

Inside Europe you should obtain Atari ST software from the mail
server at the University of Dortmund. Simply send an empty mail
to info-server@unido.informatik.uni-dortmund.de and you will
get some basic help. The server is a "mirror" of the panarthea
server on the other side of the pond but much cheaper to access.

Dipl.-Inform. Rainer Klute klute@heike.irb.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ ...uunet!mcvax!unido!klute
D-4600 Dortmund 50 |\|\ Tel.: +49 231 755-4663

3197. (none)

Newsgroup: comp.sys.atari.st
Date: 1989-11-23 10:35:05 UTC
From: FTJLH@ALASKA.BITNET
Message-ID: <8911240803.AA11129@ucbvax.Berkeley.EDU>
Source record: 246668

RE: DataFree 2/4 meg mem board
Help! Datafree's instructions don't match the ground truth in a REV C
1040. Specific problems:
1. mmu and video shifter chips designations seems wrong.....not major,
but I need to lift some resistors to disable 1 bank of mem, Datafree
calls for R93 and R94, which I can't find, and I suspect their numbers for
these are whacko as well.
2. the little baby board that should plug into the video shifter's socket
hits two transistors (Q4 &Q6) and won't go securely into the socket. It
will clear these guys if I rotate the baby 180 degrees but that seems counter
the orientation shown in the instructions.

Added features..my version has what I think is the video shifter in a
rf shield and is labeled U49 w/ C070789-001 on the chip itself. If this is
not the correct chip, problem 2 above is cleared...these is another chip
of the same size close by, in the open labeled U15 C025913-38.

Any help given/mercy shown much appreciated. Thanks! j harris fairbanks/ak

3198. Re: smalltalk

Newsgroup: comp.sys.atari.st
Date: 1989-11-23 12:24:45 UTC
From: ya16@mrcu
Message-ID: <270@mrcu>
Source record: 246669

In article <8911080814.AA08806@ucbvax.Berkeley.EDU>, FITSILIS@GRPATVX1.BITNET writes:
> Has anybody out there heard anything about Smalltalk for Atari ST ?
> I am in desperate need of some information
> CHARLIE

I had a phone call from a guy the other day following up a discussion we had on Smalltalk/V for the PC. In passing I asked him if there was one for the ATARI ST. He said there was in fact a Smalltalk-80 system. Don't get too excited, it needs at lest a Mega ST4 to run with a large hard disk and will cost about 500+. Not for home use, at least in the UK! I can offhand remember the companies name, but he promised to mail me some information. When I receive this I will post a synopsis, if anyone is interested.

INTERNET: powell%gec-mrc.co.uk@nsfnet-relay.ac.uk

3199. Zoo sources : need basename.c

Newsgroup: comp.sys.atari.st
Date: 1989-11-23 14:56:40 UTC
From: emmo@moncam.co.uk
Message-ID: <290@marvin.moncam.co.uk>
Source record: 246671
Cross-posted to: comp.sys.atari.st,comp.sources.wanted

I've just unarc'ed these, and just this one module fails CRC.
Can somebody please supply a replacement for just basename.c,
-please don't waste money emailing the whole lot!

Thanks in advance,

Dave E.

3200. Does Touch-up do TIFF?

Newsgroup: comp.sys.atari.st
Date: 1989-11-23 16:03:14 UTC
From: romwa@gpu.utcs.utoronto.ca
Message-ID: <1989Nov23.110314.10517@gpu.utcs.utoronto.ca>
Source record: 246672

Has anyone used Touch-Up. How have you found it? I am looking for a
way of cleaning up some TIFF images (gray scale). Is Touch-Up capable
of handling this?

advTHANKSance

Pavneet Arora
...!utgpu!rom!pavneet

Royal Ontario Museum
100 Queen's Park
Toronto, Ontario
M5S 2C6
(416) 586-5626

3201. Cross developing for the ST on a DOS machine

Newsgroup: comp.sys.atari.st
Date: 1989-11-23 16:09:28 UTC
From: romwa@gpu.utcs.utoronto.ca
Message-ID: <1989Nov23.110928.10866@gpu.utcs.utoronto.ca>
Source record: 246673

How difficult is it to use the GEM developer's kit for DOS and do cross development for the ST using it. A friend and I would like to work on some projects together and he has an AT. We would be programming in C and not doing a lot of fancy jazz (i.e. trapping interrupt vectors etc.)

advTHANKSance

Pavneet Arora
...!utgpu!rom!pavneet

Royal Ontario Museum
100 Queen's Park
Toronto, Ontario
M5S 2C6
(416) 586-5626

3202. Ultrascript - Available???

Newsgroup: comp.sys.atari.st
Date: 1989-11-23 16:09:31 UTC
From: dkhusema@immd4.informatik.uni-erlangen.de
Message-ID: <604@medusa.informatik.uni-erlangen.de>
Source record: 246674

Hi!

Some (4) months ago a couple of German ST mags had a review of a postscript interpreter called Ultrascript. Since of today I could not locate it here in West Germany I'd like to know wether it's available in the US and where I could order it? Also, does it include the fonts available on the LaserWriter II - someone from Atari Germany said so at the SYSTEMS '89 fair in Munich last month.

Any information is appreciated!

Dirk Husemann

---------------------- Smile, tomorrow will be worse! ------------------
X.400: <S=dkhusema;OU=informatik;P=uni-erlangen;A=dbp;C=de>
RFC822: dkhusema@immd4.informatik.uni-erlangen.de
RFC822: dkhusema@immd4.informatik.uni-erlangen.dbp.de [BETTER!FASTER!]
UUCP: {pyramid,unido}!fauern!immd4.informatik.uni-erlangen.de!dkhusema
-- Beam me up, Scotty, there's no intelligent life down here! --
------------------- My opinions are mine, mine, mine -------------------

3203. Re: TT's Desktop Interface

Newsgroup: comp.sys.atari.st
Date: 1989-11-23 16:12:51 UTC
From: jmberkey@maytag.waterloo.edu
Message-ID: <896@maytag.waterloo.edu>
Source record: 246675

In article <1989Nov15.102628.9152@gpu.utcs.utoronto.ca> romwa@gpu.utcs.utoronto.ca (Royal Ontario Museum) writes:
>According to the November issue of Unix World, the TT Desktop is from
>Non Standard Logics a company based in France. The desktop is called
>InDepth and is currently a standard X Window implementation but NSL
>will be moving towards a OSF/Motif imlementation as well.

Does anyone know if the TT will be moving to Motif as well and how much an upgrade would be? There's no point in developing anything in X11 for the TT unless Motif or OpenLook are or will be available.

Mike Berkley, University of Waterloo
PAMI Lab
jmberkley@watnext.waterloo.edu
{utai,uunet}!watmath!watnext!jmberkley

3204. Looking for a program...

Newsgroup: comp.sys.atari.st
Date: 1989-11-23 16:33:40 UTC
From: MAKRIS@GRPATVX1.BITNET
Message-ID: <8911240804.AA11164@ucbvax.Berkeley.EDU>
Source record: 246676

I am looking for any civil engineering oriented application for the Atari 1040STF. How about STRUDL for instance? Any suggestions to the following address:
makris@grpatvx1.bitnet
Thanx.

3205. Re: HD questions..

Newsgroup: comp.sys.atari.st
Date: 1989-11-23 16:33:47 UTC
From: matthews@umd5.umd.edu
Message-ID: <5670@umd5.umd.edu>
Source record: 246677

In article <3347@jhunix.HCF.JHU.EDU> ins_bac@jhunix.UUCP (Ajay Choudhri) writes:
[stuff deleted]
>1) Can I hook up any SCSI drive to this adaptor(such as the N drives from
>Seagate)
I am now running a Seagate 296N off my ICD. You can definitely hook up the
Seagate N series, as well as any Seagate that I know of.
>
>2) What Controller card apart from the adaptec 4070 and 4000(a) work with
>standard HD mechs(non scsi). IS there a WD, Xebec or possible OMTI substitution
There is an OMTI ... I think it's 3527, not sure. RLL.
>
>3) What turns out to be faster, an N series drive or a controller/HD combo.
N series by far. Embedded SCSI speeds things up bigtime.
>
>thanks for any and all help
sure... no prob
> -Ajay Choudhri
>
However. While I'm posting this, I have a question. I have an ICD host
adaptor, Mega 2 (with an older style DMA chip -- the original one would NOT
work with Spectre 128, ICD HA, and a Seagate 251 MFM drive w/ Adaptec 4000),
a Seagate 296N, and a Conner CP340 -- the same drive in the STacy, I'm told.
The problem: The two drives just will not get along. Both work fine by them-
selves (although I don't think I can format the Conner correctly; HDX 3.01
refuses to touch it -- I think it doesn't like my ICD HA). But when the Conner
at SCSI 0 and the 296N at SCSI 4 (friend of mine said he had troubles with ICDs
in that they wouldn't always recognize different SCSI configs) try to act to-
gether, strange things happen. The desktop usually works -- I dumped ~ 40 meg
of stuff no problems from the Seagate to the Conner and part of it back. I
try to boot Shadow, and after the reboot, I don't have any more hard drives.
Same goes for RATEHD and sometimes IDCHECK. Has anyone else had similar
problems? Now, I'm going to sell the Conner (or try to), since I simply can
not afford to fix my system so it can do what I want it to do.

Looks like the DMA bus is being munged, since it takes several reboots after
the drives go bye-bye before I can autoboot again.

(I'm using ICD 3.41 software)

Mike

3206. Slave BBS's

Newsgroup: comp.sys.atari.st
Date: 1989-11-23 16:48:57 UTC
From: econadm5@watserv1.waterloo.edu
Message-ID: <204@watserv1.waterloo.edu>
Source record: 246678

Slave BBS's are becoming more popular across Canada and the USA. What is a slave BBS? Simple, a slave bbs is a bbs run within a bbs. What is its purpose? Well, some sysops use it for hidden bbs's and others user it for elite status and other like me use it for programmers resource centres. To date Slave BBS's started in early 1989. Forem slave and QBBS slave are available on the Super BBS in Canada at (519) 749-1206 24hr 2400bd. (9600) on second line. If anyone wants to see how the SLave bbs's operate its open to the public for several weeks. The BBS has 250megs of file space and tons of up to date PD programs. Zip and Unzip,ICDboot4.21 etc.

For more info mail econadm5 at U of W. Sysop of Super (mr.fusion)
Electric Dreams(Edgar!)
EDGAR is artificial intellegence when you call Sysop mode, EDGAR responds

3207. Wanted Info on SCSI HARD DRIVE interfacing !!!

Newsgroup: comp.sys.atari.st
Date: 1989-11-23 17:34:34 UTC
From: shc1@ukc.ac.uk
Message-ID: <2608@gos.ukc.ac.uk>
Source record: 246679

Recently I acquired through various sources

1 ICD HOST ADAPTER
1 Western Digital (WD383R) 3.5" 30mb RLL HARD DRIVE
1 Western Digital (WD1004-27x) 8-bit RLL Controller card (XT Compatible)

Now my problem is that I wish to get these things going together,
what I know is that I could buy another controller board. i.e ADAPTEC or OMTI
However what I want to know is...

Is there such a thing as a IBM XT(controller) to SCSI convertor ?
(If so where may I get one) UK ONLY.

Is there any info on SCSI pinouts ?

Is there any info on the WD1004-27x pinouts ?

All replies will be welcomed with open EARS ...

p.s Thanks to all those who replied to my request for DIY memory upgrade info.

Uncle Sam.

3208. Re: Does a GNU C++ port for Atari ST exist?

Newsgroup: comp.sys.atari.st
Date: 1989-11-23 17:42:35 UTC
From: ralph
Message-ID: <494@laas.laas.fr>
Source record: 246680

I've recently gotten gcc v 1.36 for my 1040 ST. Along with it I got
the following g++-readme.text file. Hope it isn't too discouraging.
I do not have g++!

The file came from terminator.cc.umich.edu. Before, I get flooded
with e-mail my gcc came from dsrgsun.ces.cwru.edu. That's all I know.

Cheers,

Ralph

p.s. signature at end.

-*- Mode: Text -*-

This is a very preliminary posting of G++ for the Atari ST. It's known
to be buggy, but I figured I'd post it anyhow, as a lot of people have
asked for it.

G++ needs LOTS of memory. Don't bother trying it on less that a Mega 2;
for large programs you'll need a Mega 4.

Unpack all the Zoos, (there should be 4; g++-exec, g++lib, g++lib2, and
g++-gnulib). All of these were packed in the \GNU\ directory, so
pathnames are relative to there. Look for a GNU.G file; and look for
the extra env vars that G++ will expect to see. Try building some of
the sample programs in the TEST directory.

Sorry about the brevity of the instructions; perhaps we'll do a better
job of documenting how to get started later.

JRD@Stony-Brook.SCRC.Symbolics.COM

Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!mcvax!laas!ralph If all else fails, try:
SOBEK@FRMOP11.BITNET sobek@eclair.Berkeley.EDU
==
Upon the instruments of death the sunlight brightly gleams. -- King Crimson

3209. Re: Modula 2

Newsgroup: comp.sys.atari.st
Date: 1989-11-23 17:52:34 UTC
From: piet@cs.ruu.nl
Message-ID: <2093@ruuinf.cs.ruu.nl>
Source record: 246681

In article <1989Nov18.042147.3225@chinet.chi.il.us>, saj@chinet (Stephen Jacobs) writes:
`
` piet@cs.ruu.nl (Piet van Oostrum)
`In-reply-to: V053QHYX@UBVMSC.CC.BUFFALO.EDU
`
`If you could read German, you would have noted that changing the resource
`file is explicitly forbidden. At least it was in the first version (I will
`look in the current).
`
`Sorry about the odd way of quoting. I'm learning a different newsreader, but
`anyway, this is now saj speaking.
` I interpreted the notice the same way as Piet did. I said something about
`it to a native German friend, who couldn't understand what I was talking
`about. He re-read it, and said that he could see why I read it that way, but
`what it meant was that the authors of the compiler were absolutely not going
`to provide translations of the documentation or the resource. Of course
`he's a pretty cheerful fellow by nature, but unless another German says
`otherwise, I think what we have here is an idiom.

Well, I can't read it in any other way. But remember I'm not German.
Here is my translation:

Das Modula-2-System darf unter folgenden Voraussetzungen zur
nicht-kommerziellen Nutzung kopiert werden :

The Modula-2 system may be copied for non-commercial use under the
following conditions:

* Die Weitergabe erfolgt ausdruecklich zur nichtkommerziellen
Nutzung und kostenlos.

The distribution finds place expressly for non-commecial use and without
costs.

* Inhalt und Aufteilung der Diskette entsprechen genau der vom
LPR fuer diesen Zweck bereitgestellten Originaldiskette.

Contents and structure of the disk correspond exactly with the
original disk provided by the LPR (Chair for process computers).

* Es duerfen gegenueber der Originaldiskette weder zusaetzliche
Dateien enthalten sein noch Dateien fehlen.

With respect to the original disk, there should be no additional files,
nor missing files,

* Es duerfen keine Dateien veraendert werden. Dies gilt vor allem
auch fuer die Resource-Dateien und alle Copyright-Vermerke.

It is not allowed to change files. This applies before all also for the
resource files and all copyright marks.

* Es wird ausdruecklich auf diese Bedingungen hingewiesen, und
sie muessen als Datei "COPYRIGH.T" auf jeder Diskette
enthalten sein oder als Fotokopie mitgegeben werden.

There must be an explicit reminder of these conditions, and these must
be available as file "COPYRIGH.T" on each disk or provided as photocopy.

More follows about the non-availability of support and warranty

Although this translation has gone through a layer of Dutch, I still
think it is a faithful one. Note that some of the conditions imply others.
--
Piet* van Oostrum, Dept of Computer Science, University of Utrecht
Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands.
Telephone: +31-30-531806 Uucp: uunet!mcsun!hp4nl!ruuinf!piet
Telefax: +31-30-513791 Internet: piet@cs.ruu.nl (*`Pete')

3210. language (IMHO)

Newsgroup: comp.sys.atari.st
Date: 1989-11-23 18:21:00 UTC
From: BD05@DKAUNI2.BITNET
Message-ID: <"89-11-23-10:21:09.99*BD05"@DKAUNI2.BITNET>
Source record: 246682

After reading this digest several months, I had found that
BTW = "by the way". But what is IMHO??

3211. Atari ST for sale...

Newsgroup: comp.sys.atari.st
Date: 1989-11-23 20:37:00 UTC
From: CSCI227264@cl.uh.EDU
Message-ID: <8911240806.AA11334@ucbvax.Berkeley.EDU>
Source record: 246683

I'm selling my computer system. It's an Atari 520ST (naturally...you don't think I'd try to sell anything else on this newsgroup, do you? :-) with two single-sided drives, 1 megabyte of RAM, and TOS 1.4 in EPROMs. It also comes with a switchbox/cable combination that can be used with a Mitsubishi AUM-1381A Diamondscan monitor (multisync). There's also some software, like CAD-3D and Cyber Control. I'm asking $450 for the whole thing, but I'll accept the best offer made to me.

The system does NOT come with the Mitsubishi monitor. I've already sold it. But I do have the documentation for the monitor (photocopied) that I can send along with the system so that the cable can be modified or adapted for use with other multiscan monitors.

Those of you who are interested can reach me by e-mail. Thanks for your attention.

Kevin Brown
csci227264@cl.uh.edu

3212. Re: What's wrong with the AMY?

Newsgroup: comp.sys.atari.st
Date: 1989-11-23 21:04:06 UTC
From: schock@cpsc.ucalgary.ca
Message-ID: <2156@cs-spool.calgary.UUCP>
Source record: 246684

In article <23991@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
>
> The point is, magazine publishing is NOT an altruistic profession.. Atari
> Corp is playing with people's lives and livelihoods with their game playing.
> Who can afford to support a company like Atari when it becomes a decision
> between blindly supporting Atari, or eating..?
>
> Like it or not, that's what it's finally come down to in the Atari world.
>
> BobR

That may be what it is like in your world, but not in mine.

Craig

3213. Re: Atari Support -- a different perspective

Newsgroup: comp.sys.atari.st
Date: 1989-11-23 21:12:34 UTC
From: schock@cpsc.ucalgary.ca
Message-ID: <2158@cs-spool.calgary.UUCP>
Source record: 246685

In article <24000@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
!> >-- John Townsend ames!atari!towns
!> > Atari Corporation, Title Unknown!
!>
!>
!> "Title Unknown"... that's pretty sad... Atari Corp has such a team of
!> *excellent* people and still doesn't know how to get the most out of them...
!>
!> I hope that John, and Allan and Ken, and all the other excellent individuals
!> at Atari Corp. understand that my criticisms of Atari are directed at the
!> "top" management, and not at them...
!>
!> If only Atari would let these individuals apply their ideas to how their
!> departments should be run, maybe we'd see a VERY different Atari Corp..!
!>
!> BobR

And perhaps if you would quit adding noise to this group ...

No one minds constructive criticism; however, the above message is not at all
constructive. I've just finished reading about 7 or 8 letters from you and
I haven't as of yet found anything, interesting, innovative or even worthy
of more than a glance. Perhaps you've been screwed around by Atari, but
if your attitude was the same with them as it was in your last messages,
I can see why.

Craig Schock

University of Calgary.

3214. Re: Vapourware!!!

Newsgroup: comp.sys.atari.st
Date: 1989-11-23 23:09:42 UTC
From: cmm1@CUNIXA.CC.COLUMBIA.EDU
Message-ID: <8911232309.AA21636@cunixa.cc.columbia.edu>
Source record: 246686

I distinctly remember Neil Harris saying that on GEnie too. We all can't be wrong.

Chris Mauritz

--
```
------------------------------+--------------------------
Chris Mauritz |Where there's a BEER,
cmm1@cunixa.cc.columbia.edu |there's a plan.
(c)All rights reserved. |
Send flames to /dev/null |Need I say more?
------------------------------+--------------------------
```

3215. Re: X Windows TT

Newsgroup: comp.sys.atari.st
Date: 1989-11-23 23:24:39 UTC
From: buggs@cup.portal.com
Message-ID: <24420@cup.portal.com>
Source record: 246687

>Jacob
>11/23/89 09:32 apple!BRANDEIS.BITNET!BALTUCH
> about mach

Thanks to guy the guy at the above post!
I got your letter, unfortunately I can't mail to BITNET!?

Ed June

3216. Re: Shareware Mac

Newsgroup: comp.sys.atari.st
Date: 1989-11-23 23:30:44 UTC
From: buggs@cup.portal.com
Message-ID: <24422@cup.portal.com>
Source record: 246688

In article <641@nixpbe.UUCP> capit@peun11.uucp (Capitain) writes:
>I didn't receive any answer at all to my first mail.
>Is there really no interest in a shareware mac emulator???

Probably because like me, lots of others have the GCR/Spectre.

Ed<LOVES his GCR *8^)>June

/s
^oops..... not here you don't!

3217. Re: Modula2

Newsgroup: comp.sys.atari.st
Date: 1989-11-23 23:35:29 UTC
From: buggs@cup.portal.com
Message-ID: <24423@cup.portal.com>
Source record: 246689

>A while back I did a translation of the Modula 2 docs from German to
>English. I'll happily send it to anyone who wants, but if there are a lot
>of copies, I stick it on the newsletter.

I DEFINATELY WANT ONE! *8^)

>Oh and by the way, the translation is in LaTeX.

Bummer, I've tried to get that workin', but couldn't.

Ed June

3218. Re: Vapourware!!!

Newsgroup: comp.sys.atari.st
Date: 1989-11-23 23:40:29 UTC
From: towns@atari.UUCP
Message-ID: <1818@atari.UUCP>
Source record: 246690

in article <24384@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com says:
>
> Replying to Ken Badertscher's comments...
>
> I have absolutely no respect whatsoever for Neil Harris and (my opinion)
> the Atari world is far better off that he's out of it.
>
> [.....]
>
> BobR

Fine. Can you please DROP the whole Neil Harris thing now? Haven't we heard enough of this attitude that you have towards him? Personally, I am tired of all of your messages regarding this subject and most of all NO ONE CARES!!

So, please drop the whole issue and move on. It's history. Forget it.

-- John Townsend ames!atari!towns

The above opinions are MINE and not Atari Corporation's. Please do not interpret them as the offical opinions of Atari or anyone else.

3219. (none)

Newsgroup: comp.sys.atari.st
Date: 1989-11-24 00:20:24 UTC
From: WOODALLP@VAX1.COMPUTER-CENTRE.BIRMINGHAM.AC.UK
Message-ID: <8911240806.AA11313@ucbvax.Berkeley.EDU>
Source record: 246691

Re: Shareware Mac Emulator

To the creator of Aladin

Thankyou for the suggestion of making Aladin shareware, however the person who suggested that Dave Small had got the situation all sewn up and that there was no need of another mac emulator does not know the situation in Europe (well the U.K. anyway). Over here Aladin is the De-Facto mac emulator, it came out after Magic-Sac and in the U.K. it sold many more than the latter due to the fact that it had excellent support from Signa Publishing, here Magic Sac had little or no support. Things have changed recently, spectre 128 has been released but (as far as I know) GCR is not shipping generally. There was a rumour of Aladin 128 but it has not yet appeared but there are many Aladin users who wish to take this upgrade path and now it looks like the shareware path is the only way to go.
GCR is great (from what I have heard) but please do not stifle the development of another great product because a similar one already exists, otherwise we would be all using one computer (IBM probably) and driving one car (Reliant Robin (U.K. Specific joke)).

Phil Woodall

WOODALLP@UK.AC.BHAM.VAX1 University of Birmingham Elec Eng Dept

Radioastronomers do it day and night.

3220. Re: Vapourware!!!

Newsgroup: comp.sys.atari.st
Date: 1989-11-24 00:57:24 UTC
From: bammi@dsrgsun.ces.cwru.edu
Message-ID: <1989Nov24.005724.14637@usenet.ins.cwru.edu>
Source record: 246692

i dont know why so many people are wasting so much netbandwidth, flinging mud etc over the blitter. just grab a hold of the PD quickSt or buy a copy of TurboSt. for 99.99% of the stuff they perform as well or better than the blitter (to convince yourself try them out).
--

bang: {any internet host}!dsrgsun.ces.CWRU.edu!bammi jwahar r. bammi
domain: bammi@dsrgsun.ces.CWRU.edu
GEnie: J.Bammi

3221. Re: Vapourware!!!

Newsgroup: comp.sys.atari.st
Date: 1989-11-24 01:12:44 UTC
From: pa1329@sdcc13.ucsd.edu
Message-ID: <5342@sdcc6.ucsd.edu>
Source record: 246693

vapo(u)rware! vapo(u)rware! the 64-bit Atari SF is vaporware, too!

(just joking)

3222. Re: Experience with Toshiba 3 1/2 inch double sided drives?

Newsgroup: comp.sys.atari.st
Date: 1989-11-24 03:14:26 UTC
From: clf3678@ultb.isc.rit.edu
Message-ID: <1661@ultb.isc.rit.edu>
Source record: 246694

In article <3156@csv.viccol.edu.au> timcc@csv.viccol.edu.au (Tim Cook) writes:
>Before I go out and buy one,
>
>Has anyone out there got any first-hand horror stories on Toshiba 3 1/2 "
>double sided drive mechanisms? I am told they are "very reliable", but
>then it was the person who would be selling me one who said that.

The Toshiba drives are quite reliable. Many people use them as
replacement drives. Personally, I had a problem with one when I tried
to hook it up to the ST. If you get one, make sure you have the ND-354,
or the ND-352A. The one I had problems with what the ND-352. I believe
they replaced that with the A model.

>This would be a mechanism suitable for replacing an SF354 mechanism (single
>sided).
>
>I was offered a 6 month warranty if I installed the mechanism (into my own
>modified SF354 case) myself, or a 12 month warranty if it was installed by
>the dealer. Are these values reasonable? I'm looking at A$200 for DIY,
>A$250 for dealer installed and 12 month warranty, or A$220 for DIY and 12
>month warranty (presumably after the dealer has ratified the installation).
>
>The Australian dollar currently buys about 77 US cents.

$200 Australian dollars is about $154 dollars US, which is WAY more than
the drive sells for here. You can get them for 1/2 that price. A guy
in our user group paid $70 for a brand new one not a month ago.
Consider mail ordering from a US company, such as Lyco computer.

Chris Freemesser, Rochester Institute of Technology :BITNET:%clf3678@RITVAX
||| ____________ :GEnie: C.FREEMESSER
||| /___ / (and 8-bit too!) :USENET: Don't bother,
/ | \ ______/ / : it doesn't work
Call the A.C.O.R.N BBS (716)436-3078, 300/1200 baud :<-or my BBS

3223. Re: Experience with Toshiba 3 1/2 inch double sided drives?

Newsgroup: comp.sys.atari.st
Date: 1989-11-24 03:21:06 UTC
From: clf3678@ultb.isc.rit.edu
Message-ID: <1662@ultb.isc.rit.edu>
Source record: 246695

To fix the media change problem with homebrew 3.5 inch disk drives, run a jumper between pins 2 and 28 on the drive's 34 pin connector. I've found that using 30 AWG wire works well. Take a small bit of wire, and solder the ends to the back of the drive's connector. The even numbered pins stick out the back of the connector.

On some drives, this will cause the disk to be "permanently" write protected. My Tandy/Teac drive has this problem. My guess is that the signals aren't getting through to the computer. You might try using a diode instead of a wire, but that hasn't done much good either.

I'm not an electronics expert (yet), but this fix seems to work fine. Of course, TOS 1.4 fixes this problem, so you don't have to run a jumper.

Chris Freemesser, Rochester Institute of Technology :BITNET:%clf3678@RITVAX
||| ____________ :GEnie: C.FREEMESSER
||| /___ / (and 8-bit too!) :USENET: Don't bother,
/ | \ ______/ / : it doesn't work
Call the A.C.O.R.N BBS (716)436-3078, 300/1200 baud :<-or my BBS

3224. Re: Blitter disappointment (was: Time to create comp.sys.atari.flames)

Newsgroup: comp.sys.atari.st
Date: 1989-11-24 07:51:23 UTC
From: mfolivo@sactoh0.UUCP
Message-ID: <2152@sactoh0.UUCP>
Source record: 246696

In article <5312@sdcc6.ucsd.edu>, pa1329@sdcc13.ucsd.edu (pa1329) writes:
> In article <1261@atha.AthabascaU.CA> rwa@cs.AthabascaU.CA (Ross Alexander) writes:
> >For what it's worth: I have a blitter. It's $75 down the toilet.
> >The speedup it provides is _very_ marginal (< 25%), and affects
> >only a few operations (essentailly, large blits). QuikST and the
> >TOS 1.4 upgrade are much more cost effective. When I get home
> >tonight I'll try to post some benchmark numbers.
> > Ross
>
>
>
>
> Hmmm,. I wonder why is the Atari blitter so ineffective. Its
> speed is no where comparable to the Amiga's blitter. Why is the
> difference?

Well, what in the world is he using it for? What do you want? I
have a Mega4 and a 1040ST and I like the Blitter. "Compared to the
Amiga blitter", please explain. Do you have both set up next to
each other and running the same program?

-Shinobu

Sacramento, CA pacbell!sactoh0!mfolivo
mmsac!sactoh0!mfolivo

"Issho kakete iwasete miseru-cha"
"Imawano kiwani itteyaru."

3225. How to determine if a pgm is called from the desktop (sample src includ

Newsgroup: comp.sys.atari.st
Date: 1989-11-24 08:04:35 UTC
From: VBRANDT@DBNUAMA1.BITNET
Message-ID: <8911240804.AA11172@ucbvax.Berkeley.EDU>
Source record: 246697

Hello all,

... in an effort to return the Atari16 digests to discussions of a more technical nature, I'd like to report on my findings on how to determine whether a program was called from he desktop or from another program, such as a shell.

I wanted to be able to use a construct like "if (Desktop()) Cconin();" to enable desktop users to see messages from my program without forcing shell users to press a key each time the program terminates. The function should be as general as possible (ie. work with all TOS versions).

From older discussions and some hints in personal email, three possible ways to do this emerged:

1. The desktop puts an unneccessary CR (0x0d) character at the end of the command line when a progam is invoked from the desktop. If one finds such a CR stuck to the end of the command line, one can assume to have been called from the desktop.

2. Under the assumption that all shells set the PATH environment, one can test for existence of this variable, thus being certain to have been called by a shell.

3. If one finds the location of the parent process to be in ROM, the program was called by the desktop.

Method 1 fails if a shell (or other program, for that matter) tries to mimic the desktop too closely, or if someone@atari finally decides to get rid of such obsolete <beep> in future revisions of TOS.

Method 2 fails if a program is simply being called by another program, or if one has an auto-folder environment-setting utility (or the mythical env-set acc by Atari :-). One could argue that I could distinguish between shells and normal programs in this way, but (i) once a PATH entry is in the environment, it is passed down to all p_exec'ed processes, and (ii) it is the responsibility of the CALLING program to ensure that a p_exec'ed program can display its messages properly (my personal opinion).

Method 3, however, proved workable. Here are some source examples, with a description following. I have included ready-to-assemble versions for both CCD/ICD ST-Pascal and Borland Turbo C, for the benefit of those who don't want to delve into 68k assembler and still want to use the routine.

Der Worte sind genug gewechselt, lasst uns endlich Daten sehn:
(famous German quote)

```
=== DESK-PAS.S ===================================================================
.title 'Desktop Function for PASCAL'
```

```
.globl basepage,DESKTOP

* DESKTOP.S -- Last change: 19-Nov-89 VAB
*
* PASCAL declaration: function Desktop: boolean; external;

p_tbase = 8 ; basepage offset to text segment pointer
p_parent = 36 ; basepage offset to parent basepage segment pointer

_sysbase = $4f2 ; -> base of OS

os_base = 8 ; os_header offset: -> base of OS
os_magic = 20 ; os_header offset: -> end of OS

Super = 32 ; GEMDOS Super(ssp)
GEMDOS = 1 ; GEMDOS trap number

* The following external symbol MUST be all uppercase

DESKTOP:move.l basepage,a5 ; A5 -> my basepage
move.l p_parent(a5),a5 ; A5 -> parent basepage
move.l p_tbase(a5),a5 ; A5 -> text segment of parent process

clr.l -(sp) ; go into Supervisor mode, Atari style
move.w #Super,-(sp)
trap #GEMDOS
addq.l #6,sp
move.l d0,-(sp)
move.w #Super,-(sp)

move.l _sysbase,a4 ; A4 -> OS header
move.l os_base(a4),a4 ; find the 'real' copy of the OS header
move.l os_magic(a4),a3 ; A3 -> end of OS

trap #GEMDOS ; back to user mode
addq.l #6,sp

cmp.l a5,a4 ; address below OS start?
bpl.s ret_0 ; yes: return <false>
cmp.l a5,a3 ; address above OS start?
bmi.s ret_0 ; yes: return <false>
moveq.l #-1,d0 ; no: return <true>
rts

ret_0: moveq.l #0,d0 ; return <false>
rts
end
=== End of DESK-PAS.S ============================================================
```

And now the same thing for Turbo C:

```
=== DESK-TC.S ====================================================================

.title 'Desktop() Function for Turbo C'
.globl _BasPag,Desktop
```

```
* DESKTOP.S -- Last change: 19-Nov-89 VAB

p_tbase = 8 ; basepage offset to text segment pointer
p_parent = 36 ; basepage offset to parent basepage segment pointer

_sysbase = $4f2 ; -> base of OS

os_base = 8 ; os_header offset: -> base of OS
os_magic = 20 ; os_header offset: -> end of OS

Super = 32 ; GEMDOS Super(ssp)
GEMDOS = 1 ; GEMDOS trap number

Desktop:movem.l a3-a5,-(sp) ; save work registers
move.l _BasPag,a5 ; A5 -> my basepage
move.l p_parent(a5),a5 ; A5 -> parent basepage
move.l p_tbase(a5),a5 ; A5 -> text segment of parent process

clr.l -(sp) ; go into Supervisor mode, Atari style
move.w #Super,-(sp)
trap #GEMDOS
addq.l #6,sp
move.l d0,-(sp)
move.w #Super,-(sp)

move.l _sysbase,a4 ; A4 -> OS header
move.l os_base(a4),a4 ; find the 'real' copy of the OS header
move.l os_magic(a4),a3 ; A4 -> end of OS

trap #GEMDOS ; back to user mode
addq.l #6,sp

cmp.l a5,a4 ; address below OS start?
bpl.s ret_0 ; yes: return <false>
cmp.l a5,a3 ; address above OS start?
bmi.s ret_0 ; yes: return <false>
moveq.l #-1,d0 ; no: return <true>
bra.s return

ret_0: moveq.l #0,d0 ; return <false>
return: movem.l (sp)+,a3-a5 ; restore work registers
rts
end
=== End of DESK-TC.S ========================================================
```

Now for the explanation:

First I get a pointer to the basepage of the parent process. Fortunately this is easy for both ST-PASCAL and Turbo C, since both compilers have a global basepage pointer that is filled in by the startup code. The Turbo C one is called _BasPag and documented, while the PASCAL one is called basepage and is undocumented.

There is a way to get such a pointer if you don't have one, but it's a little more complicated. We'll look at it in next tuesdays lecture. :-)

Now we want our subroutine to work with ROM and RAM versions, so we have to compare the parent process text segment pointer with the start and end of the operating system. There are ROM and RAM versions of TOS, and some RAM versions sit in low memory while others sit in high memory (for those who don't believe there are TOSes in high mem, I have one. It's a freely relocatable TOS 1.4 :-)

The parent process text segment pointer is easy: we just pluck it from our daddies basepage.

The start and end addresses of the OS are somewhat more complicated. The start address is found in the os_header, which is pointed to by the documented variable _sysbase. We have to use one indirection, since some hard disk driver software sometimes overwrites some of the RAM copy of the os_header. Since the 'real' header always points to itself anyway, it doesn't hurt. The end address of the OS is the real problem. There is no documented way to get at that, as opposed to the end of the OS *variables*. It turns out that the os_magic is always located at the end of the OS. While this is not documented, this holds true for all TOSes up to 1.4, the first ST/E TOS 1.6, and the TT TOS 030.

Big question to Atari: Can I rely on the fact that the os_magic entry in the OS header always points to an address at the end of TOS? If not, how do I get the adress of the end of the OS text segment? (I don't want to trust the text segment length data in the parent process basepage.)

With the last assumption, the rest is easy. See sample above. The code fragment should work with all compilers if the result return register is adjusted. As you can see, there's not really much of a difference between the PASCAL and TC versions: the basepage pointer is called differently, and TC needs some registers saved.

Moral: Please, let's all use the method descrived above to make life easier for people who sometimes use the desktop and sometimes use a shell (like me :-)

That's it. C&CC (comments and constructive criticism) are invited.

Bitnet: VBRANDT@DBNUAMA1 (will go away some day ...) Volker A. Brandt
UNM409@DBNRHRZ1 (alternative) Angewandte Mathematik
UUCP: ...!unido!DBNUAMA1.bitnet!vbrandt (Bonn, West Germany)
ARPAnet: VBRANDT%DBNUAMA1.BITNET@CUNYVM.CUNY.EDU

3226. ICD driver (was: Hard Drive add-ons and net professionalism)

Newsgroup: comp.sys.atari.st
Date: 1989-11-24 08:04:50 UTC
From: VBRANDT@DBNUAMA1.BITNET
Message-ID: <8911240804.AA11182@ucbvax.Berkeley.EDU>
Source record: 246698

In Info-Atari16 Digest #663, JOHNBARNES@ENH.NIST.GOV said:

>3) I am under the impression that ICD's formatting software looks for an
> ICD clock at SCSI unit 6 on the bus, a feature that is unique to ICD's
> host adapters. Tom Harker told me that this is why they are so
> generous in passing out their software, since only owners of ICD host
> adapters can use it.

Generous? Hah! I wrote them, asking a few tech questions and asked for an update. Nothing returned, except their new catalog. :-(Tom Harker told me in February (at CeBIT in Hannover) that they'd be in Usenet soon ...

I asked around here on the net, but noone would/could send me a copy. A well-meaning netter informed me that ICD restricts distribution of new drivers to GEnie, Compu$erve and their own BBS. He told me that in his opinion, the software was worth the d/l fee. I estimate d/l costs from Germany to be about $90, so I didn't follow his advice. :-) Unfortunately, I couldn't get email back to him. The German distributor for ICD, Herr Weide in Hilden, W.Germany employs a bunch of idiots who don't know a hard disk from a hard hat (no smile here).

Strangely enough, there's an old version of that same software freely avail-
able on one of the non-BITNET servers (forgot which one).

>4). The ICD formatting software from ver 4.xxx up is much more user-
> friendly than previous versions and is highly to be recommended. I
> think that new drives can still be added, but I am not sure of this.
> The version 4.2 ICBDBOOT program also aoffers significant advantages
> with built-in caching and a fix for the 40-folder problem.

That's why I want it. Will I ever get it? (Dramatic music, then silence.)

:-}

Bitnet: VBRANDT@DBNUAMA1 (will go away some day ...) Volker A. Brandt
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3227. Abbreviations (was: languages (IMHO))

Newsgroup: comp.sys.atari.st
Date: 1989-11-24 08:05:06 UTC
From: UNM409@DBNRHRZ1.BITNET
Message-ID: <8911240804.AA11195@ucbvax.Berkeley.EDU>
Source record: 246699

In Info-Atari16 Digest #695, Roland Waldi <BD05%DKAUNI2.BITNET> asks: r

>After reading this digest several months, I had found that
>BTW = "by the way". But what is IMHO??

Some common abbreviations:

BTW By The Way
RSN Real Soon Now
IMHO In My Humble Opinion
ASAP As Soon As Possible
RCSU Richard Covert Shut Up

:-}

Bitnet: VBRANDT@DBNUAMA1 (will go away some day ...) Volker A. Brandt
UNM409@DBNRHRZ1 (alternative) Angewandte Mathematik
UUCP: ...!unido!DBNUAMA1.bitnet!vbrandt (Bonn, West Germany)
ARPAnet: VBRANDT%DBNUAMA1.BITNET@CUNYVM.CUNY.EDU

3228. More BLITZ information

Newsgroup: comp.sys.atari.st
Date: 1989-11-24 08:06:09 UTC
From: U009@CCIW.BITNET
Message-ID: <8911240806.AA11276@ucbvax.Berkeley.EDU>
Source record: 246700

Hi there again. A few minor points:

I find my UUEncoder on the PC damages the .UUE file if it gets bigger than 64K (sound familiar? segmentation?) and some of the archives I distributed generate a de-arcing error on the last file (which is only a copy of an advertisment in the original .ARC). I shortened the archive for future distribution (including the copy I sent to PROG-A16 at UOGUELPH.BITNET).

You must carefully watch the progress of the duplication for skipped tracks, double copies of tracks and loss of sync. Don't assume it copied correctly because you saw -77-78-79 as you turned your head. If in doubt, run it again.

I came upon the following information posted here by Mark Powell, <USQB015%liverpool.ac.uk@NSFnet-Relay.AC.UK>, on Thu, 20 Jul 89:

> ... About 35 seconds for SS and about 68 for DS. In theory this is an
> very nice device to own....
> HOWEVER!!!! I have a not been able to copy ANYTHING AT ALL with this
> device. I have an Atari 1M external drive A and a Advanced Software
> Technologies 1M external drive B, operating on a Nov 1985 520STM. Maybe,
> this is too old a machine for the device to work on... I don't know. I
> heard that the newer STs have a slightly different FDC, so maybe that is
> the problem. Can anyone advise?

I have a really old 520 (by North American Standards) 1985 ROMs too and it works fine from a ST314 (DS) drive to a ST354 (SS) drive, so the problem might be in the actual timing of the index pulse from the AST drive. Remember, the duplication relies on exact synchronism between the drives and some copy protection schemes we have analysed seem to rely on a specific, narrow range of byte count from the index pulse to the first sector header mark.

Regards, Stu Beal, VE3MWM, (U009@CCIW.BITNET),
National Water Research Institute,
Burlington, Ontario, Canada.

3229. Re: Mega4ST/SLM804/Turbo16 needed

Newsgroup: comp.sys.atari.st
Date: 1989-11-24 08:07:20 UTC
From: mfolivo@sactoh0.UUCP
Message-ID: <2153@sactoh0.UUCP>
Source record: 246601

In article <4598@blake.acs.washington.edu>, ramsiri@blake.acs.washington.edu (Enartloc Nhoj) writes:
> Why do I want a TT? Why do I complain? Because my livelihood
> depends on it.
>
> I am about to take on another major scoring job- full symphony/4 movements
> that needs to be delivered in January.
>

Well, if you are scoring, then I would think it depends on how much you want to spend. The most cost-effective way to go is a Mega4 and SLM804 laser, and the SM194 (?) big screen monitor. There's a PD graphics accelerator, and combined with the Blitter, it makes word processing with GDOS faster (for me).

The TT is a fine machine, but doesn't cost twice as much as the 4Mb laser system? If cost is not a problem, call an English Atari store, and order one.

(By the way, I know what you mean about scoring, I used to be a music major, and we used to have to do our projects by hand, and with india ink...)

Sore ja,
Shinobu

Sacramento, CA pacbell!sactoh0!mfolivo
mmsac!sactoh0!mfolivo

"Issho kakete iwasete miseru-cha"
"Imawano kiwani itteyaru."

3230. Re: Gadgets by Small - Possible new '030 add-on board!

Newsgroup: comp.sys.atari.st
Date: 1989-11-24 09:11:13 UTC
From: walkerb@tramp.Colorado.EDU
Message-ID: <14211@boulder.Colorado.EDU>
Source record: 246602

In article <1814@atari.UUCP> kbad@atari.UUCP (Ken Badertscher) writes:
>gl8f@astsun.astro.Virginia.EDU (Greg Lindahl) writes:
>| [comments to previous conversation deleted]

>Right. And something else to keep in mind: the TOS used in the
>STE does not use the line F compression that previous TOS versions used.

>| But the TT *is* a compatible redesign with 32-bit everything, right?
>Right.

Sounds great. I am curious. What did you do with the line F compression?
Did you move it over to line A, convert them into procedure calls or was it
something else?
Would you care to indulge my (and perhaps other's) curiosity?

Brian Walker, University of Colorado at Boulder
walkerb@tramp.colorado.edu ...!{ncar,nbires}!boulder!tramp!walkerb
A person who claims that absolute zero is impossible to obtain
has not taken a quiz in thermo yet.

3231. Re: Comments on STE -- (un)known facts

Newsgroup: comp.sys.atari.st
Date: 1989-11-24 10:35:41 UTC
From: daniel@pkmab.se
Message-ID: <2348@pkmab.se>
Source record: 246603

In article <370002@acf5.NYU.EDU> mitsolid@acf5.NYU.EDU (Thanasis Mitsolides) writes:
>>What it has
>> [...deleted...]
>
>How much memory? What kind of a monitor? What resolution?
>And what is the price? Just curious.

1 Mb of memory in the 1040 STE, as I said it's is a slightly modified
1040 ST.
The same monitors as before. And as far as I can tell there's no change
in resolution either (I heard some rumours about it having overscan -- but
there's no way obtaining it in the desktop. If there is a bit somewhere,
it's well hidden. BTW, the way of removing the borders on the ST by
flipping scan frq don't work. The synch is different.)
RRP in Sweden is 6500 SEK ($1 ~ 7 SEK i think), but it's not hard to get
a discount of 10 per cent almost anywhere.

--
Daniel Deimert, Fridstav. 4, S-715 94 Odensbacken, SWEDEN
Internet: daniel@pkmab.se
UUCP: ...{uunet,mcvax}!sunic.sunet.se!kullmar!pkmab!daniel

3232. Re: Shareware Mac

Newsgroup: comp.sys.atari.st
Date: 1989-11-24 10:38:44 UTC
From: glk01126@uxa.cso.uiuc.edu
Message-ID: <111500070@uxa.cso.uiuc.edu>
Source record: 246604

I also tried to e-mail, but did not reach you...

I think (having tried Spectre & Aladin extensively) that Aladin
was the more solid of the two programs, but without 128K rom support,
I think it is a dead item. Supporting a file containing the
128K roms may be a good idea since I could borrow someone's Spectre
cartridge, read in the roms & store them in a file... Illegal,
but private...

-Spieu!

3233. Re: Ultrascript - Available???

Newsgroup: comp.sys.atari.st
Date: 1989-11-24 10:38:48 UTC
From: dillenbu@uicbert.eecs.uic.edu
Message-ID: <63300005@uicbert.eecs.uic.edu>
Source record: 246605

I brought UltraScript from a place called Computer Cellar located
in St. Charles IL (USA). It cost $175.00 and has Lucida fonts. Other
font packages are available such as Times Helvetica, Courier etc. with
prices ranging from $100.00 to $150.00. UltraScript and the fonts are
available from:
IMAGEN Corporation
P.O. Box 58101
Santa Clara, CA
95052-8101

(800)-635-3997 to order by phone.

I have UltraScript and it works great, only you need at least 2+ Mb of
memory for it to be useful (it will not even work on a 1 Mb ST with TOS
in ROM!). Hope this helps.
-= John Dillenburg =-
dillenbu@uicbert.eecs.uic.edu

3234. LaTeX for ST with SLM804 ???

Newsgroup: comp.sys.atari.st
Date: 1989-11-24 10:38:55 UTC
From: dillenbu@uicbert.eecs.uic.edu
Message-ID: <63300006@uicbert.eecs.uic.edu>
Source record: 246606

I have downloaded most of the TeX distribution from the Terminator
archive in the hopes of being able to run LaTeX with a 2.5 Mb ST and
SLM804 Laser Printer. I was encouraged to find a program called
DVISLM made by Tyler Ivanco but it needs fonts I am not able to find
anywhere. For instance, when I run it on the included doc file
dvist.dvi, I get an error stating "Unable to find file
f:\fonts\cmbx10\351pk". I have fonts for the 96dpi DVIST program and
300dpi fonts from DVIDSK and have placed them in the proper directories
with the proper filenames, etc. I have looked through the full 5Mb
TeX distribution and still I cannot find this font. I now have the
feeling I am overlooking something. I am not familiar with METAFONT,
is this what I need ? I am only familiar with LaTeX and I have used
a DVIALW converter on VMS. ANy help would be greatly appreciated,
-= John Dillenburg =-
dillenbu@uicbert.eecs.uic.edu

3235. Re: STe TOS BUG

Newsgroup: comp.sys.atari.st
Date: 1989-11-24 11:08:41 UTC
From: daniel@pkmab.se
Message-ID: <2349@pkmab.se>
Source record: 246607

In article <1816@atari.UUCP> kbad@atari.UUCP (Ken Badertscher) writes:
>
>Contact the customer support people at the Atari subsidiary in your country,
>and ask for STE_FIX.PRG. If you are unable to get the STE_FIX.PRG, please
>please drop me a note and I'll try to post it to the net.
>

I will. But tell me one thing. Why not post any such upgrades to the net immediately as they're ready? It can't be that expensive, but very appreciated.
So as with any information concerning Atari Corp. -- I can, for example, see to that the ST magazines in Sweden will get a copy. If you're not consider it worth it, posting to the net - well, drop me a letter or set up a mailing list!

You've got an opportunity to get the right information to the right places here - no screwed up rumours. Oh no, the real stuff direct from the source. And fast!

>internal AES and Rsconf() bugs - are fixed in STE TOS. The screen
>behaviour you describe sounds very strange. It could be a hardware
>problem (a bad BLiTTER? I don't know - I'm not a hardware guy).

Probably a bad BLiTTER, yes. I've tried it out and exactly the same action works with the other STE -- but not with this particular one. Leaves some bits left in one bitplane. Sigh, I'll have to turn it in for a guarantee repair...

Thanks a lot for you reply, and keep up the hard work. I think you are to few people on to many projects.

--
Daniel Deimert, Fridstav. 4, S-715 94 Odensbacken, SWEDEN
Internet: daniel@pkmab.se
UUCP: ...{uunet,mcvax}!sunic.sunet.se!kullmar!pkmab!daniel

3236. TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1989-11-24 14:39:00 UTC
From: AMEIJ@vax.oxford.ac.UK
Message-ID: <8911250801.AA16291@ucbvax.Berkeley.EDU>
Source record: 246608

Dear Mates,

Atari UK show no sign whatsoever of letting us UK ST owners have TOS1.4. Does anyone know whether buying foreign ROMs would be a problem, and if so can anyone recommend a good place to buy em? Email replies please, I don't think this will rivit the attention of the group. Thanks.

Jan

3237. Re: Downloading, Help Me

Newsgroup: comp.sys.atari.st
Date: 1989-11-24 16:57:57 UTC
From: pegram@uvm-gen.UUCP
Message-ID: <1347@uvm-gen.UUCP>
Source record: 246609

From article <63300004@uicbert.eecs.uic.edu>, by dillenbu@uicbert.eecs.uic.edu:
>
> Never mind, this is one of those problems that if you (Not me) leave
> it alone long enough it goes away. It turns out that you need to use the
> -i switch of mermit (i.e. kermit -i) telling it to transmit files "as-is",
> otherwise it strips off carriage returns (even in binary mode!).
>
> -= John Dillenburg =- dillenbu@uicbert.eecs.uic.edu

I'm having troubles too. I set kermit to binary and Uniterm 2.0d
(also tried "kermit.prg") and finally remembered to set the net I have
to go through to access my Unix system to binary too. Get bad chksums
all the time on Qst16d.arc. Is there more to know? I run 8N1 and
have no control flow when trying to do binary downloads. Email responses if
this is too trivial for the net.
Thanks, Bob Pegram
(pegram@griffin.uvm-gen.uvm.edu - hope that works, I haven't figured out all
these addressing schemes yet. RBPIII.)

3238. Lisp for the ST

Newsgroup: comp.sys.atari.st
Date: 1989-11-24 17:41:50 UTC
From: JALKIO@cc.helsinki.fi
Message-ID: <1525@cc.helsinki.fi>
Source record: 246610

I would like to get information about Lisp compilers/interpreters for
the Atari ST. I have only seen the Cambridge Lisp from Metacomco.
Please, tell me if you know something.

Jouni Alkio

3239. Cyber Studio and Atari TT

Newsgroup: comp.sys.atari.st
Date: 1989-11-24 17:41:51 UTC
From: JALKIO@cc.helsinki.fi
Message-ID: <1526@cc.helsinki.fi>
Source record: 246611

I would like to know if the Cyber series software (CAD 3D 2 etc.) will support the TT's new graphics modes. It would be very nice because the software is good and the ST's resolutions (and colours) are not very satisfying.

Jouni Alkio

3240. ST TeX questions

Newsgroup: comp.sys.atari.st
Date: 1989-11-24 17:42:22 UTC
From: saj@chinet.chi.il.us
Message-ID: <1989Nov24.174222.1206@chinet.chi.il.us>
Source record: 246612

I've been poking around trying to get a complete TANGLE / WEAVE /TeX / Metafont system on my 1040 ST for a few weeks now. I can supplement it, when needed, on a VAX where a lot of it is available too. Now I have a few 'Where can I get' questions, and one 'Where did I get' one.
First: this is really eating me--I have a file atari.mf. I must have gotten it either in this newsgroup or from comp.sources/binaries.atari.st. But when I browse my archive files, I don't see it anywhere. Does anyone know where it came from? (it was one of the files loaded into inimf to make the plain.bas which I have from cm_mf.arc).
More seriously: I can't ftp. Where do I get dvieps? Also, would it be reasonable for someone to post a virtex.ttp and a plain.sty to comp.binaries.atari.st?
For what it's worth: TANGLE and WEAVE work fine with Personal Pascal, using the long integer option and a few rather obvious redefinitions (text should be called text, not textfile; correct default case). The compiler has to be told you want a lot of stack/heap (or is that the linker).
Steve J.

3241. GEM help

Newsgroup: comp.sys.atari.st
Date: 1989-11-24 18:21:44 UTC
From: daren@umbc5.umbc.edu
Message-ID: <2550@umbc3.UMBC.EDU>
Source record: 246613

I wrote a little program to pop-up a menu whereever the left mouse button is clicked. The menu consists of a hand-built object tree, basically pretty simple stuff. The problem I am having is with the mouse pointer!! I know that the AES records the # of times you GRAF_MOUSE(M_OFF, 0L), and that you must issue an equal # of M_ON's to restore the mouse. My question: Is there anyway to over-ride this mechanism? If not, is there a way to find out how many times the mouse has been hidden (not counting mousehidden in msh!).
I am using MWC 3.0.5, a .5meg ST, and the tos 1.0.

Any help would be greatly appreciated!

thanks,
-Daren daren@umbc5.umbc.edu

3242. Kermit for the ST.

Newsgroup: comp.sys.atari.st
Date: 1989-11-24 19:42:01 UTC
From: marc@cpsc.UCalgary.CA
Message-ID: <2165@cs-spool.calgary.UUCP>
Source record: 246614

Hi there ..

I'd like to incorporate Kermit into my Flash152 term program.

1) Is this possible?
2) Where can I get it a copy (if you have one that you're willing
to send, please respond by e-mail).
3) How do I install it?

Thanks in advance,
Marc.

/\ _ _ \ iNet/Envoy : m.schroeder (org. id = kort)
(/ \/ \ / \ e-mail : marc@cpsc.UCalgary.CA
/ / / / \ Fidonet : Marc Schroeder @ 1:134/47
/ / / (_/____/
__/

Marc A. Schroeder * 1st year computer science
University of Calgary

3243. Re: Shareware Mac

Newsgroup: comp.sys.atari.st
Date: 1989-11-24 19:51:13 UTC
From: matthews@umd5.umd.edu
Message-ID: <5676@umd5.umd.edu>
Source record: 246615

In article <111500070@uxa.cso.uiuc.edu> glk01126@uxa.cso.uiuc.edu writes:
>
[stuff deleted]
> I think it is a dead item. Supporting a file containing the
> 128K roms may be a good idea since I could borrow someone's Spectre
> cartridge, read in the roms & store them in a file... Illegal,
> but private...
>
> -Spieu!

I hope Apple doesn't see that. You could/would be in mucho big trouble if they did.

I kinda hope that this shareware Mac thing specifically checks for illegal ROMs.

Mike

3244. Just to settle a few points...

Newsgroup: comp.sys.atari.st
Date: 1989-11-24 20:11:44 UTC
From: rwa@cs.AthabascaU.CA
Message-ID: <1273@atha.AthabascaU.CA>
Source record: 246616

(my previous stuff starts w/ '>>')
gl8f@astsun.astro.Virginia.EDU (Greg Lindahl) writes:
>> [i have to toss my software investment to upgrade to current
>> levels of CPU horsepower]

>Well, this is a problem everywhere. Talk to all the science types who
>bought VAXes in 1980 only to have to convert to Unix because DEC wouldn't
>sell them fast boxes. And then DEC starts making fast VMS boxes again.

Agreed. Mind you, we bought a VAX11/780 in 1981 and had the wit to
run Unix on it from the start ;-). So it's been pretty painless.
We're up to a DS3100 and Sun 4/370, so far, plus about 30 other
machines. The VMS guys get all weird whenever I talk about running a
few benches on our VAX 8820 :-) :-). Don't want me to install Ultrix
on it, I guess.

>>opportunity to ignore me, and to slant their market offerings to
>>buyers at the low end, without losing the sale, and with no loss to

>Er, the TT isn't really much of a "low end machine" in any configuration.
>You can't sell millions of home computers if they cost over $2,000. So you
>have a curious definition of "low end".

Oh, sorry. My minicomputer/workstation background is showing... low
end is anything under $5k, and is meant in relation to machines
capable of running un*x comfortably (> 4 Mbytes ram, > 80 Mbytes
disk; I've seen it done with less [much less] but that's not my idea
of a pleasant working environment). I think of all machines sold in
units of a million as low end. Nothing curious about that - it's a
pretty common opinion around here.

>Atari's marketing policy was good. I've only been playing devil's
>advocate and pointing out obvious flaws, hoping that the flame war
>will end.

Gee, I hope you don't think I was _flaming_! (1/2 ;-). 99.5% of what
I've said is from personal experience, painfully acquired. The truth
is never a flame.

>And, yes, I have a big investment: about 1/3 of my total material
>possessions is my ST. However, most of the software I use (terminal
>emulation, LaTeX, Maple, Fortran) is portable elsewhere. I've spent
>some time understanding GEM programming, but that is useful when I
>program on other windowing systems. I got what I paid for in the first
>place.

Now, let me see, you claim to have portable Maple and Fortran compilers that run on other machines and on Atari STs? Nice, but hard to believe. And terminal emulation code that runs on both ST and other platforms? Well, it wouldn't be _that_ hard... the LaTex claim _is_ credible. As far as understanding wondow systems from GEM, ok - but I was talking about all the time I spent finding the bugs and devising workarounds. That's time lost if I port.

I've got lots of source code too; I'm a programmer by trade; I'm bitching about losing my application packages that I have as binary licensed stuff - all the desktop publishing, for instance (yes, I have TeX and LaTex too, just don't use them much). I can port my sources easily, it's having to get new compilers and libraries that annoys me. Ditto my database stuff - bringin the data forward will be a pain, and I'll need to buy a copy of dBase(d) or somesuch for $$$.

>>I want to buy a real high-end cpu/video section. I don't see it yet;
>>the tt/p comes close but lacks expansion.

>Wait until you see one. Then you'll know enough to make this statement.

OK, flame on...

This comes under the heading of teaching your grandmother to suck eggs. Your condescention really bugs me. I've been in this business since 1973, I program for a living, and a 2nd year student who never met me informs me that I don't know enough to form a personal opinion and loftily advises me to wait for more information. &$@#~!!! Have _you_ seen one? I'm looking at a 1024 x 860 display right now (Dec VaxStation 2000 + VR260A); I have a 1132 x 980 x 8 plane display sitting beside my left elbow (Sun 4/60-FGX-8). These machines are _mine_, I work with them all day every day and I don't share them with anyone. Ghods almighty, I've read the specs for the tt/p. I've read more than a few specs in my time, and _built_ a few computers too I might add, and how many displays do I need to look at before I decide that 640 x 480 x 4 planes isn't quite what I want !?!? Any competent [23]86 clone can do 800 x 600 x 4 planes with off-the-shelf hardware, and I don't think of something you can get at the local Clones-R-Us as high end. Mind you, the mono is fine - 1280 x 960 is pretty good.

Flames mostly off...

I'm used to high performance systems and good support. I bought my 1040 because it had a decent cpu in it (in 85, a 68k was pretty good given the price), it had a flat addressing space, and I knew it would be easy to shove in more memory. That, at least, has worked out. Besides, I loathe int*l ;-). And the mono display wasn't too bad atall, _in 1985_.

But the software support has been utterly dismal, and we're still at 1985 performance levels. Meanwhile the rest of the world can run their 1985 code at 198[89] performance levels, if they want to run their 1985 code; or they can run new stuff if they've got it. They _don't_ have to pitch all their software/data/training investment to

upgrade the hardware platform.

The tt/p lacks expansion, period. I've seen the spec, and I _define_ that spec as lacking sufficient expansion capability _for me_. A SCSI port plus one partly-implemented VME slot, indeed! Hoo boy...

I think the tt/p will be a real nice machine _for some people_. I'm just not one of those people. And since I want a TT for my house, that makes me a home user. So I feel my earlier statement that the tt/p is not right for some home users stands, and I still feel left out in the cold.

This all goes to show that if you have personal opinion someone else is going to interpret it as a criticism of _their_ opinion, and as a command to change theirs toute de suite.

Ross

3245. Re: Gadgets by Small - Possible new '030 add-on board!

Newsgroup: comp.sys.atari.st
Date: 1989-11-24 20:18:00 UTC
From: rwa@cs.AthabascaU.CA
Message-ID: <1275@atha.AthabascaU.CA>
Source record: 246617

gl8f@astsun.astro.Virginia.EDU (Greg Lindahl) writes:
>Of course, I don't know if the '030 can handle different bus widths.
>My Moto books aren't that recent.

It can, and does a very nice job of it; it can resize the bus on
a cycle-by-cyle basis. So you could have local 32 bit wide memory
on the 68030 daughter card plus a 16-bit wide path to the ST mem
section. This would work very nicely if you were careful to keep
this like PhysBase and the DMA pointer pointing into ST memory -
it would be easy to hack ST-Minix to do this.

Ross

3246. Re: Shareware Mac

Newsgroup: comp.sys.atari.st
Date: 1989-11-24 21:35:09 UTC
From: tsl@umd5.umd.edu
Message-ID: <5677@umd5.umd.edu>
Source record: 246618

In article <5676@umd5.umd.edu> matthews@umd5.umd.edu (Mike Matthews) writes:
>In article <111500070@uxa.cso.uiuc.edu> glk01126@uxa.cso.uiuc.edu writes:
>>
>[stuff deleted]
>> I think it is a dead item. Supporting a file containing the
>> 128K roms may be a good idea since I could borrow someone's Spectre
>> cartridge, read in the roms & store them in a file... Illegal,
>> but private...
>>
>> -Spieu!
>
>I hope Apple doesn't see that. You could/would be in mucho big trouble if they
>did.
>
>I kinda hope that this shareware Mac thing specifically checks for illegal ROMs
>
>Mike

I almost _do_ hope that apple saw that. Usenet, and especially
comp.sys.atari.st certainly don't need that type of thing. If people have a
short enough memory, piracy was a part of what killed the 8bits, and
it has allready threatened the ST's product line (The wp scare, etc.)
The people that used to make the 8bit happy copier (Don't know their name)
pulled some similar shit by creatin a cartrige that was all set to accept
apple ROMS (and, infact, the person at the show booth was quick to explain
how to copy the ROMS onto EPROMS), and was very ready to pass out copies
of Dave Small's Software. Definately NOT something I'd want to come close
to, let alone support. I hope you, dear generic student, rethink your
position FAST.

Tom Livingston University Of Maryland, Network Infrastructure
Computer Science Center (301) 454-2946
University of Maryland tsl@umd5.umd.edu
College Park, MD 20742 tsl@camelot.umd.edu

3247. Shifter II chip/ STE and TT

Newsgroup: comp.sys.atari.st
Date: 1989-11-24 21:37:44 UTC
From: cs161fca@sdcc10.ucsd.edu
Message-ID: <5346@sdcc6.ucsd.edu>
Source record: 246619

In some back issue of ST Report it wasn mentioned that the TT and the STE use the same graphic chip. It was suggested that it is possible to get TT graphic modes out of STE. All needed is some routines to add the support of the extra graphic modes to the STE. Is that true?

3248. Re: Lisp for the ST

Newsgroup: comp.sys.atari.st
Date: 1989-11-24 23:38:37 UTC
From: roland@tuvie
Message-ID: <996@tuvie>
Source record: 246620

PD sources in Germany have XLISP 2.0 for the Atari ST.
This is an interpreter written in C by David Michael Betz,
127 Taylor Road, Peterborough, NH 03458.
It features object-oriented extensions and comes with 49 pages
of documentation. It is available in source form to non-commercial
users.

Roland Schreier _ Technical University of Vienna
Gusshausstrasse 27-29 |_) _ | _ _ _| +43 (222) 58801 3838
A-1040 Wien | \ (_) | (_| | | (_| SCHREIER@EAECL1.UNA.AT
Oesterreich - Europe roland@tuvie.at

3249. LDW POWER[D[D[D[D[D[D[D[D[DCall to LDW POWER users!

Newsgroup: comp.sys.atari.st
Date: 1989-11-25 00:00:30 UTC
From: S61304@PRIME-A.POLY-SOUTH-WEST.AC.UK
Message-ID: <8911250802.AA16543@ucbvax.Berkeley.EDU>
Source record: 246621

(From "The Masked Rat Fink" "Computing and Informatics Yr4")

This is an urgent request for help. My wife and I have just bought the LDW POWER spreadsheet, and one of the supplied utilities is corrupt.

The utility in question is the one that converts from .LDW format to .WK1 format. This routine is vital to my wife and we are upset that it doesn't work, we tried the retailer, but he only had the one copy in stock, and he wont accept the package back. We specificly bought the package when we discovered that it was Lotus 123 compatible. Apart from this one problem the package is excellent, however we _*REALLY*_ need the convert program!! I wondered if anyone out there could help me out by mailing me a copy of the convert program? It would be so amazingly wonderful, that I would be really happy! (I hope I'm allowed to ask reqests like this! But I did buy the package in the first place!! :-)

Regards,

TMRF

%%%

3250. Re: HD questions..

Newsgroup: comp.sys.atari.st
Date: 1989-11-25 03:26:27 UTC
From: econadm5@watserv1.waterloo.edu
Message-ID: <213@watserv1.waterloo.edu>
Source record: 246622

In article <5670@umd5.umd.edu> matthews@umd5.umd.edu (Mike Matthews) writes:
>article <3347@jhunix.HCF.JHU.EDU> ins_bac@jhunix.UUCP (Ajay Choudhri) writes:

[stuff deleted]

>>2) What Controller card apart from the adaptec 4070 and 4000(a) work with
>>standard HD mechs(non scsi).IS there a WD, Xebec or possible OMTI substitution
>There is an OMTI ... I think it's 3527, not sure. RLL.

yes - the omti 3527 is RLL and works fine other RLL drives, but for some
unknown reason you get 5MB less than on a 4070 when you format any RLL
drive. Adaptec 4070a drives are what I'm running on Super with a Miniscribe
RLL drive. It's been working for over a year now, no problems.

...Some questions by the follow-up poster deleted.....

>Looks like the DMA bus is being munged, since it takes several reboots after
>the drives go bye-bye before I can autoboot again.
>
>(I'm using ICD 3.41 software)
>
>Mike

If you're using the new TOS 1.4 call ICD and get the latest booter as 3.41
doesn't operate properly with TOS 1.4. Recheck your cables, and try
disconnecting your drives from the system when it crashes next time to see
if it's REALLY the drives causing the problem and not something else. Often
a controller can get confused with power spikes and system power has to be
shut down completely.

Of possible interest to people with two ST's and a large hard drive, I have
been experimenting with ICD's host-adapter and have successfuly hooked up
two STs to 1 host adapter system with two hard drives on it. I even ran
BBS express with both of them at the same time. I'm wondering if ICD is
coming out with a dual-DMA bus access for us sysops with 2 STs? Anyone
out there heard of hooking two STs to a one-drive system?

Mail to: Dave Tomesch - econadm5@watserv1.uw.edu.on.ca
Super BBS: 1-519-749-1206 "Never say Never!"

3251. Re: language (IMHO)

Newsgroup: comp.sys.atari.st
Date: 1989-11-25 03:36:56 UTC
From: econadm5@watserv1.waterloo.edu
Message-ID: <214@watserv1.waterloo.edu>
Source record: 246623

In article <"89-11-23-10:21:09.99*BD05"@DKAUNI2.BITNET> BD05@DKAUNI2.BITNET (Roland Waldi) writes:
>After reading this digest several months, I had found that
>BTW = "by the way". But what is IMHO??

[I]n [M]y [H]umble [O]pinion.

USENET: Dave Tomesch - econadm5@watserv1.uw.edu.on.ca
Super BBS: 1-519-749-1206 300/1200/2400 baud "Never say Never!"

3252. Re: Print Master -> Degas

Newsgroup: comp.sys.atari.st
Date: 1989-11-25 04:28:32 UTC
From: a1066@mindlink.UUCP
Message-ID: <737@mindlink.UUCP>
Source record: 246624

I have a label printing program that will also convert Printmaster icons to Degas picture files. How do I send it to you?

3253. Re: Vapourware!!!

Newsgroup: comp.sys.atari.st
Date: 1989-11-25 06:45:01 UTC
From: rogers@ncrcce.StPaul.NCR.COM
Message-ID: <1752@ncrcce.StPaul.NCR.COM>
Source record: 246625

In article <1817@atari.UUCP> kbad@atari.UUCP (Ken Badertscher) writes:
>Bob_BobR_Retelle@cup.portal.com writes:
>
>| Neil Harris was the "Director of Marketing Information" [...]
>| He promised the blitter upgrade, many times.. officially.
>
>Bob, I can't speak for Dave Meile, although I have the highest respect
>for him, but _I_ have been an Atari follower for many years, in the
>mags, online, and in news media. I can not remember a single time that
>anyone from Atari officially announced availability of a BLiTTER
>upgrade for 520s or 1040s. I _do_ remember that Neil and others
>mentioned that it was being worked on. I guess you just heard what
>you wanted to.

When Neil Harris was an Atari employee he mentioned on GEnie that the blitter upgrade would be available to 1040 owners. He did not just say that it was "being worked on". Atari failed to deliver. Atari's behavior is familiar to those of us who owned Commodore computers during the Tramiels' tenure there. Products were shown at trade shows but never delivered, the FCC was blamed for late products, etc. At least the Tramiels' Commodore sold millions of the products it did have, something that the Tramiels' Atari has not been able to do. The machine I thought would be the "poor man's Mac" turned out to be "the rich man's Commodore 64." I must say, though, that the hardware is much more reliable that the C64's and it's a lot better for C hacking.
--

Bob Rogers rogers@stpaul.ncr.com or rogers@pnet51.cts.com
NCR Comten, St. Paul, MN GEnie: R.C.ROGERS

3254. How to set the Mouseposition within a program ???

Newsgroup: comp.sys.atari.st
Date: 1989-11-25 12:50:29 UTC
From: cs@unido.UUCP
Message-ID: <946@unido.UUCP>
Source record: 246626

Hello,

I'm looking for a possibility to set the mouseposition inside a program.
Also I want to program the mousekeys.

This is for using a joystick or another media to simulate the functions of
a mouse.

The program should work in the desktop and also within other programs like
CAD-programs.

Who is able to tell me how to do this ????

Please answer vi e-mail because I'm forwarding this to my friend who wants
to get this information ...

Chris
--
EUnet-Support-Infoserver + EUnet-Support-News
Universitaet Dortmund, IRB, Postfach 500 500, D-4600 Dortmund 50
cs@unido.informatik.uni-dortmund.de (Chris Schmidt)
Tel. : +49 231 755 2444

3255. Still searching...

Newsgroup: comp.sys.atari.st
Date: 1989-11-25 14:34:32 UTC
From: daniel@pkmab.se
Message-ID: <2352@pkmab.se>
Source record: 246627

I'm still looking for some kind of information about how to program
the new chips in the STe.

Anything would help.

Atari Corp.? Some German user who can translate the article in the latest
number of ST Magazin? (I don't speak german)

If there're any intererest I can post something like a "Programming the STE"
to the net. I'll write one, anyhow.

PLEASE, do comment on this message!

--
Daniel Deimert, Fridstav. 4, S-715 94 Odensbacken, SWEDEN
Internet: daniel@pkmab.se
UUCP: ...{uunet,mcvax}!sunic.sunet.se!kullmar!pkmab!daniel

3256. 1040st memory upgrades?

Newsgroup: comp.sys.atari.st
Date: 1989-11-25 15:43:48 UTC
From: gng@spocom.UUCP
Message-ID: <24@spocom.UUCP>
Source record: 246628
Cross-posted to: comp.sys.atari.st,tor.general

Anyone know of a good place in Toronto to get a memory upgrade of at least 2.5megs for the Atari 1040ST? Email please...Thanks in advance.

George Ng
uunet!mnetor!{becker,hybrid}!spocom!gng

3257. Re: High density Floppies on ST

Newsgroup: comp.sys.atari.st
Date: 1989-11-25 16:57:46 UTC
From: hase@netmbx.UUCP
Message-ID: <3838@netmbx.UUCP>
Source record: 246629

In article <1346@uvm-gen.UUCP> pegram@uvm-gen.UUCP (pegram r) writes:
>
>Rats! I looked up the possible seek rates last night, 6 msec is as slow
>as she goes.

Hmm, TOS will step at 6,12,2,3 msec (with rate codes 0,1,2,3).
Setting the controller to 6 msec and doubling the clock works for almost
all 3.5 inch HD drives.

>It would also be hard to boot from a floppy with this
>mod (double - 16Mhz - clock for 1772 + formatter + "6"msec seek rate).
>Do you have to have a seek rate setting boot sector on every boot
>floppy and would that idea even work?

Sure, that should work, since nosteps schould be necessary to read the
boot sector.
I boot from harddisk...

If the HD-floppy does not work after modifying the ST, the step pule
width is a probable cause.
In that case, use an edge-triggered monoflop to "resize" the pulse.

hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
Dennis had stepped up into the top seat whet its founder had died of a
lethal overdose of brick wall, taken while under the influence of a
Ferrari and a bottle of tequila. (Douglas Adams; the long dark teatime...)

3258. HELP : How to connect the ST to my terminal socket via RS232?

Newsgroup: comp.sys.atari.st
Date: 1989-11-25 17:16:08 UTC
From: zmacy64@flamingo.doc.ic.ac.uk.doc.ic.ac.uk
Message-ID: <1384@gould.doc.ic.ac.uk>
Source record: 246630

I am trying to connect my ST to a terminal socket, which is connected
to a PAD linked to JANET. I tried all possible
connections but nothing seemed to work. I used the UNITERM terminal emulator
and Kermit protocol.

Is there anybody out there that can help me? I would really appreciate
this...

I have an ATARI 520-STM with the TOS on ROM.
The terminal socket has the following PINS :
2,3 : Receive and Send data
7 : Signal ground
20 : DTR

I was told to wire PINS 4 and 5 of my ST together, PINS 8 and 20 of my ST
to PIN 20 of the terminal socket and PIN 7 of my ST to PIN 7 of the
terminal socket...

I also do not know how should I configure my RS232 port. That is, should
I have Xon/Xoff, Rts/Cts, Stop bits, Strip bits etc?
I read in the news that there is a problem in the ATARI ST O/S for handling
properly the RTS/CTS signal. Could this be probably be the fault?

I would really appreciate some kind of help.
THANKS IN ADVANCE...

3259. Re: ATARI, Help!

Newsgroup: comp.sys.atari.st
Date: 1989-11-26 03:48:00 UTC
From: mitsolid@acf5.NYU.EDU
Message-ID: <370004@acf5.NYU.EDU>
Source record: 246631

Hi,

Either ATARI employees or people with technical knowledge could help with this.

There is a problem with the RAM on my 1040ST.
Running the program TESTMEM I get the following error messages:

Address: 801FE written: A000 read: A800
Address: 801FE written: A001 read: A801

and so on, where the above bit is always on.

My motherboard type is:

C070523-001 REV.C
G-AV-O 2086

and the ram chips are labeled:
First row: U46 ... U61
Second : U32 ... U45 U16 ... U30

Can anybody tell me which RAM chip needs to be replaced?

Thank you very much,

Thanasis

"Has it ever occured to you that God may be a committee?" R. A. Heinlein

Internet: mitsolid@csd2.nyu.edu (mitsolid%csd2.nyu.edu@relay.cs.net)
UUCP : ...!uunet!cmcl2!csd2!mitsolid

3260. HELP

Newsgroup: comp.sys.atari.st
Date: 1989-11-26 03:50:00 UTC
From: mitsolid@acf5.NYU.EDU
Message-ID: <370005@acf5.NYU.EDU>
Source record: 246632

Hi,

Either ATARI employees or people with technical knowledge could help with this.

There is a problem with the RAM on my 1040ST.
Running the program TESTMEM I get the following error messages:

Address: 801FE written: A000 read: A800
Address: 801FE written: A001 read: A801

and so on, where the above bit is always on.

My motherboard type is:

C070523-001 REV.C
G-AV-O 2086

and the ram chips are labeled:
First row: U46 ... U61
Second : U32 ... U45 U16 ... U30

Can anybody tell me which RAM chip needs to be replaced?

Thank you very much,

Thanasis

"Has it ever occured to you that God may be a committee?" R. A. Heinlein

Internet: mitsolid@csd2.nyu.edu (mitsolid%csd2.nyu.edu@relay.cs.net)
UUCP : ...!uunet!cmcl2!csd2!mitsolid

3261. Xenon2 and Blood Money vs. TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1989-11-26 05:05:59 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <891125.23055881.010913@SFA.CP6>
Source record: 246633

Has anyone been able to get Xenon2 and Blood Money to work with
TOS 1.4, including the magazine version of Blood Money?
I've had no luck here. Other games, such as Dungeon Master and
Air Ball work just fine. Spectre GCR works fine with this particular
ST and TOS 1.4.
It's just that the two aforementioned games don't work at all for
me. Surely European programmers follow Atari's undocumented rules
and holy TOS paramaters better than this! Am I the only one or are these
two games incompatible with TOS 1.4?
Please respond direct since INFO-ATARI16 is dead as a magazine. I'll
be glad to summarize.

Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

3262. Re: Ultrascript - Available???

Newsgroup: comp.sys.atari.st
Date: 1989-11-26 06:20:11 UTC
From: hedley@imagen.UUCP
Message-ID: <7127@imagen.UUCP>
Source record: 246634

In article <63300005@uicbert.eecs.uic.edu>, dillenbu@uicbert.eecs.uic.edu writes:
>
> I have UltraScript and it works great, only you need at least 2+ Mb of
> memory for it to be useful (it will not even work on a 1 Mb ST with TOS
> in ROM!). Hope this helps.
> -= John Dillenburg =-
> dillenbu@uicbert.eecs.uic.edu

This is not true today, it was true about 5 months ago. I finished a
version called UltraScript ST-1, and it does work on a 1 Mb ST.
(Mind you you will be strapped for RAM, i.e. NO TSRs that eat RAM, I need
it all).

Hedley

PS: If you have questions about the ST versions of US, I did the port so
feel free to ask.

--
{decwrl!sun}!imagen!iit!hedley
hedley@imagen.com

3263. 8 bits (Who are we kidding?) (was Re: Shareware Mac)

Newsgroup: comp.sys.atari.st
Date: 1989-11-26 06:26:58 UTC
From: atc@max.bnl.gov
Message-ID: <1568@bnlux0.bnl.gov>
Source record: 246635

In article <5677@umd5.umd.edu> tsl@umd5.umd.edu (Tom Livingston) writes:
..[stuff deleted]..
> I almost _do_ hope that apple saw that. Usenet, and especially
>comp.sys.atari.st certainly don't need that type of thing. If people have a
>short enough memory, piracy was a part of what killed the 8bits, and
>it has allready threatened the ST's product line (The wp scare, etc.)
...

16/32 bits killed the 8 bits... It has nothing to do with software
piracy. Software piracy is as alive on the ST as it was on the good ole C64..
it's just that less people own ST's. ;-)

---
atc@max.bnl.gov

3264. General questions

Newsgroup: comp.sys.atari.st
Date: 1989-11-26 06:36:00 UTC
From: George_Seto@the_land
Message-ID: <89Nov26-6
Source record: 246636

Hedger@inmet.inmet.com

1 - There is a document which floats around describing all the bits and pieces of the DESKTOP.INF file. Will have to locate it, but yes you can message around with SOME of it. Some of it is self-explanatory. Will check for my copy and maybe upload it, unless someone beats me to it.

2 - GDOS - Get G+PLUS instead if you really want to play with GDOS applications. Currently only a few commercial packages use it, and only 1 PD or Shareware package I know of (OPUS - Spreadsheet)

3 - Corner clock - Yes it is possible to do one. Have seen several types which use digits, and JCLOCK8 is the most robust one I know of. Don't recall seeing the other kind implemented with the clock hands display. Go ahead. Can always use another version.

3265. Personal Pascal

Newsgroup: comp.sys.atari.st
Date: 1989-11-26 06:54:27 UTC
From: hugh@dgp.toronto.edu
Message-ID: <1989Nov26.015427.4432@jarvis.csri.toronto.edu>
Source record: 246637

Personal Pascal is a Pascal compiler for the ST. Early in the ST's life, many programs were written in it, but it hasn't been mentioned much recently. I have just used it in a couple of projects, so I thought it would useful to describe my impressions and experiences.

PP (my abbreviation for Personal Pascal) is published by ICD, the same people who produce hard disk systems, kits, and tape systems for the ST, and a bunch of stuff (hw and sw) for the 8-bit Atari computers. PP was published by OSS until they were taken over by ICD. The compiler itself was produced by CCD, and they publish it in Europe.

Because of the change in publisher, some people don't seem to know that the compiler is still published and maintained. I just got an update from Version 2.02 to version 2.05, at a cost of US$10.

Most programming I have done in the last 15 years has been in C. C is the defacto-standard language for programming the ST. Why would I choose and use Personal Pascal?

- Pascal is a reasonable high-level language that can be compiled into efficient code. True, Pascal has some limitations that bother an experienced C programmer.

- Personal Pascal seems to be a competently done implementation of Pascal. It includes a reasonable editor and linker. It has a sort of desktop which integrates the editor, compiler, and linker.

- The system is compact and efficient enough to use with a single-floppy system (I have only tried with a vanilla 1040 -- 1 meg of RAM (with a large RAM disk) and one 800K floppy, and with the same system + a hard disk).

- The library seems to simplify and clarify the task of exploiting GEM. It has hooks for getting at the basic BIOS, XBIOS, and GEMDOS services too.

- The linker will link object code files in DRI format (Developer Kit format). You can link in modules compiled by other compilers or assemblers.

- There are some UCSD Pascal / Turbo Pascal variable-length string handling features. This is the area with which I am least happy, but they work.

- The ST has insufficient memory protection to prevent buggy programs from clobbering arbitrary parts of the system, including

RAM disks, disk buffers an caches, desk accessories, etc. Pascal programs can be compiled with array-bounds and pointer checking so that accidental mayhem is prevented, and the point of violation is detected and reported.

- The complete system is inexpensive: the list price is US$99.95

Using this system has been much more pleasant than my attempts to use the Developer's Kit C (Alcyon 4.14). Why?

- The documentation seems better: all in one 1-inch thick, "perfect bound" manual, versus my inaccurate (but more detailed) Developers' Kit (5 inches of loose 8.5 by 11 paper). For more detailed documentation, there is the "Tackle Box".

- The compiling process is much faster (one-pass) and easier (click the "compile" menu item). When the compiler detects an error, it will (if you ask) pop you into the editor with the file in question loaded, and the cursor at the token at which the error was detected.

- My mistakes are caught earlier: Pascal's strong typing catches many bloopers at compile time; run-time checking catches many of the remainder.

- The system is organized in a simple, straightforward, useable fashion. Much better than the Developers' Kit.

ICD provides phone support, and has a BBS for support. I have tried each, once. From this, I cannot judge their quality, but I do know that they exist. They distribute a bug list; it may not be complete, but it shows an attitude I like.

For heavy-duty ST hacking, SRM Enterprises produces something they call the "Tackle Box". It is specifically designed to complement PP. It is an enormous 3-ring binder full of ST internals lore, much in the spirit of the Developers' Kit. It also comes with a bunch of routines and programs on disk. Its price was US$69, a bargain.

UNITERM is compiled using CCD's version of this compiler, so system hacking is certainly possible using it.

What's wrong with Personal Pascal?

- Pascal hasn't taken off as a common language on the ST, so most source that comes across the net, and most tutorials, seem to require a C compiler. There are few people to ask for help. David Meille once wrote and broadcast over USENET several parts of a PP tutorial.

- The string handling routines have silly restrictions. In particular, you cannot give them arguments that are string expressions, so calls cannot be nested. Some cannot even take string constant args. These restrictions are documented, but not

highlighted, and they are not what an experienced programmer would expect. The compiler does not give compile-time diagnostics about violations. Instead, it generates code that does the wrong thing at run-time! As you might gather from this tirade, I was bitten badly by this problem.

- There is no symbolic debugger. I only felt I needed one when I was tracking down problems with the string handling.

- Picky detail: When TOS is requested (via a system call) to print stuff, and the printer does not respond for 30 seconds, TOS gives up and returns an error indication to the caller. The PP library seems to ignore this error return, so output can be silently lost.

- Apparently OSS didn't pay CCD royalties for some time, so CCD stopped supporting them. I hope that this has been dealt with now ICD has taken over. Lots of stores seem to have old PP stock. [In Toronto, we have about a dozen stores selling STs; several are quite good.]

Hugh Redelmeier
{utcsri, yunexus, utzoo, hcr}!redvax!hugh
When all else fails: hugh@csri.toronto.edu
+1 416 482-8253

3266. Re: BLiTTER for 520/1040

Newsgroup: comp.sys.atari.st
Date: 1989-11-26 06:56:52 UTC
From: hase@netmbx.UUCP
Message-ID: <3844@netmbx.UUCP>
Source record: 246638

In article <8911222205.AA15304@es56.escd.uucp> karl@es56.UUCP (Karl Rowley) writes:
>
>I have been reading this newsgroup from the beginning, and I know that
>Neil Harris did state very clearly a number of times that the blitter
>upgrade would be available for the 520 ST and 1040 ST. Since he worked
>for Atari at that time, the statements were assumed to have some
>credibility.

Well, the BLiTTER is availeble for 520 and 1040 ST.
Not from Atari; but arn't we used to get things promised by Atari and
sold by some third party developer?

I have a BLiTTER in my 1985 520ST+.
Got the board from a german company (Rolf Rocke Computer), the chip
itself as "spare part" from an Atari dealer.
The board is around DM 150, the chip almost the same. (a dollar buys DM
1,7910 today).

Well, I think a 16 MHz CPU and Quick ST (this very nice little shareware
program) will perform better (but be more exspensive).

hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
Dennis had stepped up into the top seat whet its founder had died of a
lethal overdose of brick wall, taken while under the influence of a
Ferrari and a bottle of tequila. (Douglas Adams; the long dark teatime...)

3267. Re: Vapourware!!! A poor man's mac.

Newsgroup: comp.sys.atari.st
Date: 1989-11-26 09:35:31 UTC
From: JALKIO@cc.helsinki.fi
Message-ID: <1547@cc.helsinki.fi>
Source record: 246639

In article <1752@ncrcce.StPaul.NCR.COM>, rogers@ncrcce.StPaul.NCR.COM (Bob Rogers) writes:

******* Part of the text deleted *******

> late products, etc. At least the Tramiels' Commodore sold millions of the
> products it did have, something that the Tramiels' Atari has not been able to
> do. The machine I thought would be the "poor man's Mac" turned out to be "the
> rich man's Commodore 64." I must say, though, that the hardware is much more
> reliable that the C64's and it's a lot better for C hacking.

Tramiels' Atari HAS sold quite a lot of ST's, for example. In Europe.

Hmm. Wouldn't you consider a machine that can run MAC software and is
cheaper than a MAC a "poor man's Mac"? I would. (I have been satisfied
without a MAC emulator, though.)

> --
> ----
> Bob Rogers rogers@stpaul.ncr.com or rogers@pnet51.cts.com
> NCR Comten, St. Paul, MN GEnie: R.C.ROGERS

Jouni Alkio

3268. Re: ST TeX questions

Newsgroup: comp.sys.atari.st
Date: 1989-11-26 10:38:39 UTC
From: dillenbu@uicbert.eecs.uic.edu
Message-ID: <63300007@uicbert.eecs.uic.edu>
Source record: 246640

I also have atari.mf (although I have no idea what it is or how to get LaTeXS
to work). It came from dvist3_3.arc.
-= John Dillenburg =- dillenbu@uicbert.eecs.uic.edu

3269. Did I come from the desktop?

Newsgroup: comp.sys.atari.st
Date: 1989-11-26 12:29:30 UTC
From: <>
Message-ID: <1147@diemen.cc.utas.oz>
Source record: 246641

A recent article suggested three possible methods by which a process could determine whether it was being run from the desktop or from a shell. I'd like to suggest another method which works for me. I don't suggest that it is foolproof however. It simply requires moving the basepage ptr up to its parent until it becomes null. If this requires three iterations then the program is running from the desktop. Any more and it is running from a shell.

The following piece of code works with MWC:

```
int fromdesk()
{
BASEPAGE *bp;
int i = 0;

bp = (BASEPAGE **) BP->p_parent;
while (bp != 0) {
i++;
bp = (BASEPAGE **) bp->p_parent;
}
return (i == 3);
}
```

John M Williams
ACSnet: jmw@tasis.utas.oz ARPA: jmw%tasis.utas.oz@uunet.uu.net
UUCP: {enea,hplabs,mcvax,uunet,ukc}!munnari!tasis.utas.oz!jmw

3270. Re: Shareware Mac

Newsgroup: comp.sys.atari.st
Date: 1989-11-26 17:24:37 UTC
From: opielask@clutx.clarkson.edu
Message-ID: <1989Nov26.172437.10709@sun.soe.clarkson.edu>
Source record: 246642

From article <641@nixpbe.UUCP>, by capit@peun11.uucp (Capitain):
> I didn't receive any answer at all to my first mail.
> Is there really no interest in a shareware mac emulator???
>

YES!
We are interested in a shareware mac emulator, if it supports the 128k roms.

(I have had no luck with uucp addresses, which probably means others have
tried to reach you through e-mail and failed also!)

BUT I am not interested in paying $10 (for the cart) $150 (for the 128k roms
or $50 for 64k) plus the $30-$40 (shareware fee) that you deserve...

If I wanted a 64k rom mac emulator, I could pick up a Magic Sac plus, WITH
roms!!, for approx. $40 !!

The reason I don't own a Spectre GCR, =Sigh=, today is cause I don't have
the cash!!! (but OH do I want one!!!)

****

Now, if your product supported the 128k roms, sound, an easy AND compatible
way to bring MAC files to it (I find the magic format acceptable), and any
other bells and wistles you'd like to add, I would be INTERESTED, BUT NOT
A BUYER.

We have determined that something is wrong (for lack of a more exciting word)
with the cart. port on my 1040St. Thus, digitizers, 3d glasses, roms for
emulators, and anything else you can think of (that fit into the cart. port)
are useless to my machine.

I am saying that supporting 128k roms on disk, would help me, and would most
likely make me a SUPPORTER of your shareware product. (I'm not telling you
that you should give out the 128k roms file!!)

Others with working ports want to keep them in that condition by keeping
cart swaps to a minimum (I did NOT wear out this port, but I have worn out
the ports in my INTELLIVISION and my TI-99/4A <GRIN> {remember those?}).

That is how I feel,
that is what I want,
and this is where I am:

opielask@clutx.clarkson.edu
or
naas17@snypotba.bitnet

3271. Re: TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1989-11-26 17:42:11 UTC
From: emmo@moncam.co.uk
Message-ID: <296@marvin.moncam.co.uk>
Source record: 246643

In article <8911250801.AA16291@ucbvax.Berkeley.EDU>, AMEIJ@vax.oxford.ac.UK (Jan Ameij) writes:
> Dear Mates,
>
> Atari UK show no sign whatsoever of letting us UK ST owners have TOS1.4.
> [more]

I don't often find time to read this group now, but then things don't seem to change much anyway..

How long have Atari kept the UK waiting for this now?
They should realise that it's a very simple matter to make bootleg EPROM copies of the 1.4 ROMs, and install them. If it becomes widespread, it will be no less than they appear to deserve.
They obviously place *some* value on the UK market, they're spending on TV advertising, and that's definately not cheap!

Dave E.

3272. Re: Wanted Info on SCSI HARD DRIVE interfacing !!!

Newsgroup: comp.sys.atari.st
Date: 1989-11-26 18:28:37 UTC
From: clf3678@ultb.isc.rit.edu
Message-ID: <1663@ultb.isc.rit.edu>
Source record: 246644

In article <2608@gos.ukc.ac.uk> shc1@ukc.ac.uk (S.H.Cogheil) writes:
>Recently I acquired through various sources
>
> 1 ICD HOST ADAPTER
> 1 Western Digital (WD383R) 3.5" 30mb RLL HARD DRIVE
> 1 Western Digital (WD1004-27x) 8-bit RLL Controller card (XT Compatible)
>
>Now my problem is that I wish to get these things going together,

Hooking it up should not be very difficult. You will need a SCSI board.
For an RLL drive, you need an Adaptec 4070. They can be had for as
little as $70. The connections are:

1) drive to Adaptec: (1) 20 pin and (1) 34 pin cable.
2) Adaptec to ICD: (1) 50 pin cable.
3) ICD to ST: Use the supplied 19 pin DMA cable.

The software with the ICD will do all the formatting. However, I don't
recall them listing Western Digital drives. You will need to know the
head/cylinder configuration to format it.

Hope this help.

Chris Freemesser, Rochester Institute of Technology :BITNET:%clf3678@RITVAX
||| ____________ :GEnie: C.FREEMESSER
||| /___ / (and 8-bit too!) :USENET: Don't bother,
/ | \ ______/ / : it doesn't work
Call the A.C.O.R.N BBS (716)436-3078, 300/1200 baud :<-or my BBS

3273. Re: Craft & TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1989-11-26 21:42:34 UTC
From: lippu@KARL.HKKK.FI
Message-ID: <8911261945.AA04373@funet.fi>
Source record: 246645

I have Craft 2.0 Program Development Environment (shell and editor) from ComMedia. To my disappointment the shifted cursor keys stopped functioning as I upgraded to TOS 1.4 (Swedish version). Any similar experiences? Actually, the same problem was present when using KBEXT by Ronald Waldi.

BTW, Craft is my favourite shell, I don't use gulam, my earlier favourite, any more. To be able to pipe and set mydate = `date` and play much more creatively with shell variables is sufficient to make the difference to me. I am just a happy customer, nothing else.

lippu@csc.fi

3274. Re: Mem upgrade (was:None)

Newsgroup: comp.sys.atari.st
Date: 1989-11-26 21:44:43 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <24494@cup.portal.com>
Source record: 246646

j.harris asks, about the DataFree memory upgrade board:
> 2. the little baby board that should plug into the video shifter's socke
> hits two transistors (Q4 &Q6) and won't go securely into the socket. I

Most of these kinds of upgrades have to be generic enough to fit any ST motherboard. They generally require a bit of pushing and bending to get them to fit. It may be possible to *very carefully* bend the transistors down closer to the motherboard, being careful not to let their leads touch or break. I had to do this to get the AERCO upgrade to fit. One installatio I did in an STFM had an electrolytic capacitor in the way, which I ended up relocating to the back of the motherboard. Every case is a little different.

> Added features..my version has what I think is the video shifter in a
>rf shield and is labeled U49 w/ C070789-001 on the chip itself. If this is
>not the correct chip, problem 2 above is cleared...

The video shifter chip IS the one inside the small metal RF shield. You may have to do a little creative bending of the shield to get the ribbon cables through the cover, if you want to put it back on.

As for the problems locating the proper resistors to lift, I'm afraid I can't offer any help. I don't remember seeing a Revision C board. I know it's a long, long distance call, but it might be best to call DataFree and see what they say about it...

BobR

3275. Re: Shareware Mac

Newsgroup: comp.sys.atari.st
Date: 1989-11-26 22:11:45 UTC
From: zimm@portia.Stanford.EDU
Message-ID: <6997@portia.Stanford.EDU>
Source record: 246647

Given that no one else has spoken up about it, please let me tell you why I am strongly *against* this idea of a shareware Mac emulator. Before flaming, please read on!

- It would hurt the ST. David Small has done a great job with the Spectre, and sells it for a reasonable price. Quite frankly, I would like to seem him continue to develop fine ST products such as the '030 board some have been discussing. The creation of a free alternative to his Spectre would not encourage this. (Note, I am not connected with Gadgets By Small.)

- A shareware emulator wouldn't be a lot cheaper. Keep in mind that in order to avoid the wrath of Apple, one would still need to make a PCB and buy *original* Apple ROMs. Given that the ROMs typically cost over $100, this is more than half the price of a Spectre anyway.

- The effort could be better expended. Let's face it: it's hard to write an emulator like this. It's taken Dave Small a long time to get his working as well as it does. Given that there are so many things we in the ST world lack, it would seem that one would better serve the community by working on something that hasn't been done before. In the area of Mac emulation, for example, it would be great if people would band together with Dave Small to get '030 Mac II emulation going, as well as AppleTalk and MIDI support. In this way, you'd get paid for your labor, and I for one would be even more grateful and impressed.

Given that I myself am a mere observer on this project, please consider these as friendly suggestions. I'm not making demands; you can spend your time as you wish!

Dylan Yolles
zimm%portia@forsythe.stanford.edu

3276. MIDI Help

Newsgroup: comp.sys.atari.st
Date: 1989-11-26 23:12:00 UTC
From: AD0834@ALBNYVMS.BITNET
Message-ID: <8911270801.AA22825@ucbvax.Berkeley.EDU>
Source record: 246648

To ST programmers/MIDI experts,

I am trying to write a patch librarian for a 520STFM and a Roland D-10 keyboard. I am having problems because the input buffer on the ST isn't large enough to hold the 256 byte blocks that the D-10 sends, and unfortunately, I don't seem to be able to write a program which will snag data from the buffer fast enough to prevent it overflowing.

Basically, my problem is this: I need to change the size of the MIDI input buffer on the ST from the default 128 bytes to 256 (or more) bytes. Does anyone know how to do this?!? Better yet, does anyone know of PD MIDI librarians?

Thanks,
(and DESPERATELY yours,)

Andy Dickinson

3277. Re: Shareware Mac

Newsgroup: comp.sys.atari.st
Date: 1989-11-27 00:49:29 UTC
From: jeff@quark.WV.TEK.COM
Message-ID: <5466@orca.WV.TEK.COM>
Source record: 246649

In article <6997@portia.Stanford.EDU> zimm@portia.Stanford.EDU (Dylan Yolles) writes:
>Given that no one else has spoken up about it, please let me tell you
>why I am strongly *against* this idea of a shareware Mac emulator. Before
>flaming, please read on!

>- It would hurt the ST. David Small has done a great job with the Spectre,
>and sells it for a reasonable price. Quite frankly, I would like to
>seem him continue to develop fine ST products such as the '030 board
>some have been discussing. The creation of a free alternative to his
>Spectre would not encourage this. (Note, I am not connected with
>Gadgets By Small.)
...

Wait-a-bloody-second-here...

Does this mean that I should not go out and write a share-ware
<insert generic type of program here> because it might hurt
<insert generic software house/publisher/author>'s business?

I find it rather difficult to follow this "logic". Insert "1-2-3" and "Lotus" in your paragraph for "Spectre" and "Gadgets by Small/David Small". Would you be so sympathetic for someone else?

Please don't take me wrong. I think that David Small has made a contribution to the ST-world. However, I do not believe that he deserves a monopoly on the business. The "Shareware mac" would not have the support of David's product. Some people would pay the extra bucks, just for the support.

[Note: I am not a customer of Gadgets by Small. (or Lotus :-)]

-Jeff
--
Jeff Beadles jeff@quark.WV.TEK.COM

3278. Need printer driver for Epson LQ-850.

Newsgroup: comp.sys.atari.st
Date: 1989-11-27 03:02:47 UTC
From: vu1116@bingvaxu.cc.binghamton.edu
Message-ID: <2670@bingvaxu.cc.binghamton.edu>
Source record: 246650

I need a driver for the 24-pin Epson LQ850. Drivers that would allow screen dumps or drivers for Degas are what I am looking for. Please post driver or location of driver. I have mail access and may be able to get ftp working.

3279. Re: Shareware Mac

Newsgroup: comp.sys.atari.st
Date: 1989-11-27 03:06:42 UTC
From: zimm@portia.Stanford.EDU
Message-ID: <7008@portia.Stanford.EDU>
Source record: 246551

In article <5466@orca.WV.TEK.COM> jeff@quark.WV.TEK.COM (Jeff Beadles) writes:
|In article <6997@portia.Stanford.EDU> zimm@portia.Stanford.EDU (Dylan Yolles)
| writes:
||- It would hurt the ST. David Small has done a great job with the Spectre,
||and sells it for a reasonable price. Quite frankly, I would like to
||seem him continue to develop fine ST products such as the '030 board
||some have been discussing. The creation of a free alternative to his
||Spectre would not encourage this. (Note, I am not connected with
||Gadgets By Small.)
|
|Wait-a-bloody-second-here...
|
|Does this mean that I should not go out and write a share-ware
|<insert generic type of program here> because it might hurt
|<insert generic software house/publisher/author>'s business?
|
|I find it rather difficult to follow this "logic". Insert "1-2-3" and "Lotus"
|in your paragraph for "Spectre" and "Gadgets by Small/David Small". Would you
|be so sympathetic for someone else?

You should not go out and write a share-ware version of someone's
package IF you are *worried* about hurting their business. My point is that,
given the very small size of the ST market, we *should* be worried about
GBS's future. I'm not saying that it is morally wrong to write a shareware
Mac emulator; I'm just saying that writing it will hurt GBS, and given
the small size of GBS and the quality of their products, it is not in any
ST user's interests to hurt them.

By the way, the analogy to writing a shareware version of Lotus is not quite
applicable. Given the size of the IBM market, a shareware version of Lotus
isn't about to bankrupt anyone. Also, a shareware Mac emulator is likely
to be functionally very similar to the commercial product, whereas the
shareware Lotus is likely to be much worse. But whether or not what I
say in this paragraph is true or relevant, it does not take away from
my initial argument that we should all do our best to support GBS, because
GBS is important to the ST.

Dylan
zimm%portia@forsythe.stanford.edu

3280. Re: Just to settle a few points...

Newsgroup: comp.sys.atari.st
Date: 1989-11-27 03:45:27 UTC
From: gl8f@bessel.acc.Virginia.EDU
Message-ID: <2338@hudson.acc.virginia.edu>
Source record: 246552

In article <1273@atha.AthabascaU.CA> rwa@cs.AthabascaU.CA (Ross Alexander) writes:

>Now, let me see, you claim to have portable Maple and Fortran
>compilers that run on other machines and on Atari STs?

No, that's not what I said at all. I can buy Maple and FORTRAN for other machines; so when I want to move the source code I have in FORTRAN (which is worth much more than the compiler) doesn't have to be re-written. This is a pretty standard definition of portability.

As for the rest of your post: sheer flames in email please. I think that maybe joe average comp.sys.atari.st user isn't so interested in how many years you've been using what computers. Just because the TT/P isn't right for you doesn't mean you should tell the whole world about it in comp.sys.atari.st... We've already heard from Mr. Convert repeatedly on that subject.

Your mileage may vary. Don't buy if you don't like it.

Greg Lindahl Astrophysicists for Choice

3281. Re: Vapourware!!!

Newsgroup: comp.sys.atari.st
Date: 1989-11-27 04:45:01 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <24502@cup.portal.com>
Source record: 246553

Just to clear up what seems to be a general misunderstanding:

David Paschall-Zimbel says:
>Yes, I was around on GEnie back in the good old days of 1986. No, I don't
>remember reading anything which was labelled "OFFICAL PROMISE" from Neil
>Harris.

Neil Harris was the *OFFICIAL* representative of Atari Corp. *ANYTHING*
he said, unless specifically accompanied by a disclaimer to the contrary
was *OFFICIAL* from Atari Corp.

It was HE who _insisted_ on adding the wording "Official On-Line Service
of Atari Corp" to the log-on message. He enjoyed the limelight and perks
of being the "Official Atari Rep", even thought he generally tried to
duck the responsibility and work that went along with them.

Atari Corp *themselves* acknowledged his "official" capacity several times
when they came down on him for overstepping what they wanted revealed to
the public. The premature release of pricing on the Megas was one of these
times.

So when Neil Harris would say something like "the Blitter upgrade will cost
$120 including the daughterboard and TOS 1.2 ROMS, and it will have to be
installed by a local dealer", this was *NOT* just some flunky employee
spouting off unofficial rumors.

Yes, I *do* have copies of virtually everything that went on during that
time, including public messages, conferences and private "nasty-grams"
from Neil Harris. No, I don't plan on wasting my time searching them just
to fill in faulty or selective memories.

Most people did not attend _every_ conference, or read _every_ public
message. I did, and I heard enough claims and announcements of the blitter
upgrade from the "Official" Atari Representative.

BobR

3282. A positive note..!

Newsgroup: comp.sys.atari.st
Date: 1989-11-27 05:17:21 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <24506@cup.portal.com>
Source record: 246554

Well, it finally happened.. I managed to dig out something positive about Atari and the newly announced Atari products.

One of my pet peeves has been the closed ended, non-expandable design of the ST when it comes to memory. Apparently Atari has done an about-face on this issue though. The product announcements for the STE indicate that the computer will be internally expandable to the 4Megabyte RAM limit through the use of SIMM modules.

This means an end to the kludges necessary to upgrade the amount of memory in an ST... no more "double-sided sticky tape", no more "piggybacking" chips or DIP headers. Assuming Atari goes with industry standard SIMM modules this means that expanding memory will be as easy as opening the case and plugging in a relatively inexpensive little module.

I haven't gotten too excited over the sound or graphics of the STE, but this easy expandablility of memory is a good enough reason for me to consider buying an STE.

Good job, Atari..!

BobR

3283. What/Where is the latest version of Uniterm?

Newsgroup: comp.sys.atari.st
Date: 1989-11-27 06:06:36 UTC
From: anthony@nereid.ists.ca
Message-ID: <2871@ists.ists.ca>
Source record: 246555

Does anyone know if there is a later version of Uniterm than the one I
am currently using (2.0e)? I figure there must be unless Simon Poole has
taken a break for a while since I have had this version for about a year now.

If so, is it in the panarthea/terminator archives yet?

Thanks for any and all information.

David M. Anthony
anthony@nereid.sal.ists.ca (INTERNET)
fs300276@yusol (BITNET)
(416) 665-5451

3284. Cold Start

Newsgroup: comp.sys.atari.st
Date: 1989-11-27 07:29:14 UTC
From: themod@blake.acs.washington.edu
Message-ID: <4642@blake.acs.washington.edu>
Source record: 246556

Help! I have search high and low, through every manual I could lay my grubby paws on, and yet I can find no documentation on how to perform a cold start from software. If some kind soul out there can send me code (C or Assembly preferable) I would be most appreciative.

Thanks for your help.

Chris Hinton
themod@blake.acs.washington.edu

3285. Can I add a new 20 Mb hard disk in my SH205 ?

Newsgroup: comp.sys.atari.st
Date: 1989-11-27 09:34:46 UTC
From: jamet@dsavx1.SINet.SLB.COM
Message-ID: <8911270934.AA20308@ascsu1.SLCS.SLB.COM>
Source record: 246557

I would like to add more hard disk capacity to my 1040 without having to pay for a new Atari (or other) hard disk + controler + power supply + box.

Has anybody added a new hard disk (20 Mb / 30 Mb / 40 Mb) inside the box of an SH205 Atari box ? I wonder if the SH205 controler, and power supply can accomodate two disks. I am interested in any explanations, list of material/equipments, schematics and experience that could help me doing it.

Thanks,

Philippe JAMET
jamet%m_dsavx1@sdr.slb.com
jamet%m_dsavx1%sdr.slb.com@relay.cs.net

3286. Re: Re : I/O Redirection

Newsgroup: comp.sys.atari.st
Date: 1989-11-27 10:55:19 UTC
From: piet@cs.ruu.nl
Message-ID: <2103@ruuinf.cs.ruu.nl>
Source record: 246558

```
In article <1989Nov13.234448.7780@newcastle.ac.uk>, csoc@turing (Computer Society) writes:
`It should be done something like this :-
`
` handle = Fopen/Fcreate ("filename", WRITE) Obvious
` Fforce (1, handle) Ditto
` Pexec (kiddy) Call child
` Fforce (1,1) Reset stdout
This can't be correct...
` Fclose (handle) Close file
--
Piet* van Oostrum, Dept of Computer Science, University of Utrecht
Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands.
Telephone: +31-30-531806 Uucp: uunet!mcsun!hp4nl!ruuinf!piet
Telefax: +31-30-513791 Internet: piet@cs.ruu.nl (*`Pete')
```

3287. Help: cartrige

Newsgroup: comp.sys.atari.st
Date: 1989-11-27 12:39:15 UTC
From: ebeam@nvpna1.prl.philips.nl
Message-ID: <790@prles2.UUCP>
Source record: 246559

Hi there,

1) A while ago i posted a question to the net about sampler software,
and someone dit send me some mail. But, i lost your file so
please mail me your adress again. (i think it came from sweden)

2) I would like to place some of my own programs in a cartrige, i know
how to place the headers in front of the cartrige but still
something goes wrong. I believe someone made a program to
convert 'normal' gem based programs to 'cartridge' programs.
So would someone please be so kind to send the program or
tell me where i can get it. I own a DELA Epromburner with
vveerryy old software and would realy start using the machine.

Otto Meijer Tel: (7)42667
WAGp 324 meijer::nvpnaa
Nat.Lab. ebeam@prle.prl.philips.nl
Holland (c) 1989

3288. GEM help needed over here, too

Newsgroup: comp.sys.atari.st
Date: 1989-11-27 13:04:07 UTC
From: chrisl@fulcrum.bt.co.uk
Message-ID: <1989Nov27.130407.25447@masalla.fulcrum.bt.co.uk>
Source record: 246560

I have several queries regarding the ST and GEM. My major question is:

How the heck do I get text into my GEM application windows??

I've managed to hack an example application so that it will make several windows and allow them to be moved around using the mouse, resized, fulled, and closed. My next major requirement is to get text into the windows. How do I do it? How do I change fonts? Please help -- it's getting urgent.

I'd also like to know more about operating the serial port. I tried to use the stdio functions (I'm using MWC 3.?), like fopen(), but I kept getting errors like `fundamental error' and `no error'. Eventually I resorted to using bios calls, but the program I've got still loses characters (presumably because it's not running fast enough). Can I get at the port without going through bios? Is there any way of installing an interrupt service routine and persuading the serial device to interrupt when there's a character or when it's ready to transmit? That way, I wouldn't have to poll it.

Thanks in advance...

-Chrisl.
--

Chris Parkin Lilley, CS1.2, BT Fulcrum, UK chrisl@uk.co.bt.fulcrum

3289. Re: Craft & TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1989-11-27 14:33:17 UTC
From: saj@chinet.chi.il.us
Message-ID: <1989Nov27.143317.2881@chinet.chi.il.us>
Source record: 246561

On the subject of shells: does any shell handle the UNIX element of here documents (the << mechanism)? I'm mostly familiar with msh, which doesn't
Steve J.

3290. Re: High density Floppies on ST

Newsgroup: comp.sys.atari.st
Date: 1989-11-27 14:48:23 UTC
From: pegram@uvm-gen.UUCP
Message-ID: <1348@uvm-gen.UUCP>
Source record: 246562

From article <3838@netmbx.UUCP>, by hase@netmbx.UUCP (Hartmut Semken):

> Hmm, TOS will step at 6,12,2,3 msec (with rate codes 0,1,2,3).
>Setting the controller to 6 msec and doubling the clock works for almost
> all 3.5 inch HD drives.
> >>It would also be hard to boot
from a floppy with this
>>mod (double - 16Mhz - clock for 1772 + formatter + "6"msec seek rate).
>>Do you have to have a seek rate setting boot sector on every boot
>>floppy and would that idea even work?
> > Sure, that should work, since no steps should be necessary to read the
> boot sector.
> I boot from harddisk...
> > If the HD-floppy does not work after modifying the ST, the step pulse
> width is a probable cause.
> In that case, use an edge-triggered monoflop (1-shot?? RBP III)to "resize"
> the pulse.
> hase
> -- > Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP

Thanks for all the info, Abacus books bite the dust again. I'll get a
HD 3.5 floppy drive and let the net know how my '85 520 likes it.
Could you please post how - where to get your HD formatter, I'm sure
others would also like to know. This is, after all, a real drive
upgrade and not that hard to do (wish Atari had thought of it, it's
also cheap - right up their alley). I will be checking to make sure
that 1772s can generally handle the 16 Mhz clock. Any more comments
anyone? Sure hope that different formats are noticed automatically, as I
think they are.
thanks,
Bob Pegram (pegram@griffin.uvm-gen.uvm.edu)

3291. Re: STe TOS BUG

Newsgroup: comp.sys.atari.st
Date: 1989-11-27 15:01:00 UTC
From: rehrauer@apollo.HP.COM
Message-ID: <4716947a.71d0@apollo.HP.COM>
Source record: 246563

In article <1816@atari.UUCP> kbad@atari.UUCP (Ken Badertscher) writes:
>A patch program should be available for the DESKTOP.INF bug you mentioned.
>It was unfortunate that some ROMs went into machines before we found that
>particular bug. A new STE ROM release has been made which fixes the problem.
>Only a few European versions of TOS were affected.

Interesting -- is this TOS v1.61? v1.8? Or are there ROMs which say "1.6"
which really contain different things?

--
--
>>"Aaiiyeeee! Death from above!"<< | Steve Rehrauer, rehrauer@apollo.hp.com
"Flee, lest we be trod upon!" | The Apollo Computer Division of H.P.

3292. Cold Reset

Newsgroup: comp.sys.atari.st
Date: 1989-11-27 15:07:20 UTC
From: R.D.Chafer@sysc.salford.ac.UK
Message-ID: <27.Nov.89.15
Source record: 246564

>Date: 27 Nov 89 07:29:14 GMT
>From: cs.utexas.edu!samsung!caesar.cs.montana.edu!blake!themod@tut.cis.ohio-state.edu
(Chris Hinton)
>Subject: Cold Start
>
> Help! I have search high and low, through every manual I could lay my
>grubby paws on, and yet I can find no documentation on how to perform a
>cold start from software. If some kind soul out there can send me code
>(C or Assembly preferable) I would be most appreciative.
>
> Thanks for your help.
>
> Chris Hinton
> themod@blake.acs.washington.edu
>

I have not tried this, so it may not work:
You could try zeroing the STs magic numbers and doing a soft reset. The
actual names of the system variables to zero escape me at present but
are probably something like 'memvalid' or 'stmagic' (They are set to PI
and e I think).
Robert Chafer

==========
From: Robert Chafer

Computing Centre Telephone: +44 61 736 5843 x 672 or x7328,
University of Salford,
Salford M5 4WT
UK

E-mail:
JANET: chafer @ uk.ac.salford.sysc
ARPANET: chafer%uk.ac.salford.sysc @ nss.cs.ucl.ac.uk
BITNET: chafer%uk.ac.salford.sysc @ uk.ac
or chafer%uk.ac.salford.sysc%ukacrl.bitnet @ cunyvm.cuny.edu

3293. Re: language (IMHO)

Newsgroup: comp.sys.atari.st
Date: 1989-11-27 15:46:04 UTC
From: dkhusema@immd4.informatik.uni-erlangen.de
Message-ID: <613@medusa.informatik.uni-erlangen.de>
Source record: 246565

BD05@DKAUNI2.BITNET (Roland Waldi) writes:

>After reading this digest several months, I had found that
>BTW = "by the way". But what is IMHO??
In My Humble opinion ?

3294. Re: AssemPro any good?

Newsgroup: comp.sys.atari.st
Date: 1989-11-27 15:47:39 UTC
From: fischer-michael@CS.YALE.EDU
Message-ID: <6710@cs.yale.edu>
Source record: 246566

In article <1192@electro.UUCP> ignac@electro.UUCP (Ignac Kolenko) writes:
>(btw, i really don't like mark williams c. (it comes with atari's developer's
>kit.) don't buy it. the only thing good
>about it is their manual and their support. otherwise its slow, doesn't
>support standard function value returning conventions (pointers are returned
>in D0, instead of A0), and their assembler makes life an incredibe pain.
>their dri object file converter didn't accept madmac object files, so
>you're stuck using their brain dead assembler. yuck!)

The -fm and -fmu switches cause madmac to generate MWC format object files.

==
| Michael Fischer |
| Arpanet: <fischer-michael@cs.yale.edu> |
| Bitnet: <fischer-michael@yalecs.bitnet> |
| UUCP: <fischer-michael@yale.UUCP> |
==

3295. Floppy Drive Problems?

Newsgroup: comp.sys.atari.st
Date: 1989-11-27 15:47:58 UTC
From: Mark@sersun2.essex.ac.uk
Message-ID: <2575@servax0.essex.ac.uk>
Source record: 246567

Greetings Programs,

I was wondering if any of you kind folk could help with a problem that I appear to have on my ST (I think it's an '87, rev. D 520). It's had a memory upgrade to 1 Meg. and the original 360k drive has been replaced with an NEC 720k device. The second drive is a 5.25" 40/80 track Power Computing device.

The problem is this, if I boot from my usual boot disk, which brings up my usual GEM environment, the system refuses to see drive B. It will format drive B, and you can open it, but all you see is `0 bytes in 0 items' irrespective of what's on the drive. Also if you try and copy a file from A to B a dialogue box pops up with, `This application cannot find the file or folder you just tried to access.'

Booting with a different disk appears to cure the problem, but, if I run Quikdex, drive B is only operating at 49% of what it should, normally I would expect to see 97%. (Drive A is behaving perfectly during all this BTW.) The other devation is the DMA test, which says B is operating at 197%, against the norm of 98%.

What's going on? Which bit of the system is cracking up? Do I send away the floppy or is the controller getting flaky?

Any help would be appreciated, thanks.

Mark Foster.

3296. Re: Modula2

Newsgroup: comp.sys.atari.st
Date: 1989-11-27 15:56:43 UTC
From: bartho@obs.unige.ch
Message-ID: <449@obs.unige.ch>
Source record: 246568

In article <24423@cup.portal.com>, buggs@cup.portal.com (William Edward JuneJr) writes:
>>A while back I did a translation of the Modula 2 docs from German to
>>English. I'll happily send it to anyone who wants, but if there are a lot
>>of copies, I stick it on the newsletter.
>
> I DEFINATELY WANT ONE! *8^)
Me too ! Thanks, Paul

| Dr Paul Bartholdi bartho@cgeuge54.bitnet |
| Observatoire de Geneve bartho@obs.unige.ch |
| 51, chemin des Maillettes 02284682161350::bartho (psi) |
| CH-1290 Sauverny 20579::ugobs::bartho |
| Switzerland +41 22 755 39 83 (fax) |
| +41 22 755 26 11 (tel) |
| no access to ftp ! +45 419 209 obsg ch (telex) |

3297. Re: Vapourware!!!

Newsgroup: comp.sys.atari.st
Date: 1989-11-27 16:10:15 UTC
From: koreth@panarthea.ebay.sun.com
Message-ID: <34831@grapevine.uucp>
Source record: 246569

In article <24502@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
[lots of stuff about GEnie and Neil Harris, the thrust of which is that he thinks Atari lied to him]

Unless you have some point to make, can we stop this discussion? What do you expect to gain by all this? Do you expect Atari to say, "Oh! Sorry, I guess we promised it, and we really developed it, so you'll have yours tomorrow!" or somesuch? If you do, you're being very naive. If you don't, why carry on with what seems like pointless, petty bickering over a moot point? It's not helping anyone, and it's not going to accomplish anything.

If you must reply, please use E-mail so nobody else has to pay to get this "discussion."

" !" - Marcel Marceau
Steven Grimm Moderator, comp.{sources,binaries}.atari.st
sgrimm@sun.com ...!sun!sgrimm

3298. MAC Emulator

Newsgroup: comp.sys.atari.st
Date: 1989-11-27 16:26:27 UTC
From: paulm@ccicpg.UUCP
Message-ID: <48960@ccicpg.UUCP>
Source record: 246570

I sorry for posting this here but my reply to the 'sender' just bounced.

I am VERY interrested in the MAC Emulator.
I've never used a 'MAC' but I am very interrested in trying one.
Buying Spectre 128 is just too much for something I'm not sure of.
If you need someone to re-post the code let me know, I can do that.

Thanx in advance!

.==.
| ### ######## ### | N O R T H | /==============\ |
| ### ### ### | A M E R I C A |< An STC Company >|
### ######## ########	(was CCI)	\==============/
UUCP: ...ccicpg!dl2!paulm	Paul L. Moreau
or ...ccicpg!dl1!paulm	Diagnostics Software Eng.
or ...ccicpg!paulm	Irvine, California
`=='

3299. Re: Shareware Mac

Newsgroup: comp.sys.atari.st
Date: 1989-11-27 16:48:43 UTC
From: scott@cs.odu.edu
Message-ID: <SCOTT.89Nov27114844@oswy.cs.odu.edu>
Source record: 246571

In article <5466@orca.WV.TEK.COM> jeff@quark.WV.TEK.COM (Jeff Beadles) writes:
> Wait-a-bloody-second-here...

> Does this mean that I should not go out and write a share-ware
> <insert generic type of program here> because it might hurt
> <insert generic software house/publisher/author>'s business?

Please do!
I would love to see an aaple][e, C64, vic20 emulator...
I also wouldn't mind a TI and sinclair emulator..

These things are great demos... if it wasn't for copyrights and legal
problems, I would suspect that there would be a lot more of these
gems written for every type of computer.

--

Scott D. Yelich scott@cs.odu.edu [128.82.8.1]
After he pushed me off the cliff, he asked me, as I fell, ``Why'd you jump?''

3300. Re: Is Spectre going MIDI>?

Newsgroup: comp.sys.atari.st
Date: 1989-11-27 16:49:56 UTC
From: dlm@druwy.ATT.COM
Message-ID: <4461@druwy.ATT.COM>
Source record: 246572

in article <8911220809.AA09458@ucbvax.Berkeley.EDU>, UUCJEFF@ECNCDC.BITNET (jeff beer) says:
> I heard a rumor that David Small is working on making Spectre handle
> MIDI in its Mac emulation. Is this true? Can sources close to Small
> confirm this?

Dave is considering supporting MIDI. But then he is considering lots of different things. There is also a 3rd party who is writing some MIDI software that works on either the Spectre or a real Mac. (Don't remember his name, he talked to Dave about some problems on Compuserve about a month ago).

Getting most Mac MIDI software to work may be impossible since most of the programs go directly to the Mac hardware timers for interval control. The STs hardware timers work differently and are at different addresses than the Mac programs expect.

I wouldn't hold my breath waiting for the Spectre to support MIDI. If (a really big if) it does happen it won't be anytime soon.

Dan Moore
AT&T Bell Labs
Denver
dlm@druwy.ATT.COM

3301. "kneecapping" and TOS piracy

Newsgroup: comp.sys.atari.st
Date: 1989-11-27 17:22:00 UTC
From: JOHNBARNES@ENH.NIST.GOV
Message-ID: <8911280802.AA18983@ucbvax.Berkeley.EDU>
Source record: 246573

Subject: "Kneecapping" by developers and TOS piracy

1. Kneecapping.

The conversation over a shareware alternative to the Spectre GCR seems to point up a tendency among some strains of Atari developers to pipe up and say "I can do what ..... only I can do it better". The result is that the software consumer is faced with a plethora of products and no information on which to make a valid judgement as to which is better.

In short, it often seems that developers are trying to shoot one another in the kneecaps while the users shakes his head and wanders off, disgusted. This appraoch may also reflect a lack of creativity in some corners of the hacker world.

It would be far better if users and developers could work together to iron out bugs and to improve existing products. If developers could find it in their hearts to make commitments to improve their products and if users would take a much more disciplined approach to documenting problems we might see growth rather than stagnation in the Atari software base.

For those who wonder what I mean, let me suggest the following as projects worthy of development:

Improvement or an alternative to the DMC LaserBrain to make it a truly viable Epson emulator for the SLM804. Most Epson users do not want to fret about fonts and the like. Just make it put the same amount of data on a page as the Epson does and make it understand all of the Epson escape sequences. Most Atari applications that output to the printer without fancy drivers (and there a lot of them) couch their ouptut in Epson terms.

Ditto for an HP LaserJet emulator. Make several, each corresponding to the various plug-in font cartridges. Just make it work like and HP.

How about an HPGL emulator for the SLM804? This would let us make proofs of drafting program output without having to have a pen plotter.

How about a CLI that looks like VAX/VMS DCL? U**X missionaires might be appalled, but some folks might enjoy speaking plainly to their machines.

How about devlopers' toolkit like Prototyper for the Mac? Let's make it so that anyone who can understand their problem can write a graphic interface for the program to solve it.

How about a nice presentation graphics program like Cricket Graph or Igor from the Mac World? Many of us need to make publication quality graphs and charts. Degas is not good enough.

I would like to hear about some genuine new products rather than vacuum ware (vaporware without any substance at all).

2. TOS 1.4 Piracy

There is a persistent rumor arounmd here that Atari Germany basically countenanced the widespread priracy of TOS 1.4 ROMs. This rumor came to me from a well placed source within Atari Corp. An equally well-placed Atarian (since retired), who was sitting at the same table, expressed the opinion that this was actually a good idea, because it would result in this greatly improved technology being disseminated much more rapidly.

Why Not, I ask? If people want to burn their own ROMS, why not let them? Atari should even provide diagnostic files that can be run to test the validity of user-generated ROMS. That way every serious user will soon be on the same footing and developers will no longer ve to fret about maintaining compatability with old releases.

Disclaimer: The opinions expressed above are personal opinions held by the author of this piece and in no way reflect positions taken by his employer.

3302. Re: Noisy 1040st??!!

Newsgroup: comp.sys.atari.st
Date: 1989-11-27 17:56:16 UTC
From: hcj@lzaz.ATT.COM
Message-ID: <867@lzaz.ATT.COM>
Source record: 246574

In article <1989Nov23.031757.9434@aucs.uucp>, 880139h@aucs.uucp (Rob Hutten) writes:
>
> My 1040st buzzes. It's not the monitor, it definitly comes from the
> machine itself. It's a real highpitched whiney buzz that seems to come

The power supply is inside the 1040st. Its probably a switching unit
and either the transformer laminations are loosining up or its dieing.

good luck

Howard C. Johnson
ATT Bell Labs
att!lzaz!hcj
hcj@lzaz.att.com

3303. HELP! inaccessible file within ARChive ...

Newsgroup: comp.sys.atari.st
Date: 1989-11-27 17:58:54 UTC
From: chris@ethz.UUCP
Message-ID: <2628@ethz.UUCP>
Source record: 246575

I`ve put an important text-file into an ARChive. When trying to extract it from there ARC.TTP gives an error about like the following:

THE FILE IS ARCHIVED USING 95 BITS; I CAN ONLY HANDLE 12

What can I do to get my file back?? Thanks VERY much for any help!

3304. Re: Cold Start

Newsgroup: comp.sys.atari.st
Date: 1989-11-27 18:39:02 UTC
From: hcj@lzaz.ATT.COM
Message-ID: <868@lzaz.ATT.COM>
Source record: 246576

In article <4642@blake.acs.washington.edu>, themod@blake.acs.washington.edu (Chris Hinton) writes:
>
> Help! I have search high and low, through every manual I could lay my
> grubby paws on, and yet I can find no documentation on how to perform a
> cold start from software. If some kind soul out there can send me code

From mtune!decvax.UUCP!minow Sun Sep 20 15:04:56 1987
Path: lzaz!mtune!whuts!homxb!mhuxt!mhuxm!mhuxh!mhuxo!ulysses!faline!bellcore!rutgers!mcnc!gatech!bloom-beacon!oberon!cit-vax!ucla-cs!zen!ucbvax!decvax!minow
From: minow@decvax.UUCP (Martin Minow)
Newsgroups: comp.sys.atari.st
Subject: Simple program to reboot an Atari ST
Message-ID: <152@decvax.UUCP>
Date: 20 Sep 87 19:04:56 GMT
Reply-To: minow@decvax.UUCP (Martin Minow)
Distribution: world
Organization: Digital Eq. Corp. - Merrimack NH.
Lines: 40

#if 0
This illustrates how to emulate the white button (warmstart) or
power-switch on an Atari. It *should* be compatible with the new roms.
Normally, you would add the guts to an existing program.

Martin Minow
decvax!minow
#endif

```
/*
* Reboot an Atari ST. This program is in the public-domain.
* Martin Minow, Arlington MA 02174, USA.
*/

#include <osbind.h>
#include <linea.h>

#define OS_memvalid (*((long *) 0x420L))
#define OS_memval2 (*((long *) 0x43AL))
#define OS_resvalid (*((long *) 0x426L))
#define OS_restart (*((int(*)()) 0xFC0000L))

main()
{
int hardboot;
long oldstack;
```

```
hidemouse();
Cconws("\033EX or x to hardboot, anything else to softboot: ");
hardboot = Cconin() & 0xFF;
oldstack = Super(0L); /* Get into super mode */
if (hardboot == 'X'
|| hardboot == 'x') {
OS_memvalid = 0L; /* Invalidate the OS */
OS_memval2 = 0L; /* "up and running" */
OS_resvalid = 0L; /* flags. */
}
OS_restart(); /* Imitate system reset */
Super(oldstack); /* We never get here */
}
```

Howard C. Johnson
ATT Bell Labs
att!lzaz!hcj
hcj@lzaz.att.com

3305. Shareware MAC

Newsgroup: comp.sys.atari.st
Date: 1989-11-27 18:44:32 UTC
From: harryk@bucsb.UUCP
Message-ID: <100@bucsb.UUCP>
Source record: 246577

Guys, I'm really surprised from the way a lot of people faced the possibility of a Shareware MAC emulation for the ST! I think the idea is great, and I don't see any reason for discouraging it! We live in a FREE(?) country, don't we? Any one is free to write any program he wants and distribute it in any way he likes I don't understand the logic of "a shareware mac would hurt David Small and thus the ST community". Small has done a GREAT job with the GCR, but it doesn't give him the right to have the monopoly of the MAC emulators on the ST
The german guys who wrote this shareware MAC, have every right to support the ir efforts. They 've probably spent as many hours as D.Small has, in order to finish their emulator;why should David be the king of Mac emulators for the ST? If this is the way things should be, then every Software House would make an application knowing that noone else will write something similar..and thus there is no reason for them to upgrade their product as often as they should! Competition forces authors to do their best. Take Lotus 1 2 3, as an example: it was the #1 bussines package, until Excel came out! Almost everyone accep- ted that Excel was better than Lotus...and some months later Lotus 1 2 3 announced the latest version of the progarm which is AWSOME!
You see guys, that's the way it goes! The Sharware MAC will HELP the ST world because it will force D.Small to create something even more advanced than GCR.

There is something more! Some people (like me) don't want to purchase the GCR just because they don't need it desperately, and they don't have $400 to spend! If I wanted a MAC, I would have bought one in the first place!I'm oversatisfied from my MEGA2. I 'm not saying that I don't like MAC emulators (i love 'em) but I don't want to spend $400 to get one! A shareware MAC would give me the chance to use a MAC for as much money I think it is worth it!

(The reasons for which I'd like to use a MAC are:
1. to play some PD games (i have a monochrome monitor, you know) during the breaks from my programming projects.

2. to get familiar with the MAC enviroment

3. if i find it useful,I may consider to port some of my programs to the MAC

IMHO it is not worth $400 just for these 3 things)

So, YES I will support the ALADIN, for the reasons I stated above, because I've seen an earlier ALADIN version running, and because Germans have proved they lo ve the ST and their software is almost perfect (Tempus, Modula-2,LABEL-EXPRESS)

****
to avoid any misunderstanding, I must state that:

1. I'm not German....I'm Greek

2. I have nothing to do with the ALADIN authors (and of course I don't take $ from them)

3. (to D.Small)
I think you understand what I tried to say! I have nothing against you; on the contrary, I think you are a real pro and I respect and admire you! GCR is awsome, and reading some of your published interviews, i say you are a PLUS for the ST community! I hope you agree it's awful that some people use your name to prevent others from getting recognition for their work!!!

****

I thank you all
for the time you spent
to read this article

HARRY KARAYIANNIS
3rd year Computer Science
Boston University

3306. Re: Blitter disappointment (was: Time to create comp.sys.atari.flames)

Newsgroup: comp.sys.atari.st
Date: 1989-11-27 19:01:56 UTC
From: kbad@atari.UUCP
Message-ID: <1819@atari.UUCP>
Source record: 246578

pa1329@sdcc13.ucsd.edu (pa1329) writes:

| Hmmm,. I wonder why is the Atari blitter so ineffective.

"Ineffective" is a pretty strong word. As has been mentioned, software speeder-uppers like TurboST and QuickST give a dramatic speed improvement because they solve the real bottleneck: software overhead.

The BLiTTER chip does what it was designed to do very well. That is, BitBlt operations are sped up tremendously. A large part of the graphics processing being done by many ST's is TEXT bit block transfer operations. As has been demonstrated by Wayne Buckholt and Darek Mihocka, it is possible, given room, to speed these up significantly. Fast, resolution specific blit dispatching and code combined with the BLiTTER chip is phenomenal.

As an aside, I should point out that our VDI guy has put a lot of work into the blit code for the TT, and it's pretty phenomenal _without_ hardware assist. One other thing that will give a noticeable improvement is the lack of Line F compression in STE and TT ROMs. The Line F compression adds a bit of overhead to AES operations, and desktop/window/dialog operations are noticeably sped up when the compression is gone.

| Its speed is no where comparable to the Amiga's blitter.

As I said above, I think the real problem is a software bottleneck. If it were possible to put the Ami blitter in ST's, you'd probably get similar results - albeit with a chip more powerful in terms of variety of operations.

--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

3307. Re: Atari ST MultitaskingMultiuser OSs

Newsgroup: comp.sys.atari.st
Date: 1989-11-27 19:11:00 UTC
From: dal@syntel.mn.org
Message-ID: <1989Nov27.191100.19090@stag.UUCP>
Source record: 246579

[mark@rpp386.cactus.org (Mark Lehmann) writes...]
> I just ordered MINIX today. Got it through a Book Store called "BOOKSTOP"
> which gives its members a 20% discount on products purchased there.
>
> Is MINIX really that bad. You make it sound like the worst kludge you
> ever saw. I wanted MINIX for multiuser, multitasking? Does it really
> destroy the hard drive? Is it compatible with the TOS file partitioning,
> or am I stuck to MINIX only when I install it on my hard drive. I was
> hoping to be able to use MINIX from one boot up and TOS from another
> boot up. Of course not running both OP/SYS simultaneously.

Minix has a few "design flaws" which limit it performance, notice I did
not say limit it CAPABILITY, only its PERFORMANCE. I've been hacking on
Minix for a while now working on improvements in this area. As with most
*NIXes, it doesn't protect you from yourself, thus you can slip-up and
trash lots of data if you do something you don't understand, or even if
you do something that should be reasonable but hasn't been tried by the
authors, if there's a bug hiding. There is a special program which allows
Minix to read/write TOS filesystems, but not vice-versa, and the partitioning
information is compatible. I have 106Mb divided into 5 TOS partitions and
3 Minix partitions. I run both OSes with a simple reboot to switch.

> From being a UNIX administrator, I am use to re-compiling the kernel.
> Is it really as tough as you say it is?

If you're used to recompiling the kernel to make changes, you should be
just fine. Most "end-users" aren't prepared to do this.

> The second reason that I am purchasing MINIX is to learn how to write
> operating systems. People have told me that MINIX is well supported.

I think Minix is a very useful platform for learning about OS internals.
Don't count on it being a shining example of the best way to do everything,
but it does get the job done and there's a lot to be said for "working
code" over "theoretically ideal designs".

> Thanks for the previous comments and any comments that you wish to append
> to this message.
>
> Mark Lehmann

In summary, Minix is _NOT_ currently an end-user OS. It's for people who
want to tinker with the OS, or the supporting tools, and who don't mind
getting their hands dirty to make changes. It is reasonable well supported
in the sense that there are a lot of very active users (and authors) in
the comp.os.minix newsgroup who can be very helpful and there is a steady

flow (or should I say FLOOD) of new hacks you can try from other people.
It is _NOT_ supported in the way most end-user would expect. The publisher
treats is basically like a book, and what kind of "support" is needed for
a book? You get the idea... :-)

\\ / Dale Schumacher 399 Beacon Ave.
\\ / (alias: Dalnefre') St. Paul, MN 55104-3527
>< ...umn-cs!midgard.mn.org!syntel!dal United States of America
/ \\ "What is wanted is not the will to believe, but the will to find out,
/ \\ which is the exact opposite." -Bertrand Russell

3308. Re: Gadgets by Small - Possible new '030 add-on board!

Newsgroup: comp.sys.atari.st
Date: 1989-11-27 19:31:39 UTC
From: kbad@atari.UUCP
Message-ID: <1820@atari.UUCP>
Source record: 246580

walkerb@tramp.Colorado.EDU (Brian Walker) writes:

| What did you do with the line F compression?
It's gone. Because of the larger ROM space in the STE, (and TT), the line F compression is no longer required to make the TOS ROM image fit. With the exception overhead gone, the AES moves along noticeably faster, too.
--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

3309. Re: Shareware Mac

Newsgroup: comp.sys.atari.st
Date: 1989-11-27 19:45:09 UTC
From: bro@eunomia.rice.edu
Message-ID: <3268@brazos.Rice.edu>
Source record: 246581

A few points:

1) In order not to violate Apple's copyrights, ROMS must be made available for this guy by way of a cartridge. That is going to be expensive, so the likely result is the shareware fee will be paid even less often than usual.

2) In fairness to David Small and as an obvious business move, don't make the cartridge steal his thunder. (His software has checks to make sure the ROMS are in one of his cartridges and aren't EPROMS. Making a cartridge to get around this like the Discovery cartridge tries to results only in OUTRIGHT PIRACY of his software for use with the alternate cartridge. Also, if the cartridge is compatible, VIRTUALLY NO ONE WILL EVER USE THE SHAREWARE SOFTWARE OR PAY THE FEE: they'll just use his software and hurt his business AND yours.)

3) Comparing David Small to Lotus is laughably self-serving, the kind of defense that pirates sometimes make: "No one gets hurt, only some big business..." David Small is a small businessman trying to make a living while producing outstanding technical achievements on a machine that much of the world can easily afford to ignore. The market for STs in general is too small to take the existence of such guys for granted: if they get burned enough, they'll just go work somewhere else. We cannot afford that. Dave Small sells STs with his work, and that helps keep my machine viable.

Disclaimer: These views are mine, not necessarily my organization's.

Doug Monk (bro@rice.edu)

3310. Re: File transferring...

Newsgroup: comp.sys.atari.st
Date: 1989-11-27 20:43:34 UTC
From: steve@thelake.UUCP
Message-ID: <1027891443342110@thelake.UUCP>
Source record: 246582

In article <9806@saturn.ucsc.edu>,
dstr012@ucscg.UCSC.EDU (10003012) writes ...

>Hello,
> Does anyone out there know of or use a background uploading/downloading
>program that is either shareware or public domain. I get on the net and
>download ALOT of things and it takes incredible amounts of time with a
>1200 baud modem and background downloading would really be great. Thanks
>in advance for any help.
>
> Roman Baker
> dstr012@UCSCG.UCSC.EDU

A "crippleware" program called STALKER was distributed on this network many months ago; it may be available at the archive sites. The demo version was limited to uploading (from you to a remote computer). To get downloading capabilities, you had to send money to the programmer.

It looked pretty good. However, the background operation was based on GEM pseudomultitasking. This means that any non-AES operations will bring the background task to a screeching halt. For example, I could upload to a BBS quiet easily while running GEM First Word, but as soon as I fired up MicroEMACS, a compiler, or even a command shell, the system halted because the foreground task had issued a blocking GEMdos system call (typically Bconin or Cconin). Well-written GEM programs are supposed to do most of their work by calling the Event Manager, which allows the background process to have a crack at the system as needed, but most of the software I use is non-GEM.

STALKER is a desk accessory, with all the limitations that accrue thereto. As I recall, the size of the file to be transferred was limited by a static buffer. The reason for this is that a GEM DA doesn't own any file handles; they belong to the foreground task, as far as the operating system knows. When a foreground task terminates, all files are closed and handles are released. This is death to the DA if it is writing periodically to an open file. Most DAs deal with the problem by doing only a single disk write.

I think the more appropriate solution would be to maintain an internal record of the file pointer, and to Fopen/Fseek/Fwrite/Ftell/Fclose each time the DA's own data buffer gets full. (This does leave the door open to a horrible mess if the user or another program touches the file or even changes a disk, but that's life.)

I think Eidersoft has marketed a commercial background file-transfer utility, but I have not seen it advertised in a long time.

I would like to see someone write a generic background file-transfer utility with a well-documented interface that could receive instructions from other programs using the GEM AES message-passing facility. Any volunteers? I'd love to do it myself, but I'm sort of tied up with some other stuff at the moment.

Of course, if Dave Beckemeyer releases RTX as he has hinted, the whole issue could become moot -- a program could spin off a real background file transfer process and not have to worry about living under the Event Manager's thumb.

-- Steve Yelvington, up at the lake in Minnesota
... pwcs.StPaul.GOV!stag!thelake!steve (UUCP)

3311. Mega chips & drive questions

Newsgroup: comp.sys.atari.st
Date: 1989-11-27 20:50:42 UTC
From: mjv@iris.brown.edu
Message-ID: <21653@brunix.UUCP>
Source record: 246583

I have several questions about chips in my Mega2.

I've been thinking about upgrading to TOS 1.4 and have read the messages about the weak power chips. I looked in my Mega2 and here are the chip numbers in order of 1-4 going from top to bottom on the board:

Rev. 5.0 Mega2 (made in/just before April 89)
1 - GD74LS244
2 - T74LS373B1
3 - GB74LS244
4 - T74LS373B1

My Mega is running on a two rom set. I'm wondering if I should have these replaced when I get rainbow TOS. The LS373's have a chip name of _ST_ . David Small mentions in the GCR manual that ones made by SCS are definitely bad, so are these LS chips also bad?

My current chips power the GCR just fine and even for extended periods of time too.
Should I try to wait for the two ROM set which Ken B. said has been made or get the 6 rom set now?

I also noticed that there was a very tiny board on top of the 68000 with a _SCST74LS74B1_ in it and a wire running to an unlabeled spot on the board just above and to the left of the 68000. Anyone know what its for? It seems like it was a rather last minute change and the glue job was very sloppy.

And a note to anyone who maybe interested; there are tracings on my board to the unused memory slots so it appears that I can upgrade to 4 meg. I compared my motherboard to the picture of the early Mega4 in STart a while back and they looked the same (except for the board on the 68000). I was not able to look at the MMU chip to check its ending letters (to see if it was one of the 2meg only kind) because I wasn't confindent about getting the bindings off. I'm not much of a hardware guy :-)

Has anyone else had problems getting the internal drive on Megas to work with the GCR? What exactly did you do to fix it. I just would like a better description of proceedures that D. Small gave in the read me file. I sure am glad I have external SF314 to read those Mac disks, loud as it may be.

Thanks in advance!

-- mjv@iris.brown.edu

"And, oh! Father Christmas, if you love me at all,
Bring me a big, red india-rubber ball."

A.A. Milne "Now We are Six"

3312. xmodem 1K

Newsgroup: comp.sys.atari.st
Date: 1989-11-27 21:26:00 UTC
From: KMGEE@UNO.BITNET
Message-ID: <8911280803.AA19233@ucbvax.Berkeley.EDU>
Source record: 246584

All,
I am looking for the protocal procedures of xmodem 1K. If anyone has the protocal I would appreciate a copy of it. I am trying to write a terminal program,
thanks very much.
Gonzo Gonzales

P.S. I don't know how you would reply but anyway I am a student at UNO with a CSCI account under CSCV2Z4F2120. Thank you once again.

3313. Re: Comments on STE -- (un)known facts

Newsgroup: comp.sys.atari.st
Date: 1989-11-27 21:45:17 UTC
From: apratt@atari.UUCP
Message-ID: <1824@atari.UUCP>
Source record: 246585

daniel@pkmab.se (Daniel Deimert) writes:
>mitsolid@acf5.NYU.EDU (Thanasis Mitsolides) writes:
>>>What it has
>>> [...deleted...]
>>
>>How much memory? What kind of a monitor? What resolution?
>>And what is the price? Just curious.
>1 Mb of memory in the 1040 STE, as I said it's is a slightly modified
>1040 ST.
>The same monitors as before. And as far as I can tell there's no change
>in resolution either [...]

The changes in video are as follows:

The color palette has 4096 colors, not the ST's 512. That's
four bits each for red, green, and blue. You still get the same number
onscreen at a time (4 or 16) but the shades can be finer, and you
can get 16 true grey levels.

The video address can be changed on a line-by-line basis.
This makes split-screen stuff really easy.

The video memory buffer can be larger than the screen.
The screen then becomes a "window" onto this larger canvas.

The video can start on any word boundary.

Each line can be delayed by any number of bits.

What this all adds up to is horizontal and vertical scrolling by bits,
and split-screen effects which are effortless and not memory- or
time-consuming. You can, for instance, load a large "landscape" into
memory, like a whole Gauntlet level, and slide the "window" around by
individual pixels, taking ZERO TIME rather than the huge time required
to move the memory around. In addition, you can have the static
(non-scrolling) part like the scores at the top or bottom: it won't
have to be moved around, copied, or anything.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

3314. Re: TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1989-11-27 21:50:50 UTC
From: apratt@atari.UUCP
Message-ID: <1825@atari.UUCP>
Source record: 246586

emmo@moncam.co.uk (Dave Emmerson) writes:

>In article <8911250801.AA16291@ucbvax.Berkeley.EDU>, AMEIJ@vax.oxford.ac.UK (Jan Ameij) writes:
>> Atari UK show no sign whatsoever of letting us UK ST owners have TOS1.4.
>How long have Atari kept the UK waiting for this now?

You mistakenly imply that Atari Corporation (the parent of all subsidiaries) has "kept the UK waiting." This is not the case. The UK has TOS 1.4. If they don't want to manufacture or ship it, that's their call. We don't tell them how to run their operations.

(I don't really know that much about the subs: for example, I think they order ROMs from Atari Taiwan. The point is that Atari Corporation has provided all subs with TOS 1.4, and from that point on it's up to the sub.)

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

3315. Re: Shareware Mac

Newsgroup: comp.sys.atari.st
Date: 1989-11-27 21:54:24 UTC
From: covertr@force.UUCP
Message-ID: <471805a1.14a1f@force.UUCP>
Source record: 246587

I wouldn't worry too much about a shareware Mac emulator hurting Gadgets By Small much. First, the German (formerly Aladin) only used the 64K ROMs, so many newer mac programs won't run. Second, Dave Small has provided outstanding support for his products.

If the shareware mac emulator were to compete with Spectre 128/GCR (tm) of Gadgets By Small, it will lose. As long as Dave Small and Company continue supporting Spectre/GCR.

So, go for it. The folks who buy the Shareware mac Emulator probably wouldn't have bought the GCR anyway.

But why buy the shareware?? GCR is NEW and WORKS and can read/write REAL mac floppies. So, why not buy it??

Figure, once you buy the hardware (which you only do once) you start buying software. And you will spend many hundreds of $$ on Mac SW. So, why skimp on the cost of the emulator?? The GCR is a bargain at twice its price!!

Rich Covert

3316. Re: A positive note..!

Newsgroup: comp.sys.atari.st
Date: 1989-11-27 22:04:18 UTC
From: covertr@force.UUCP
Message-ID: <47180e7c.14a1f@force.UUCP>
Source record: 246588

Another postive note:

My local Atari dealer is a fine gentleman named Henry Ahle who owns
and operates a store called Computer Works in Glendale AZ. Business
is going so good for him that Henry told me today that he is planning to
open a SECOND store in the Phoenix-Sun Valley area. That is VERY good news.
And it is attributed to Henry's support, after the sale, of his customers.
I have referred many friends to Henry simply because I KNOW that if their
machine EVER fails Henry can fix it.

My sister back in Illinois has a 1040ST which was struck by an AC power
surge during a thunderstorm. She shipped the 1040ST to me, and Henry had
it fixed in less than a week. It turned out that the switching power supply
died (but it protected the AC line fuse quite nicelt thanks :-)). But, the
thing is that Henry fixed it for less than it would have cost to send the
1040ST back to Atari for replacement.

So, a GOOD local dealer, like mine in Phoenix can make all the difference!!

Rich Covert

3317. Re: A positive note..!

Newsgroup: comp.sys.atari.st
Date: 1989-11-27 22:10:48 UTC
From: covertr@force.UUCP
Message-ID: <4718144e.14a1f@force.UUCP>
Source record: 246589

Another postive note:

My local ST dealer, Henry Ahle, just talked to me about his trip to Comdex. Henry was VERY happy with what he saw at Comdex. Henry saw the TT/p with the Atari 14" color monitor and the 19" monochrome monitor. Henry said that the color monitor was very crisp and legible, even for text. Henry was not pleased with the TT/p's cabinet, but was very happy with its operation. All in all, Henry thought that Comdex was good.

But for the Not So Positive Note:

Henry said that the STacy has passed FCC testing and should be shipping soon.

The 1040STe is next to be tested by the FCC. It probably won't ship until 1st Quarter 1990.

And the TT/p is the last to be FCC tested. Henry doesn't expect to see a TT/p until 2nd Quarter 1990.

Now, realize, these delivery dates are estimates given to a MAJOR ST dealer. so, they should be reliable.

Does ANYONE from Atari want to confirm these dates?? :-)

So, I guess you should be able to buy a STacy soon, but a TT/p will have to wait until next Summer. Sigh...

Rich Covert

3318. Re: ST Mouse

Newsgroup: comp.sys.atari.st
Date: 1989-11-27 22:31:34 UTC
From: covertr@force.UUCP
Message-ID: <471826df.14a1f@force.UUCP>
Source record: 246590

In article <684@winnie.fit.edu>, dcs60222@zach.fit.edu (ENRIQUEZ) writes:
> My ST mouse recently bit the big one and I have been investagating
> the idea of investing in a higher quality version. The question is
> "Is there third-party support for higher quality ST compatable mouses
> (or is that mice? :-)" or am I stuck with the, Icheap Atari version.
>

Practical solutions in Tucson AZ has a new ST mouse which is cordless,
hence the name Hampster. Anyway, that's what I call it. It has a small
box which attaches to your ST and you point the Hampster towards it. I haven't
bought one, but a friend of mine has.

My friend loves his Hampster. It has more resolution than the ST mouse, so
you have to move it less. And it doesn't have a cable getting in your way.

I don't have a price for it yet, but you should see ads for the Hampster soon.
It has a builtin microprocessor, so don't expect the Hampster to be cheap. I think
that it retails for $150, but I may be wrong.

Anyway, look for the cordless mouse from Practical solutions. It looks good.

rich covert

3319. Re: PortFolio as a marketing aid ?

Newsgroup: comp.sys.atari.st
Date: 1989-11-27 22:33:49 UTC
From: covertr@force.UUCP
Message-ID: <471828e2.14a1f@force.UUCP>
Source record: 246591

Atari had the standard two page advertisement for the Portfolio in
the TWA Airlines magazine when I flew over the Thanksgiving holiday.
It was fun to see it in an airline mag.

Rich Covert

3320. Re: Noisy 1040st??!!

Newsgroup: comp.sys.atari.st
Date: 1989-11-27 22:39:37 UTC
From: greg@sj.ate.slb.com
Message-ID: <1989Nov27.223937.19134@sj.ate.slb.com>
Source record: 246592

Opinions expressed are the responsibility of the author.

In article <1989Nov23.031757.9434@aucs.uucp> 880139h@aucs.UUCP (Rob Hutten) writes:
>
> My 1040st buzzes. It's not the monitor, it definitly comes from the
>machine itself. It's a real highpitched whiney buzz that seems to come
>from somewhere on the left side. What's more, the pitch of the buzz varies
>with whatever is going on on the screen, e.g. a higher pitch with a white
>background and lower pitch with a black background.

The Atari ST's use a switching power supply. Such power supplies
contain toroidal (donut-shaped) transformers wound on ceramic cores.
Sometimes the windings are loose enough that the high-frequency
switched magnetic fields causes them to vibrate on the cores,
producing the sounds you hear. You or your dealer could apply a
material called "corona dope" (usually used on television flyback
transformers) onto the toroids to stop the vibration.

This is a very common phenomenon with switching supplies.

Copyright 1989 Greg Wageman DOMAIN: greg@sj.ate.slb.com
Schlumberger Technologies UUCP: {uunet,decwrl,amdahl}!sjsca4!greg
San Jose, CA 95110-1397 BIX: gwage CIS: 74016,352 GEnie: G.WAGEMAN
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3321. HP Laser Jet IIp and the ST

Newsgroup: comp.sys.atari.st
Date: 1989-11-27 22:50:02 UTC
From: covertr@force.UUCP
Message-ID: <4718375a.14a1f@force.UUCP>
Source record: 246593

I have a 18 month old Atari SLM804 laser printer which I
am considering replacing. I have seen the HP LJIIp on sale
for $995.00. Well, it comes with only 1/2 meg of RAM and no
extra fonts or Epson emulator cartrs at that price.

Does anyone know if PageStream or Calamus or EasyDraw/TouchUp will
work with the LJIIp??

Does anyone know if the Spectre/GCR will print graphics at 300 dpi
on the LJ IIp??

Does anyone know if any of the IBM PC addons will print at 300 dpi
on the LJIIp??

do I need to add more memory to the LJIIp??

Do I need to buy more font cartridges for the LJIIp??

Do I need to buy the Epson emulator cartridge for the LJIIp??

Does Migraph have a good GDOS printer driver for the LJIIp??

does *ANYONE* have a good GDOS printer driver for the LJIIp??

How slow is the LJIIp compared to the SLM804??

How much does the toner cartridge cost for the LJIIp??

Does anyone use the HP LJIIp on thier ST??

Thanks everyone.

rich covert

3322. Re: Abbreviations (was: languages (IMHO))

Newsgroup: comp.sys.atari.st
Date: 1989-11-27 22:59:24 UTC
From: robert@infmx.UUCP
Message-ID: <2704@infmx.UUCP>
Source record: 246594

```
>
>Some common abbreviations:
>
> BTW By The Way
> RSN Real Soon Now
> IMHO In My Humble Opinion
> ASAP As Soon As Possible
> RCSU Richard Covert Shut Up
>
>:-}
>
```

OK, THX.

BTW, IMHO RCSU ASAP.

:^) :^) :^)

C U RSN,

RC

3323. Re: GEM HELP

Newsgroup: comp.sys.atari.st
Date: 1989-11-27 23:44:37 UTC
From: jg@hpldola.HP.COM
Message-ID: <11830066@hpldola.HP.COM>
Source record: 246595

daren@umbc5.umbc.edu Daren Arnold (C at University of Maryland, Baltimore Count writes:
>I wrote a little program to pop-up a menu whereever the left mouse button is
>clicked. The menu consists of a hand-built object tree, basically pretty simple
>stuff. The problem I am having is with the mouse pointer!! I know that the
>AES records the # of times you GRAF_MOUSE(M_OFF, 0L), and that you must
>issue an equal # of M_ON's to restore the mouse. My question: Is there anyway
>to over-ride this mechanism? If not, is there a way to find out how many times
>the mouse has been hidden (not counting mousehidden in msh!).
>I am using MWC 3.0.5, a .5meg ST, and the tos 1.0.

I believe that the VDI routine show_mouse(vdihandle, 0)
will accomplish the task.

-Joe Gilray

3324. Re: Rainbow TOS ROMs (AGAIN!)

Newsgroup: comp.sys.atari.st
Date: 1989-11-28 00:12:12 UTC
From: kbad@atari.UUCP
Message-ID: <1827@atari.UUCP>
Source record: 246596

ignac@electro.UUCP (Ignac Kolenko) writes:

| can you tell us with any great certainty if you will accept a trade from the
| 6 eprom set to the 2 rom set with no additional cost?????
I can't tell you with any certainty, but I can certainly offer my opinion.
It is my opinion that Atari will NOT accept trades. Why did you buy the
6 chip set in the first place if you don't feel you can use them?

| if we here at electrohome don't have to butcher our motherboard [...]
The modification to install 6 ROM chips in a machine currently using 2 ROMs
is in no way a butcher job. It is a simple, clean modification, which was
part of the original design of the machines when they went from 6 chips to 2.
It does, however, require some electronics and soldering experience.

| the 6 eproms make the atari feel like its a cheap clone of the real thing.
I can't believe what I'm reading here. EPROMs were made available due to
popular demand. Very few sets of EPROMs were sold: around 150, I'm told.
As soon as OTP's were available, _they_ were sold instead, and likewise
with masked ROMs.

If the "cheap clone" statement was intended to be a joke, it's a bad
joke. In case you can't tell, this is an extremely sensitive issue with
me personally, because I personally worked very hard to make the
Rainbow TOS ROMs available to developers and to the general public.
I am truly appreciative of all the Emails of thanks that I've gotten.
I also truly take complaints very seriously.

--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

3325. Re: Shifter II chip/ STE and TT

Newsgroup: comp.sys.atari.st
Date: 1989-11-28 00:23:25 UTC
From: kbad@atari.UUCP
Message-ID: <1828@atari.UUCP>
Source record: 246597

cs161fca@sdcc10.ucsd.edu ( ) writes:

| In some back issue of ST Report it was mentioned that the TT and
| the STE use the same graphic chip.

That is wrong. The TT shifter is different from the STE shifter. The TT shifter gives you the new TT resolutions (640x480 16 color, 320x480 256 color, and 1280x960 monochrome), with the enhanced palette of 4096 colors in color resolutions. The STE shifter has the enhanced palette, but not the new resolutions. The STE shiftger also allows fine screen scrolling by allowing arbitrary (wordwise) screen alignment. The TT shifter requires 8 byte alignment of screens. The two shifters are compatible in that they are located at the same place in memory. That's what gives us ST video compatibility on the TT. But it is not possible to use the STE shifter to get TT video modes.
--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

3326. Re: Still searching...

Newsgroup: comp.sys.atari.st
Date: 1989-11-28 00:32:08 UTC
From: kbad@atari.UUCP
Message-ID: <1830@atari.UUCP>
Source record: 246598

daniel@pkmab.se (Daniel Deimert) writes:

| I'm still looking for some kind of information about how to program
| the new chips in the STe.

Atari Corp. policy is that we offer developer support to registered developers, not to end users. I know how you feel about the issue, and I'm sorry if you feel "left out." It seems to me, though, that it just wouldn't be cost effective for us to offer the level of technical support we give to developers to end users.

Incidentally, developers who ask can get STE release notes from Atari. I believe it is a requirement to be "re-registered" under our new nondisclosure policy. This new registration is free of charge for registered developers and will allow us to provide better support to developers actively working on ST products. This is part of the improved developer support program which was announced at COMDEX. US developers can find out more by contacting Gail Johnson at Atari.
--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

3327. Someone at Sozobon listening ?

Newsgroup: comp.sys.atari.st
Date: 1989-11-28 01:13:10 UTC
From: michaelv@watzman.UUCP
Message-ID: <1641@watzman.UUCP>
Source record: 246599

[sorry for using this group. Please: NO FLAMES]

Could anyone at Sozobon Inc. please reply to this message ?
I've tried several times to send bug reports to you, but all mail bounced.
Thanks.

--

Michael Vishchers (michaelv@watzman.UUCP)
"Wer fuer alles offen ist, kann nicht ganz dicht sein." (unbekannt)

3328. Re: Shareware Mac

Newsgroup: comp.sys.atari.st
Date: 1989-11-28 01:32:06 UTC
From: jeff@quark.WV.TEK.COM
Message-ID: <5478@orca.WV.TEK.COM>
Source record: 246600

In article <3268@brazos.Rice.edu> bro@eunomia.rice.edu (Douglas Monk) writes:

>3) Comparing David Small to Lotus is laughably self-serving, the kind of
>defense that pirates sometimes make: "No one gets hurt, only some big
>business..." David Small is a small businessman trying to make a living while
>producing outstanding technical achievements on a machine that much of the
>world can easily afford to ignore. The market for STs in general is too small
>to take the existence of such guys for granted: if they get burned enough,
>they'll just go work somewhere else. We cannot afford that. Dave Small sells
>STs with his work, and that helps keep my machine viable.

I NEVER said that nobody would get hurt. In fact, I'm sure that this would
take some business away from GBS. However, I do not believe that David Small
deserves a monopoly on Mac emulators? What happened to free competition?
I used "Lotus" as an example. I could have said Antic. Should nobody else
write a terminal program just because they wrote Flash?? I feel that if
someone else wants to put together a "Shareware Mac", (and of course that
they don't try to steal from David's work) more power to them! I don't think
that David's work should be monopolistic, just as I feel that Avante Garde's
PC-DITTO shouldn't have 100% control over the market for PC emulators.

-Jeff

P.S. No, I'm not a customer of GBS. It's too pricey for me. I do own
PC-Ditto. It sits on the shelf and keeps the dust off of my desk.
--
Jeff Beadles jeff@quark.WV.TEK.COM

3329. Re: Shareware Mac

Newsgroup: comp.sys.atari.st
Date: 1989-11-28 01:39:14 UTC
From: tainter@cbnewsd.ATT.COM
Message-ID: <3346@cbnewsd.ATT.COM>
Source record: 246501

In article <5466@orca.WV.TEK.COM> jeff@quark.WV.TEK.COM (Jeff Beadles) writes:
>In article <6997@portia.Stanford.EDU> zimm@portia.Stanford.EDU (Dylan Yolles)
> writes:
>>- It would hurt the ST. David Small has done a great job with the Spectre,

>Does this mean that I should not go out and write a share-ware
><insert generic type of program here> because it might hurt
><insert generic software house/publisher/author>'s business?

[Analogy substituting Lotus for Spectre deleted]

>Jeff Beadles jeff@quark.WV.TEK.COM

There are two significant differences here. Lotus is sold for a premium price
so a shareware version could be expected to be successful and therefore
desirable and probably would be supported. Spectre is reasonably priced and
therefore a shareware version is not going to be particularly competitive
and therefore should be expected to be poorly maintained. Thus substituting
a poor piece of work for a good piece of work.

Lotus is sold high volume at high returns. It would not be expected that
a reduction in its sales would destroy the company. Spectre is sold low
volume with small margin, a reduction by 1/3 would probably be fatal to
Gadgets by Small.

--johnathan.a.tainter--
att!ihlpb!tainter

3330. SOUND CDED RUNNING ON SPECTRE

Newsgroup: comp.sys.atari.st
Date: 1989-11-28 01:42:55 UTC
From: MAXG@SUVM.BITNET
Message-ID: <8911280804.AA19421@ucbvax.Berkeley.EDU>
Source record: 246502

Well I've finally taken the plunge and started playing with sound on Spectre1.9. I'm using system 6.0.2, since this is what an informed source recommended I use on my MacSE. The problem I am having is as follows: When I get the control panel from the apple menu, I do not see the sound cdev in the left hand window (for that matter, I don't see the start-up device icon, either). I have the correct versions of the control panel and the sound cdev (because they are the same ones I'm using on my SE, and I have access to them on that machine's control panel). Does anyone have any ideas? I don't think this has anything to do with sound on the Spectre, because I haven't even gotten to hearing the actual sound yet...or--is it the case that Spectre doesn't actually support Apple's Sound cdev, and I need to get another?
Well, as usual...thanks in advance for any replies...post here or email directly to me at: maxg@suvm (bitnet) or ggreenbe@rodan.acs.syr.edu (internet).
---Gerry

3331. 2600 track=mouse Mod

Newsgroup: comp.sys.atari.st
Date: 1989-11-28 02:23:24 UTC
From: BGB100@PSUVM.BITNET
Message-ID: <89331.212324BGB100@PSUVM.BITNET>
Source record: 246503

Several people have asked me to post the description of the modifications to
and Atari 2600 trackball to have it work as both a joystick and a mouse for
the ST. Below is the semi-detailed plans I wrote up to perform this mod.
Let me know if any corrections are necessary. Thanks.

Atari 2600 Trackball -----> Atari ST mouse

Here are the mods necessary to convert an Atari 2600 Trackball for use
as a mouse for the ST. Notice that this mod will allow the trackball
to also function as a joystick depending on how the switch on the bottom
of the trackball is set (T=mouse, J=joystick). The only major drawback
of this mod is that the trackball has only one button...the left mouse
button. (but, hey, how many programs use the right mouse button?)

OK, here goes...
1. Figure out how to open the trackball.
There are a few (4?) screws on the bottom of the trackball. Once
the screws are out, you should be able to pry the top half off.
2. Take out the ball (looks like a billard ball!).
Look on the board for a chip marked 4019. If this chip is socketed,
you're lucky (the mod is much easier). If it is not, well...
In any case, this chip has to be removed. DON'T destroy it! It
is still needed. Normal CMOS precautions apply. Static can KILL!
--At this point, you should have the 4019 out of the circuit. If it
was not already in a socket, I would suggest putting a socket in.
3. Find the pins 1, 3, 5 and 7 on the 4019 chip. Use the diagram
below if you are not sure. Bend these pins up so that they point
either up or out to the side. These are the pins that will be used
for the 4 wires in this mod. They will not have to be reinserted
into the socket where the chip belongs.

```
__________
---> -|1 U 14|-
Bend these -|2 13|-
pins out ---> -|3 4 12|-
-|4 0 11|-
---> -|5 1 10|-
-|6 9 9|-
---> -|7 8|-
-------------
```

4. To make things easier to solder, reinsert the 4019 into the socket.
5. Now, 4 wires must be soldered into the circuit. Use the table
below to know which wires go where. All connections to the circuit
are either to the 4019 or to Test Points (TP) on the circuit board.

Pin # on 4019	Connection point
1	TP1
3	TP2
5	TP4
7	TP3

6. Recheck all the solder joints to make sure no solder bridges exist. Reinstall the billard ball onto the rollers.
7. Close up the trackball. Set the selector switch on the bottom of the trackball to T (trackball=mouse). Plug it into the ST and Boot up the computer. Try it out. All should be OK. If the pointer movement is not correct, then a connection was not properly installed. Pull everything apart and recheck.

You should now have a functioning track-mouse (or whatever you want to call it). I derived these plans from some I saw on the net for making the Atari trackball work on the Commodore Amiga. I have also seen plans for making the trackball work on the ST, but the joystick functioning was messed up.

If you have any problems/questions don't hesitate to send me a note at:
BGB100@PSUVM.BITNET
No guarantees on a quick reply (final exams and holiday break coming up in a few weeks). Also, I must include the standard disclaimer. I have built one of these and will be making another for a friend soon. I have experience in working with Atari computers and electronics. If you are not sure of yourself, ask someone you know for help. I don't mean to discourage anyone from trying, but I cannot take responsibility for anyone else's mistakes. If I have made an error in these plans, I appologise. If you find a critical mistake, please let me know.

With all of that said, Good luck and happy trackballing!

Bruce Blanar

=-=-=-

3332. Commodore Amiga mouse->ST

Newsgroup: comp.sys.atari.st
Date: 1989-11-28 02:33:25 UTC
From: BGB100@PSUVM.BITNET
Message-ID: <89331.213325BGB100@PSUVM.BITNET>
Source record: 246504

Below is a decription of the mod need to be made to a Commodore Amiga mouse
to get the mouse to work on an Atari ST. The Amiga mouse offers a faster
(slightly) tracking rate and two very comfortable buttons to use. The
mod is easy to do and provides a very nice mouse. Enjoy!

Commodore Amiga mouse -------> Atari ST mouse

This is the mod for a Commodore Amiga mouse conversion to ST mouse. No
big deal about the difficulty of the conversion, but still be careful
about what you do. I have included the original wire order by color so
that if you do mess something up, it is here. If the wires in your
mouse are different colors, I suggest writing down the color order before
starting in case you switch the wrong wires. Then you can go back to
START and begin again.

OK...here it is. All it involves is switching two wires on the connector
going to the mouse circuit board. I'll give the before and after views e
of the connector wires in order from back to front (of the mouse).

```
Before To use on an Atari ST
--------- ------------------------
Black Black
Blue Blue That's it!
Brown -----\ /-------- Yellow
Orange \/ Orange
White /\ White
Yellow -----/ \-------- Brown
Red Red
Grey Grey
```

Like I said, the mod is not difficult. The standard disclaimer applies.
I cannot take responsibility for any misfortunes that may befall you
because of your using these plans for the mod. I have performed this
mod and I know it works. I ripped the whole mouse apart trying to figure
it out before I found out I just had to switch two wires. If you need
help with the mod, ask someone you know who has the expertise to do it.

Good luck!

Bruce Blanar

```
=-=-=-
```

voice: (814)862-8036 |

3333. Encouraging support

Newsgroup: comp.sys.atari.st
Date: 1989-11-28 06:32:38 UTC
From: dbsuther@PacBell.COM
Message-ID: <31070@pbhya.PacBell.COM>
Source record: 246505

In article <1817@atari.UUCP> kbad@atari.UUCP (Ken Badertscher) writes:
|Bob_BobR_Retelle@cup.portal.com writes:
|
|| Neil Harris was the "Director of Marketing Information" [...]
|| He promised the blitter upgrade, many times.. officially.
[Text deleted]
|One other thing - I never would have come to work for this company if
|I thought that its basis of operation was fraudulent. Your innuendo is
|getting extremely tiresome on the net, and the only reason I bothered to
|respond to this particular message was to toss some facts at your attack
|on Neil Harris. If it is your intention to chase all Atari personnel off
|the net with your venom, then believe me, you are coming close to succeeding.
|--
| ||| Ken Badertscher (ames!atari!kbad)

Please stop and think about the desired effect, and the actual effect of these messages. We want Atari to hear our needs and questions. We want the good will of the employees who monitor the net. We profit from the accessability the net provides.

Why are we bashing Atari like little kids? Ken, Allan Pratt and others have taken the time to reply to my questions and requests many times. They have listened when bugs were reported. They have produced some great improvments in very little time.

Ken, Allan and the rest: My thanks for supporting the community for free. My thanks for getting TOS 1.4 out of the door. My thanks for the "rainbow utilities" (FREE). As a programmer I can sympathize with your situation. It's unreasonable to expect more from a small staff. Please get the powers that be to get some more KNOWLEDGABLE bodies in there to help.

There seem to be a lot of "experts" out there in netland who should be willing to each tackle 1 bug/enhancment each :-) Thers's quite a few programmers too!

Dan Suthers, Analyst, Pacific Bell
uucp: {backbone}!pacbell!pbeos!dbsuther

Youth's a difficult time, and it gets harder the longer you try to draw it out.

3334. C++ on ST?

Newsgroup: comp.sys.atari.st
Date: 1989-11-28 08:20:47 UTC
From: dhp@stl.stc.co.uk
Message-ID: <2455@stl.stc.co.uk>
Source record: 246506

Are we ever likely to see a commercial C++ compiler on the ST?

Having got fed up with seeing yet another C compiler being released (there must be 10 or so now) I contacted the UK distributor of Lattice C. Apparently Lattice have a C++ *translator* for the Amiga but do not intend to release it on the ST until they see how well version 5 of their C compiler sells (in UK, Europe, USA ?).

g++ I hear you say - too big and no support I reply.

Rather than flood the net with mutual complaint messages I suggest any of us who do want to see a commercial C++ compiler on the ST contact the appropriate distributors and compiler developers and lobby them.

Alternatively, are there any C/C++ developers listening who are adventurous enough to release the *first* accessible Object-Oriented language for the ST? (NB Little Smalltalk is not suitable for large scale development and the Dortmund Smalltalk-80 is too expensive (about 600 sterling) and needs 4Mb)

Apologies for posting this item as a followup, I haven't figured out how to post direct yet and 'g mod.announce.newusers'did not work!.

David Price, dhp@stl.stc.co.uk
STC Technology Ltd., London Road, Harlow CM17 9NA,England.
Telephone: +44 279 29531 Ext. 2637.
Telex: 81151 STL HW G
Fax: +44 279 29531 ask for Fax machine or +44 279 441551

3335. Re: AssemPro any good?

Newsgroup: comp.sys.atari.st
Date: 1989-11-28 09:31:42 UTC
From: neil@cs.hw.ac.uk
Message-ID: <3832@brahma.cs.hw.ac.uk>
Source record: 246507

In article <6710@cs.yale.edu> fischer-michael@CS.YALE.EDU (Michael Fischer) writes:
>The -fm and -fmu switches cause madmac to generate MWC format object files.

Amazing! Landon Dyer said that Madmac could do this but never said how.
Thanks Mike.

What annoys me is that I have a manual for Madmac version 0.11 (Alpha) and an executable version 1.00 (Oct 1987). I hope this works.
With the advent of Rainbow TOS there has been a new release of Madmac and ALN but (fingers in ears folks :-)
ATARI UK ARE GIVING OUT NEITHER THE ROMS OR UTILS TO DEVELOPERS AND I AM ROYALLY PISSED OFF ABOUT IT!!!!

To Ken Badertscher (Atari US):
I thanked you earlier this year for downloading my net article and forwarding it to the appropriate Atari Corporation executives. Sadly there has been no action yet despite 4 letters to Bob Katz (Atari UK), the last of which was registered. If you can get me any help I would be eternal2ly grateful.

Generally again:
The deliberate suppression of Rainbow TOS in the UK is punishing the ST here. TOS 1.4 took a long time to finish but I believe that wait is worth it but when it is released right across the world but not in the UK that is more than I can take. Many others feel like I do that this is causing a lot of people to quit the ST. Such is the frustration that someone once suggested that UK ST owners should get US images and convert them (screen freq, keymaps , whatever it takes etc).

I believe we paid 500 pounds for the Developers kit back in 1986 and since then we have got only Madmac, ALN and 2 newsletters the last of which was in November 1987. The list of things we want developer info about gets longer by the day. When will Atari UK support us? Perhaps if they were led to believe that we were developing the all singing all dancing program that would help sell 200,000 ST's a year we would get support.

Currently our only source of info seems to be Atari US employees, most notably Allen and Ken, who use the net.

+---+
! DISCLAIMER: Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "can I have SPAM instead of baked beans?"!

+--+

3336. Re: SOUND CDED RUNNING ON SPECTRE

Newsgroup: comp.sys.atari.st
Date: 1989-11-28 09:57:59 UTC
From: rvanzuylen@wldwst.enet.dec.com
Message-ID: <6390@shlump.nac.dec.com>
Source record: 246508

In article <8911280804.AA19421@ucbvax.Berkeley.EDU>, MAXG@SUVM.BITNET writes:

>Well I've finally taken the plunge and started playing with sound on
>Spectre1.9. I'm using system 6.0.2, since this is what an informed
>source recommended I use on my MacSE. The problem I am having is as
>follows: When I get the control panel from the apple menu, I do not see
>the sound cdev in the left hand window (for that matter, I don't see the
>start-up device icon, either). I have the correct versions of the
>control panel and the sound cdev (because they are the same ones I'm
>using on my SE, and I have access to them on that machine's control
>panel). Does anyone have any ideas? I don't think this has anything to
>do with sound on the Spectre, because I haven't even gotten to hearing
>the actual sound yet...or--is it the case that Spectre doesn't actually
>support Apple's Sound cdev, and I need to get another?
>Well, as usual...thanks in advance for any replies...post here or email
>directly to me at: maxg@suvm (bitnet) or ggreenbe@rodan.acs.syr.edu
>(internet).
>---Gerry

Spectre (as of 2.3) does not support the new Sound Manager routines Apple added in System Tools 6.0.2 and above. Yell at Dave Small. :-) The Sound Master CDEV works, however, since it doesn't use the new Sound Manager.

The Sound CDEV (and the World CDEV, too) will not show up unless the system has extended parameter RAM. It stores the settings in there. The Spectre has neither extended nor standard "battery backed-up" parameter RAM. Only the Mac Plus and up has extended PRAM. A hack, "Disk Param", will simulate the normal PRAM by saving it as a disk file. The extended PRAM can be simulated with another hack, XPRAM, which was originally written for 512KE owners. Eventually, some nice Mac programmer will write one slick INIT just for Spectre owners (or Mac owners with dead PRAM). :-)

Also, if you press ALTERNATE and the "+" key on the numeric keypad, the system will think you are a Macintosh Plus (which, it assumes, must have extended PRAM). NOTE: For some reason, it doesn't completely think you are a Plus if you are running System Tools 6.0.4. It normally thinks you are a 512KE.

Ron S. van Zuylen + rvanzuylen%wldwst.enet@decwrl.dec.com
Digital Equipment Corporation + decwrl!wldwst.enet!rvanzuylen
Cupertino, California USA

3337. Re: What/Where is the latest version of

Newsgroup: comp.sys.atari.st
Date: 1989-11-28 10:44:54 UTC
From: glk01126@uxa.cso.uiuc.edu
Message-ID: <111500071@uxa.cso.uiuc.edu>
Source record: 246509

```
In the docs for 2.0e it states that it is probably the last version
as it is bug-free to his knowledge and finished as far as his
needs go...
```

3338. RE: TOS 1.4 Eprom'd

Newsgroup: comp.sys.atari.st
Date: 1989-11-28 10:45:07 UTC
From: glk01126@uxa.cso.uiuc.edu
Message-ID: <111500072@uxa.cso.uiuc.edu>
Source record: 246510

I've already seen advertisements for not only TOS1.4 epromed, but bug fixed as well for $65.00. If I decide to upgrade, you can be sure that I'd trust a pirated EPROM bugfixed version from some guy who I know KNOWS how to program than a corporation selling me another version with bugs for 60% more money! I'd offer up the address, but some law abiding reader would probably turn him in.

-Spieu!

KUDOS to people who see a need and fill it.

3339. RPN calculators.

Newsgroup: comp.sys.atari.st
Date: 1989-11-28 11:28:44 UTC
From: n-waters@NIMR.MRC.AC.UK
Message-ID: <8911281128.AA28666@nimsn41.>
Source record: 246511

Help!!
I presently use a commercial product called 'Partner ST'. It is quite good as a multi accessory but it occupies a lot of space. Fine on my mega 4 at work but a real pain on my 1040 at home, and as for my even lower paid side kick who can only afford a 520, well..... The only part of the accesory that I use constantly is the Reverse Polish Notation calculator (like an HP calc). Query? Does anyone know of a good PD desk accessory RPN calculator? An address would be good a UUcode even better. Thanks in advance.

Dennis Summerbell.

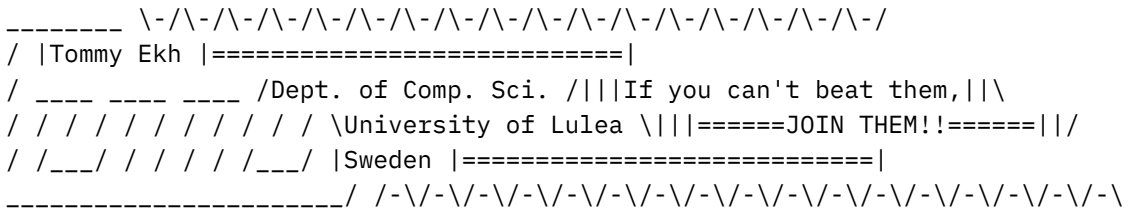
3340. eiffel

Newsgroup: comp.sys.atari.st
Date: 1989-11-28 12:00:06 UTC
From: p88-teh@sm.luth.se
Message-ID: <660@tau.sm.luth.se>
Source record: 246512

Hi out there!

Does anybody know an ftp-site (or else) from where I can find Eiffel or
Smalltalk for my 520?

Thanks in advance.



3341. Re: Shareware MAC

Newsgroup: comp.sys.atari.st
Date: 1989-11-28 13:09:32 UTC
From: jtrewORGY@eagle.wesleyan.edu
Message-ID: <4123@eagle.wesleyan.edu>
Source record: 246513

In article <100@bucsb.UUCP>, harryk@bucsb.UUCP (Harry Karayiannis) writes:
>
> Guys, I'm really surprised from the way a lot of people faced the possibility
> of a Shareware MAC emulation for the ST! I think the idea is great, and I don't
> see any reason for discouraging it! We live in a FREE(?) country, don't we? Any
> one is free to write any program he wants and distribute it in any way he likes
> I don't understand the logic of "a shareware mac would hurt David Small and
> thus the ST community". Small has done a GREAT job with the GCR, but it doesn't
> give him the right to have the monopoly of the MAC emulators on the ST

The thing with a Mac emulator is that no matter what, you have to spend $140 on
the ROMs. So what does it matter if you spend $20 for a shareware one or a bit
more for a commercial one? The shareware one probably wouldn't "sell" anyway.
It just seems silly for a lot of different people to invest a lot of time
making a Mac emulator when the product already has several incarnations on the
market. The time would be better spent making a Commodore 64 emulator, for
example. (And some way to pipeline the ROMs out of a real 64... enough people
own these anyway such that it wouldn't be illegal or unfeasible for each buyer
to get them legally that way).

> There is something more! Some people (like me) don't want to purchase the GCR
> just because they don't need it desperately, and they don't have $400 to spend!
> If I wanted a MAC, I would have bought one in the first place!I'm oversatisfied
> from my MEGA2. I 'm not saying that I don't like MAC emulators (i love 'em) but
> I don't want to spend $400 to get one! A shareware MAC would give me the chance
> to use a MAC for as much money I think it is worth it!
>
Again, unless you plan on getting the ROMs illegally a shareware Mac is not
going to cost much less than the commercial one...

> (The reasons for which I'd like to use a MAC are:
> 1. to play some PD games (i have a monochrome monitor, you know) during the
> breaks from my programming projects.
>
> 2. to get familiar with the MAC enviroment
>
> 3. if i find it useful,I may consider to port some of my programs to the MAC
>
> IMHO it is not worth $400 just for these 3 things)

Is it worth $360? (I expect a shareware Mac would cost about $20, and the
commercial software could probably be had for not much more than $60... I am
assuming your $400 comes from a Mac disk drive & 128k ROMs).

>
> HARRY KARAYIANNIS

As a side note... there is on the Amiga now a pirated version of the A-Max Mac emulator which has the ROMs on disk. (I've seen it). I think a shareware version, especially one which supports putting the ROMs on disk directly, would have the immediate side effect of giving everyone in the Atari ST community (which has been heralded for its piracy) a free, highly illegal, Macintosh.
--
James A. Treworgy -- No quote here for insurance reasons --
jtreworgy@eagle.wesleyan.edu jtreworgy%eagle@WESLEYAN.BITNET

3342. Calamus

Newsgroup: comp.sys.atari.st
Date: 1989-11-28 14:01:57 UTC
From: arneso@IFI.UIO.NO
Message-ID: <8911281401.AA08045@valfar.uio.no>
Source record: 246514

Where can I get hold of PD fonts for Calamus?

---
arneso@ifi.uio.no - Arne Sommer "Powder to the People"

3343. STFAX.PRG or STFAX.TOS

Newsgroup: comp.sys.atari.st
Date: 1989-11-28 14:27:00 UTC
From: 01659@AECLCR.BITNET
Message-ID: <8911290802.AA11504@ucbvax.Berkeley.EDU>
Source record: 246515

One user in our UG wants to know if anyone has compiled an assembly language code that appeared in Antic a couple of years ago. The code, STFAX, is used for capturing satellite imaging data.

If anyone on the NET has the compiled code, could he/she forward an encoded version to me?

Thanks in advance, Greg

3344. Re: Shareware Mac

Newsgroup: comp.sys.atari.st
Date: 1989-11-28 14:45:11 UTC
From: hase@netmbx.UUCP
Message-ID: <3870@netmbx.UUCP>
Source record: 246516

In article <5676@umd5.umd.edu> matthews@umd5.umd.edu (Mike Matthews) writes:
>> I think it is a dead item. Supporting a file containing the
>> 128K roms may be a good idea since I could borrow someone's Spectre
>> cartridge, read in the roms & store them in a file... Illegal,
>> but private...
>I hope Apple doesn't see that. You could/would be in mucho big trouble if they
>did.

I hope, Pit will not make this mistake; Apple would take legal action in
this case - and win, of course.

>
>I kinda hope that this shareware Mac thing specifically checks for illegal ROMs.
How?
I suspect Pit to read in the ROMs from a standard ROM cartridge (this
simple thing with 2 sockets and a 7400 that plugs to the cartridge port
and offers 128 KBytes of ROM); it would be impossible to tell original
chips from copies in EPROM.
But it would leave responsibility to the user; the author of the
software does not suggest the user to do anything illeagal...

hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
Dennis had stepped up into the top seat whet its founder had died of a
lethal overdose of brick wall, taken while under the influence of a
Ferrari and a bottle of tequila. (Douglas Adams; the long dark teatime...)

3345. Re: Shareware Mac

Newsgroup: comp.sys.atari.st
Date: 1989-11-28 15:22:00 UTC
From: hans@duttnph.tudelft.nl
Message-ID: <1005@dutrun.UUCP>
Source record: 246517

After all the (probably justified) compliments to Small's gadget, let me remark here that I know the makers of Aladin to be capable of producing an excellent emulator. Aladin has been around for years and has been very satisfactory for a number of people around here. If the shareware mac is of the same quality but uses 128k roms, I'd be very interested.

By the way, all those (u.s.) people who would feel that a shareware Mac would be unfair to Dave Small suggest that capitalism is into as much a decline as communism :-)

Hans

==========

Hans Buurman | hans@duttnph.tudelft.nl | hans@duttnph.UUCP
Pattern Recognition Group | 31-(0)15-78 46 94 |
Faculty of Applied Physics | Delft University of Technology
Disclaimer: I don't have a real Atari, I use a shareware emulator on my Junior Computer (1 Mhz. 6502, 1 k ram & rom). I am myself emulated on a

3346. Re: Comments on STE -- (un)known facts

Newsgroup: comp.sys.atari.st
Date: 1989-11-28 15:26:25 UTC
From: scott@cs.odu.edu
Message-ID: <SCOTT.89Nov28102625@oswy.cs.odu.edu>
Source record: 246518

> What this all adds up to is horizontal and vertical scrolling by bits,
> and split-screen effects which are effortless and not memory- or
> time-consuming. You can, for instance, load a large "landscape" into
> memory, like a whole Gauntlet level, and slide the "window" around by
> individual pixels, taking ZERO TIME rather than the huge time required
> to move the memory around. In addition, you can have the static
> (non-scrolling) part like the scores at the top or bottom: it won't
> have to be moved around, copied, or anything.

This sounds a lot like the old 8bits capabilities....
--

Scott D. Yelich scott@cs.odu.edu [128.82.8.1]
After he pushed me off the cliff, he asked me, as I fell, ``Why'd you jump?''

3347. Fuer Pit Captain

Newsgroup: comp.sys.atari.st
Date: 1989-11-28 15:34:36 UTC
From: hase@netmbx.UUCP
Message-ID: <3872@netmbx.UUCP>
Source record: 246530

Hallo!

Mein mailer mag Deine Adresse nicht.
Schreibst Du bitte nochmal Deine Adresse an

hase@netmbx.UUP
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
Dennis had stepped up into the top seat whet its founder had died of a
lethal overdose of brick wall, taken while under the influence of a
Ferrari and a bottle of tequila. (Douglas Adams; the long dark teatime...)

3348. midi recorder/playbacker

Newsgroup: comp.sys.atari.st
Date: 1989-11-28 15:59:21 UTC
From: logajan@ns.network.com
Message-ID: <1989Nov28.155921.9129@ns.network.com>
Source record: 246519

Someone requested a midi recorder-playbacker.

Here is my entry -- in GFA Basic.

```
PRINT "Simple midi recorder/playback program." ! by John Logajan, Nov 27, 1989.
DIM bt%(10000),btt%(10000) ! 10,000 midi bytes and 10,000 byte times.
done=0
WHILE done=0
INPUT "Enter, r=record, p=play, s=save, l=load, q=quit ";c$
IF c$="r"
GOSUB record
ENDIF
IF c$="p"
GOSUB play
ENDIF
IF c$="s"
GOSUB keep
ENDIF
IF c$="l"
GOSUB revue
ENDIF
IF c$="q"
done=1
ENDIF
WEND
END
REM
REM
REM
PROCEDURE record ! Record yourself on the midi keyboard.
WHILE INP?(3) ! Throw away buffered junk.
x=INP(3)
WEND
PRINT "It would probably be a good idea to power off/on your midi instrument"
PRINT "at this time to insure that it sends a proper select channel function"
PRINT "(which it should do upon playing the first key.)"
PRINT
PRINT "Begin playing on your midi instrument."
PRINT "Press any key on the Atari keyboard to exit recording mode."
st%=TIMER ! Start time as a reference.
bc%=0 ! Zero byte (midi event) counter.
WHILE NOT INP?(2) ! Loop until Atari key pressed.
IF INP?(3) ! Test for midi incoming byte.
```

```
INC bc% ! Increment the event counter.
bt%(bc%)=INP(3) ! If incoming byte, save byte in byte array.
btt%(bc%)=TIMER-st% ! Also save relative time byte arrived.
ENDIF
WEND
x=INP(2) ! Throw away useless key pressed.
RETURN
REM
REM
REM
PROCEDURE play ! Play back your creations.
st%=TIMER-btt%(1) ! Get playback start time as a reference.
FOR j%=1 TO bc% ! Do each saved event -- when it is time --
WHILE btt%(j%)>TIMER-st% ! -- by delaying until it is time --
WEND
OUT 3,bt%(j%) ! -- and then sending event (byte) to the midi.
NEXT j%
RETURN
REM
REM
REM
PROCEDURE keep ! Save your magnum opus works.
fn$=""
WHILE LEN(fn$)=0 ! I won't allow zero length file names.
INPUT "Enter name of file to store this musical work of art in";fn$
WEND
PRINT "... saving file ..."
OPEN "O",#1,fn$
FOR j%=1 TO bc%
WRITE #1,bt%(j%),btt%(j%)
NEXT j%
CLOSE #1
PRINT "File saved."
RETURN
REM
REM
REM
PROCEDURE revue
fn$=""
WHILE LEN(fn$)=0
INPUT "Enter name of music file you wish to hear played";fn$
WEND
PRINT "... loading ..."
OPEN "I",#2,fn$
bc%=0
WHILE NOT EOF(#2)
INC bc%
INPUT #2,bt%(bc%),btt%(bc%)
WEND
CLOSE #2
```

```
PRINT "File loaded and ready to play."
RETURN
```

--
- John M. Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428 -
- logajan@ns.network.com, john@logajan.mn.org, Phn 612-424-4888, Fax 424-2853 -

3349. Re: Is Spectre going MIDI>?

Newsgroup: comp.sys.atari.st
Date: 1989-11-28 16:03:19 UTC
From: ramsiri@blake.acs.washington.edu
Message-ID: <4662@blake.acs.washington.edu>
Source record: 246520

In article <4461@druwy.ATT.COM> dlm@druwy.ATT.COM (Dan Moore) writes:
>in article <8911220809.AA09458@ucbvax.Berkeley.EDU>, UUCJEFF@ECNCDC.BITNET
>(jeff beer) says:
>> I heard a rumor that David Small is working on making Spectre handle
>> MIDI in its Mac emulation. Is this true? Can sources close to Small
>> confirm this?
>
> I wouldn't hold my breath waiting for the Spectre to support
>MIDI. If (a really big if) it does happen it won't be anytime soon.
>
>
> Dan Moore
> AT&T Bell Labs

Anyway... there's lots of great midi software for the ST...
and in general, the ST has surpassed the MAC in this arena in
both performance and choice. While it might be nice to emulate
a MAC midi program, I am almost sure you may find a program in the
ST world that is equal and likely better. I think David realizes this
and is therefore reluctant to spend his efforts in that direction.

I do recognize, however, the prevalence of MACs in the studio
environment, and that it would be nice to simply bring a disk
to a studio if an ST is no where to be found. Two solutions:
1) Buy a STacy.. if they ever go into production.
2) Save your ST midi files in standard midi file format and
copy them onto your Spectre formatted disks.. take them to
the studio and use the studio's mac gear. (I don't know if
this is possible since i haven't yet bought GCR. WHile
I plan to buy GCR, it will be for reasons other than music).

An aside: I found out yesterday that NOTATOR will NOT work
with Jim ALlen's Turbo16 board. Jim told me that C-LAB was at
COMDEX and couldn't get the program to run with the
accelerator board nor on the TT/P. Why? All has to do with
PIRACY.... NOTATOR uses a dongle that hangs off the cartridge
port for copy protection. Jim explained to me that the
timing of the read will only work on a normal ST... but he
assured me that C-LAB should have no problems writing a
quick fix for it. I then called the national rep for C-LAB
and had a long talk with him. We were interuppted by another
phone call... but i did let him know how disappointed i was
with the news. Also, i let him know that it didn't please me
that when i get GCR, i will have to be constantly turning my
machine off, removing the NOTATOR dongle, reinserting

GCR etc.. rebooting.. every time i switch applications.
He agreed that the wear and tear on both the cartridge ports and
the cartridges would likely create problems in time.

MORAL: PIRACY only HURTS us ALL.

Solution: C-LAB produced the "Combiner" which allows
4 cartridges to hang off the cartridge port. Cost: $349.00.
NOT a "solution" I can implement at this time.

-kevin
ramsiri@blake.acs.washington.edu

3350. ST/STE ROMs (was: Re: Gadgets by Small - Possible new '030 ...)

Newsgroup: comp.sys.atari.st
Date: 1989-11-28 16:05:51 UTC
From: verwer@ruuinf.cs.ruu.nl
Message-ID: <2109@ruuinf.cs.ruu.nl>
Source record: 246521

In article <1820@atari.UUCP>, kbad@atari.UUCP (Ken Badertscher) writes:
> walkerb@tramp.Colorado.EDU (Brian Walker) writes:
> | What did you do with the line F compression?
> It's gone. Because of the larger ROM space in the STE, (and TT), the line F
> compression is no longer required to make the TOS ROM image fit. With the
> exception overhead gone, the AES moves along noticeably faster, too.

Why didn't Atari use large ROMs for the 1040 in the first place? Using
line-F makes upgrading to a 68020 and a floating-point coprocessor really
difficult. Now it also appears that exception overhead seriously affects
AES-speed 8-(!
Were ROMs so expensive at the time that Atari felt they should decrease
ROM-size at any cost, or is this a problem of the MMU, or what?
Will there ever be a chance for 1040 owners to use a larger ROM-set,
thus being able to painlessly use a 68020 running standard TOS? Is it
possible to make a hack and solder the extra ROMs in? Or would you have
to replace the whole motherboard with an STE-board (which has the same
case anyway)?
I'm not complaining, just wondering, so send flames to /dev/null (or the
trash can).

Nico Verwer @ Dept. of Computer Science, University of Utrecht, The Netherlands
verwer@cs.ruu.nl +31 30 533921

3351. Chip Woes.....

Newsgroup: comp.sys.atari.st
Date: 1989-11-28 16:25:15 UTC
From: JJL101@PSUVM.BITNET
Message-ID: <89332.112515JJL101@PSUVM.BITNET>
Source record: 246522

I know this may be an old topic....but I really would like to stop having
to drop my ST before I boot it to work properly :) I know its a looses
chip problem (at least pretty sure it is), but don't know which it is.
Often, to get the 520 ST with 1 meg upgrade (EZram (old version)) to boot
up properly I have to drop the machine from about 3 inches, and most of the tim
e it will then work fine.....can anyone out there please give me some advice
before I end up giving the thing a concussion! :)

Thanks!

****
* J.J. * JJL101@psuvm.bitnet *
* * Penn State Center for Academic Computing *
* John Lehett * Computational Mathematics *
****

3352. Re: Comments on STE -- (un)known facts

Newsgroup: comp.sys.atari.st
Date: 1989-11-28 17:27:43 UTC
From: chad@norge.dec.com
Message-ID: <1715@hiatus.dec.com>
Source record: 246523

Distribution: world
Organization: Digital equipment Corporation, Nashua NH

Return of the 8bits! Allan Pratt's description of the way video memory is addressed and divided up reminds me of the Atari 8bits and the power there! Sounds neato!

Chad
DEC has no opinions!
The Amiga may be able to do it too but this is comp.sys.atari.st
---

3353. For Sale:520ST RGB & Software $475

Newsgroup: comp.sys.atari.st
Date: 1989-11-28 17:37:36 UTC
From: rona@hpdml93.HP.COM
Message-ID: <15480002@hpdml93.HP.COM>
Source record: 246524

I've decided to sell my 2nd Atari system. I already have a
1040 system and bought this one for my wife. Unfortunately,
she hasn't shown a lot of interest.

HARDWARE:

Atari 520ST 1/2 Meg of memory
Atari RGB Color monitor
Atari Single Sided 3.5" floppy drive
For $50 more I'll add:
Star Gemini 10X Printer (sorry, I can't include the
cable as I upgraded my printer
and never bought another)

SOFTWARE:

1st Word (Easy to use Word Processor)
ST Basic
VIP Professional (Lotus 1-2-3 Clone)
DEGAS (Color Drawing Program)
Top Gun (fly around, shoot 'em up game)

2 disks of Ron's favorite PD software
(or YOUR favorites if you know what
you want, I probably have it!)

$475 Takes all. Add $50 if you want the printer.
I will consider any reasonable offer.

email: rona@hpdml92.HP.COM
phone: 1-208-323-4293 (days)
377-9021 (nights)

3354. Does anyone know where to get VHS-sized labels?

Newsgroup: comp.sys.atari.st
Date: 1989-11-28 17:40:00 UTC
From: rehrauer@apollo.HP.COM
Message-ID: <471c2a69.20b6d@apollo.HP.COM>
Source record: 246525

(Just saw some LabelMaster questions go by, and it reminded me to ask this...)

Well, does anyone know of a source for blank adhesive labels that are of a suitable size for the front and/or side of a VHS video cassette? They needn't be on sheets that have pinfeed edges, though that certainly wouldn't be cause for complaint. I've looked around at various label sources, but none of them carry anything that better than roughly conforms to the dimensions I want...

--

>>"Aaiiyeeee! Death from above!"<< | Steve Rehrauer, rehrauer@apollo.hp.com
"Flee, lest we be trod upon!" | The Apollo Computer Division of H.P.

3355. RE: INFO-ATARI16 Digest V89 #708

Newsgroup: comp.sys.atari.st
Date: 1989-11-28 17:54:00 UTC
From: FRACHEL@UMIAMI.MIAMI.EDU
Message-ID: <8911290803.AA11643@ucbvax.Berkeley.EDU>
Source record: 246526

Hello,

I am wondering if anyone can give me the going prices on a Mega-2 and Mega-4
(Without Monitor or anything, just CPU and Drive)

Also, does anyone know of any Atari Dealers In New Jersey?

Frank Rachel
Bitnet:FRACHEL@UMIAMI

3356. Re: "kneecapping" and TOS piracy

Newsgroup: comp.sys.atari.st
Date: 1989-11-28 18:11:32 UTC
From: whack@nmsu.edu
Message-ID: <434@opus.NMSU.EDU>
Source record: 246527

In the previous post, it was commented that what was needed
was some commitment by developers to improve their porducts
and for there to be a wider variety of products porduced.
Some products were suggested including SLM drivers, graphics
packages, and so forth.

I would like to comment that some of the need for products like
the Spectre GCR and PC-Speed(and others like them) arises from
the fact that there is software available on those machines which
are in ways better developed that ST software. I congratulate
the developers of the emulators for making that software available
to ST users, but I must ask software developers to fill in the
gaps with ST software.

Personally, I am in need of a professional package to display data
for publication (akin to Mongo on the Sun's). As a result, I am
working to develop software on another machine with some other people
to do this. I would like to extend the invitation to more experienced
ST/GEM programmers to help me produce a ST version. It is this kind
collaboration that is necessary in the ST world. Aren't there enough
terminal emulation programs already!!??

I hope the ST developers group really gets going and takes the initiative
in this area. I would also hope that Atari would support such
development. Let's hear it for some variety and quality.

Warren J. Hack
Grad. Student
New Mexico State University

Internet: whack@nmsu.edu

Disclaimer: Only I am responsible for what I say (God help me).

Warren J. Hack Dept. of Astronomy, New Mexico State
whack@nmsu.edu "I'm just a poor grad. student"

{Insert std. disclaimer here}

3357. 'Form' math prog details....

Newsgroup: comp.sys.atari.st
Date: 1989-11-28 18:57:31 UTC
From: JJL101@PSUVM.BITNET
Message-ID: <89332.135731JJL101@PSUVM.BITNET>
Source record: 246528

Does anyone have any details on the Form symbolic math program?
What is the minumum set-up it takes.... etc. Use, applications.....

Thanks for any info.

****
* J.J. * JJL101@psuvm.bitnet *
* * Penn State Center for Academic Computing *
* John Lehett * Computational Mathematics *
****

3358. PC Ditto II / Where are You?

Newsgroup: comp.sys.atari.st
Date: 1989-11-28 19:55:00 UTC
From: 01659@AECLCR.BITNET
Message-ID: <8911290806.AA12333@ucbvax.Berkeley.EDU>
Source record: 246529

Once again Avant-Garde has put its answering machine on message only. I cannot even leave a message re:Ditto II shipping dates. Does anyone have any current info on when Ditto II will finally ship? I am getting tired of waiting and am just about to ask for my money back and consider PC Speed.

Right now, digest listings are not forth coming from LISTSERV@CANADA01 so any replies on this matter will have to be sent to me directly. Thanks in advance to anyone who replies.

Does anyone from Avant-Garde access this net?

Thanks, Greg

P.S. Spectre GCRs are all over the place around here and everyone is happy, happy, happy. Too bad poor Avant-Garde cannot join the party!

3359. Re: Comments on STE -- (un)known facts

Newsgroup: comp.sys.atari.st
Date: 1989-11-28 20:28:13 UTC
From: esp_05@jhunix.HCF.JHU.EDU
Message-ID: <3421@jhunix.HCF.JHU.EDU>
Source record: 246531

You know, except for the color palette, I knew a computer with the new features of the STe. I think it was called the Atari 800. Hardware scrolling, ability to reload video shifter address every line, etc...
EMR

3360. Re: Still searching...

Newsgroup: comp.sys.atari.st
Date: 1989-11-28 20:49:57 UTC
From: covertr@force.UUCP
Message-ID: <471cd37a.14a1f@force.UUCP>
Source record: 246532

In article <1830@atari.UUCP>, kbad@atari.UUCP (Ken Badertscher) writes:
> Atari Corp. policy is that we offer developer support to registered
> developers, not to end users. I know how you feel about the issue,
> and I'm sorry if you feel "left out." It seems to me, though, that it
> just wouldn't be cost effective for us to offer the level of technical
> support we give to developers to end users.
>
> --
> ||| Ken Badertscher (ames!atari!kbad)
> ||| Atari R&D System Software Engine
> / | \ #include <disclaimer>

Ken, I know that you are the wrong person to ask but since you read USENET here goes. I have asked John Townsend on GEnie the same (only yesterday) and I expect him to respond there.

I understand that REGISTERED developers can buy Atari hardware at a discount (I heard 50%). I have been investigating IBM PCs, Amigas, and Macs, and I still feel that GEM/AES/VDI is easier to program on than the systems on the other machines. I own a Mega ST4 (etc) and might be interested in buying a TT/p (even with all of its shortcomings) if I could get it at a Developer's 50% discount.

But, while I am writing some ShareWare programs (mainly to support FoReM ST) I haven't tried to develop COMMERICAL programs. So, would my ShareWare programs qualify me as an Atari Developer?? Or would I have to go to the trouble (and expense) of selling my programs?? I make enough money at my fulltime job that the small amount I would make off of my FoReM utilities wouldn't mean much to me. The programs are only of interest to FoReM system operators.

But, it would be nice to buy a TT/p at the developer's price. In fact, that is the ONLY way I would buy a TT/p. And maybe I coulf think of some commerical applications for it once I get it.

So, what are the requirements for a registered developers?? John Townsend has said on GEnie that RDs need to submit a Business Plan and Products to Atari, or already have sold ST products. That leaves me out, as all I want is to sell some small ShareWare programs.

Rich Covert

3361. Re: STe TOS BUG

Newsgroup: comp.sys.atari.st
Date: 1989-11-28 20:59:28 UTC
From: kbad@atari.UUCP
Message-ID: <1832@atari.UUCP>
Source record: 246533

rehrauer@apollo.HP.COM (Steve Rehrauer) asks:
| are there ROMs which say "1.6" which really contain different things?

Yes there are! The STE_FIX.PRG knows which version needs the fix and
which version doesn't. The program is available in the countries
to which the earlier dated ROM revision was released. All a user needs
to do is run STE_FIX and it will refuse to install itself if the TOS
version doesn't need the fix.

Incidentally, the original 1.6 revision has an os_date in the os header
of 0x07291989, the corrected revision is dated 0x10171989 (that date
ring any bells for anyone? ;)

--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

3362. Re: "kneecapping" and TOS piracy

Newsgroup: comp.sys.atari.st
Date: 1989-11-28 21:12:07 UTC
From: koreth@panarthea.ebay.sun.com
Message-ID: <34850@grapevine.uucp>
Source record: 246534

In article <8911280802.AA18983@ucbvax.Berkeley.EDU> JOHNBARNES@ENH.NIST.GOV writes:
>Why Not, I ask? If people want to burn their own ROMS, why not let
>them? Atari should even provide diagnostic files that can be run to
>test the validity of user-generated ROMS.

I agree. I've been to two Atari dealers a number of times (most recently San Jose Computer a couple of hours ago, which is why I'm motivated to write this,) and have always been told that they were out of 1.4 ROMs. If I had a binary image of the thing, I could go put it on EPROMs and have it in my machine tonight, as could a number of Atari-owning friends of mine.

I realize that Atari doesn't want to deal with trying to support hundreds of modified versions of 1.4, which would inevitably arise if the OS were released in this way. There are two solutions to that problem. The first, and easiest, is to put something like

THIS CHIPSET IS PROVIDED AS A COURTESY TO THE ATARI COMMUNITY,
AND IS NOT AN OFFICIALLY SUPPORTED RELEASE. ATARI ASSUMES NO
RESPONSIBILITY FOR PROBLEMS ARISING FROM ITS USE. FOR THE
LATEST OFFICIAL OPERATING SYSTEM RELEASE, SEE YOUR LOCAL DEALER.

in the Desktop "About..." dialog box. Then Atari will be able to separate the real 1.4ers from the EPROMmed ones, and deal with each appropriately. (Actually, ideally the startup code would do a CRC or checksum on the OS image, inserting that message if it found a difference -- but putting it there all the time is fine, too.)

The second is to really do interim OS releases on disk. Apple and Commodore have been doing that for years, and they haven't had the problems Atari is afraid of. I don't expect this to happen, but it would be nice.

So far I've restrained myself from finding someone with 1.4 and just copying the whole kit and kaboodle to disk; I'd rather have an official set of chips. I imagine many others are in the same position. They, and I, aren't going to hold off much longer.

Well, that's my turn on the soapbox. Standard disclaimer here.

" !" - Marcel Marceau
Steven Grimm Moderator, comp.{sources,binaries}.atari.st
sgrimm@sun.com ...!sun!sgrimm

3363. Re: Rainbow TOS ROMs (AGAIN!)

Newsgroup: comp.sys.atari.st
Date: 1989-11-28 21:21:01 UTC
From: ignac@electro.UUCP
Message-ID: <1213@electro.UUCP>
Source record: 246535

In article <1827@atari.UUCP> kbad@atari.UUCP (Ken Badertscher) writes:
>ignac@electro.UUCP (Ignac Kolenko) writes:
>
>| can you tell us with any great certainty if you will accept a trade from the
>| 6 eprom set to the 2 rom set with no additional cost?????
>I can't tell you with any certainty, but I can certainly offer my opinion.
>It is my opinion that Atari will NOT accept trades. Why did you buy the
>6 chip set in the first place if you don't feel you can use them?
>

because that's all that you were offering if you wanted the upgrade. sheesh.
don't worry, i'm not getting personal ... :-)

>| if we here at electrohome don't have to butcher our motherboard [...]
>The modification to install 6 ROM chips in a machine currently using 2 ROMs
>is in no way a butcher job. It is a simple, clean modification, which was
>part of the original design of the machines when they went from 6 chips to 2.
>It does, however, require some electronics and soldering experience.

imho, a butcher job requires the cutting of pins and soldering in things
that weren't originally there. a simple, clean mod would mean simply changing
a jumper, or replacing a rom. anyways, enough semantics.

with a bit of work, we got the 6 sockets in, removed the 0 ohm resistors
that you guys were using as jumpers and put in real jumpers so that we
can switch back and forth between the original 2 rom set to the 6 eprom set.
makes it kind of nice this way. (why weren't real jumper pins used anyways??
cost reductions???) (don't take this personally, i'm just curious!!)

>| the 6 eproms make the atari feel like its a cheap clone of the real thing.
>I can't believe what I'm reading here. EPROMs were made available due to
>popular demand. Very few sets of EPROMs were sold: around 150, I'm told.
>As soon as OTP's were available, _they_ were sold instead, and likewise
>with masked ROMs.
>
>If the "cheap clone" statement was intended to be a joke, it's a bad
>joke. In case you can't tell, this is an extremely sensitive issue with
>me personally, because I personally worked very hard to make the
>Rainbow TOS ROMs available to developers and to the general public.
>I am truly appreciative of all the Emails of thanks that I've gotten.
>I also truly take complaints very seriously.

sorry to offend you ken, but originally, all that was available was the
eprom set. now i hear that masked programmed roms are available, and you
say that you will not accept a trade: eproms for masked programmed roms.
to me, having eproms instead of the roms just doesn't make me feel like

i've got my full money's worth. anyways, that's my opinion, and i didn't
mean to offend you, as i said earlier. accept my apology ken.
(i've got tech questions that need answering) :-)

anyways, in a posting i did a couple of weeks ago, i stated that when
our department at electrohome got our dev kit, everything was a mess inside
the box, whereas some developers in the states got binders and stuff. what
is the status on this. will ALL developers get this treatment??

and furthermore, with our tos 1.4 upgrade, the release notes, as i stated
in that posting as well, were shrunken down photocopies which are not
all that readable. little things like this make atari look like a joke. since
we did pay our developers fee, can we *please* get proper, readable notes
for the tos 1.4 upgrade. i would like to hear an answer on this. i feel
as a developer, i'm entitled to an answer.

and finally, thanx for tos 1.4. no more complaints! :-)

--
=====Ignac A. Kolenko (The Ig) watmath!watcgl!electro!ignac=====
co-author of QuickST, and the entire line of Quick Shareware!!!!
"I don't care if I don't win, 'cause I don't care if I fail"
from 'Youth Of Today' by SUBURBAN DISTORTION

3364. tos 1.4 problem?

Newsgroup: comp.sys.atari.st
Date: 1989-11-28 21:36:18 UTC
From: ignac@electro.UUCP
Message-ID: <1214@electro.UUCP>
Source record: 246536

over the last couple of weeks, we've developed (for internal use only, unfortunately) a co-processor board for the atari mega st which will communicate to the electrohome JAZZ digital video effects processor. this allows the atari to talk to the processor to tell it to do things like video zooms, rotations, and special effects like checkerboard wipes, etc.

anyways, now that the board is working, i've begun to write some software and i've come across a peculiar problem. we have 128K of RAM mapped in at $C00000 to $C1FFFF. (these are addresses that the developer docs say are reserved for mega expansion boards). we have tos 1.4 installed in our system.

in my software, i wanted to be able to the following:

```
wHandle = Fcreate ("image.bin", 0);
if (wHandle >= 0)
{
Fwrite (wHandle, 0x20000L, (char *)0xC00000L);
Fclose (wHandle);
}
```

and the converse when restoring the data back into that addresses space.

now, what happened when this was run was that the computer locked up. the hard disk light stayed on solid (but no writing was being done). if the address of the buffer is changed to something in main memory, there are no problems.

is this a problem with the atari DMA? is there anything special that needs to be designed into RAM on a mega expansion board to allow DMA to occur? does the DMA chip croak if you attempt to do an Fread/Fwrite outside of main memory (i've also noticed that trying to Fwrite ROM writes out complete garbage)?

anyone else noticed these problems???

an answer on this soon would be appreciated. (who's the hardware guru at atari??)

also, is it possible to order replacement blitters??? our's is not behaving properly anymore (bus errors when certain blitter locations are accessed, but everything works fine when the blitter is turned off in the desktop.inf file)

--
=====Ignac A. Kolenko (The Ig) watmath!watcgl!electro!ignac=====

co-author of QuickST, and the entire line of Quick Shareware!!!!
"I don't care if I don't win, 'cause I don't care if I fail"
from 'Youth Of Today' by SUBURBAN DISTORTION

3365. How to get new members??

Newsgroup: comp.sys.atari.st
Date: 1989-11-28 22:31:58 UTC
From: covertr@force.UUCP
Message-ID: <471d2ea5.14a1f@force.UUCP>
Source record: 246537

I am the new President of the Phoenix Atari ST Club here in
Phoenix AZ. We have only about 25 active members in our club,
and I would like ideas from other club members on how to recruit
new members.

Phoenix is part of a metropolitian area of about 2 million people.
We have 2 or 3 stores which sell ST products, the best being Computer
Works in Glendale AZ. Henry sells 2-5 STs each day, so there SHOULD
be a lot of people who aren't members of our club but who have STs.
Our Club only has a cash reserve of $800 so we can't buy paid advertisement
on comeerical TV.

So, how can we get the word out about our club??

Are there any other STers out there who belong to a club?

What about you folks across the Big Pond. How do your ST Clubs
work??

Right now we are in the process of splitting from the original 8bit
Atari club. We are planning on using the Michigan AIM magazine as our
newsletter as we are too small to do our own. AIM would be mailed to
each of our paidup members. We would submit our Club minutes, which
would appear in the AIM magazine.

We have published our own small newsletter called PHASTE using PageStream
and the SLM804 laser printer. That has gone well.

One member suggested printing up ST CLub business cards which would be
included with each ST sold by Computer Works. Henry Ahle (CW owner) would
go along with this. Another idea is to include a free AIM magazine with
each ST sold.

We are also planning to mail a postcard to each paidup member a week before
each meeting. But that doesn't get new members. Our ST Club sponsors a fulltime
2400 baud BBS called ST BASE in Phoenix. Club members can d/l PD files from
ST BASE w/o charge. This encourages ST Club membership. But not all ST owners
have 2400 baud modems.

We could try advertising on the local access channel of the Phoenix cable TV
system. But would that get new members?

And finally, our ST Club meets in the large room of a Church. The room isn't
air conditioned and has a large noisy refrigator. It is not a nice area to meet,
especially during the summer when it gets over 115 degrees here in Phoenix.
Where do other ST clubs meet?? When I was a member of the Chicago Area Computer
Hobbyist Exchange (cache) we meet in a community (two year) college in Chicago.

The college was locate on a bus route so folks could get there. Unfortunately, colleges want big bucks around here to use their rooms, and our club can't afford them. Any ideas about where to hold meetings??

As you can see I would really like to see more new members. I think that a strong local club is an asset for both novice and experienced computer owners. I have learned a lot just helping folks use their STs.

And finally, is there ANYTHING that Atari can do to help us?? I don't know who to contact at Atari. I don't believe that our Club was ever registered with anyone at Atari. Maybe someone at Atari could give me ideas on how to attract new members. I would be open to any suggestion.

Rich Covert

P.S. I was drafted for this position, and didn't want it. But now that I am Club Prez I want to encourage folks to join, and really expand our little club. That way next time, someone else can have the thrill of saying that they are club pres!

P.P.S. I was vice president of a Denver club back in 1986/1987 and we had the same problems there. But we meet in a Denver High School classroom. It was an 8bit club and I am not sure what has happened to it since I moved from Denver.

rec

3366. Re: Re: Craft & TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1989-11-28 22:45:46 UTC
From: bobw@hpsad.HP.COM
Message-ID: <750029@hpsad.HP.COM>
Source record: 246538

>I have Craft 2.0 Program Development Environment (shell and editor)
>from ComMedia. To my disappointment the shifted cursor keys stopped
>functioning as I upgraded to TOS 1.4 (Swedish version). Any similar
>experiences? Actually, the same problem was present when using
>KBEXT by Ronald Waldi.
>
>BTW, Craft is my favourite shell, I don't use gulam, my earlier
>favourite, any more. To be able to pipe and set mydate = `date`
>and play much more creatively with shell variables is sufficient
>to make the difference to me. I am just a happy customer, nothing
>else.
>
>lippu@csc.fi
>----------
>
Tell us more about Craft, please. How much does it cost and where do
I get a copy?

---------- ----------
Bob Waltenspiel	e-mail: bobw@hpsad (hplabs!hpsad!..)
ATE Software Team	Telnet: 794-3091
HP Signal Analysis Division	AT&T: (707) 794-3091
1212 Valley House Dr.	HPDesk: Bob WALTENSPIEL/HP5300/A0
Rohnert Park, CA 94928-4999	HP Mailstop: 1UR-M
---------- ----------

This goes along with another belief of mine: that everyone else my age
is an adult, whereas I am merely in disguise.

Margaret Atwood
"Cat's Eye"

3367. Re: Shareware Mac

Newsgroup: comp.sys.atari.st
Date: 1989-11-28 23:15:50 UTC
From: robert@infmx.UUCP
Message-ID: <2716@infmx.UUCP>
Source record: 246539

In article <3268@brazos.Rice.edu> bro@eunomia.rice.edu (Douglas Monk) writes:
>
>A few points:
>
>1) In order not to violate Apple's copyrights, ROMS must be made available
>for this guy by way of a cartridge. That is going to be expensive, so the
>likely result is the shareware fee will be paid even less often than usual.
>
>2) In fairness to David Small and as an obvious business move, don't make the
>cartridge steal his thunder. (His software has checks to make sure the ROMS
>are in one of his cartridges and aren't EPROMS. Making a cartridge to get
>around this like the Discovery cartridge tries to results only in OUTRIGHT
>PIRACY of his software for use with the alternate cartridge. Also, if the
>cartridge is compatible, VIRTUALLY NO ONE WILL EVER USE THE SHAREWARE
>SOFTWARE OR PAY THE FEE: they'll just use his software and hurt his business
>AND yours.)
>
>3) Comparing David Small to Lotus is laughably self-serving, the kind of
>defense that pirates sometimes make: "No one gets hurt, only some big
>business..." David Small is a small businessman trying to make a living while
>producing outstanding technical achievements on a machine that much of the
>world can easily afford to ignore. The market for STs in general is too small
>to take the existence of such guys for granted: if they get burned enough,
>they'll just go work somewhere else. We cannot afford that. Dave Small sells
>STs with his work, and that helps keep my machine viable.
>

I cannot believe I am reading this. The hidden suppositions in this way
of thinking are truly amazing:

1. DAVID SMALL IS A SMALL BUSINESSMAN AND THEREFORE DESERVES SPECIAL PROTECTION.

Nonsense. There is nothing magical about a small businessman. Small
businessmen should be subject to the same level of competition as everyone
else; if they are good, they succeed and become big businessmen. If they are
not good, then the person who can produce it Better, Cheaper is the one we
"cannot afford <to have go work somewhere else>".
Incidentally, when is the magical point when we decide that David
Small is no longer a small businessman? Potentially, he stands to make a lot
of money producing, in "cooperation :^)" with Atari, a very cheap Mac. Lotus
was once a very small company with a big idea, too. When is it going to be OK
to "steal David's thunder"?

2. DAVID SMALL IS A GENIUS WHO MAY FAIL IF HE FACES COMPETITION.

Nonsense. Amazing how people who respect his accomplishments think he may immediately fall flat on his face because he faces competition. That doesn't say a lot for your opinion of him, does it? In fact, if he does face serious competition from someone (I personally do not think it likely) he will move onwards and upwards, produce new products, constantly push the technology edge, JUST EXACTLY AS HE IS DOING NOW!

3. SHAREWARE IS NOT OK IF IT DUPLICATES SMALL BUSINESSPERSON'S SOFTWARE.

Hmmm. I wonder what shareware/freeware you own that you could have paid for, that could have supported a small businessperson? You may very well be consistent in this philosophy, but I guarantee most other people aren't. You using Uniterm, for instance? Gulam?
Remember, even if a BIG company is issuing a product, it may have purchased the product for distribution from a small businessperson. Does that small businessperson have royalties? Will the company purchase any more products from a small businessperson who's products have been undermined by shareware/freeware? Are you against shareware/freeware as a concept? If it duplicates anything a profession group has done, it is going to hurt someone "small" (as opposed to big, not "David" :^)) somewhere down the line...

4. UNSUPPORTED SHAREWARE WILL BE SNAPPED UP IN PREFERENCE TO SUPPORTED PROFESSIONAL SOFTWARE.

Well, I notice Flash is still selling, in spite of glowing reviews and the easy availability of Uniterm. In fact, the competition to Dave would be in price points. Anyone who is willing to spend 400 bucks for a Mac will probably opt for the supported Mac emulator by the man with the big rep; anyone who is not interested enough to spend 400 bucks but might still want a Mac if the price is right and they don't care for much support will purchase the shareware (or just use it, as is the risk of shareware). They will not be competing in the same market.

5. IF DAVID GETS BURNED BY SHAREWARE, HE WILL MOVE ON TO SOMEWHERE ELSE.

Where? Every computer I know has shareware/freeware. This is not an Atari-only phenomenon. Sorry, I think David is smarter than to assume that "moving on" will solve his problems. I'd be much more concerned that he might realize that the potentials to sell anything he does on more major computers is likely to gross greater returns...

6. THIS OTHER GUY IS NOT WORTHY OF CONSIDERATION.

I may misremember this mail, but what I recall is that both these products were developed independently, and found different market niches (American vs. Europe). This other guy (I wish I knew his name! I'm not intentionally being insulting) got stomped on by Apple, and was put out of business. David has not been stomped on by Apple...yet. This other guy may very well be in the same league as Dave, but "nipped in the bud". Why does this make Dave more worthy of support?

Just about the only thing I can agree with is that the product should check that the Mac roms are roms, not EPROMS. I think that this may be necessary, anyway, to avoid getting sued by Apple (it happened to this guy

once, you know...Apple is quite prepared to do this if they can, and tie up assets if they can't).

I am not interested in a Mac emulator at any reasonable price (OK, 10 bucks? Well, if I don't have to do any work...). If I was, I would personally use David's, because I would want the support on such a complicated product, and because I wouldn't want to build the necessary hardware myself. However, I find this "David Small is a Ghod and we must do anything to keep him happy" philosophy repellent and, in a backwards sort of way, insulting to Dave. I respect him (not worship) and I believe he will do just fine, competition or no. You should, too.

Incidentally, has anyone asked Dave how he feels about this competition? I bet he's not particularly worried...

Robert

3368. Degas --> PostScript

Newsgroup: comp.sys.atari.st
Date: 1989-11-28 23:53:00 UTC
From: EDGINGTC@Wabash.BITNET
Message-ID: <8911300802.AA07884@ucbvax.Berkeley.EDU>
Source record: 246540

Anyone know of a way to convert a Degas picture into a postscript file?

Thanks,
Chris

```
-------------------------------------------------------------------------------
| ______ | ATARI IS NO. 1 | Chris Edgington |
| / \ / \ | * * * | Wabash College '92 |
| | | | . | * * * | (Purdue next year.) |
| | | | __ | * * * | Computer Science Major |
| | |/--\ |-- | |__ | ** * ** | Math Minor |
| \______/ / \ / \ / \ __| | *** * *** | |
| | *** * *** | edgingtc@wabash.bitnet |
-------------------------------------------------------------------------------
```

3369. ST/HP Term Question

Newsgroup: comp.sys.atari.st
Date: 1989-11-29 00:29:10 UTC
From: bobw@hpsad.HP.COM
Message-ID: <750030@hpsad.HP.COM>
Source record: 246541

I need help finding information about the HP terminal emulator on
the terminator archive site. It has no documentation, source code,
authorship credit. I doesn't quite work right and I'm willing to
work on it.

Any help would be appreciated.

Thanks,

-Bob

---------------------------------- --
Bob Waltenspiel	e-mail: bobw@hpsad (hplabs!hpsad!..)
ATE Software Team	Telnet: 794-3091
HP Signal Analysis Division	AT&T: (707) 794-3091
1212 Valley House Dr.	HPDesk: Bob WALTENSPIEL/HP5300/A0
Rohnert Park, CA 94928-4999	HP Mailstop: 1UR-M
---------------------------------- --

Although Pooh's head was stuffed with fluff, he was a cheerful fellow.

3370. Re: Mega chips & drive questions

Newsgroup: comp.sys.atari.st
Date: 1989-11-29 00:38:04 UTC
From: Xorg@cup.portal.com
Message-ID: <24548@cup.portal.com>
Source record: 246542

Here is what I've done to my machine: Mega 2, upgraded to 4 megs, with a six chip EPROM TOS 1.4 set (dealer installed - honest.) When I got the TOS 1.4 installed - all hell broke loose - bus errors, random bombs, etc. Spectre GCR was unuseable. When I had the 4 meg upgrade done they aslo replaced the two LS 373 chips with AS373 chips. Since then the machine has been 100% without a bus error to be seen and Spectre GCR is 100%.

Peter Szymonik
Xorg@cup.portal.com

3371. ST Christmas - or STuff for sale

Newsgroup: comp.sys.atari.st
Date: 1989-11-29 01:42:19 UTC
From: Xorg@cup.portal.com
Message-ID: <24553@cup.portal.com>
Source record: 246543

Cartridge Sale, just in time for Christmas!

1- DeskCart! A small 64K ROM cartridge that adds a battery-operated
clock, and many powerful accessories (all of which
occupy just one .ACC slot!) including: a powerful
calendar with appointment input and alarms, a notebook,
cardfile, calculator, address book and dailer, VT-52
terminal, keyboard macros, ramdisk, disk utilities,
disk formatter, print spooler, new control panel,
screen dump, and a memory test (whew!)

First $29 gets it.

2- Happy Cartridge, option 2 with ROM sockets and selectable program
switches. The ultimate disk copier. Retails
for well over $200,

first $145 gets it.

or buy both for a mere $160!

Software clearance (so I can afford to buy new stuff <grin>

Red Lightning SSI - $19
Firezone PSS - $12
Sorcerer Lord PSS - $12
Bismark PSS - $12
Wars in Middle Earth Melbourne - $17
Axe of Rage (Deathsword II) Epyx - $11
Colossus Chess X - $15
Universe III Omnitrend - $19

All software like new and includes original disks, docs, box, etc.

Take a $1 for every game you buy after the first one.

E-mail to xorg@cup.portal.com
Peter Szymonik

3372. Moduala 2 docs.

Newsgroup: comp.sys.atari.st
Date: 1989-11-29 02:27:00 UTC
From: EDGINGTC@Wabash.BITNET
Message-ID: <8911300802.AA08040@ucbvax.Berkeley.EDU>
Source record: 246544

I would like a copy of the English docs for Modula 2 also.

Thanks

```
-------------------------------------------------------------------------------
| ______ | ATARI IS NO. 1 | Chris Edgington |
| / \ / \ | * * * | Wabash College '92 |
| | | | . | * * * | (Purdue next year.) |
| | | | __ | * * * | Computer Science Major |
| | |/--\ |-- | |__ | ** * ** | Math Minor |
| \______/ / \ / \ / \ __| | *** * *** | |
| | *** * *** | edgingtc@wabash.bitnet |
-------------------------------------------------------------------------------
```

3373. Re: What/Where is the latest version of

Newsgroup: comp.sys.atari.st
Date: 1989-11-29 03:20:36 UTC
From: dat_08@jhunix.HCF.JHU.EDU
Message-ID: <3425@jhunix.HCF.JHU.EDU>
Source record: 246545

In article <111500071@uxa.cso.uiuc.edu> glk01126@uxa.cso.uiuc.edu writes:
> In the docs for 2.0e it states that it is probably the last version
> as it is bug-free to his knowledge and finished as far as his
> needs go...

I seem to recall seeing several bugs in the Kermit implementation
in this version. Since I assumed that he'd be out with a new version
in minutes (these were obvious bugs; text came out in strange places
or was missing), I never bothered sending him mail. So, Simon, are you
still there? Uniterm v2.0e isn't done yet!
--
Another shallow and badly thought out opinion from . . .
Jared Brennan <dat_08@jhunix.hcf.jhu.edu> BITNET: JHEDDY@JHUVMS
ARPA: dat_08%jhunix@hopkins.ARPA UUCP: allegra!hopkins!jhunix!dat_08
--
Another shallow and badly thought out opinion from . . .
Jared Brennan <dat_08@jhunix.hcf.jhu.edu> BITNET: JHEDDY@JHUVMS
ARPA: dat_08%jhunix@hopkins.ARPA UUCP: allegra!hopkins!jhunix!dat_08

3374. Lattice C v5 (Was Re: C++ on ST?)

Newsgroup: comp.sys.atari.st
Date: 1989-11-29 03:28:48 UTC
From: dat_08@jhunix.HCF.JHU.EDU
Message-ID: <3426@jhunix.HCF.JHU.EDU>
Source record: 246546

In article <2455@stl.stc.co.uk> "David Price" <dhp@stl.stc.co.uk> writes:
>Apparently Lattice have a C++ *translator* for the Amiga but do not
>intend to release it on the ST until they see how well version 5 of
>their C compiler sells (in UK, Europe, USA ?).
>
>David Price, dhp@stl.stc.co.uk
>STC Technology Ltd., London Road, Harlow CM17 9NA,England.

I confess to a great deal of dismay at seeing this. Like, huh?
Lattice C v5? For the ST? Or for the Amiga only? Metacomco has been
very good about announcing updates, even for their overseas customers,
such as yours truly, and if there is a Lattice C v5 for the ST, well,
geez, I'm really disappointed they didn't send me a missive or two.
Perhaps if you clarify this point I can return to my usual paranoid
depressive state and stop worrying about where I'll be spending my
money next. Thanks in advance . . .
--
Another shallow and badly thought out opinion from . . .
Jared Brennan <dat_08@jhunix.hcf.jhu.edu> BITNET: JHEDDY@JHUVMS
ARPA: dat_08%jhunix@hopkins.ARPA UUCP: allegra!hopkins!jhunix!dat_08
--
Another shallow and badly thought out opinion from . . .
Jared Brennan <dat_08@jhunix.hcf.jhu.edu> BITNET: JHEDDY@JHUVMS
ARPA: dat_08%jhunix@hopkins.ARPA UUCP: allegra!hopkins!jhunix!dat_08

3375. Disappearing Disk Space

Newsgroup: comp.sys.atari.st
Date: 1989-11-29 03:59:21 UTC
From: ladasky@codon3.berkeley.edu
Message-ID: <1989Nov29.035921.1943@agate.berkeley.edu>
Source record: 246547

I just had something terribly unpleasant happen to me... I'm using Dr T's Copyist to assemble PostScript files of my music. For those of you who have worked with PostScript, you're aware that files can be pretty huge - up to 300k/page. Anyway, I have a bunch of disks onto each of which I had placed a Copyist source file and a PostScript file. I deleted the old Post-Script files in anticipation of updating them - and lo and behold, the amount of free space on the disk did NOT increase!

Not that I normally check the amount of free space on a disk after a deletion - I found this out the hard way. The PostScript file converter in the Copyist spins your disk for about 30 minutes continuously (shame on them for not writing it to memory and saving it all at once!), and about 15 minutes into the process, each of my disks came up with a "file creation or write error" (I love how specific this message is, too). That was when I checked the disk space.

Now, I just did the deleting operation from the TOS desktop - nothing fancy (I don't have 1.4 yet). I might have thought it was a fluke except that it occurred on three different disks. Does anyone have any idea how this might have happened?

T CROSS POLICE LINE DO NOT CROSS POLICE LINE DO NOT CROSS POLICE LINE DO NOT CR

"Do unto others as you would like - John J. Ladasky ("ii")
to do unto them. " Richard Bach (ladasky@enzyme.berkeley.edu)

3376. NEED INFO ON PROGRAMMING MOUSE

Newsgroup: comp.sys.atari.st
Date: 1989-11-29 04:11:42 UTC
From: 4231_5224@uwovax.uwo.ca
Message-ID: <4402.257310ae@uwovax.uwo.ca>
Source record: 246548

HELP!!!!!!!!!

What I want to be able to do is to change the mouse position on the
Atari 1040ST here at University of Western Ontario. It is necessary
to do this because the darn thing decides it wants to change the background
every time you first move the mouse. I want to have the mouse on but
it wrecks my screen if it starts up in the wrong position.

Can anyone out there help me please?????
.

3377. Re: STOS Basic

Newsgroup: comp.sys.atari.st
Date: 1989-11-29 04:22:00 UTC
From: calvin.bruner@canremote.uucp
Message-ID: <89120107511597@masnet.uucp>
Source record: 246549

I just heard on my local BBS that TOS 1.4 does not work with STOS basic.
This is surprising as STOS is a fairly recent product. Anyway, I'm
looking for a second confirmation of this, and if true, whether anyone
in Europe happens to know if Mandarin is going to fix?
---
* Via ProDoor 3.1R

3378. Re: Flash 1.6

Newsgroup: comp.sys.atari.st
Date: 1989-11-29 04:24:00 UTC
From: calvin.bruner@canremote.uucp
Message-ID: <89120107511624@masnet.uucp>
Source record: 246550

I'm having some difficulty using flash with my modem. For some reason, when the modem gives a "No Answer" or similar message, Flash doesn't seen to recognize it and in the command bar, says it is still dialing? This is more of a nuisance than anything else, but I'd like to solve the problem. I have checked to make wure that I put the correct fail mesaages into the dial directory, and properly saved them. I must be missing something obvious, but what?
Thanks in advance!
---
* Via ProDoor 3.1R

3379. Re: Comments on STE -- (un)known facts

Newsgroup: comp.sys.atari.st
Date: 1989-11-29 05:01:35 UTC
From: laba-1aj@e260-3g.berkeley.edu
Message-ID: <1989Nov29.050135.5339@agate.berkeley.edu>
Source record: 246451

In article <3421@jhunix.HCF.JHU.EDU> esp_05@jhunix.UUCP (Stdnt 05) writes:
>You know, except for the color palette, I knew a computer with the new
>features of the STe. I think it was called the Atari 800. Hardware
>scrolling, ability to reload video shifter address every line, etc...
>EMR

Scrolling seems easier on the STE. On the 800, to get fine scrolling,
you had to update address pointers AND delay/offsets. It sounds like
the STE can do this strictly through offsets. I may be wrong though.

How likely is it that we (users) can buy the new graphics chips and
some patches to tap some of the new features?

3380. Re: Vapourware!!!

Newsgroup: comp.sys.atari.st
Date: 1989-11-29 05:42:54 UTC
From: rogers@ncrcce.StPaul.NCR.COM
Message-ID: <1761@ncrcce.StPaul.NCR.COM>
Source record: 246452

In article <24502@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>Just to clear up what seems to be a general misunderstanding:
>
>David Paschall-Zimbel says:
>>Yes, I was around on GEnie back in the good old days of 1986. No, I don't
>>remember reading anything which was labelled "OFFICAL PROMISE" from Neil
>>Harris.
>
>Neil Harris was the *OFFICIAL* representative of Atari Corp. *ANYTHING*
>he said, unless specifically accompanied by a disclaimer to the contrary
>was *OFFICIAL* from Atari Corp.

In the October, 1986 issue of "COMPUTE!'s Atari ST" magazine Atari President Sam Tramiel said (interview, "Sam Tramiel Speaks Out", p21):

"When the blit is ready, your 520 and your 1040 will be upgradable with the blitter. We're working that out. There will be no problem for both STs to take the blit."

What might explain this sort of behavior on Atari's part? Perhaps the answer is contained in an interview with Jack Tramiel that appeared in the Winter, 1986 issue of "STart".

The interviewer said: "The Wall Street Journal wrote, 'Commodore under Jack Tramiel was notorious for announcing products that never made it to retailers' shelves.' That's a perception that must create difficulty in dealing with retailers."

Jack replied: "The retailers, or anyone else I would have problems with - they do not understand the market, and they must be selling other products than mine so they like to say what I'm doing is wrong. When you plan a product that normally takes 12 months or longer better technology can be produced during that time. Then it's important to kill the product before it reaches the market because it's very expensive to kill after it comes out. I am not afraid to announce my intentions, but I'm very careful before I put it on a dealer's shelf. Anyway, I'm not working for the Wall Street Journal. What they say really doesnn't interest me."

--

Bob Rogers rogers@stpaul.ncr.com or rogers@pnet51.cts.com
NCR Comten, St. Paul, MN GEnie: R.C.ROGERS

3381. Re: Still searching...

Newsgroup: comp.sys.atari.st
Date: 1989-11-29 05:49:33 UTC
From: rogers@ncrcce.StPaul.NCR.COM
Message-ID: <1762@ncrcce.StPaul.NCR.COM>
Source record: 246453

In article <1830@atari.UUCP> kbad@atari.UUCP (Ken Badertscher) writes:
>Atari Corp. policy is that we offer developer support to registered
>developers, not to end users. I know how you feel about the issue,
>and I'm sorry if you feel "left out." It seems to me, though, that it
>just wouldn't be cost effective for us to offer the level of technical
>support we give to developers to end users.

What happened to Atari's plans to publish and sell professional quality
documentation? Earlier this year the Atari spokesman on GEnie said that
it was nearly ready to go to the printers.

Why is Atari the only maker of mass-market computers that doesn't publish
technical info or at least work with publishers preparing such material?
--

Bob Rogers rogers@stpaul.ncr.com or rogers@pnet51.cts.com
NCR Comten, St. Paul, MN GEnie: R.C.ROGERS

3382. Rainbow Tos Porblems

Newsgroup: comp.sys.atari.st
Date: 1989-11-29 07:58:24 UTC
From: rode@uniol.UUCP
Message-ID: <1384@uniol.UUCP>
Source record: 246454

Hello,
yesterday I got a version of the TOS 1.4 as a disk version.
It runs very well on my 520 ST with 2.5 MB RAM, but there was a
littele problem: I started Omicron Basic and it told to me about
400kB of free memory. By using the developer version of the 08/08/88
it tolds me sthing. about 2MB of free memory. Is this an error in my copy
or a bug in the TOS 1.4 ????

mfG Waldi
--
****
* Dirk Rode * UUCP: ...!unido!uniol!rode *
* Zwischenahner Str. 64 * Bitnet: 077481@Doluni1.Bitnet *
* 2910 Howiek * Nickname: Waldi *
* Irre oder nicht Irre ... ********************************
************************** DAS ist hier die Frage !!!!!!!!!!!!!! *
* Arbeitsgruppe Rechnerbetrieb Informatik der *
* Universitaet Oldenburg (FB 10 - ARBI) *
****

3383. Converter Programm HPGL to .IMG for ST available ?

Newsgroup: comp.sys.atari.st
Date: 1989-11-29 08:02:25 UTC
From: 013352@DOLUNI1.BITNET
Message-ID: <8911290802.AA11426@ucbvax.Berkeley.EDU>
Source record: 246455

Does anyone know about a program which converts HPGL (plotter) files
to pixel oriented files with .IMG format?

Please e-mail directly to my bitnet.address

Yours

-KB


```
=========================================================================
I Konrad Blum c/o: I
I <013352$DOLUNI1.BITNET> Renewable Energy Group I
I phone: +49/441/798 3212 Department of Physics I
I 3544 UNIVERSITY of OLDENBURG I
I fax: +49/441/798 4259 P.O.BOX 2503 I
I 3000 D-2900 OLDENBURG I
I telex: 25 655 unol d Fed. Rep. of Germany I
I I
*************************************************************************
* International Association of Solar Energy Education - IASEE *
* Editor of the Quaterly IASEE-Newsletter *
*************************************************************************
```

3384. Re: Craft & TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1989-11-29 08:40:07 UTC
From: gert@fwi.uva.nl
Message-ID: <276@fwi.uva.nl>
Source record: 246456

In article <1989Nov27.143317.2881@chinet.chi.il.us> saj@chinet.chi.il.us (Stephen Jacobs) writes:
>On the subject of shells: does any shell handle the UNIX element of here
>documents (the << mechanism)? I'm mostly familiar with msh, which doesn't
> Steve J.

The CRAFT shell version 3.0 will support this. I will not give a release
date here because I'm still working on it.

--
Gert Poletiek Dept. of Math. and Computing Science, University of Amsterdam,
Kruislaan 409, NL-1098 SJ Amsterdam, The Netherlands
Internet: gert@fwi.uva.nl uucp: gert@uva.uucp
bitnet: gert%fwi.uva.nl@mcvax.bitnet

3385. Control-C in TOS, how to get rid of it

Newsgroup: comp.sys.atari.st
Date: 1989-11-29 08:43:05 UTC
From: ge@kunivv1.sci.kun.nl
Message-ID: <538@kunivv1.sci.kun.nl>
Source record: 246457

Does anyone know how to switch off the ^C handling of TOS? I'd rather handle
it myself. (Can I use a critical error handler or what.)

Thanks in advance

Ge' Weijers

Ge' Weijers Internet/UUCP: ge@cs.kun.nl
Faculty of Mathematics and Computer Science, (uunet.uu.net!cs.kun.nl!ge)
University of Nijmegen, Toernooiveld 1
6525 ED Nijmegen, the Netherlands tel. +3180612483 (UTC-2)

3386. Re: Chip Woes.....

Newsgroup: comp.sys.atari.st
Date: 1989-11-29 08:51:17 UTC
From: ge@kunivv1.sci.kun.nl
Message-ID: <539@kunivv1.sci.kun.nl>
Source record: 246458

JJL101@PSUVM.BITNET (J.J. Lehett) writes:

> I know this may be an old topic....but I really would like to stop having
>to drop my ST before I boot it to work properly :) I know its a looses
>chip problem (at least pretty sure it is), but don't know which it is.

In my 1040 it was the memory controller. The ST was sensitive to the slightest
tremor, so I opened it up, and touched the ICs. I took out the culprit, cleaned
it by scratching the contacts of the IC and the socket, and put it back together.
Everything works fine. One warning: visit an electronics store first, and get
a anti-static wrist band to connect yourself to the Atari PC board. CMOS is
not as sensitive as a few years back, but those Atari ICs are expensive.

Opening the ST was not very problematic, I only needed pliers and a set of
screwdrivers. Be careful when you take these LLC ICs from their sockets.

Ge' Weijers
Ge' Weijers Internet/UUCP: ge@cs.kun.nl
Faculty of Mathematics and Computer Science, (uunet.uu.net!cs.kun.nl!ge)
University of Nijmegen, Toernooiveld 1
6525 ED Nijmegen, the Netherlands tel. +3180612483 (UTC-2)

3387. Re: 'Form' math prog details....

Newsgroup: comp.sys.atari.st
Date: 1989-11-29 10:03:56 UTC
From: t68@nikhefh.nikhef.nl
Message-ID: <571@nikhefh.nikhef.nl>
Source record: 246459

Hi,

The files with FORM (like the readme) tell most of the
story, but for people who would like to know before they
unpack:

FORM needs a 1 Mbyte Atari with a hard disk.
It is very good with the standard symbolic expressions
(multivariate polynomials, functions) and in addition
it knows vectors and indices.
It has exptensive capabilities for pattern matching when
making substitutions.
It is set up for very large expressions and is by far the
fastest program for such big expressions that I know of.
(big means > 10^5 terms)
It has most of the features of a regular programming language
and then some.

It does NOT have a large knowledge library like maple, mathematica
reduce and macsyma. You will have to provide the algorithms for
solving difficult problems yourself. This is what you have to
do most of the time anyway when you have large problems.
Such algorithms can be stored inside procedures that can be picked up
dynamically. (They are in the regular FORM language).

There is a manual with many examples.

(this is if you can read the dvi file)

Jos Vermaseren

Disclamor:
This cannot possibly represent the opinion of my employer.
Guess why.....

3388. RE: COLD START

Newsgroup: comp.sys.atari.st
Date: 1989-11-29 10:39:15 UTC
From: glk3593@uxf.cso.uiuc.edu
Message-ID: <46300081@uxf.cso.uiuc.edu>
Source record: 246460

From ST-Praxis Winter '88/89---

This is in Omikron Basic, but it is pretty simple to understand...
Three memory locations (I assume long words) have to be set to
0.

```
100 rem Reset resident program turn off
110 rem
120 lpoke $420,0 ' memvalid
130 lpoke $426,0 ' resvalid
140 lpoke $43a,0 ' memval2
150 rem
160 rem at the next reset, a cold start will be invoked
```

-Spieu!

Gregory Mathias Lemperle-Kerr
'Looks like the University of Illinois...'

3389. Sozobon C, Uniterm, Magazine WU's

Newsgroup: comp.sys.atari.st
Date: 1989-11-29 10:39:25 UTC
From: glk3593@uxf.cso.uiuc.edu
Message-ID: <46300082@uxf.cso.uiuc.edu>
Source record: 246461

Question:

I read some time ago a message from the Sozobon TOP writer
that there was no magazine feedback on the Sozobon compiler
etc. I was just wondering, as I have tried it out, although
I'm back to HiSoft Basic mostly, it is one of the better
compilers out there... The optimizer (the new one posted earlier)
does great optimization with registerizing of variables etc.
The only fallback is that a good gemlib set up was impossible
for me to implement. Is it that it is too good? There haven't
been any write ups on Uniterm either to my knowledge... A couple
of free ware products that could put Laser C2.0 an some others
to shame if fully implemented.

These guys are one of the reason I love my ST. Hacks just programming
for programming's sake. It's the closest to an artform that
programming can come. I think some of the magazines should do
some interviews with these guys. Hell, I'll call Simon Poole when
I go home to Basel for Christmas...

Just some thoughts... -Spieu! G.M.L-K.

3390. BigScreen, 1.2meg drive adj.

Newsgroup: comp.sys.atari.st
Date: 1989-11-29 10:39:40 UTC
From: glk3593@uxf.cso.uiuc.edu
Message-ID: <46300083@uxf.cso.uiuc.edu>
Source record: 246462

Has anyone done the bigscreen enhancement? Does it work
with Spectre? Does anyone care? Should I post my results
after I hack it out? Please take the time and send
me some info if you've done it?

Has anyone done the 1.2meg adjustment to their drive?
Same as above...

-Thanks for your info-maton

-Spieu!

3391. Word Up... Write Now!... Same Thing

Newsgroup: comp.sys.atari.st
Date: 1989-11-29 10:39:53 UTC
From: glk3593@uxf.cso.uiuc.edu
Message-ID: <46300084@uxf.cso.uiuc.edu>
Source record: 246463

Just tried out the dealers WordUp 2.0... Has anyone noticed
the similarity between WordUp and WriteNow? Not just in the
silly concatenation of words, but the interface etc. Man
if WU would add footnoting, spelling and columns, I'd buy the
hell out of it? Anyone know the direction of their development?

-Spieu!

3392. MacDraw,PS,ED,Diction,NEODESK...

Newsgroup: comp.sys.atari.st
Date: 1989-11-29 10:40:02 UTC
From: glk3593@uxf.cso.uiuc.edu
Message-ID: <46300085@uxf.cso.uiuc.edu>
Source record: 246464

Wow, fourth note... Expensive bandwidth...

Can anyone give me some hints on MacDraw file structure (or SuperPaint for that matter), PageStream file structure, Easy Draw File Structure? If anyone can help me out, I have two projects I'd like to get a start on...

Make that three...

1.) File converter... MacDraw<->PageStream<->EasyD<->SuperP?

2.) Graphing program that would output pagestream file...

3.) Dictionary converter WP<->PageStream<->1stWord+<->ProText

On a side note, I just got NeoDesk and wrote an autofolder program that selects a picture from a folder of pictures and randomly makes a new one the boot picture on boot up... I may accessorize it like that mac program if I can find out where NeoDesk stores it's pic in memory... If anyone is intersted... E-mail...

-Spieu!

3393. TeX DVI ---> PostScript, and a postscript

Newsgroup: comp.sys.atari.st
Date: 1989-11-29 10:51:54 UTC
From: zimm@portia.Stanford.EDU
Message-ID: <7077@portia.Stanford.EDU>
Source record: 246465

Hello. If you are not intersted in my question, but are interested
in the shareware Mac, read on anyway, because I talk about the latter
too.

Well, I've created my TeX .dvi file, but I've no idea how to turn it
into PostScript on my ST. Is a "dvi2ps" program available for the ST somewhere?
I've no facility whatsoever with C compilers, so sources aren't much use.
Also, I've downloaded everything in sight off the servers and can't find
a dvi to ps. Any ideas anyone?

While I'm here, I should make a short postscript to a previous article I
posted about why I thought a shareware Mac emulator should not be pursued.
In it, I said that such a thing would hurt Dave Small, and it is not in any
ST user's interest to hurt Dave Small. Some people have interpreted this
as my saying that we don't have the "right" to make a shareware Mac emulator,
or that it would be "unethical." I'm not saying anything of the kind. I'M
SIMPLY SAYING THAT IT IS IN *OUR* *INTERESTS* NOT TO DEVELOP SUCH AN EMULATOR,
BECAUSE IT IS IN *OUR* *INTERESTS* NOT TO HURT DAVID SMALL'S BUSINESS. IT
IS, IN EFFECT, SELF-SERVING NOT TO DEVELOP THIS EMULATOR (I claim). I am not
rejecting capitalism, competition, etc. as someone implied (well, maybe I'm
saying competition wouldn't be fruitful in this case; it's not like Dave Small
could do any better than he's doing, so how will a competitor help?)

For those who say that "I'll save a lot of money [because I
won't have to buy Spectre]" please see my and
other people's postings on the subject...I think there are deeper issues
than money to be saved, and I don't even think there is much money to
be saved anyway.

Is anyone actually working on this Mac thing, and if they are would they care
to comment?

Dylan

3394. SIMULA (Was: Re: C++ on ST?)

Newsgroup: comp.sys.atari.st
Date: 1989-11-29 10:55:56 UTC
From: klute@trillian
Message-ID: <1771@laura.UUCP>
Source record: 246466

Path: trillian
!klute

In article <2455@stl.stc.co.uk> "David Price" <dhp@stl.stc.co.uk> writes:
>Alternatively, are there any C/C++ developers listening who are adventurous
>enough to release the *first* accessible Object-Oriented language for the ST?
>(NB Little Smalltalk is not suitable for large scale development and the
>Dortmund Smalltalk-80 is too expensive (about 600 sterling) and needs 4Mb)

If you want to do object oriented programming you definitly
should have a look at SIMULA. SIMULA is an object oriented
programming language available on a bunch of machines
including the Atari ST (see below). This is what you get:

- Object oriented programming. A typical SIMULA program
consists of a set of interacting processes or *objects*.
Objects are incarnations of some proto-object or *class*,
generated (and later perhaps terminated) during the execution
of the program. In this manner a program written in SIMULA
may map the problem solution conveniently and cleanly.

- Objects may act independently of each other in
"quasi-parallel". This enables the class objects to act as
coroutines, so that the action of one object may be
temporarily suspended, later to be resumed at the exact point
of suspension. This feature is not found in other high-level
languages.

- List processing. The class "Simset" may be applied to add
list processing capabilities to the language. The programmer
will then have tools available for the manipulation of queues
in an efficient manner (definition of queues, insertion and
deletion operations etc.)

- Simulation. Application of the built-in class "Simulation"
extends SIMULA to a powerful tool for discrete simulation.

- Modularisation. Separate compilation of classes and
procedures is an integral part of the language. The language
demands complete type compatibility between the definition
and the usage of such separately compiled modules. Thus the
construction of larger SIMULA systems may be divided into
subtasks, each of which may be parcelled out to different
work groups, without running the risk of corruption due to
wrong assumptions about attribute types.

- SIMULA programs are highly portable between different computer systems (source code compatibility).

- Powerful text handling, dynamic arrays, flexible file handling, etc.

Some properties of the SIMULA system for the Atari ST:

- Full SIMULA language standard.
(Well, this will be true from version 2.1 on. The real arithmetic in the current version 2.0 is not quite error free.)

- Compact implementation. The complete system fits on one double-side disk.

- Small. The compiler needs less than 1 MB even when compiling modules consisting of several thousands of source lines.

- Fast. Compiling of a source file with say 1000 lines of code needs only one minute. The speed of executable SIMULA programs is comparable with that of other high-level languages.

- Complete interfaces to TOS and GEM.

- Implementation of a symbolic debugger (source-code debugger) is under development.

Version 2.1 will be available in January 1990 probably. The price is DM 198,- (ca. 110,- US$ / 71 Pound Sterling today). Reduced price for students etc. is DM 148,-.

Whoever wants to start using SIMULA *now* can spend an extra DM 15,- and get version 2.0 immediately. Version 2.1 will be delivered as soon as it is available.

Send your SIMULA request to simula@unido.uucp or simula@unido.bitnet.

Dipl.-Inform. Rainer Klute klute@heike.irb.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ ...uunet!mcvax!unido!klute
D-4600 Dortmund 50 |\|\ Tel.: +49 231 755-4663

3395. Re: Still searching...close

Newsgroup: comp.sys.atari.st
Date: 1989-11-29 11:33:51 UTC
From: JALKIO@cc.helsinki.fi
Message-ID: <1571@cc.helsinki.fi>
Source record: 246467

> daniel@pkmab.se (Daniel Deimert) writes:
>
> | I'm still looking for some kind of information about how to program
> | the new chips in the STe.
>

In a German magazine "ST-Magazine" issue 12/89 pages 64-66 there is
quite complete description of the STE's new hardware registers and their
meanings. I think this is the information you need.

Jouni Alkio

3396. Re: Chip Woes.....

Newsgroup: comp.sys.atari.st
Date: 1989-11-29 12:06:00 UTC
From: glk01126@uxa.cso.uiuc.edu
Message-ID: <111500073@uxa.cso.uiuc.edu>
Source record: 246468

I had a similar problem with my 520 and 1040. Open it up and take the ball of your thumb and press and wiggle any of the chips which are not soldered to the board...

-Spieu!

3397. TV Sports Football - Atari ST - Warning

Newsgroup: comp.sys.atari.st
Date: 1989-11-29 13:51:20 UTC
From: kev@ist.CO.UK
Message-ID: <2562@istop.ist.CO.UK>
Source record: 246469
Cross-posted to: rec.games.misc,comp.sys.atari.st

After 8 weeks of trying, it appears as though I will get a working copy of Mirrorsoft's "TV Sports Football" for the ST. I have a 520 STFM (with a 0.5 Meg internal drive) and the original release of the game simply will not run on it.

After being told on numerous occasions by distributors and local stores that Mirrorsoft would not acknowledge the problem, I decided to talk to them directly. They told me that the problem was recognised and that a revised version would be sent as soon as I returned my copy.

Therefore if anyone's bought, or is about to buy, this product, please take note.

Kev Holmes kev@ist.CO.UK | disney, diz'nee, v.t.
Imperial Software Technology | to queue excessively for a very short ride
Reading, Royal Berkshire, UK | [prob S.E. & S.W. U.S.]

3398. Help with Absoft Fortran

Newsgroup: comp.sys.atari.st
Date: 1989-11-29 14:05:00 UTC
From: Ritzert@DMZRZU71.BITNET
Message-ID: <891129140519.793251@DMZRZU71-UNI-MAINZ--GERMANY>
Source record: 246470

I have problems with Absoft Fortran. I am porting Erlgraph 2.1, a graphics library of about 650 routines, to the ST. It is easy to compile the routines. But I have problems to create the libraries (as the Absoft's libraries are restricted to at most 210 routines, at least 4 libraries are needed):
The librarian is very rudimentary. You cannot drive it by command line arguments or a script file. And input redirection from gulam doesn't work. Of course, I don't want to type in 650 names by hand. And I want to avoid to look into the program with a dissassembler and search for a possibility to patch it.

Is there any substitution for the librarian/linker system? Since I use Gulam and GNU make, I would prefer command line driven substitutes if they exist. A linker that can use libraries in GNU format would be great since I have gcc-ar.

Side question: is there any utility to convert dri and/or Absoft objects to GNU objects and vice versa? I am not able to write such a thing. But I would like to write the machine dependent parts of the GKS-Metafile drivers in C.

Thanks!

Michael Ritzert
mjr@dmzrzu71.bitnet

3399. Re: Vapourware!!!

Newsgroup: comp.sys.atari.st
Date: 1989-11-29 14:21:04 UTC
From: achowe@tiger.waterloo.edu
Message-ID: <18784@watdragon.waterloo.edu>
Source record: 246471

```
>In article <24502@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>[lots of stuff about GEnie and Neil Harris, the thrust of which is that he
> thinks Atari lied to him]
>
```

Is there a way to modify the read-news kill-file so as to kill by author rather than by subject? I'm rather sick of this person and the band width that has been waste on such topics!

```
- ant
achowe@tiger.waterloo.edu | "It is hard to make the world go away
_ -|-|_ _ | when it has decided to notice you."
(_\ |\| | | | (_) |\| \/ | - Spock's World
___/ | disclaimer...
```

3400. Re: Shareware MAC

Newsgroup: comp.sys.atari.st
Date: 1989-11-29 14:30:00 UTC
From: greg.trice@canremote.uucp
Message-ID: <89120107511652@masnet.uucp>
Source record: 246472

Why does everybody assume that a Mac emulator has to use Mac ROMs or any Mac code at all? There are an infinite number of ways to do a given job and it is perfectly possible for somebody to carefully read all the Mac documentation and then sit down and write code that will do exactly the same job as the Mac roms, but have not a byte in common with them in code. This is the situation with most IBM compatible systems. Though they are functionally identical to the IBM product, their ROMs contain different, but functionally identical code.
It should be perfectly possible to produce a Mac emulator that used no ROMs at all, but was wholly disk based (given sufficient memory to hold the quondam ROM code in RAM).
---
* Via ProDoor 3.1R

3401. Re: Shareware Mac

Newsgroup: comp.sys.atari.st
Date: 1989-11-29 15:21:03 UTC
From: matthews@umd5.umd.edu
Message-ID: <5694@umd5.umd.edu>
Source record: 246473

In article <3870@netmbx.UUCP> hase@netmbx.UUCP (Hartmut Semken) writes:
>>I kinda hope that this shareware Mac thing specifically checks for illegal ROMs.
>How?
>I suspect Pit to read in the ROMs from a standard ROM cartridge (this
>simple thing with 2 sockets and a 7400 that plugs to the cartridge port
>and offers 128 KBytes of ROM); it would be impossible to tell original
>chips from copies in EPROM.
>But it would leave responsibility to the user; the author of the
>software does not suggest the user to do anything illeagal...
>
>hase
>--
>Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP

'Impossible' is a word best left out of computer hacker's works. Dave Small checks for illegal ROMs/EPROMs in his Spectre 128 and Spectre GCR cartridges. ROMs and EPROMS aren't EXACTLY the same, in some manner. Perhaps he tests the speed of retrieval. Perhaps he tests some sort of electrical property, such as resistance or somesuch (I know nothing about this, but it's just an idea).

If the author of the software invites people to illegally copy ROMs or whatnot, then 99 times out of 100, the user will copy the ROMs. Especially if you HAVE to.

Mike

3402. Re: ISOLATION....

Newsgroup: comp.sys.atari.st
Date: 1989-11-29 15:50:23 UTC
From: covertr@force.UUCP
Message-ID: <4720cf1a.14a1f@force.UUCP>
Source record: 246474

In article <891115.09544506.077805@SFA.CP6>, Z4648252@SFAUSTIN.BITNET (Z4648252) writes:
>
> No flames, just frustration being expressed....
> The only two bookstores in our area have stopped handling Atari magazines.
> With the exception of this net, there is no other link for me to
> the outside ST world now.
> I sure hope you folks in the ST concentrations are not taking your
> dealers and bookstores which stock ST magazines, etc., for granted.
> ENJOY! Sure wish that I could...
>
> Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

I sure hope that the ST market here in the States improves soon because
1989 has been a real killer for US ST magazines. I count the following
as having died in 1989:

ST APPLICATIONS -- a fine little Mom and Pop magazine which started out in
life as a small newsletter but which grew into a full
magazine. ST APPS had many good programming articles and
had the best game reviews of any mag. If a game was bad,
ST APPS said so. Some mags just publish the PR put out
by the game company and little else. I really miss
ST APPS.

ST LOG -- Another excellent ST magazine which had great C programming
articles and good reviews. Merged with ANALOG in the
November 1989 issue. Died with ANALOG in the December 1989
issue.

ANALOG -- Not really an ST mag but died nonethe less.

ANTIC -- Not dead yet, but rumors have it dying Real Soon Now.

STart -- Still around, and can be bought at my local WaldenBook
store.

I understand that the ANTIC/STart publishers have written off the entire
Atari US market. Witness the fact that the ANTIC "THE CATALOG" does not
appear in STart any longer. and the fact that ANTIC has stopped developing
new ST software. It is a sad day when a major software publisher stops
publishing new software for your computer. I also understand that ANTIC now
publishes an Amiga magazine which is going strong.
B

And that's all of the full magazines that I have ever seen in the US. There
are a couple of tabloid newsletters/magazines but they have NEVER been sold
by WALDENBOOKS or by B.Dalton's Booksellers. They are ST INFORMER, ST WORLD

(the US tabloid not the UK magazine)

So, the questions is "Why have these magazines died?".
I think that the answer is that magazines rely mainly on advertisments for survival. The subscription costs does not cover the cost of publishing a magazine. Advertisements do that. And when Atari Corp decided not to allow mail order sales of ST products the advertisements stopped in the magazines. Add to that the fewer number of third party software and even fewer hardware vendors for the ST and you can see why ST mags are dying.

Finally, the question is "Can it be changed?"
I think that it can. And I hope that Atari Corp follows through. I have read that Charles Cherry wants to introduce a new technique whereby ST SW publishers send a demo oversion of their products. Atari Corp would press a CD ROM with ALL of the current ST SW (demos of course) which the full service ST dealers could demo to ST customers. This would give an advantage to ST Dealers over the mail order companies, which couldn't demo the SW. And it would not mean that dealers would have to demo actual SW. Dealers would demo a CD ROM with demo SW. A great idea. I hope that Atari Corp follows thru on this.

Rich Covert

3403. Re: Mega chips & drive questions

Newsgroup: comp.sys.atari.st
Date: 1989-11-29 15:52:17 UTC
From: kbad@atari.UUCP
Message-ID: <1833@atari.UUCP>
Source record: 246475

Xorg@cup.portal.com (Peter Ted Szymonik) writes:

| Spectre GCR was unuseable. When I had the 4 meg upgrade done they aslo
| replaced the two LS 373 chips with AS373 chips. Since then the machine has
| been 100% without a bus error to be seen and Spectre GCR is 100%.

The hardware guys at Atari are looking into this problem. It looks like it may be a bus loading problem caused by the GCR. I wonder, has anyone noticed this problem occurring _without_ a cartridge plugged in? The Atari hardware guys I've talked to say that the cart port is on the hairy edge - basically, if you hang anything but ROM's out there, you're asking for trouble. It was _designed_ this way, the intent of the cart port is to provide ROM space, nothing else.

One other thing, there were some Mega 2's which were produced that are NOT upgradable to 4 megs because of the parts used in manufacture. I don't know the details, but just thought I'd let people know, in case you're thinking of dropping an extra 2 megs of RAM in, it may not be that easy. Atari dealers should be able to get the scoop on this from the dealer support folks at Atari.
--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

3404. Re: Calamus

Newsgroup: comp.sys.atari.st
Date: 1989-11-29 15:54:30 UTC
From: covertr@force.UUCP
Message-ID: <4720d2c8.14a1f@force.UUCP>
Source record: 246476

In article <8911281401.AA08045@valfar.uio.no>, arneso@IFI.UIO.NO writes:
>
> Where can I get hold of PD fonts for Calamus?
>
> --
> arneso@ifi.uio.no - Arne Sommer "Powder to the People"

The quickest way is to subscribe to either GEnie or CIS (since you
live in the US).

The cheapest way is to buy them from CURRENT NOTES magazine. Or some other
pd disk company.

Rich Covert

3405. Line-F Compression

Newsgroup: comp.sys.atari.st
Date: 1989-11-29 16:27:16 UTC
From: R.D.Chafer@sysc.salford.ac.UK
Message-ID: <29.Nov.89.16
Source record: 246477

Dear Netters

Could someone please explain what Line-F compression is? I know its
something to do with the AES and has been removed on the TT, but what
is it?

==========
From: Robert Chafer

Computing Centre Telephone: +44 61 736 5843 x 672 or x7328,
University of Salford,
Salford M5 4WT
UK

E-mail:
JANET: chafer @ uk.ac.salford.sysc
ARPANET: chafer%uk.ac.salford.sysc @ nss.cs.ucl.ac.uk
BITNET: chafer%uk.ac.salford.sysc @ uk.ac
or chafer%uk.ac.salford.sysc%ukacrl.bitnet @ cunyvm.cuny.edu

3406. Re: File transferring...

Newsgroup: comp.sys.atari.st
Date: 1989-11-29 17:10:12 UTC
From: uace0@uhnix2.uh.edu
Message-ID: <919@uhnix2.uh.edu>
Source record: 246478

Steve Yelvington basically states that he wishes someone would write a 'generic' background file transfer program that would have a message pasing system to start transfers (or some such).

Steve:

SHADOW (our product sold by ANTIC) does just that. It completely works in the background (during .PRG, .TOS and .TTP programs) and can even survive system resets and still keep the file transfer going. It doesn't slow the machine down, and is 99.5% compatible with software out there. The calling sequences to access SHADOW are well documented, and we even provide source code libraries in ASM and GFA BASIC, and a .O file to link with for even easier access.

Several PD/SHAREWARE terminal programs and FLASH! have support built-in. Heck, even GULAM could have the calls built-in (if he put them in there).

SHADOW is 100% assembly and is FAST! I would venture to say that it is about the most efficient file transfer program out for the ST (CPS thruput).

Hope that helps. SHADOW retails for $29.95, but we can send it for $20.

Sorry for the advert...

- mike

--

Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 77274

Support BBS: (713)944-0108 | SHADOW | DC FORMATTER | DC UTILITIES | and others

3407. TOS 1.4 in the UK.

Newsgroup: comp.sys.atari.st
Date: 1989-11-29 17:15:00 UTC
From: AMEIJ@vax.oxford.ac.UK
Message-ID: <8911300808.AA08824@ucbvax.Berkeley.EDU>
Source record: 246479

Mainly for UK ST'ers...

I now hear that Atari UK have ordered the TOS1.4 roms from Atari Taiwan, and that they will be available sometime (but, opinion seems, not soon) for a price well in excess of 100 quid (cf 100 dollars in the US!).

I have also discovered that Atari UK are the worst company to contact that I have ever encountered, with a telephonist whose degree of unhelpfulness plumbs constantly lower depths. "Atari-please-hold..... (25 minutes later I gave up)". That's if they answer (50% chance). I can quite easily believe that this bunch of wazzocks are entirely responsible for the non-appearance of TOS 1.4 here.

Jan Ameij,
Oxford University Department of Applied Metaphysics,
ameij@ox.vax

PS: Ken B. and Allan P., please don't take offence, I realize this has nothing to do with you or Atari US.

3408. Re: Word-Up

Newsgroup: comp.sys.atari.st
Date: 1989-11-29 17:32:44 UTC
From: covertr@force.UUCP
Message-ID: <47212a9c.14a1f@force.UUCP>
Source record: 246480

In article <8679@medusa.cs.purdue.edu>, abc@cs.purdue.EDU (Rick Hunter) writes:
> In article <4529@blake.acs.washington.edu>, themod@blake.acs.washington.edu (Chris Hinton) writes:
> >
> > entry to work with a 1040ST with a double sided drive and a Gemini 15X
> > printer. Everything is okay, I load it up, go through the install program
> >
> > Chris Hinton
>
> Funny you should mention this. When I first got a copy of this program
> I had the same problem. Except, I was using a Gemini10X. I could not get
> the thing to work with the printer unless I did some fancy formating
> with page length and width. Even then it was not guaranteed to work.
>
> What did I end up doing? My brother coughed for a new printer that
> is known to work with it. I could not determine exactly if the problem
> was in the software or my outdated printer. For all the trouble you are
> going through I would suggest buying a new printer. Oddly, I could
> get it to work with the Star NX-1000 at the store where I bought the
> program. Hope this helps. Has anyone else had this problem with the
> older Gemini printers?????
>
> Alan Chan
> abc@arthur.cs.purdue.edu

That is funny, because I bought my Gemini-10X over 10 years ago, back
when the original Epson mx-80 came out. And the Gemini-10X was NEVER
100% compatible with the Epson mx/fx-80 printers. All kinds of programs
broke when using the old Gemini-10X. Which is a shame because the Gemini-10X
was a very reliable dependable printer. I perferred it over the mx-80 printers.
I used my Gemini-10X with my S-100 buss computer (remember the z80 and cpm80?).
and it worked fine in most applications.

But the 10X never worked quite right with ST programs.

Oh well, buy a new 24 pin printer, it has better printouts and you can buy
a new 24 pin printer for < $300.00 (USD of course).

Gee, and I thought that the 10X printers would be all gone by now. shows just
how good they are if they are still in use after 10 years!!

rich Covert (gtephx!covertr NOT force!covertr, force is my Apollo node name,
as in Let the Force be with you!! :-)).

3409. Help with Uniterm 2.0e

Newsgroup: comp.sys.atari.st
Date: 1989-11-29 17:33:05 UTC
From: charlop@blake.acs.washington.edu
Message-ID: <4685@blake.acs.washington.edu>
Source record: 246481

I have just down loaded Uniterm 2.0e from Terminator. When I tried it from home last night, I ran into a problem. The dialing would get locked into dialing one number if there was anything wrong with the dialup. For example, if the number I was dialing was busy, then the modem would report it and any keypress in Uniterm would cause an automatic redial of the number. Also when the connection was made, all I got was garbage on the screen as if I was using the wrong baud rate. After hanging up and trying to dial another number, Uniterm would instead dial the previous number. The [control] C did not get me out of dialing mode. Nothing would work and I would have to reboot the computer. Can anyone tell me what I am doing wrong. The setup of the terminal is the same that works in my previous terminal program. My setup is a 1040ST, TOS 1.4, TurboST 1.6, Multidesk, Cache090, Maccel2, G+PLus, and Megadisk as a 1Meg RamDisk.

Thanx in advance.

--
Aaron the Alchemist
Charlop@uwchem.chem.washington.edu

3410. Re: Did I come from the desktop?

Newsgroup: comp.sys.atari.st
Date: 1989-11-29 18:22:53 UTC
From: dal@syntel.mn.org
Message-ID: <1989Nov29.182253.2681@stag.UUCP>
Source record: 246482

```
[jmw@tasis.utas.oz.au@munnari.oz (John Williams) writes...]
> A recent article suggested three possible methods by which a process could
> determine whether it was being run from the desktop or from a shell. I'd like
> to suggest another method which works for me. I don't suggest that it is
> foolproof however. It simply requires moving the basepage ptr up to its parent
> until it becomes null. If this requires three iterations then the program
> is running from the desktop. Any more and it is running from a shell.

Alright, I guess it's time to post this message again (is this the 3rd
time now?). The quoted message is mostly correct, but incomplete. The
situation is slightly different if you're in the /AUTO/ folder programs
at boot-time. I check for the text-base pointer pointing to ROM, as
recommended by Alan Pratt @ Atari. The following code (which, like John's
code, assumes access to a basepage pointer) uses this "approved" method.
I've also included a copy of <basepage.h> from dLibs for those who don't
know the layout of the basepage structure.

/*************************************************************************/
#include <basepage.h>

#define FROM_AUTO 0
#define FROM_DESKTOP 1
#define FROM_SHELL 2

camefrom()
{
register BASEPAGE *p = _base;
register int n = 0;

p = p->p_parent;
if((((long) (p->p_tbase)) & 0x800000L) == 0L)
return(FROM_SHELL);
while(p = p->p_parent)
++n;
return((n == 1) ? FROM_AUTO : ((n == 2) ? FROM_DESKTOP : FROM_SHELL));
}
/*************************************************************************/
/*
* BASEPAGE.H Definition of the basepage structure
*/

#ifndef BASEP_H
#define BASEP_H

typedef struct basep
{
```

```
char *p_lowtpa; /* pointer to self (bottom of TPA) */
char *p_hitpa; /* pointer to top of TPA + 1 */
char *p_tbase; /* base of text segment */
long p_tlen; /* length of text segment */
char *p_dbase; /* base of data segment */
long p_dlen; /* length of data segment */
char *p_bbase; /* base of BSS segment */
long p_blen; /* length of BSS segment */
char *p_dta; /* pointer to current DTA */
struct basep *p_parent; /* pointer to parent's basepage */
char *p_reserved; /* reserved for future use */
char *p_env; /* pointer to environment string */
long p_undef[20]; /* scratch area... don't touch */
char p_cmdlin[128]; /* command line image */
}
BASEPAGE;

extern BASEPAGE *_base;

#endif BASEP_H
/*****************************************************************************/
```

\\ / Dale Schumacher 399 Beacon Ave.
\\ / (alias: Dalnefre') St. Paul, MN 55104-3527
>< ...umn-cs!midgard.mn.org!syntel!dal United States of America
/ \\ "What is wanted is not the will to believe, but the will to find out,
/ \\ which is the exact opposite." -Bertrand Russell

3411. breakdown

Newsgroup: comp.sys.atari.st
Date: 1989-11-29 18:35:11 UTC
From: markez@csd4.csd.uwm.edu
Message-ID: <1251@uwm.edu>
Source record: 246483

I have been having a few problems with my ST recently.

1. My monitor sound is very quiet, even with the volume at maximum.
I noticed this several months agos, and it seems to be getting worse.
It is an SC1224, Goldstar, manufactured May 1986.

2. Recently, while working with my Kawai K-1 and 520, the MIDI out
stopped working. The MIDI in still works, however. It went dead
right after I turned on my amp.

I should probably take the components to an an authorized dealer, but
I am a very poor college student, and I would like to fix them myself
if it is possible.

Mark Zbikowski
(markez@csd4.csd.uwm.edu)

3412. Re: Mega with TOS 1.4 crashes!

Newsgroup: comp.sys.atari.st
Date: 1989-11-29 18:40:39 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440087@hplsla.HP.COM>
Source record: 246484

Well, I got my Mega ST2 back from the dealer yesterday with newly installed
74AS373 drivers and the bus/address error problem seems to be fixed. The
dealer ran my computer two days on the showroom floor with no problem,
and I was unable to create any problems at home.

It looks like I'm a happy camper once again!

Disclaimer: The opinions expressed herein are those solely of the author,
who has no pecuniary interest in the companies, products,
or publications mentioned above.

%/%/%/

3413. graphics to GIFs

Newsgroup: comp.sys.atari.st
Date: 1989-11-29 18:40:43 UTC
From: eldorado@EN.ECN.PURDUE.EDU
Message-ID: <8911291840.AA04931@en.ecn.purdue.edu>
Source record: 246485

Keywords: GIF

A friend of mine is a technical arts major and does some great!! graphics on his Atari ST and I think it would be excellent if we could change them to GIFS and print them on my color printer. So I am searching for a program to convert ST pictures to GIFS. If I can get a program to do this...I'll upload a few. Please mail directly to me since I don't read this news group.

Dave Jansen (The Gilded One)
eldorado@en.ecn.purdue.edu

"I'm a self-made man who worships his creator"

3414. Re: Chip Woes.....

Newsgroup: comp.sys.atari.st
Date: 1989-11-29 19:03:14 UTC
From: hcj@lzaz.ATT.COM
Message-ID: <870@lzaz.ATT.COM>
Source record: 246486

In article <89332.112515JJL101@PSUVM.BITNET>, JJL101@PSUVM.BITNET (J.J. Lehett) writes:
>
> I know this may be an old topic....but I really would like to stop having
> to drop my ST before I boot it to work properly :) I know its a looses
> chip problem (at least pretty sure it is), but don't know which it is.
pull an reseat the square chips.
also consider tightening their sockets (carefully).

Occationally, a EZram needs to be pulled out of the MMU and reseated.

Howard C. Johnson
ATT Bell Labs
att!lzaz!hcj
hcj@lzaz.att.com

3415. Re: "kneecapping" and TOS piracy

Newsgroup: comp.sys.atari.st
Date: 1989-11-29 19:03:38 UTC
From: pegram@uvm-gen.UUCP
Message-ID: <1349@uvm-gen.UUCP>
Source record: 246487

From article <434@opus.NMSU.EDU>, by whack@nmsu.edu (Warren J Hack):
>
> In the previous post, it was commented that what was needed
> was some commitment by developers to improve their products
> and for there to be a wider variety of products produced.
> Some products were suggested including SLM drivers, graphics
> packages, and so forth.
> I would like to comment that some of the need for products like
> the Spectre GCR and PC-Speed(and others like them) arises from
> the fact that there is software available on those machines which
> are in ways better developed than ST software. I congratulate
> the developers of the emulators for making that software available
> to ST users, but I must ask software developers to fill in the
> gaps with ST software.

{specific request deleted}
Hear, Hear! All I've been seeing is flames about hardware and
the way Atari is run. We can do little about those things, but
isn't there something we can do to turn around the small and
shrinking (at least in the U.S.A.) applications software base?
I can't find software titles that were out years ago, e.g. some
compilers, an on-the-fly keyboard macro program, an outliner-word
processor like More on the Mac (all there ever was was Hippo Concept),
and new ones are not out there replacing them. If this doesn't
change soon I may be forced to go to permanent emulation (haven't
done it at all - yet ;-}). Constructive suggestions desired.

> Let's hear it for some variety and quality.
>
> Warren J. Hack Dept. of Astronomy, New Mexico State
> whack@nmsu.edu "I'm just a poor grad. student"

Bob Pegram (pegram@griffin.uvm-gen.uvm.edu)

3416. Re: Disappearing Disk Space

Newsgroup: comp.sys.atari.st
Date: 1989-11-29 19:07:44 UTC
From: hcj@lzaz.ATT.COM
Message-ID: <871@lzaz.ATT.COM>
Source record: 246488

In article <1989Nov29.035921.1943@agate.berkeley.edu>, ladasky@codon3.berkeley.edu (John Ladasky;1021 Solano No. 2;528-8666) writes:

>
> I just had something terribly unpleasant happen to me... I'm using
> Dr T's Copyist to assemble PostScript files of my music. For those of you
>
> into the process, each of my disks came up with a "file creation or write
> error" (I love how specific this message is, too). That was when I checked
> the disk space.

when a process opens and is writing a file doesn't close it properly
the directory info is not correct but the fats are lost.

I use fsck (posted here sometime) to recover the space from my hard disk.

I guess just reformatting is the best for floppies.

Howard C. Johnson
ATT Bell Labs
att!lzaz!hcj
hcj@lzaz.att.com

3417. Prodigy run under Spectre GCR?

Newsgroup: comp.sys.atari.st
Date: 1989-11-29 19:10:30 UTC
From: hcj@lzaz.ATT.COM
Message-ID: <872@lzaz.ATT.COM>
Source record: 246489

Has anyone run the Prodogy info system for MAC on Spectre GCR?

Howard C. Johnson
ATT Bell Labs
att!lzaz!hcj
hcj@lzaz.att.com

3418. Re: "kneecapping" and TOS piracy

Newsgroup: comp.sys.atari.st
Date: 1989-11-29 19:12:32 UTC
From: <>
Message-ID: <2031@psueea.UUCP>
Source record: 246490

In article <8911280802.AA18983@ucbvax.Berkeley.EDU> JOHNBARNES@ENH.NIST.GOV writes:
>Why Not, I ask? If people want to burn their own ROMS, why not let
>them? Atari should even provide diagnostic files that can be run to
>test the validity of user-generated ROMS.

I can certainly understand why Atari protects their ROMs...

They do it for the same reason that Apple protects theirs. If Mac ROMs were freely redistributable, then Mac emulators would be EVERYWHERE! What would that do to Apple?

Ah, you're thinking "Yes, but who in their right mind would want to emulate an ST?" Amiga owners, for one. About a month ago, there was a lot of traffic on comp.sys.amiga regarding a P.D. Atari ST emulator which DIDN'T WORK! It seems that the original version of the emulator (which was distributed on disk) had illegal copies of Atari ROMs stored on "unused" sectors of the disk. When somebody uploaded it, they forgot to upload the illegal ROMs. So anybody who downloaded the emulator got a useless package.

Some people wondered if they were using it wrong. Some were angry because they had gone to a lot of trouble and still hadn't managed to steal anything. Some jokingly said "Yep, real Atari's work that way, too."

Nobody said "This is wrong. We *shouldn't* copy Atari ROMs like this."

>Why Not, I ask? If people want to burn their own ROMS, why not let
>them? Atari should even provide diagnostic files that can be run to
>test the validity of user-generated ROMS.

Because they can't trust us to use them as Atari intended.
Because they have a reputation to protect (such as it is).
Because they don't want to support a product that doesn't earn them money.
Because copyrights can be lost if they aren't enforced.
Because parts of the ROMs are really copyrighted by DRI, not Atari.

Steve Kirkendall, kirkenda@jove.cs.pdx.edu, uunet!tektronix!psueea!jove!kirkenda

3419. Re: HELP! inaccessible file within ARChive ...

Newsgroup: comp.sys.atari.st
Date: 1989-11-29 19:13:33 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <10148@stag.math.lsa.umich.edu>
Source record: 246491

In article <2628@ethz.UUCP> chris@ethz.UUCP (Christian Dreyer) writes:
>I`ve put an important text-file into an ARChive. When trying to extract it
>from there ARC.TTP gives an error about like the following:
>
>THE FILE IS ARCHIVED USING 95 BITS; I CAN ONLY HANDLE 12
>
>What can I do to get my file back?? Thanks VERY much for any help!

This usually happens because you archived the file with an encryption
key, and forgot to use the key when trying to extract it. (I've been
asked to "rescue" a couple "trashed" archives where this was the case.
Personally I'd blow off encryption. Just a hassle for your own use,
and really only a minor problem for some determined person to decrypt.)

--
-=- PrayerMail: Send 100Mbits to holyghost@father.son[127.0.0.1]
and You Too can have a Personal Electronic Relationship with God!

3420. Re: Comments on STE -- (un)known facts

Newsgroup: comp.sys.atari.st
Date: 1989-11-29 19:51:06 UTC
From: dhe@uafhcx.uucp
Message-ID: <3467@uafcveg.uark.edu>
Source record: 246492

In article <1824@atari.UUCP>, apratt@atari.UUCP (Allan Pratt) writes:
> The color palette has 4096 colors, not the ST's 512. That's
>
> The video address can be changed on a line-by-line basis.
> This makes split-screen stuff really easy.
>
> The video memory buffer can be larger than the screen.
> The screen then becomes a "window" onto this larger canvas.
>
> The video can start on any word boundary.
>
> Each line can be delayed by any number of bits.
>
> What this all adds up to is horizontal and vertical scrolling by bits,
> and split-screen effects which are effortless and not memory- or

Will this new graphics chip used in the STE be pin to pin compatible
with the one currently in the ST? Can we actually BUY a STE graphics
chip and put it into the ST? It would be nice if we could.

-Dave

==
dhe@uafhcx.uark.edu David Ewing, University of Arkansas
"What does God need with a Starship?!" Computer Science Engineering
==
==
dhe@uafhcx.uark.edu David Ewing, University of Arkansas
"What does God need with a Starship?!" Computer Science Engineering
==

3421. Re: Mega chips & drive questions

Newsgroup: comp.sys.atari.st
Date: 1989-11-29 20:03:51 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440088@hplsla.HP.COM>
Source record: 246493

mjv@iris.brown.edu (Marshall Vale) writes:

|I have several questions about chips in my Mega2.
|
|I've been thinking about upgrading to TOS 1.4 and have read the messages
| about the weak power chips.

Based on my experience with the 6 chip ROM set in my Mega 2 (of an older vintage), I heartily recommend changing those 74LS373's to 74AS373's if you install a 6 chip set of ROMs. You might get by with the existing chips, and you might not. It's cheaper to have them put in during the ROM upgrade while things are apart than to do it later if it proves necessary.

|
|I also noticed that there was a very tiny board on top of the 68000 with a
|_SCST74LS74B1_ in it and a wire running to an unlabeled spot on the
|board just above and to the left of the 68000. Anyone know what its for?
| It seems like it was a rather last minute change and the glue job was
| very sloppy.

Hmmm, my Mega has a similar kludge except the extra chip is piggy-backed on another small TTL chip. It's pretty sloppy, too. I assumed the dealer did this in the ROM upgrade, maybe not, eh?

Disclaimer: The opinions expressed herein are those solely of the author, who has no pecuniary interest in the companies, products, or publications mentioned above.

%/%/%/

3422. NEODESK RANDOM PICTURE SELECTOR 1.0

Newsgroup: comp.sys.atari.st
Date: 1989-11-29 20:07:00 UTC
From: glk01126@uxa.cso.uiuc.edu
Message-ID: <111500074@uxa.cso.uiuc.edu>
Source record: 246494

To those of you who requested it, but the mail bounced...
Available at umich (35.1.33.8) in atari/new/nrps.arc...

Sorry about the control-M chars, forgot to switch off binary.

Neodesk Random Picture Selector V1.0 Documentation...

Place NRPS.PRG in your auto folder. It's last in mine after pinhead, mouse doubler, startgem etc., but I don't think it matters. The paths default to C:\NEODESK for the neodesk location and E:\CLIPART for the location of your *.PI2 and *.PI3 pictures. If you would like to change these, either sector edit the program or create a file called NRPS.INF in your root directory with the first line being the location of the NEOMASTR.PRG and the second line being the location of your PI? files. Do not include the final '\' in these path listings. You may need to add a final carriage return... I have no need for this option, so it is untested.

NRPS copies a random picture into the NEODESK folder on boot using the physbase of the screen as a buffer. I don't know why this had to be so large (ca. 17K), but it is compiled in HiSoft Basic Pro, the prog size was 2K and lib size was 15K...? I may rewrite in C to shrink it, but my C: partition has room anyway. NRPS checks the resolution and upon hi, copies a PI3 extension picture otherwise a PI2 extension picture. The picture will only be changed by either rebooting or exiting NEODESK and reentering after running NRPS.

The randomizer should be fairly random as it shuffles the filenames first, then gets the seconds value from the system clock, adds it to the total files (which may be no greater than 60) and multiplies by rnd until less than total. I had trouble with other attempts, but this seems to do the trick.

I may update this as a D.A. which can shuffle pics while in NEODESK if there is any interest. I don't think there are any bugs, but I just wrote it last night...

If you happen upon one, or have any comments, call me at 217-359-7483 snail mail at 211 E. Clark #10, Champaign IL 61820 or e-mail at glk01126 @uxa.uiuc or something like that... or post to comp.sys.atari.st.

As if anyone would really want to say anything anyway...

Ciao and viel Spass damit...

-Spieu!
Gregory Mathias Lemperle-Kerr

University of Illinois undergrad looking for a med school...

3423. ATTENTION REGISTERED DEVELOPERS

Newsgroup: comp.sys.atari.st
Date: 1989-11-29 20:09:11 UTC
From: kbad@atari.UUCP
Message-ID: <1835@atari.UUCP>
Source record: 246495

ignac@electro.UUCP (Ignac Kolenko) writes:
| With our tos 1.4 upgrade, the release notes, as i stated [...]
| were shrunken down photocopies which are not all that readable.

IMPORTANT MESSAGE TO ALL REGISTERED U.S. ATARI DEVELOPERS:
IF YOU ARE A REGISTERED DEVELOPER AND YOU DO NOT HAVE THE FINAL
RAINBOW TOS RELEASE NOTES, CALL GAIL AT 408-745-2568.

There was a questionnaire sent out some months ago, and if you did not
send back that questionnaire, you are no longer listed as a registered
developer. That was supposed to be clear from the questionnaire.
Further, we are starting a re-registration program, which will be free
of charge to registered developers. Call Gail for more info.

The photocopied docs which came with the _developer release_ of Rainbow
TOS are NOT the final Rainbow TOS Release Notes. They were preliminary
and were marked as such. The final version comes in an Atari binder,
and was professionally produced by our technical documentation
department. If you do not have the final version by now, assume that
you have been purged from the list of registered developers. Do not
send me Email, and do not post a followup to this message, because
those actions will not get you on the list. CALL GAIL.

Now that that's out of the way...

| why weren't real jumper pins used [for ROM jumpers] anyways??

It's a lot easier for parts insertion machines to insert 0 ohm resistors
than jumpers. And jumpers would require verification that they were
inserted the correct way. That's what I've been told, anyways.

Regarding how developer kits are being released, I haven't seen an
actual developer kit in quite a while (since I got mine, in fact, when
I came to work here at Atari). So without information to the contrary,
I'm assuming that they still come boxed and 3-hole-perforated for
inclusion in the binders of your choice (I've got 5 big binders holding
my kit). As far as the condition of the docs, they shouldn't be torn up
or hard to read - the originals from which the docs are printed these
days are in much better shape than years ago. If you got a bad set,
please contact Gail.
--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

3424. Re: tos 1.4 problem?

Newsgroup: comp.sys.atari.st
Date: 1989-11-29 20:37:04 UTC
From: apratt@atari.UUCP
Message-ID: <1836@atari.UUCP>
Source record: 246496

ignac@electro.UUCP (Ignac Kolenko) writes:
> Fwrite (wHandle, 0x20000L, (char *)0xC00000L);

Sorry, guy, the ST can only DMA from ST memory. You can't do DMA from ROM, either. You'll have to copy from the special memory to real memory, then write that to disk. If you're using Fwrite it can't be that time critical...

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

3425. Re: Still searching...

Newsgroup: comp.sys.atari.st
Date: 1989-11-29 22:27:46 UTC
From: saj@chinet.chi.il.us
Message-ID: <1989Nov29.222746.2044@chinet.chi.il.us>
Source record: 246497

>In article <1830@atari.UUCP> kbad@atari.UUCP (Ken Badertscher) writes:
>>Atari Corp. policy is that we offer developer support to registered
>>developers, not to end users. I know how you feel about the issue,
>>and I'm sorry if you feel "left out." It seems to me, though, that it
>>just wouldn't be cost effective for us to offer the level of technical
>>support we give to developers to end users.

I'm still carping. If the TOS 1.4 documentation is indicative of what Atari documentation is going to be like in the future, it's a gigantic step in a good direction. But I still think that making a listing of ROM contents, as of some major freeze date, with comments, available to registered developers would be a GOOD THING. Extra charges, extra confidentiality agreements and big red warnings "This is provided only as a supplement to <other documents>; Atari guarantees to break any program dependent on OS features not promised elsewhere" would be acceptable. Although I also don't see any need to make such a thing confidential. I do see the need for warnings.
Steve J.

3426. printer timing?

Newsgroup: comp.sys.atari.st
Date: 1989-11-29 22:46:27 UTC
From: landry@enginr.dec.com
Message-ID: <6459@shlump.nac.dec.com>
Source record: 246498

Anybody know the details of the timing of the Centronics parallel printer interface? I need to know it both from the printer and the computer end so I can build a printer buffer. There's sort of a timing diagram in my printer manual but it doesn't make much sense.

thanks
chris

3427. OS9 for st

Newsgroup: comp.sys.atari.st
Date: 1989-11-29 22:53:46 UTC
From: wynkoop@esquire.UUCP
Message-ID: <1640@esquire.UUCP>
Source record: 246499
Cross-posted to: comp.os.os9,comp.sys.atari.st

Greeting-
I have heard there is a very good port of OS9 for the ST in europe.
Who did this port and where can I contact them? Has anyone tried this or
any other port of OS9 on the portable ST? Any info on the European port
would be helpful as I have some instilations to support in the UK and
France.

Please reply to me directly, or to comp.os.os9 as I do not read
comp.sys.atari.st

-Brett

uucp.......cmcl2!esquire!wynkoop (wynkoop@esquire.dpw.com)
voice 212-266-0741

3428. Re: TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1989-11-29 22:54:43 UTC
From: cs161fca@sdcc10.ucsd.edu
Message-ID: <5448@sdcc6.ucsd.edu>
Source record: 246500

In article <1825@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>(I don't really know that much about the subs: for example, I think
>they order ROMs from Atari Taiwan. The point is that Atari Corporation
>
>==
>Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
>reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

Just curious. The ST is made in Taiwan. But is the ST sold in
Taiwan, or Atari Taiwan is just a company making computers for
exports (to the US and Canada and Europe?)

3429. Re: INFO-ATARI16 Digest V89 #708

Newsgroup: comp.sys.atari.st
Date: 1989-11-29 23:15:57 UTC
From: ins_bac@jhunix.HCF.JHU.EDU
Message-ID: <3446@jhunix.HCF.JHU.EDU>
Source record: 246401

>Also, does anyone know of any Atari Dealers In New Jersey?
Well up ny where Atari Explorer is published(Mendham) there is an excellent
Mom+Pop outfit called Gemini Computers. he sells only Atari Hardware
and A ton of Software. Anyway specifically it is in Morristown and
he does have a good clientele(sp?).
His support is great, but he cant compete with a huge outift like J&R Musicworldin NYC.
(they are backordered so good luck with them)

> Frank Rachel
> Bitnet:FRACHEL@UMIAMI

-Ajay Choudhri
ins_bac@Jhunix.bitnet
btw if you are an NJ ST owner in the 201 area code, get in touch.

3430. Re: Modula 2

Newsgroup: comp.sys.atari.st
Date: 1989-11-29 23:35:00 UTC
From: Ritzert@DMZRZU71.BITNET
Message-ID: <891129233546.307670@DMZRZU71-UNI-MAINZ--GERMANY>
Source record: 246402

> Although this translation has gone through a layer of Dutch, I still
> think it is a faithful one. Note that some of the conditions imply others.

Yes indeed, it is faithful. And translated precisely.

Michael Ritzert
mjr@dmzrzu71.bitnet

3431. pc-ditto II - from Bill Teal

Newsgroup: comp.sys.atari.st
Date: 1989-11-29 23:51:21 UTC
From: Xorg@cup.portal.com
Message-ID: <24566@cup.portal.com>
Source record: 246403

From the GEnie Information Network:

Category 19, Topic 2
Message 165 Mon Nov 27, 1989
AVANTGARDE at 15:14 EST

It has been a few weeks since we have come online here at GEnie. We apologize for the inconvenience. As most of you know, we have delays in getting pc-ditto II to market. The main reason has been a manufacturer we selected. Because we are small, we had a hard time getting reasonable quotes from companies to produce pc-ditto II. Nevertheless, we did find a company earlier this year who was eager to do the work. Unfortunately, they too were small, and as we later learned, inexperienced in doing the kind of work we required. We had suffered along with them, in part because they had us over a barrel. But, when production units were not acceptable, and they could not be reworked, we had to finally bite the bullet and move on to another manufacturer.

Until we could pass along any news, we did not want to return to GEnie with "I don't know" kind of answers. What we can say with certainty is that we have taken delivery of boards that do work (from a new manufacturer) and things are back on track here. We will be up online this weekend to answer all the messages since we were last on (I have just downloaded them, but not yet had time to read them all).

Anyway, we are still alive and producing pc-ditto II. We waited to make sure it was right, as we know that's what is expected. Thanks, and we'll talk to you later this week.

3432. Re: Is Spectre going AppleTalk?

Newsgroup: comp.sys.atari.st
Date: 1989-11-30 00:07:42 UTC
From: buggs@cup.portal.com
Message-ID: <24568@cup.portal.com>
Source record: 246404

How 'bout AppleTalk Dan? Is Dave doin' that or considering it?

Ed June
FidoNet 1:133/403

3433. Diff between TOS 1.0 and 1.2?

Newsgroup: comp.sys.atari.st
Date: 1989-11-30 00:37:39 UTC
From: daveba@hpsad.HP.COM
Message-ID: <750031@hpsad.HP.COM>
Source record: 246405

Although I bought my Atari 1040ST in June of 1988, it appears to have TOS 1.0 in it instead of TOS 1.2 as I had expected. Would some knowledgeable person kindly outline the differences between these two TOS versions? Also, is it worth it to upgrade to TOS 1.4 (for a hundred bucks!)?

Thanks,

Dave Ballo
HP, Signal Analysis Division R&D

3434. LaTeX Calendar program!

Newsgroup: comp.sys.atari.st
Date: 1989-11-30 01:54:16 UTC
From: mikew@wheeler.wrcr.unr.edu
Message-ID: <3176@tahoe.unr.edu>
Source record: 246406

Here is a great little C program that writes an appointment
calendar in LaTeX. You provide the LaTeX commands describing
your appointments e.g.

```
1989 12
25
\begin{itemize}
\item Go to mom's for dinner
\end{itemize}
%
```

the above would put "Go to mom's for dinner" in the square for
Dec. 25, 1989. Micro calendars for previous and next month are
drawn into appropriate areas!!

I didn't write this -- found it on comp.text set up to use
postscript fonts. I may an addition to allow computer modern
fonts to be used and added some #ifdefs:

-DUNIX to make the UNIX version else you can compile with MWC
3.2

-DPS get the original postscript font selection in place of the
computer modern patch that I stuck in.

I compiled it with MWC 3.2 ran it under msh and gulam. Output
was checked on the ST using cm fonts and showdvi.prg--- ok on
monochrome screen but flaky on my low res color screen (probably
my fonts or the OMNIRES prg). I also ran the UNIX version on a
SUN 3 (4.3 BSD) with output to an Imagen 8/300. GREAT !!

here it is .... snip .. snip .. snip... ENJOY

```
------------------------------------------------------------
/* This is "lxcal.c", a C program to produce a Calendar in LaTeX. No
* claim whatsoever is made regrading this code or the calendar-design.
* Note that no error checking is done.
* The calendar is printed on a 11in by 8.5in paper. Use your favorite
* DVI2PS with the landsacpe option.
* I found this to be a useful programming exercise both in C and LaTeX.
* Comments, suggestions and reports regarding bugs are welcome.

* Author: B. Narasimhan
* Dept. of Statistics
Florida State Univesrity
* Tallahassee, FL 32306.
* E-mail: naras@stat.fsu.edu
```

```
* I wish to thank
* William Poser
* Dept. of Linguistics
* Stanford University
* who provided the string handling routines I needed, including a new
* "itoa" and the person (I don't know the name) who posted the
* day_of_week algorithm on the net.
* Usage: lxcal [input_file] [output_file]
*
* Input should be as follows:
YEAR MONTH - Integers
DAY_NO - Integer
\begin{itemize}
\item Item_1 \\
\item Item_2 \\
......
\item Item_N \\
\end{itemize}
%
ANOTHER DAY_NO - Integer
\begin{itemize}
....
\end{itemize}
%
* and so on. The % is important. This preempts the use of %. Can anyone
* out there change this to %% instead? I tried the usual tricks and for
* some reason they all bombed and I am not willing to spend more time on
* this now.
*/
/* AN EXERCISE [M15]: This is a wrap-around calendar with 5 rows.
Some time in the future the last row will be empty, i.e.
February will have 28 days with the Ist day beginning on a Sunday.
Which is the earliest year when this happens? Can you
characterize those years (at least during your lifetime) ?
*/

#include <stdio.h>
#ifdef UNIX /* mrw 11-89 */
#include <string.h>
#endif
#define CNULL ( ( char *) 0)
#define MAXLEN 1000

static char *month_name[] = {
"", "JANUARY", "FEBRUARY", "MARCH", "APRIL",
"MAY", "JUNE", "JULY", "AUGUST",
"SEPTEMBER", "OCTOBER", "NOVEMBER", "DECEMBER"
};
static int no_of_days[2][13] = {
{0, 31, 28, 31, 30, 31, 30, 31, 31, 30, 31, 30, 31},
{0, 31, 29, 31, 30, 31, 30, 31, 31, 30, 31, 30, 31}
```

```
};
static int offsets[] = {0, 0, 3, 3, 6, 1, 4, 6, 2, 5, 7, 3, 5};

char *create_copy(string)
char *string;
/*
* Copy a string and return a pointer to the new storage allocated
* to contain it. This function differs from strcpy(3) in that it
* allocates the necessary storage instead of just copying into
* storage provided by the caller.
*/
{
char *new;
extern char *malloc();

if( (new = malloc( (unsigned) (strlen(string) + 1) ) ) != CNULL){
strcpy(new,string);
}
else fprintf(stderr,"create_copy: malloc error\n");

return(new);
}

char *copy_cat(string1,string2)
char *string1, *string2;
/*
* Concatenate the strings in the two arguments, allocating the
* necessary storage, freeing the storage allocated to the first
* argument, and returning a pointer to the newly created object.
* This function is similar to strcat(3) but differs from it in
* handling the storage allocation as well as in destroying the
* original first argument.
*/
{
char *new;
extern char *malloc();
extern void free();

if( (new = malloc( (unsigned) (strlen(string1) + strlen(string2) + 1) )) != CNULL){
strcpy(new,string1);
strcat(new,string2);
if(string1 != CNULL) free(string1);
}
else fprintf(stderr,"copy_cat: malloc error\n");
return(new);
}

/*
* This is a fast subroutine for converting a binary
* integer into a decimal ASCII string. It is very much
* like the itoa routine described on p.60 of K&R, but differs
* from it in several respects. One is the order of arguments.
```

```
* The name of the string in which to write is given first in order
* to be consistent with sprintf and kindred functions.
*
* This algorithm fails on the most negative integer.
*
*/
void itoa(string,k)
char *string; /* String in which to write */
int k; /* Integer to convert */
{
register int temp;
register char *s;
register char *p;
register int n;
register int q;
register int r;
int sign;

n = k; /* Copy integer into register */
p = s = string; /* Copy pointer into registers */

if( (sign = n) < 0) n = -n; /* Make n positive */

/* Do conversion */

do {
q = n / 10;
r = (q << 3) + (q << 1); /* Multiply by 10 (8x + 2x = 10x) */
*s++ = n + '0' - r;
} while (( n = q) > 0);

if(sign < 0) *s++ = '-'; /* If negative, add sign */

*s = '\0'; /* Null terminate string */

s--; /* Point s at last non-null char */

/*
* Now we reverse the string. When we begin, p points at the first
* character of the string, s at the last non-null character.
*/

while(p < s){
temp = *p;
*p++ = *s;
*s-- = temp;
}

return;
}

int day_of_week(year,month, day)
int year, month,day;
{
```

```
int dw;
dw=4+year+((year+3)/4)+offsets[month]+day;
if( ((year%4) ==0) && (month > 2)) dw++;
if( (year==0) && (month < 3)) dw++;
dw=(dw%7);
return(dw);
}

int days_in_month(year, month)
int year, month;
{
int leap;

leap = year%4 == 0 && year%100 !=0 || year%400 == 0;
return(no_of_days[leap][month]);
}

char *read_event(fpi, p) /* Read LaTeX input and return pointer. */
FILE *fpi;
char *p;
{
int i, lenp;
char s[MAXLEN], *temp_p, *t;

temp_p = p;
lenp = strlen(p);
if ((t = malloc((unsigned) lenp)) != CNULL) {
for (i = 0; i < lenp - 1; i++)
t[i] = *temp_p++;
t[i] = '\0';
free(p);
while ((i=fscanf(fpi,"%[^\%]",s)) != 0) {
t = copy_cat(t," ");
t = copy_cat(t, s);
}
t = copy_cat(t," }");
i = fscanf(fpi,"%s",s);
} else
fprintf(stderr,"read_event: malloc error\n");
return(t);
}

main(argc, argv)
int argc;
char *argv[];
{
int year, month, day, result, prev, next, temp, cell_no;
int days_now, days_prev, days_next, days_next_next;
int day_one_now, day_one_next, day_one_prev;
int which_day, next_month, prev_month, prev_month_year, next_month_year;
int i, j;
char buffer[10], *p;
```

```
FILE *fpi, *fpo, *fopen();

struct day_info {
int day_no;
char *event;
} list[35];

if (argc == 1) {
fpi = stdin;
fpo = stdout;
}
if (argc >= 2)
if ((fpi = fopen(*++argv, "r")) == NULL) {
fprintf(stderr,"lxcal: can't open %s\n",*argv);
exit(1);
}
if (argc >= 3)
if ((fpo = fopen(*++argv, "w")) == NULL) {
fprintf(stderr,"lxcal: can't open %s\n",*argv);
exit(1);
}
result = fscanf(fpi,"%d %d", &year, &month);

/* Figure prev_month and prev_month_year, and same for next month. */

if (month == 1) {
prev_month = 12;
prev_month_year = year - 1;
} else {
prev_month = month - 1;
prev_month_year = year;
}
if (month == 12) {
next_month = 1;
next_month_year = year + 1;
} else {
next_month_year = year;
next_month = month + 1;
}

/* Figure starting week day in those months. */

day_one_now = day_of_week(year, month, 1);
day_one_next = day_of_week(next_month_year, next_month, 1);
day_one_prev = day_of_week(prev_month_year, prev_month, 1);

/* Figure number of days in those months. */

days_now = days_in_month( year, month);
days_prev = days_in_month( prev_month_year, prev_month);
days_next = days_in_month( next_month_year, next_month);

/* Determine where the sub-calendars for prev and next months go. */
```

```
temp = days_now + day_one_now;
if (day_one_now == 0 && days_now == 28) {
prev = 28;
next = 34;
} else if ( day_one_now == 0) {
prev = 33;
next = 34;
} else if (temp <= 34) {
prev = 0;
next = 34;
} else if (temp == 35) {
prev = 0;
next = 1;
} else {
prev = (temp+1)%7;
next = prev + 1;
}

/* Mark the corresponding days with negative day_no's. (For output.) */

list[prev].day_no = -2;
list[next].day_no = -1;

/* Set the dates. */

for (i = day_one_now; i < day_one_now + 35; i++) {
j = i%35;
if (i >= days_now + day_one_now)
list[j].day_no = 0; /* Mark boxes with no day numbers. */
else
list[j].day_no = i - day_one_now + 1;
if (j%7 != 0)
list[j].event = create_copy(" &\\boxit{\n }");
else
list[j].event = create_copy(" \\boxit{\n }");
}

/* Now set about arranging things for the sub-calendars. */

if (prev%7 == 0)
list[prev].event = create_copy(" ");
else
list[prev].event = create_copy(" &");
list[prev].event = copy_cat(list[prev].event,"\\boxcal{\n \\");
list[prev].event = copy_cat(list[prev].event,"begin{center}\n ");
list[prev].event = copy_cat(list[prev].event, month_name[prev_month]);
list[prev].event = copy_cat(list[prev].event, " ");
itoa(buffer, prev_month_year);
list[prev].event = copy_cat(list[prev].event,buffer);
list[prev].event = copy_cat(list[prev].event,"\n \\end{center}\n");
list[prev].event = copy_cat(list[prev].event," \\begin{tabular*}");
list[prev].event = copy_cat(list[prev].event,"{1.30in}{rrrrrrr}\n");
list[prev].event = copy_cat(list[prev].event," \\hline\n ");
```

```
list[prev].event = copy_cat(list[prev].event,"S &M &T &W &T ");
list[prev].event = copy_cat(list[prev].event,"&F &S \\\\\n");
list[prev].event = copy_cat(list[prev].event," \\hline\n");
for (i = 0; i < days_prev+day_one_prev; i++) {
if (i%7 == 0)
list[prev].event = copy_cat(list[prev].event," ");
else
list[prev].event = copy_cat(list[prev].event," &");
if (i >= day_one_prev) {
itoa(buffer,i-day_one_prev+1);
list[prev].event = copy_cat(list[prev].event,buffer);
}
if (i%7 == 6)
list[prev].event = copy_cat(list[prev].event,"\\\\\n");
}
list[prev].event = copy_cat(list[prev].event,"\n ");
list[prev].event = copy_cat(list[prev].event,"\\end{tabular*}\n }");

if (next%7 == 0)
list[next].event = create_copy(" ");
else
list[next].event = create_copy(" &");
list[next].event = copy_cat(list[next].event,"\\boxcal{\n \\");
list[next].event = copy_cat(list[next].event,"begin{center}\n ");
list[next].event = copy_cat(list[next].event, month_name[next_month]);
list[next].event = copy_cat(list[next].event, " ");
itoa(buffer,next_month_year);
list[next].event = copy_cat(list[next].event, buffer);
list[next].event = copy_cat(list[next].event,"\n \\end{center}\n");
list[next].event = copy_cat(list[next].event," \\begin{tabular*}");
list[next].event = copy_cat(list[next].event,"{1.30in}{rrrrrrr}\n");
list[next].event = copy_cat(list[next].event," \\hline\n S");
list[next].event = copy_cat(list[next].event," &M &T &W &T &F");
list[next].event = copy_cat(list[next].event," &S \\\\\n \\hline\n");
for (i = 0; i < days_next+day_one_next; i++) {
if (i%7 == 0)
list[next].event = copy_cat(list[next].event," ");
else
list[next].event = copy_cat(list[next].event," &");
if (i >= day_one_next) {
itoa(buffer,i-day_one_next+1);
list[next].event = copy_cat(list[next].event,buffer);
}
if (i%7 == 6)
list[next].event = copy_cat(list[next].event,"\\\\\n");
}
list[next].event = copy_cat(list[next].event,"\n \\");
list[next].event = copy_cat(list[next].event,"end{tabular*}\n }");

/* Read the events for the present month. */
```

```
result = fscanf(fpi,"%d",&which_day);
while (result != 0 && result != EOF) {
temp = (which_day + day_one_now +34)%35;
list[temp].event = read_event(fpi, list[temp].event);
result = fscanf(fpi,"%d",&which_day);
}

/* Just print out the LaTeX file! */

fprintf(fpo,"%s","\% This is a Calendar in LaTeX.\n");
fprintf(fpo,"%s","\% Author: B. Narasimhan\n");
fprintf(fpo,"%s","\% Dept. of Statistics\n");
fprintf(fpo,"%s","\% Florida State University\n");
fprintf(fpo,"%s","\% Tallahassee, FL 32306-3033\n");
fprintf(fpo,"%s","\% Ph. (904)-644-5852\n");
fprintf(fpo,"%s","\% E-mail: naras@stat.fsu.edu\n");
fprintf(fpo,"%s","\% Freely redistributable and modifyable. \n");
fprintf(fpo,"%s","\% Modifiers and enhancers, please:\n");
fprintf(fpo,"%s","\% 1. Make sure credit is given to all");
fprintf(fpo,"%s"," involved\n");
fprintf(fpo,"%s","\% and more importantly,\n");
fprintf(fpo,"%s","\% 2. Mail me a copy for the sake of");
fprintf(fpo,"%s"," improving my knowledge.\n" );
fprintf(fpo,"%s","\%\n");
fprintf(fpo,"%s","\\documentstyle[12pt]{article}\n");
fprintf(fpo,"%s","\%\n");
fprintf(fpo,"%s","\\newcommand{\\boxit}[1]{\\vbox to 81pt{\\");
fprintf(fpo,"%s","begin{minipage}[b]{1.30in}\n");
fprintf(fpo,"%s","\\setlength{\\parskip}{0.0in}\n");
fprintf(fpo,"%s","\\setlength{\\baselineskip}{3.0mm}\n");
fprintf(fpo,"%s","\\raggedright #1 \\end{minipage}\n");
fprintf(fpo,"%s","\\vspace{\\fill}}\n");
fprintf(fpo,"%s","\%\n");
fprintf(fpo,"%s","\\newcommand{\\boxcal}[1]{\\vbox to 81pt{\\");
fprintf(fpo,"%s","begin{minipage}[b]{1.30in}\n");
fprintf(fpo,"%s","\\setlength{\\arrayrulewidth}{0.01mm} \n");
fprintf(fpo,"%s","\\renewcommand{\\arraystretch}{0.60} \n");
fprintf(fpo,"%s","\\trsix\n");
fprintf(fpo,"%s","\\setlength{\\baselineskip}{1.90mm} \n");
fprintf(fpo,"%s","\\setlength{\\tabcolsep}{0.6em} \n");
fprintf(fpo,"%s","#1\\end{minipage}\\vspace{\\fill}}\n");
fprintf(fpo,"%s","\%\n");
fprintf(fpo,"%s","\\setlength{\\topskip}{0.0in}\n");
fprintf(fpo,"%s","\\setlength{\\headheight}{0.0in}\n");
fprintf(fpo,"%s","\\setlength{\\headsep}{0.0in}\n");
fprintf(fpo,"%s","\\setlength{\\footheight}{0.0in}\n");
fprintf(fpo,"%s","\\setlength{\\footskip}{0.4375in}\n");
fprintf(fpo,"%s","\\setlength{\\topmargin}{-.5625in}\n");
fprintf(fpo,"%s","\\setlength{\\oddsidemargin}{-0.65in}\n");
fprintf(fpo,"%s","\\setlength{\\textwidth}{10.3in}\n");
fprintf(fpo,"%s","\\setlength{\\textheight}{8.5in}\n");
```

```
#ifdef PS /* mrw 11-89 */
fprintf(fpo,"%s","\\newfont{\\hb}{h-bol at 12pt}\n");
fprintf(fpo,"%s","\\newfont{\\hbbig}{h-bol at 24pt}\n");
fprintf(fpo,"%s","\\newfont{\\tbeight}{t-bol at 8pt}\n");
fprintf(fpo,"%s","\\newfont{\\treight}{t-rom at 8pt}\n");
fprintf(fpo,"%s","\\newfont{\\tbieight}{t-bolita at 8pt}\n");
fprintf(fpo,"%s","\\newfont{\\tb}{t-bol at 12pt}\n");
fprintf(fpo,"%s","\\newfont{\\trsix}{t-rom at 6pt}\n");
#else
fprintf(fpo,"%s","\\newfont{\\hb}{cmbx12}\n");
fprintf(fpo,"%s","\\newfont{\\hbbig}{cmbx12}\n");
fprintf(fpo,"%s","\\newfont{\\tbeight}{cmbx8}\n");
fprintf(fpo,"%s","\\newfont{\\treight}{cmr8}\n");
fprintf(fpo,"%s","\\newfont{\\tbieight}{cmti8}\n");
fprintf(fpo,"%s","\\newfont{\\tb}{cmbx12}\n");
fprintf(fpo,"%s","\\newfont{\\trsix}{cmr5}\n");
#endif

fprintf(fpo,"%s","\\pagestyle{empty}\n");
fprintf(fpo,"%s","\\begin{document}\n");
fprintf(fpo,"%s","\\treight\n");
fprintf(fpo,"%s","\\vspace{\\fill}\n");
fprintf(fpo,"%s","\\begin{center}\n");
fprintf(fpo,"%s"," {\\hbbig ");
fprintf(fpo,"%s ",month_name[month]);
fprintf(fpo," ");
itoa(buffer, year);
fprintf(fpo,"%s",buffer);
fprintf(fpo,"%s","}\n\\end{center}\n");
fprintf(fpo,"%s","\\begin{tabular}{|p{1.30in}|p{1.30in}|p{1.30in}");
fprintf(fpo,"%s","|p{1.30in}|p{1.30in}|p{1.30in}|p{1.30in}|}\n");
fprintf(fpo,"%s"," \\hline\n");
fprintf(fpo,"%s"," \\multicolumn{1}{|c}{\\hb Sunday}\n");
fprintf(fpo,"%s"," &\\multicolumn{1}{|c}{\\hb Monday}\n");
fprintf(fpo,"%s"," &\\multicolumn{1}{|c}{\\hb Tuesday}\n");
fprintf(fpo,"%s"," &\\multicolumn{1}{|c}{\\hb Wednesday}\n");
fprintf(fpo,"%s"," &\\multicolumn{1}{|c}{\\hb Thursday}\n");
fprintf(fpo,"%s"," &\\multicolumn{1}{|c}{\\hb Friday}\n");
fprintf(fpo,"%s"," &\\multicolumn{1}{|c|}{\\hb Saturday}\n");
fprintf(fpo,"%s"," \\\\ \n");
fprintf(fpo,"%s"," \\hline\\hline");

for (i = 0; i < 5; i++) {
for (j = 0; j < 7; j++) {
cell_no = i*7 + j;
if (cell_no%7 == 0)
fprintf(fpo," ");
else
fprintf(fpo," &");
if (list[cell_no].day_no <= 0 )
fprintf(fpo,"\n");
else
```

```
if (cell_no%7 == 6 || list[cell_no].day_no == days_now) {
fprintf(fpo,"%s","\\multicolumn{1}{|r|}{\\tb ");
itoa(buffer,list[cell_no].day_no);
fprintf(fpo,"%s}\n",buffer);
}
else {
fprintf(fpo,"%s","\\multicolumn{1}{|r}{\\tb ");
itoa(buffer,list[cell_no].day_no);
fprintf(fpo,"%s}\n",buffer);
}
}
fprintf(fpo," \\\\\\n");

for (j = 0; j < 7; j++) {
cell_no = i*7 + j;
fprintf(fpo,"%s\n",list[cell_no].event);
}
fprintf(fpo,"%s"," \\\\\\n \\hline\n");
}

/* Close open environments. */

fprintf(fpo,"%s","\\end{tabular}\n");
fprintf(fpo,"%s","\\vspace{\\fill}\n");
fprintf(fpo,"%s","\\end{document}\n");

/* Return heap space. */

for (i = 0; i < 35; i++)
free(list[i].event);

/* Close files. */

fclose(fpi);
fclose(fpo);
}

------------------------------------------------------------
|Mike Whitbeck | |
|Desert Research Inst. | mikew@wheeler.wrc.unr.edu |
```

3435. Text in a GEM Window

Newsgroup: comp.sys.atari.st
Date: 1989-11-30 02:38:08 UTC
From: MEGGIN@vm.epas.utoronto.ca
Message-ID: <89Nov29.214314est.58002@ugw.utcs.utoronto.ca>
Source record: 246407

There are some fast and nasty shortcuts, but you _should_ put text in a GEM window by calling v_gtext() (or something like that) _only_ in your redraw function, or when you have to draw a new character in the window. _Never_ draw to a window unless

1) You check to make sure that it is the top window
2) You walk through the wind_get() rectangle list, and clip to each of those rectangles while you redraw the window.

It's difficult. The AES will tell you when to redraw different areas of your window, and you have to be ready to respond. Keep track of the text in a separate array or linked list, so that you know what to put in the window when redraw time arrives.

David Megginson, Centre for Medieval Studies, Toronto

3436. Re: Shareware Mac

Newsgroup: comp.sys.atari.st
Date: 1989-11-30 03:11:36 UTC
From: nemeth@gpu.utcs.utoronto.ca
Message-ID: <1989Nov30.031136.14692@gpu.utcs.utoronto.ca>
Source record: 246408

In article <5694@umd5.umd.edu> matthews@umd5.umd.edu (Mike Matthews) writes:
>In article <3870@netmbx.UUCP> hase@netmbx.UUCP (Hartmut Semken) writes:
>>>I kinda hope that this shareware Mac thing specifically checks for illegal ROMs.
>>How?
>>I suspect Pit to read in the ROMs from a standard ROM cartridge (this
>>simple thing with 2 sockets and a 7400 that plugs to the cartridge port
>>and offers 128 KBytes of ROM); it would be impossible to tell original
>>chips from copies in EPROM.
>>But it would leave responsibility to the user; the author of the
>>software does not suggest the user to do anything illeagal...
>>
>>hase
>>--
>>Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
>
>'Impossible' is a word best left out of computer hacker's works. Dave Small
>checks for illegal ROMs/EPROMs in his Spectre 128 and Spectre GCR cartridges.
>ROMs and EPROMS aren't EXACTLY the same, in some manner. Perhaps he tests the
>speed of retrieval. Perhaps he tests some sort of electrical property, such
>as resistance or somesuch (I know nothing about this, but it's just an idea).
>
>If the author of the software invites people to illegally copy ROMs or whatnot,
>then 99 times out of 100, the user will copy the ROMs. Especially if you HAVE
>to.
>
>Mike

The LEGAL "ROMS" my mac uses are part number 23512 - this is a windowless
eprom (OTP) version of the 27512. Therefore it IS an eprom physically but
since you can't erase it it is a rom (prom). Dave small inverts a couple
of lines on his cartridge to deter people from making their own and
copying his software (or using the magic sac!). I guess his software
re-inverts the inverted data as it is read off the cartridge.
/leonard

3437. Re: ST TeX questions (atari.mf)

Newsgroup: comp.sys.atari.st
Date: 1989-11-30 03:42:56 UTC
From: tyler@stpl.UUCP
Message-ID: <201@stpl.UUCP>
Source record: 246409

The file `atari.mf' is packed with the various previewer packages that we've distributed. Its purpose is to provide those with metafont, the setup information required to generate the screen fonts. It is not a TeX/LaTeX file. Apparently, metafont is available for the ST series.

Tyler

3438. ST software for sale..

Newsgroup: comp.sys.atari.st
Date: 1989-11-30 05:37:45 UTC
From: ins_bac@jhunix.HCF.JHU.EDU
Message-ID: <3449@jhunix.HCF.JHU.EDU>
Source record: 246410

```
Well I'm selling some of my software.
some real good stuff here for the ST.

Dungeonmaster (original disk, photocopied manual, no box) 10.00
Shadowgate(Mindscape Interactive Adventure, Awesome) 15.00
Sundog(FTL's great adventure,superb, no box) 10.00
GBA Basketball (2 on 2, great playability, no box) 10.00
AMFV(Infocom, no need to say anything about this) 10.00
Alternate Reality(disk only, possibly with manual) 5.00
Q-Ball (3-D Pool, Mindscape Magic, no box) 10.00
Flash v1.6(Manual included, great telecomm) 15.00
SDI (Cinemaware, no box, docs included) 10.00
Defender of the Crown (Cinemaware, no box, docs included) 10.00
Barbarian(Psygnosis, first one, complete) 10.00
Lottofile v1.3(Disk only) 5.00

All packages are complete unless specified. I am willing to bargain on packages

contact me thru e-mail or phone.
e-mail preferred

-Ajay Choudhri
------------------------------------------------------------------------------
ins_bac@jhunix.UUCP ins_bac@jhunix.BITNET ins_bac@jhunix.HCF.JHU.EDU
.. !uunet!mimsy!aplcen!jhunix!ins_bac C&P 301-467-4223
------------------------------------------------------------------------------
no sig fodder here, no, none at all....
```

3439. Re: ST/STE ROMs

Newsgroup: comp.sys.atari.st
Date: 1989-11-30 05:40:07 UTC
From: R_Tim_Coslet@cup.portal.com
Message-ID: <24581@cup.portal.com>
Source record: 246411

>Why didn't Atari use large ROMs for the 1040 in the first place?

I don't know, but my GUESS is that Atari made the same "mistake" that the company I work for frequently makes... they underestimated the size of the code when they specified the amount of ROM space needed while designing the hardware, by the time they realized that they needed more ROM the hardware was "set in stone" and could not be changed... so they got an "expert code compression" type programmer to try to squeeze every byte out that they could thru ANY trick possible. This is probably also part of the reason the TOS sources are so "disorganized" and difficult to read.

This happened on a machine that I worked on several years ago (and was especially bad). The system spec called for 50% unused ROM... software estimated the code could easilly fit in <2K, so the hardware was designed with 4K of ROM... However the first COMPLETE version of the code needed 5K!!! That took some VERY strange recodings to squeeze 5K of code into a 4K ROM.

R. Tim Coslet

Usenet: R_Tim_Coslet@cup.portal.com
BIX: r.tim_coslet

3440. Re: MacDraw,PS,ED,Diction,NEODESK...

Newsgroup: comp.sys.atari.st
Date: 1989-11-30 05:48:10 UTC
From: g1@drivax.UUCP
Message-ID: <2574BF1B.4092@drivax.UUCP>
Source record: 246412

The SuperPaint native file saving mode is simply PICT2 format, as described in _Inside Macintosh: Volume 5_. (SuperPaint 2.0, that is.) MacPaint format is described in some tech note or other -- it's not very hard. I think MacDraw uses PICT or PICT2 format; PICT2 is a superset of PICT, so if you build a decoder for PICT2, you get the other one for free.

I've written a PICT2 decoder as part of a larger project. It isn't hard, just tedious.

- Bruce

--
****
* Bruce Holloway - Terminal Netnews Addict uunet!amdahl!drivax!holloway *
* ALBATROSS, ATARI*TROS @ Plink ALBATROSS @ Delphi *

3441. Still searching for a TIMECLOCK cart!

Newsgroup: comp.sys.atari.st
Date: 1989-11-30 07:48:27 UTC
From: atc@max.bnl.gov
Message-ID: <1576@bnlux0.bnl.gov>
Source record: 246413

Hello ATARI,

Do you know of any vendors that make a timeclock cartridge
for the 1040ST?

Thanks,

atc@max.bnl.gov
sbarr@libserv1.ic.sunysb.edu

3442. RE:Floppy Problems After 4 MB Memory Upgrade ... solved

Newsgroup: comp.sys.atari.st
Date: 1989-11-30 08:04:56 UTC
From: U009@CCIW.BITNET
Message-ID: <8911300804.AA08443@ucbvax.Berkeley.EDU>
Source record: 246414

Further to the previous postings regarding my problems, George Dinolt (whom I cannot reply to, sorry George) wrote with similar experiences. He stated:

> After a lot of experimenting I determined that, on my system at least,
> the problems had to do with the position of the cable from the Memory
> Management unit to the Datafree board. ...
> ... test this yourself by just letting the Datafree memory board hang
> loose outside your system (You can leave the plastic cover off. You
> can even leave the metal shielding off for testing purposes. My ST
> sits at the edge of the desk so the memory board literaly hung from
> the two cables in my testing.

Dave Clemans (also unreachable) wrote:

> I would rather doubt a MMU chip problem. It is MUCH more likely
> that you are seeing ringing and other noise problems. A good way
> to check for this is to run a decent memory tester program when
> the board is set up for 4MB, and see where it gets errors, and what
> the patterns of error bits are. If you get randomness, it is almost
> definitely ringing or other noise problems on the dram control lines.

Well there were never any memory errors with the memory testers I used and the system was working OK under Spectre, Multifinder with lots loaded, but the two comments together rang (!) the bell.

Now, the Datafree board is supposed to be able to fit above the top shield of the motherboard (according to their documentation), but I found there was insufficient room between it and the keyboard, so I left it off. Maybe newer systems are different.

George's suggestions about operation when the board and cables dangled out the front of the disasembled ST, in particular when the ribbon from the MMU was routed away from the motherboard was a great help. I made a shield from aluminum foil covered on both sides with "MacTac" sticky plastic (for insulation). I made it about 1/2 inch larger than the memory board dimensions but left a strip of foil about 1/4 inch wide uncovered along the front (long) side. I folded the exposed strip back, punched a couple of holes thru it an the insulated part where the screws holding the motherboard were. I then fastened it down with the original screws and a couple of small washers.

Dave's comments about ringing and noise suggested I should take a look at shielding and/or terminating the ribbon cables. I figured I could do both simultaneously by increasing the capacitance of the ribbon's conductors as follows: I also completely wrapped the MMU cable with a long narrow strip

of aluminum foil, then covered it with tape to insulate it. I wrapped a bare piece of wire with the foil at the MMU end and soldered the wire to the bare groundplane on the mother board. The added capacity on the wires would slow the rise time of the pulses and reduce the ringing, if any.

After re-assembling the machine, the problems seem to be gone. I copied small files til the floppy was full several times and no crashes. I was going to supply power to the board thru a separate pair of wires too, but so far, it has been unnecessary.

Make sure the foil doesn't touch anything except the ground plane at the front of the motherboard. Heat dissipation doesn't seem a problem because the shield is covering the old memory, which is disabled anyway.

Thanks again George and Dave for the leads. I now seem to be fully operational with 4 MB of memory.

Regards, Stu Beal, VE3MWM, (U009@CCIW.BITNET),
National Water Research Institute,
Burlington, Ontario, Canada.

3443. Re: INFO-ATARI16 Digest V89 #708

Newsgroup: comp.sys.atari.st
Date: 1989-11-30 08:05:55 UTC
From: AKISUJAR@NUSVM.BITNET
Message-ID: <8911300805.AA08622@ucbvax.Berkeley.EDU>
Source record: 246415

Ref: Mac Shareware
I am also interested in Mac Shareware and my response to Capitain also bounced. I own Magic Sac 6.1, ALadin 1.3e, Spectre 128 V.1.9F and Spectre GCR V.2.3 but I would not mind having another emulator. But how 'Capitain@ intend to go around the legal problem on Macintosh ROMs code?
Regarding the Apple IIe Emulator, I am now working on the cartridge to hold 2 Apple IIe Enhanced ROMs. Darek Mihocka may re-write his Apple II emulator software to access to this newer ROM code. I will post to the net about the progress. The BBC Micro Emulator for Atari is available as PD in England and I heard that there is a Commodore VIC-20 available somewhere in Canada. (but I can't understand who will want it). Could 'Capitain' kindly E-Mail to me? Perhap my experience with most emulator that currently available could be of some use to him. Regards, S.Sujarittanonta, School of Architecture, National University of Singapore, AKISUJAR@NUSVM

3444. Re: INFO-ATARI16 Digest V89 #710

Newsgroup: comp.sys.atari.st
Date: 1989-11-30 08:06:15 UTC
From: AKISUJAR@NUSVM.BITNET
Message-ID: <8911300806.AA08660@ucbvax.Berkeley.EDU>
Source record: 246416

I have tested the HP LaserJet IIp for 3 weeks before decided to order one for my Atari MEGA4. Here are what I have found:
With 512K RAM It can print full page from Pagestream but 1/3 page from Calamus printing with Calamus take considerable longer time than SLM804. With Spectre I used MacPrint program and It can print at 300 x300, 150X150 and 75X75 Dpi. Macprint cames with soft Fonts therefore doesn't require extra font cartridges. Mac paint picture anc only print 1/2 page at 300x300 dpi. Page Maker 3.01 print out could get full page if there is no graphic on the page. You have to buy 1MB expansion RAM if you intend to print CALAMUS or Pagemaker documents. WordStar 4 in PC-Ditto mode print instantly with fonts from the printer itself, Underline, bold face and Italic works. You can write your own driver for 1st Word Plus quite easily but It won't print 1st Word Plus graphics. I have yet to try printing Pagemaker doc, with Adobe Type Manager. (Just got the program few days ago. Hope this info help. S.Sujarittanonta, National University of Singapore.

3445. mouse driver

Newsgroup: comp.sys.atari.st
Date: 1989-11-30 08:06:58 UTC
From: HAHN_K@DMRHRZ11.BITNET
Message-ID: <8911300806.AA08734@ucbvax.Berkeley.EDU>
Source record: 246417

I have to write my own mouse driver for timing reasons, but I lack
any information concerning the 'default implementation' of Atari's
driver in my TOS 1985 - version, let alone the TOS 1.4 - version.
From the IKBD table I get it's address being $FD02C2 and I can
dissassemble the code, but it's not THAT easy figuring out what
the code does, actually.
Could some knowledgeable person provide some hints, commented code,
or related information ? Thanks. THANKS.
- Klaus.

3446. ICD Software: Many thanks and a question

Newsgroup: comp.sys.atari.st
Date: 1989-11-30 08:07:31 UTC
From: VBRANDT@DBNUAMA1.BITNET
Message-ID: <8911300807.AA08786@ucbvax.Berkeley.EDU>
Source record: 246418

Hello all,

many thanks to all the kind people who offered to send me the latest version of the ICD host adapter software, and to Dennis Pixton@bingvaxa who did mail it to me at my request. I can't wait to try out the driver on my disk next weekend. (Must have been the dramatic music ;-) :-)

BUT: The included ICDFMT.DAT file says Version 3.00 and lists only "d" type entries, ie. only disk drives, no more controllers, such as for my Maxtor. Is this correct?

If not, can someone please send me a copy of the current file?
Thanks to anyone who can shed some light on this mystery (or point out my mistake :-).

This is how the file looks:

```
Version 3.00 - ICDFMT.DAT
Name Hd Cyl RW Pc Zone SR
d CDC 94155-85 M 08 1024 1024 1024 1024 02
d CDC 94155-86 M 09 0925 0925 0925 0925 02
d CDC 94155-96 M 09 1024 1024 1024 1024 02
d CDC 94155-135 R 09 0960 0960 0960 0960 02
d CDC 94205-51 M 05 0989 0989 0989 0989 02
d CDC 94205-77 R 05 0989 0989 0989 0989 02
d CMI CM-5205 02 0256 0256 0256 0256 02
d CMI CM-5410 04 0256 0256 0256 0256 02
d CMI CM-5616 06 0256 0256 0256 0256 02
d Fuji FK305-26 04 0615 0615 0615 0615 02
: : : : : : : : :2
: : : : : : : : :2
d Tandon TM755 05 0980 0980 0980 0980 02
d Tulin TL226 04 0640 0640 0640 0650 02
d Tulin TL240 06 0640 0640 0640 0650 02
```

Bitnet: VBRANDT@DBNUAMA1 (will go away some day ...) Volker A. Brandt
UNM409@DBNRHRZ1 (alternative) Angewandte Mathematik
UUCP: ...!unido!DBNUAMA1.bitnet!vbrandt (Bonn, West Germany)
ARPAnet: VBRANDT%DBNUAMA1.BITNET@CUNYVM.CUNY.EDU

3447. Mail for Ignac Kolenko and Hartmut Semke (sorry all others)

Newsgroup: comp.sys.atari.st
Date: 1989-11-30 08:07:38 UTC
From: VBRANDT@DBNUAMA1.BITNET
Message-ID: <8911300807.AA08790@ucbvax.Berkeley.EDU>
Source record: 246419

Hello all, sorry to bother all of you with these messages. I'll keep it short.

Ignac Kolenko: I give up. I got your mail (and some friendly help telling me your email address) but the BITNET->UUCP gateway, MAILER@UWOCC1, refuses all attempts to specify a path to electro.UUCP.

Hartmut Semke: Ich moechte germ mehr ueber Deine Meinung (ICD SCSI ungleich echtes SCSI) wissen, aber ich komm nicht zu Dir durch. Gibt's denn keine echte BITNET-Adresse fuer Euer komisches internes Netz????

Bitnet: VBRANDT@DBNUAMA1 (will go away some day ...) Volker A. Brandt
UNM409@DBNRHRZ1 (alternative) Angewandte Mathematik
UUCP: ...!unido!DBNUAMA1.bitnet!vbrandt (Bonn, West Germany)
ARPAnet: VBRANDT%DBNUAMA1.BITNET@CUNYVM.CUNY.EDU

3448. Off the subj, but very relevant

Newsgroup: comp.sys.atari.st
Date: 1989-11-30 08:11:06 UTC
From: /scott@cie.uoregon.edu
Message-ID: <1989Nov30.081106.6312@cs.uoregon.edu>
Source record: 246420
Cross-posted to: sci.physics,sci.math,sci.chem,comp.sys.ibm.pc,comp.sys.atari.st

{quoted from CIE at Univ. of Oregon from a post by kelvinw}
~USSA and the ASUO are doing a call in to President Bush's office in Washington,
~D.C. Thursday and Friday (Nov. 29 and 30) to ask him to approve H.R. 2172.
~The Bill allows students from China to remain in the US until the situation
~in China has improved. The entire congress unanimously approved the bill
~but President Bush intends to pocket-VETO it. If he does, the students will
~have to go back to China and they will be tried and possibly executed.

~Please go to the ASUO office (Suite 4, EMU) on Thursday or Friday and use
~their phones to call DC. Tell Bush's secretary that you want him to approve
~the bill. Talk to him if you can. PLEASE! The lives of Chinese students
~in the US, 43,000 of them, are at your mercy! Thank you!

~The number to call in DC is (202) 456-7639.

~Kelvin Wee
~International Student Representative
~Board of Directors
~United States Student Association (USSA)

I know you probably can't make it to the U of O to use our phones to make
the call, but please use your own. If you were at all alive during the
horror at Tianamen (sp?) square, you know the importance of this call.

Scott Settlemier Univ. of Oregon scott@cie.uoregon.edu (503)-686-0808

3449. INFO-ATARI16 Digest V89 #725

Newsgroup: comp.sys.atari.st
Date: 1989-11-30 08:15:20 UTC
From: INFO-ATARI16-REQUEST@WSMR-SIMTEL20.ARMY.MIL
Message-ID: <8912020811.AA27773@ucbvax.Berkeley.EDU>
Source record: 246421

>The file `atari.mf' is packed with the various previewer packages that
>we've distributed. Its purpose is to provide those with metafont, the
>setup information required to generate the screen fonts. It is not a
>TeX/LaTeX file. Apparently, metafont is available for the ST series.
>
> Tyler

Metafont for the ST is FTPable from terminator.cc.umich.edu
I've used it. It takes a long time to generate fonts on the
ST, but you can set up a batch file in GULAM to run for a
couple of days to generate all the standard TeX and LaTeX
fonts you'll need or you can use the atari.mf on a bigger
box the has metafont available. I ran it on our VM/CMS
system here.

Brian Holmes
UCC Operating Systems & Communications

PHONE: (313) 577-3750 FAX=577-5626 Wayne State University
BITNET: BHOLMES@WAYNEST1 5925 Woodward
INTERNET: Brian_Holmes@UM.CC.UMICH.EDU Detroit, MI 48202 U.S.A

3450. I'm over the fence guys; it's sad to go...

Newsgroup: comp.sys.atari.st
Date: 1989-11-30 08:30:23 UTC
From: /scott@cie.uoregon.edu
Message-ID: <1989Nov30.083023.6648@cs.uoregon.edu>
Source record: 246422

Well, after two years of faithful service from my Atari 1040ST I went and bought one of those fast 386 computers. You know, I don't resent Atari and I still love Atari. Sure the company could do better making us Atari users happy, but for me they did well enough. And if you are considering a 386 now, don't unless you are prepared to battle an Intel beast. The 68000 family is like a rose compared to the 80x86 toadstool. They may say that they have made the registers more general and such, but not really. If you want a good 68000 machine, Atari or Amiga is the way to go. (I'd say apple, too, if not for ...)

Scott Settlemier Univ. of Oregon scott@cie.uoregon.edu (503)-686-0808

3451. Re: Still searching...

Newsgroup: comp.sys.atari.st
Date: 1989-11-30 08:33:00 UTC
From: glk01126@uxa.cso.uiuc.edu
Message-ID: <111500075@uxa.cso.uiuc.edu>
Source record: 246423

You silly goose, if 50% were taken off the price of a TT, then
everyone would send in the $500 to become a registered developer!

-Spieu!

3452. Re: "kneecapping" and TOS piracy

Newsgroup: comp.sys.atari.st
Date: 1989-11-30 09:31:14 UTC
From: neil@cs.hw.ac.uk
Message-ID: <3845@brahma.cs.hw.ac.uk>
Source record: 246424

(This is not a flame. I'm just using Steve's soapbox :-)
In article <34850@grapevine.uucp> koreth@panarthea.ebay.sun.com (Steven Grimm)
writes:
>In article <8911280802.AA18983@ucbvax.Berkeley.EDU> JOHNBARNES@ENH.NIST.GOV
>writes:
>>Why Not, I ask? If people want to burn their own ROMS, why not let
>>them? Atari should even provide diagnostic files that can be run to
>>test the validity of user-generated ROMS.
>
>I agree. I've been to two Atari dealers a number of times (most recently San
>Jose Computer a couple of hours ago, which is why I'm motivated to write
>this,) and have always been told that they were out of 1.4 ROMs.

With a dealer who's 'run out', you're closer than I am to having a chipset.

>If I had a binary image of the thing, I could go put it on EPROMs and have it
>in my machine tonight, as could a number of Atari-owning friends of mine.

True. If I had a binary image of the thing I'd be Mr. Big in the UK.
Personally I'm not sure I would trust an image that I did not take myself
from an offical ROM chip. Other peoples mileage may vary.

>I realize that Atari doesn't want to deal with trying to support hundreds of
>modified versions of 1.4, which would inevitably arise if the OS were released
>in this way. There are two solutions to that problem. The first, and easiest
>, is to put something like
>
> THIS CHIPSET IS PROVIDED AS A COURTESY TO THE ATARI COMMUNITY,
> AND IS NOT AN OFFICIALLY SUPPORTED RELEASE. ATARI ASSUMES NO
> RESPONSIBILITY FOR PROBLEMS ARISING FROM ITS USE. FOR THE
> LATEST OFFICIAL OPERATING SYSTEM RELEASE, SEE YOUR LOCAL DEALER.
>
>in the Desktop "About..." dialog box. Then Atari will be able to separate
>the real 1.4ers from the EPROMmed ones, and deal with each appropriately.
>(Actually, ideally the startup code would do a CRC or checksum on the OS
>image, inserting that message if it found a difference -- but putting it
>there all the time is fine, too.)

Sounds good. But the messages and CRC code could be hacked.
I guess only dealers should get the verification program.

>The second is to really do interim OS releases on disk. Apple and Commodore
>have been doing that for years, and they haven't had the problems Atari
>is afraid of. I don't expect this to happen, but it would be nice.

NO! I don't like the wasted memory, reloading it when I trample on it (this would happen a lot to me!) and the open invitation to viruses (The ROMs are a bit tight to squeeze in a virus I reckon)

>So far I've restrained myself from finding someone with 1.4 and just copying
>the whole kit and kaboodle to disk; I'd rather have an official set of chips.
>I imagine many others are in the same position. They, and I, aren't going to
>hold off much longer.

A least you could do that. TOS 1.4 ROMs are never seen in the UK at all!

My suggestion:-
Make TOS free. Distribute original TOS ROM's to dealers only. They program the EPROMS and charge you for that. You feel better about the validity of your new ROMs. Distribution is quick, widespread and ordered.
Developers can write apps that require TOS 1.4 or later and be sure that a lack of ROM's will not halt sales. The rapidity of bug fixe distribution would be good too!

(Atari UK wouldn't like this idea because the words 'free', 'cheap' or even 'sensible' are not in their dictionary file. To them everything is a money making product :-)

>Well, that's my turn on the soapbox.

If the Rainbow TOSless UK ST owners follwed me to the soapbox then it would quickly turn to dust!

>" !" - Marcel Marceau

"" - Bob Katz (Developers Support Atari UK) :-)

>Steven Grimm Moderator, comp.{sources,binaries}.atari.st
>sgrimm@sun.com ...!sun!sgrimm

Thanks you for your article. Food for thought.

+---+
! DISCLAIMER: Unless otherwise stated, the above comments are entirely my own !
! !
! "I think all right thinking people in this country are sick and tired of !
! being told that ordinary decent people are fed up in this country with !
! being sick and tired. I'm certainly not and I'm sick and tired of being !
! told that I am!" - Monty Python !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK !
+---+

3453. Re: midi recorder/playbacker

Newsgroup: comp.sys.atari.st
Date: 1989-11-30 12:01:11 UTC
From: hafer@tubsibr.uucp
Message-ID: <1989Nov30.120111.22369@tubsibr.uucp>
Source record: 246425

logajan@ns.network.com (John Logajan) writes:

>Someone requested a midi recorder-playbacker.

I remember reading that EZ-track by Hybrid Arts has been turned public domain. Correct? If so: it's a reasonably complete GEM-based 20-track sequencer.

3454. Re: Cold Start

Newsgroup: comp.sys.atari.st
Date: 1989-11-30 12:03:38 UTC
From: hase@netmbx.UUCP
Message-ID: <3880@netmbx.UUCP>
Source record: 246426

In article <4642@blake.acs.washington.edu> themod@blake.acs.washington.edu (Chris Hinton) writes:
> Help! I have search high and low, through every manual I could lay my
>grubby paws on, and yet I can find no documentation on how to perform a
>cold start from software. If some kind soul out there can send me code
>(C or Assembly preferable) I would be most appreciative.

Alan Pratt (@atari) poste one program a while back.

As far as I recall, it made the BUERR vector point to the same place,
the RESET vector points to and then started to write 0L to any RAM
adress from the first longword behind the program code (start of BSS?)
up to 4M+1. Writing to this adress will cause a BUSERR, and BUSERR
points to the coldstart routine (pointed to by RESET)...

Any virus (or ramdisk) will die fromm the NULLs :-)

hase

--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
Dennis had stepped up into the top seat whet its founder had died of a
lethal overdose of brick wall, taken while under the influence of a
Ferrari and a bottle of tequila. (Douglas Adams; the long dark teatime...)

3455. Re: diabling on board RAM (was: Mem upgrade (was:None))

Newsgroup: comp.sys.atari.st
Date: 1989-11-30 12:11:04 UTC
From: hase@netmbx.UUCP
Message-ID: <3881@netmbx.UUCP>
Source record: 246427

In article <24494@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>j.harris asks, about the DataFree memory upgrade board:
>As for the problems locating the proper resistors to lift, I'm afraid I
>can't offer any help. I don't remember seeing a Revision C board. I know
>it's a long, long distance call, but it might be best to call DataFree and
>see what they say about it...

Probably, You are searching for the resistors to remove to disable half
of the on board RAM.
You have to remove just one resistor, the one in the RAS line (without
RAS a RAM will stay in Tristate forever).
RAS is pin 4 (four) of the 41 256 chips on the board and pin 3 (three)
of the megabit chips.
The RAS of the 256 chips must be disconnected from the MCU to disable
them.

hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
Dennis had stepped up into the top seat whet its founder had died of a
lethal overdose of brick wall, taken while under the influence of a
Ferrari and a bottle of tequila. (Douglas Adams; the long dark teatime...)

3456. Re: High density Floppies on ST

Newsgroup: comp.sys.atari.st
Date: 1989-11-30 12:22:34 UTC
From: hase@netmbx.UUCP
Message-ID: <3882@netmbx.UUCP>
Source record: 246428

In article <1348@uvm-gen.UUCP> pegram@uvm-gen.UUCP (pegram r) writes:
>Thanks for all the info, Abacus books bite the dust again. I'll get a
Abacus Internals (or the german original, Atari ST Intern by Data
Becker) was source of my wisdom as well :-)
>HD 3.5 floppy drive and let the net know how my '85 520 likes it.
My 1985 520 ST plus likes it :-)

BTW, the WD1772 is specified to run at clock frequencies up to 10 MHz;
16 MHz is somewhat out of spec, but it works.

I'm preparing a more detailled set of instructions how to use HD
floppies with the ST. Hang on.

As for the formatter: here ist goes (it's so short...)
It was hacked from the example foramtter in the MWC Lexicon. it compiles
with MWC; link with -VGEMAPP to exclude the long startup (if You wish).

```
----
/* formath.c Formatter fuer High Density Disketten */
/* nur fuer angepasste Hardware! Floppycontroller und Laufwerk */
/* muessen High-Density tauglich sein! */
/* Hartmut Semken, Lupsteiner Weg 67 1000 Berlin 37 */
/* hase@netmbx.UUCP */
/* 03-SEP-89 */
#include <stdio.h>
#include <osbind.h>
#include <time.h>

#define SLEEPTIME 1 /* 1: Zeitschleife, 0: Taste */
#define BLANK (0xE5E5)
#define MAGIC (0x87654321L)
#define BUFSIZE (20*1024) /* Platz fuer mehr als 18 Sektoren... */

#define DEVICE 0 /* 0 = Floppy A, 1 = Floppy B */
#define SIDES 2 /* je */
#define SECTORS 18 /* nach */
#define TRACKS 80 /*Belieben */

#define TOTSEC (TRACKS * SIDES * SECTORS)

extern int errno;

main(){
int track;
int side;
int status;
short *bf;
```

```
register char reply;
short *middle;
char buffer[512];

printf("\033E\n");
printf("Public Domain High Density Mini Formatter\n");
printf("von H. Semken\nDer Autor garantiert in keiner Weise fr die Funktion\nDieses
Programmes.\nBenutzung auf eigene Gefahr.\n");
printf("\n\n\n");
printf("\007\033pFormatiere Diskette in Drive %c\033q\n%d Seiten\n%d Sektoren pro Spur\n%d
Spuren\n\n", (65+DEVICE), SIDES, SECTORS, TRACKS);
printf("Wirklich formatieren? ");
fflush(stdout);
if ((reply = Crawcin()) != 'y' && reply != 'Y' && reply != 'j' && reply != 'J') {
printf("Nein. Floppy nicht formatiert.\n");
sleep(1);
Pterm0();
}
printf("Ja.\n");
printf("Diskette einlegen; Taste drcken...");
fflush(stdout);
Crawcin();
printf("\n");
bf = malloc(BUFSIZE);
for (track = TRACKS-1; track >= 0; track--) {
for (side = 0; side < SIDES; side++) {
printf("Formatiere Spur %d, Seite %d", track, side);
fflush(stdout);
status = Flopfmt(bf, 0L, DEVICE, SECTORS, track, side, 1, MAGIC, BLANK);
if (status) {
middle = bf;
printf("\t%d\n", status);
while (*middle) {
printf("\tDefekter Sektor %d\n", *middle++);
}
} else {
printf("\tokay\r");
}
}
}
printf("\n\nAlle Spuren formatiert\n");
printf("Initialisiere Directory\n");
for (track = 0; track < (BUFSIZE>>1); bf[track++] = 0);
for (track = 0; track < 2;track++) {
for (side = 0; side < SIDES; side++){
if (status = Flopwr(bf, 0L, DEVICE, 1, track, side, SECTORS)) {
errno = -status;
perror("Write Error");
}
}
```

```
}
Protobt(buffer, (long)Random(),3,0); /* Prototyp Bootsector fr
* 80 * 2 * 9 Sektoren */
/* Prototyp Bootsektor fr das neue Format anpassen */
/* Bytes 19 und 20 enthalten die Sektoren pro Disk */

/* unteres Byte von TOTSEC */
buffer[19] = (char)(((TOTSEC>>8)<<8)^TOTSEC);
/* oberes Byte von TOTSEC; es lebe das Intel int-Format */
buffer[20] = (char)(TOTSEC>>8);
buffer[24] = (char)SECTORS; /* Sektoren pro Spur */
status = Flopwr(buffer, 0L, DEVICE, 1, 0, 0, 1);
if (status) {
errno = -status;
perror("Write Error (Bootsector)");
}
status = Flopver(buffer, 0L, DEVICE, 1, 0, 0, 1);
if (status) {
errno = -status;
perror("Verify Error (Bootsector)");
}
printf("Diskette in Laufwerk %c formatiert\n", (65+DEVICE));
sleep(1);
Pterm0();
}

sleep(seconds)
int seconds;
#if SLEEPTIME
{
clock_t t;
for(t = clock();clock() < (t + CLK_TCK*seconds););
}
#else
{
printf("Taste druecken\n");
fflush(stdout);
Crawcin();
}
#endif

-----
Set seek rate to 6 Milliseconds for *all* drives (with *any* TOS
version; tested on Rainbow TOS, BLiTTER TOS and TO 1.0):

/ module name seek6

.shri

.globl main_
main_:
clr.l -(sp)
```

```
move.w $0x20,-(sp)
trap $1
addq.l $6,a7
move.l d0,_save_ssp
move.w $0,0x440 / 0,1,2,3 => 6,12,2,3 Milliseconds
lea 0x46a,a0
move.l (a0),d0
movea.l d0,a0
jsr (a0)
move.l _save_ssp,-(sp)
move.w $0x20,-(sp)
trap $1
addq.l $6,a7
.even
_save_ssp:
.blkl 1
```

hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
Dennis had stepped up into the top seat whet its founder had died of a
lethal overdose of brick wall, taken while under the influence of a
Ferrari and a bottle of tequila. (Douglas Adams; the long dark teatime...)

3457. Re: Lattice C v5

Newsgroup: comp.sys.atari.st
Date: 1989-11-30 12:33:23 UTC
From: RiddCJ@computer-science.birmingham.ac.UK
Message-ID: <8911301233.aa02350@benjamin.Cs.Bham.AC.UK>
Source record: 246429

```
The reason Metacomco hasn't announced any updates to Lattice C (or any of
their stuff), is because ... they have quit the software market. I believe
the owner now runs a hotel :-(
HiSoft have taken over Lattice C - v5 is advertised as producing very
fast code, >2000 Dhrystones/sec!! Hopefully they will give better support
than Metacomco ever did... I'm not sure, but I think you can upgrade from
MCC v3 to HiSoft v5 at a cost.

Chris

/*
* Snail mail address:
* Chris Ridd, "Wave after wave, each mightier than the last
* School of Computer Science, 'Til last, a ninth one, gathering half the deep
* Birmingham University, And full of voices, slowly rose and plunged
* UK Roaring, and all the wave was in a flame"
*
*/
```

3458. Uniterm 2.0e redialing hell

Newsgroup: comp.sys.atari.st
Date: 1989-11-30 13:50:44 UTC
From: MEGGIN@vm.epas.utoronto.CA
Message-ID: <8912010803.AA03216@ucbvax.Berkeley.EDU>
Source record: 246430

If you set retries to 0, Uniterm will continue to dial until it gets
an answer. If you set retries to 1, Uniterm will try the number once;
if you set it to 2, it will try the number twice; etc.

David Megginson, Centre for Medieval Studies, Toronto

3459. Video pointer

Newsgroup: comp.sys.atari.st
Date: 1989-11-30 14:59:55 UTC
From: neil@cs.hw.ac.uk
Message-ID: <3846@brahma.cs.hw.ac.uk>
Source record: 246431

Could Atari not make a pin compatible MMU chip that could replace the normal one in the ST and give us all word alligned and segmented video RAM just like the STE.

From looking at the circuitry I don't see how these features would require any pinout changes. Delaying the scan and adding the extra colours to SHIFTER would be another matter.

If Atari would make this MMU then scrolling would improve right across the ST range.

+---+
! DISCLAIMER: Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "spam spaM spAM sPAM SPAM, lovely SPAM" !
+---+

3460. Re: Off the subj, but very relevant

Newsgroup: comp.sys.atari.st
Date: 1989-11-30 14:59:57 UTC
From: parker@mars.njit.edu
Message-ID: <875@njitgw.njit.edu>
Source record: 246432
Cross-posted to: sci.physics,sci.math,sci.chem,comp.sys.ibm.pc,comp.sys.atari.st

The bill is HR 2712, not 2172 (at least that is what the White House comments line person told me.)

Bruce Parker
305 Weston Hall (201) 596-3369
Computer and Information Science Department parker@mars.njit.edu
New Jersey Institute of Technology

3461. Re: Blitter disappointment (was: Time to create comp.sys.atari.flames)

Newsgroup: comp.sys.atari.st
Date: 1989-11-30 15:08:00 UTC
From: rehrauer@apollo.HP.COM
Message-ID: <4725b108.20b6d@apollo.HP.COM>
Source record: 246433

```
In article <1819@atari.UUCP> kbad@atari.UUCP (Ken Badertscher) writes:
>As an aside, I should point out that our VDI guy has put a lot of work
>into the blit code for the TT, and it's pretty phenomenal _without_
>hardware assist. One other thing that will give a noticeable improvement
>is the lack of Line F compression in STE and TT ROMs. The Line F
>compression adds a bit of overhead to AES operations, and desktop/window/
>dialog operations are noticeably sped up when the compression is gone.

"Duuuhhhh" (he says in embarassed stupefaction),
"Whut's 'Line F compression'?"

I know what you mean by "Line F", but what's the "compression" refer to re:
ST ROMs? (Usually I'm only this dense on Mondays & national holidays...)

--
>>"Aaiiyeeee! Death from above!"<< | Steve Rehrauer, rehrauer@apollo.hp.com
"Flee, lest we be trod upon!" | The Apollo System Division of H.P.
```

3462. GEM help wanted

Newsgroup: comp.sys.atari.st
Date: 1989-11-30 15:10:12 UTC
From: gernot@hpuviea.UUCP
Message-ID: <1218@hpuviea.UUCP>
Source record: 246434

Dear GEM wizards,

just recently I designed a dialog box with formatted
box-texts in them. Those text boxes are not editable - I use
them for output only.

When the data is displayed I want the user to press one
of the buttons on the box. So I call form_dial(tree, 0).

This is when something strange happens. Although I called
form_dial with '0' as a second argument (no start item) a
text cursor also appears in one of the text boxes. It reacts
to the cursor keys, ESC, DEL and BS. Fortunately the missing
EDITABLE flag prohibits any real changes by the user, but still
the cursor is annoying.

Does anyone know how to get rid of this text cursor? Do I have
to program my own form_dial() ?

Regards

Gernot

Gernot Kunz gernot@hpuviea.UUCP
Hewlett-Packard Austria GmbH, ...mcvax!tuvie!hpuviea!gernot
A-1220 Vienna, Austria ...hplabs!hpfcla!hpbbn!hpuviea!gernot
(0043) (222) 2500 x428 (9-18 CET)
--
Gernot Kunz gernot@hpuviea.UUCP
Hewlett-Packard Austria GmbH, ...mcvax!tuvie!hpuviea!gernot
A-1220 Vienna, Austria ...hplabs!hpfcla!hpbbn!hpuviea!gernot
(0043) (222) 2500 x428 (9-18 CET)

3463. Re: Mega chips & drive questions

Newsgroup: comp.sys.atari.st
Date: 1989-11-30 15:13:58 UTC
From: covertr@force.UUCP
Message-ID: <4725b5fe.14a1f@force.UUCP>
Source record: 246435

In article <5440088@hplsla.HP.COM>, andyc@hplsla.HP.COM (Andy Cassino) writes:
> mjv@iris.brown.edu (Marshall Vale) writes:
>
> |I have several questions about chips in my Mega2.
> |
> |I also noticed that there was a very tiny board on top of the 68000 with a
> |_SCST74LS74B1_ in it and a wire running to an unlabeled spot on the
> |board just above and to the left of the 68000. Anyone know what its for?
> | It seems like it was a rather last minute change and the glue job was
> | very sloppy.
>
> Hmmm, my Mega has a similar kludge except the extra chip is piggy-backed on
> another small TTL chip. It's pretty sloppy, too. I assumed the dealer did
> this in the ROM upgrade, maybe not, eh?
>

There has been quite a discussion on GEnie in Jim Allen's Fast Technology Turbo16 Topic about just this subject. It seems that when Jim Allen came out with the T16 various Blitters would fail at the higher speed. so, for some Megas, you have to replace the Blitter. You should contact Jim Allen at Fast Technology, or d/l the T16 Topic from GEnie.

Anyway, the tiny pc board attached to the 68000 cpu on SOME Megas to correct a timing problem with some Blitters. It seems that Atari has more than one source of the Blitters, and not all have the same timing characteristics. So, some Megas have the little board to correct this. Again, I got this info from Jim Allen of Fast Technology.

I would recommend that you get a GEnie account and contact Jim Allen there. Jim is probably the most knowledgable hw hacker for the ST outside of the engineers at Atari Corp.

I hope this helps someone out there.

P.S. I am a happy T16 owner myself. Jim has been a great support getting my Mega ST working with his T16. Thanks Jim!

Rich Covert

3464. MAC pd/shareware EMULATORS

Newsgroup: comp.sys.atari.st
Date: 1989-11-30 15:37:25 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <891130.09372440.016777@SFA.CP6>
Source record: 246436

Chill out folks, not to worry.
I'd be skeptical of the thing working anyway. Assuming that the 'FREE MAC' is legally using Mac ROMs, it'd be an expensive project. Just trace the history of Magic Sac and Spectre. Not only will there have to be hardware development but also software driver development.
And, as was earlier mentioned, the Magic Sac can be had for as cheap as $40.00. That would be a difficult product to beat for the price and it can do a lot of good things as long as 128k roms are not required for a particular application.
As it is, I've the Spectre GCR and think it is worth the funds that I saved up for to buy it. For that money, I've gotten a professional product that WORKS, and support from Dave Small that makes me wish that he was in charge of Atari corp, shaping product development, but even more importantly, CUSTOMER/DEVELOPER RELATIONS. But, I'll stop. I could spend pages of typing in my defense and praise of David Small. If he and Fast Technologies were to team up and build their own computer, I'd buy it in a second.

Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

3465. Re: 'Form' math prog details....

Newsgroup: comp.sys.atari.st
Date: 1989-11-30 16:02:29 UTC
From: suhonen@tukki.jyu.fi
Message-ID: <2230@tukki.jyu.fi>
Source record: 246437

In article <89332.135731JJL101@PSUVM.BITNET> JJL101@PSUVM.BITNET (J.J. Lehett) writes:
>
> Does anyone have any details on the Form symbolic math program?
>What is the minumum set-up it takes.... etc. Use, applications.....
>
In manual (or in readme-file) it says that FORM needs 1M RAM and a HD
(not sure about that; I just feel I read it from somewhear). But I think
you should be able to use it at lest for small problems with SS floppy
disk and 1M memory. I have used FORM 1 (one!) day with my 1M 520ST and
a HD. It works really fine!!! I think FORM is one of the best programs
I have for my ST.

Hope this helps a little...

--
Timo Suhonen suhonen@tukki.jyu.fi
I logged in, therefor I am

3466. LaserPrinters and the ST

Newsgroup: comp.sys.atari.st
Date: 1989-11-30 16:10:26 UTC
From: covertr@force.UUCP
Message-ID: <4725e878.14a1f@force.UUCP>
Source record: 246438

Well, I have finally done it. I sold my Atari SLM804 laser printer. As you all know by now, I have spent the last 20 months trying to get decent support from Atari Corp for their product. I couldn't even get Atari to fix their buggy Diablo 630 Emulator, much less release the Epson Emulator for the SLM804. There has been a German Epson Emulator called LaserBrain, which I got a copy of over a year ago with German docs (which I can't read). but, Atari USA has yet to release an American version of LaserBrain.

And then there is the problem of using the SLM804 with Spectre/GCR. It seems that Dave Small does have a 144 dpi printer driver for the SLM804, but not a 300 dpi printer driver. So, even with a Spectre and a SLM804, I can't get decent print outs. To do so would require spending another $500 for UltraScript. I wish Dave Small could bundle UltraScript with his products. Maybe that would lower the price of UltraScript to something affordable by more people. What say Dave, could you talk to the fine Imagen folks about bundling UltraScript with the GCR??

Anyway, as I really want to use Spectre/GCR, and as I would like to get a HW PC Emulator one day, I need a printer that is more adaptable than the SLM804. So, I have narrowed my choice down to two laser printers, the new Hewlett-Packard LaserJet IIp (IIp) and the Panasonic 4450. Both printers have serial and Centronics parallel interfaces.

The IIP is the cheaper of the two lps. I can buy it locally for $995, but need to add an additional 1 meg board which costs $200 (third vendor board, the HP memory board costs $400). So, for $1200 + ~$100 sales tax I can get the IIp. The problem with the IIp is that it is slow, at about 4 pages per minute (4 ppm), and it lacks Epson emulation. So, while the IIp is cheaper than the Panasonic it lacks some necessary features.

The Panasonic 4450 lists for $2500 but the street price locally is about $1600. I can buy the 4450 from a mail order place in chicago for $1269, add another $230 for the necessary additional 1 meg of RAM and you are at $1500. And since it is mail order I don't have to pay sales tax. The 4450 is 11 ppm, which is faster than the slm804. The 4450 has builtin Epson fx-286e, panasonic 1092i, diablo 630, ibm proprinter, and Laserjet+ emulation. This should allow most, if not all, software to print on it. The 4450 also has dual 250 sheet trays, with optional envelope and other size trays. The 4450 has optional font cartridges, and I believe a PostScript cartridge (though that isn't needed with the availability of UltraScript now). The 4450's toner cartridge is $35 and is rated at 5,000 sheets.

So, all in all, the Panasonic 4450 is the laser printer that I will probably buy.

The purpose of this message is twofold. First, I would like to hear from anyone who has the 4450 printer. what are your feelings about it? Has it worked well with your ST?? Has it worked well with Spectre/GCR?? Would you buy it again?

And secondly, this message points out that Atari users have more choices now than a year ago. The local price of the SLM804 is $1200 w/o UltraScript, and $1500 with UltraScript. Compare that price to the local price of $1200 for the 1.5 meg version of the HP IIp, or the $1800 local price of the 1.5 meg version of the Panasonic 4450 and you see that Atari has some stiff competition in the laser printer area. Also, both Hewlett-packard and Panasonic have a better reputation, at least to me, for QUALITY and SUPPORT than Atari does. I can buy the 4450 and immediately use it with more ST and Mac programs than the Atari SLM804. I still can't use programs like AwardMaker or Certificate Maker with my SLM804 since those programs require an Epson printer.

Anyway, the net (pun intended :-))result of this is

NO MORE SLM804 GRIPES FROM RICHARD COVERT

on usenet or anywhere else!!!

richard (Free at last, Thank God, I am free at last!!) covert
gtephx!covertr (uucp address, force is my apollo node name).

3467. Re: How to get new members??

Newsgroup: comp.sys.atari.st
Date: 1989-11-30 16:16:00 UTC
From: hedger@inmet.inmet.com
Message-ID: <30200026@inmet>
Source record: 246439

Rich,

I think the strongest thing you can do to get new members is to recruit through the local dealers. That's the place that you are going to reach new and existing ST users.

I would print up cards, posters etc. and see if I could get them in all of the atari stores in town and in any neighboring towns.

Make sure that your posters mention the BBS.
After you get some members, I would talk to one of your local dealers and Atari about maybe having a guest lecturer come in and do a presentation. Maybe you could hold it at one of the stores. This is a fairly common practice in music stores. Anyway, if you can get some sort of presentation happening then Advertise that one event in the paper. Maybe throw a party and advertis in the science section of the paper for the party to recruit people.

I don't belong to any users groups but these are just ideas that occurred to me.
Hope this helps,

```
=========================================================================
| |
| Keith Hedger : {...!}uunet!inmet!hedger hedger@inmet.inmet.com |
| 'It is a sad, but beautiful world.........' |
=========================================================================
```

3468. Where to find software (was Re: "kneecapping" and TOS piracy)

Newsgroup: comp.sys.atari.st
Date: 1989-11-30 16:24:12 UTC
From: steve@thelake.UUCP
Message-ID: <10308910241226l9@thelake.UUCP>
Source record: 246440

In article <1349@uvm-gen.UUCP>,
pegram@uvm-gen.UUCP (pegram r) writes ...
> ... We can do little about those things, but
>isn't there something we can do to turn around the small and
>shrinking (at least in the U.S.A.) applications software base?
>I can't find software titles that were out years ago, e.g. some
>compilers, an on-the-fly keyboard macro program, an outliner-word
>processor like More on the Mac (all there ever was was Hippo Concept),

Doesn't Word Writer ST have a built-in outliner? (I don't use it.)
Todd Burkey's free, portable FoldEd also works as an outline processor.

>and new ones are not out there replacing them. If this doesn't
>change soon I may be forced to go to permanent emulation (haven't
>done it at all - yet ;-}). Constructive suggestions desired.

I don't think "small and shrinking" is an accurate description of the
software base.

Access to the software base, however, is another matter. Atari's (IMHO
ill-considered) anti-mail-order policies have driven most of the
mail-order firms to simply kiss off the Atari line. Without mail-order
access, you're stuck with local dealers. And local dealers of ANY
persuasion are notoriously unstable, undercapitalized, understocked and
underinformed.

One access tool you should know about is the E. Arthur Brown catalog.

Eben Brown is not an Atari hardware dealer, but rather an software dealer
specializing in the Atari ST. The catalog is a 16-page tabloid newspaper,
composed with PageStream, that features hundreds of items for the ST (and a
few for the Amiga and IBM-PC, too). Eben has a knack for picking up
closeouts, so once in awhile you'll see some VERY aggressive prices. He
doesn't carry everything under the sun, but he does have an interesting
assortment.

Here are some items from the latest catalog (No. 24), which I received
last week. All prices are U.S. dollars.

Tweety Board (stereo for the ST) $24.95
IMG scanner (1000dpi, mounts on your printer) $64.95
Z-RAM 2-4mb upgrade (no chips) $129.95
Tempus II $47.95
PageStream 1.8 $119.95
Fleet Street 3.1 WITH ULTRASCRIPT $179.96
Calamus $189.95
Calamus Font Editor $64.95

Spectre GCR $249.95
--Mac ROMs $129.95
Universal Item Selector III $19.95
GFA Basic 3.0 with compiler $99.95

One of the more interesting items I noticed is SGS Net, a low-cost networking package that uses MIDI and coax cabling to connect up to 32 STs. A two-computer hookup (server and one node) is $149.95; additional nodes are $99.95 including hardware and software. I saw this at a dealer a month or so ago and flipped through the manual, which I noticed had code examples for developing network applications.

Some of the oddball items I saw included a stock market-tracking package, programs to generate crossword puzzles and word jumbles, and even a needlework pattern creator (you paint the needlework on the screen with your mouse and the program prints out a counted cross-stitch pattern).

The catalog includes the usual assortment of games and books, too, plus the Current Notes public-domain/shareware disks ($4 each plus shipping).

To get the catalog, call (612) 762-8847 or write:
E. Arthur Brown Co.
3404 Pawnee Drive
Alexandria, MN 56308

Disclaimer: I have no affiliation with the above company. I have ordered items from them and found their service to be prompt, efficient and courteous. (This is generally true of Minnesota people. It's too cold to be antisocial.) I do not know their policies on shipping out of the United States.

-- Steve Yelvington, up at the lake in Minnesota
... pwcs.StPaul.GOV!stag!thelake!steve (UUCP)

3469. META.SYS

Newsgroup: comp.sys.atari.st
Date: 1989-11-30 16:48:10 UTC
From: clubok@husc4.HARVARD.EDU
Message-ID: <3298@husc6.harvard.edu>
Source record: 246441

Hi, folks. I recently got OPUS, which seems to be a really great spreadsheet (especially for shareware). However, I have a problem with charting. The manual says that one should have the necessary files if one has a GDOS application, but try as I might, I cannot find META.SYS on my original Wordup disks or anywhere else. If it is legal, could someone please send me META.SYS? If it is not legal, or you have some other response, please send me e-mail; Try as I might, I just can't keep up with this group. (Thanks to the high volume of slush :}) Thanks in advance.

Ken Clubok
clubok@husc4.bitnet
clubok@husc4.harvard.edu

3470. Re: ICD Software: Many thanks and a question

Newsgroup: comp.sys.atari.st
Date: 1989-11-30 17:40:09 UTC
From: wallace@oldtmr.dec.com
Message-ID: <1366@engage.enet.dec.com>
Source record: 246442

In article <8911300807.AA08786@ucbvax.Berkeley.EDU>, VBRANDT@DBNUAMA1.BITNET writes...
> BUT: The included ICDFMT.DAT file says Version 3.00 and lists only "d" type >entries, ie. only disk drives, no more controllers, such as for my Maxtor.
The following is from ICD's READ.ME file -
In brief, here are a few things you SHOULD know about this software:

o This current release includes full support for Omti 3520/3527(a) SCSI controllers and drives connected to them, most embedded SCSI drives, and support for Adaptec 4000(a)/4070 SCSI controllers (only high level defect mapping is supported with Adaptecs). SASI controllers are no longer supported. Use our older version software for use with SASI or else purchase a new Omti controller. It will be much faster than SASI.

Sounds like you can't use ICDs V4 software with anything but OMTI, ADAPTEC, and embedded SCSI drives.

Ray Wallace
(INTERNET,UUCP) wallace@oldtmr.enet.dec.com
(UUCP) ...!decwrl!oldtmr.enet!wallace
(INTERNET) wallace%oldtmr.enet@decwrl.dec.com

3471. Re: Comments on STE -- (un)known facts

Newsgroup: comp.sys.atari.st
Date: 1989-11-30 17:52:00 UTC
From: rehrauer@apollo.HP.COM
Message-ID: <47264390.20b6d@apollo.HP.COM>
Source record: 246443

In article <1824@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
[A description of some of the video nifties in the 1040STe.]
[Later KBAD discusses some of the differences between the STe and TT
video nifties.]

This has probably already been asked & answered here, but...

The STe appears to be the first "ST" that offers fundamental hardware
improvements that software can take advantage of. The TT, of course,
is another beast altogether, although it will apparently be backwards
compatible with "ST software".

Obviously no one in their right mind will write STe software that isn't
downwardly compatible to the existing STs (for awhile yet, anyway -- I
HOPE!!). But it'd sure be nice to use the STe's video nifties when
present. Is there an approved method for software to discover what
platform it's running on, other than (KLUDGE ALERT!) checking the TOS
revision #?

Please tell me it IS so! (And also what it is! ;-)
--
>>"Aaiiyeeee! Death from above!"<< | Steve Rehrauer, rehrauer@apollo.hp.com
"Flee, lest we be trod upon!" | The Apollo System Division of H.P.

3472. A LEGAL Mac emulator!

Newsgroup: comp.sys.atari.st
Date: 1989-11-30 18:54:38 UTC
From: opielask@clutx.clarkson.edu
Message-ID: <1989Nov30.185438.6755@sun.soe.clarkson.edu>
Source record: 246444

I want a mac emulator for my ST that is 100 percent legal.
Is this too much to ask? Isn't this the "moral" thing to do?
Isn't this what everyone is trying to do?

I priced the most inexpensive LEGAL mac emulator I could find, please tell
me if there is a more inexpensive way to go:

Spectre 128... $129.95 (retail)

(Now the 128k roms, which can only be
LEGALLY attained from Apple Computer Inc.)

(AND the System and Finder software that
ARE ALSO COPYRIGHTED BY Apple Computer
Inc. for use exclusively on Macs)

(Apple has a nice little package that includes
the 128k roms, and the System software,
PLUS they throw in a Mac Plus for free!
[minus roms and System software]) Mac Plus package... $909 (edu. price)

$1038.95 (LEGAL?)

This is of course excluding the price of the St to run it on.

Doesn't anyone realize this?

Totally "tongue in cheek"...
opielask@clutx.clarkson.edu
naas17@snypotba.bitnet

3473. Re: Rainbow Tos Porblems

Newsgroup: comp.sys.atari.st
Date: 1989-11-30 19:08:46 UTC
From: kbad@atari.UUCP
Message-ID: <1838@atari.UUCP>
Source record: 246445

rode@uniol.UUCP (Dirk Rode) writes:
| yesterday I got a version of the TOS 1.4 as a disk version.
Aieeee!!! Where did you get it? Aren't ROMs available where you live?

I _strongly_ advise against using _any_ disk based version of TOS,
especially if you don't know its lineage. TOS ROMs have been available
for years, and Rainbow TOS ROMs now for months (UK users aside - but
that's another story, and hopefully one that is getting fixed).

I'd like to echo the sentiments of another article here recently:
How can Atari be expected to support an operating system if we don't know
what's _really_ in it?

Caveat Emptor.
--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

3474. What Kermit/UNITERM bugs?

Newsgroup: comp.sys.atari.st
Date: 1989-11-30 19:26:00 UTC
From: 01659@AECLCR.BITNET
Message-ID: <8912010813.AA04349@ucbvax.Berkeley.EDU>
Source record: 246446

One netter mentioned problems with UNITERM's Kermit. On our site, which has a CYBER 830/990 combo and various VAXs, such as an 8550, the only Kermit that works flawlessly with full server support is UNITERM's Kermit. Some 20 - 40 people use it almost daily. I use UNITERM Kermit in text or binary mode almost every day and I have never had one problem. I've tried Versa-Term Pro and Red Ryder under Mac emulation but they do not have server support. Neither does ZSTEM or SmarTerm 240 for the PCs. The ONLY Kermit I trust is UNITERM's so WHAT problems are there?

3475. Re: Rainbow Tos Porblems

Newsgroup: comp.sys.atari.st
Date: 1989-11-30 19:43:32 UTC
From: apratt@atari.UUCP
Message-ID: <1839@atari.UUCP>
Source record: 246447

rode@uniol.UUCP (Dirk Rode) writes:
> yesterday I got a version of the TOS 1.4 as a disk version.

The rest of your message doesn't matter.

DO NOT USE DISK VERSIONS OF TOS 1.4 ANY MORE.

If you experience the same problem with a ROM (EPROM) version of TOS 1.4, then you can start blaming it on the application or TOS. Not until then. The disk-based version was for developers to get a taste of TOS 1.4 early, and IT IS NOT A PRODUCT SUPPORTED BY ATARI.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

3476. A big thankyou to you all

Newsgroup: comp.sys.atari.st
Date: 1989-11-30 19:49:48 UTC
From: S61304@PRIME-A.POLY-SOUTH-WEST.AC.UK
Message-ID: <8912010803.AA03137@ucbvax.Berkeley.EDU>
Source record: 246448

(From "The Masked Rat Fink" "Computing and Informatics Yr4")

Just a short thanks to all those who took time out to Email me a copy of
the LDW POWER utility LDWCNVRT.PRG. As luck would have it, only Roland's
version worked, so I end up using a German version when my knowledge of
German is only slightly more than my knowledge of MS-DOS (ie NONE!)

PS. Roland: I hope the thankyou got through to you!

%%%

3477. Re: LaserPrinters and the ST

Newsgroup: comp.sys.atari.st
Date: 1989-11-30 20:13:33 UTC
From: bmaraldo@watserv1.waterloo.edu
Message-ID: <252@watserv1.waterloo.edu>
Source record: 246449

In article <4725e878.14a1f@force.UUCP> covertr@force.UUCP (Richard E. Covert) writes:
>Well, I have finally done it. I sold my Atari SLM804 laser printer.

Probably a god move.
>The Panasonic 4450 lists for $2500 but the street price locally is about $1600.
>I can buy the 4450 from a mail order place in chicago for $1269, add another
>$230 for the necessary additional 1 meg of RAM and you are at $1500. And since
>it is mail order I don't have to pay sales tax.

I have a 4450 as well (LP1100). The price has come down since I bought
mine (in Canada). More detail follows...
>The 4450 is 11 ppm, which is faster

Since I don't do much straight text dumps, this speed isn't noticable
to me. I mainly do bitmap dumps from TeX or Calamus. It takes about 5min
per page for Calamus to process a page and about 2min per page for TeX. When
I do do a text dump (from a PC and WordPerfect) the printer flies!

>The 4450 has builtin Epson fx-286e, panasonic 1092i, diablo 630,
>ibm proprinter, and Laserjet+ emulation. This should allow most, if not all,
>software to print on it. The 4450 also has dual 250 sheet trays, with optional

The emulations are very complete as well. I have no incompatiblilty
probelms.

>The 4450 also has dual 250 sheet trays, with optional
>envelope and other size trays. The 4450 has optional font cartridges, and I
>believe a PostScript cartridge (though that isn't needed with the availability
>of UltraScript now). The 4450's toner cartridge is $35 and is rated at 5,000

Those two 250 sheet trays come in handy! You can also set the
printer up to switch from one tray to the other when one runs out of paper.
It'll also do duplex printing without a jam, but you have to be fast!

>The 4450's toner cartridge is $35 and is rated at 5,000
>sheets.

Well... there isn't a toner cartridge. You fill the 4450 like a
photocopier (there is a little dorr under the paper tray). The consumables
are: toner, $75/shot 5000 pages; drum, $250/shot 20,000pages; and
developer, $170/shot 13,000 pages. I worked this out to be about 4 cents
per page (cheap!).
>
>So, all in all, the Panasonic 4450 is the laser printer that I will probably
>buy.

I don' think you'll be disappointed.

Also, the 4450 is built tough! The design is great! there is
one-touch access to the complete paper path and cleaning is easy.

Brett L Maraldo

--
-------- Unit 36 Research ---------
"Alien Technology Today"
bmaraldo@watserv1.UWaterloo.ca
{uunet!clyde!utai}!watserv1!bmaraldo

3478. Absoft Fortran

Newsgroup: comp.sys.atari.st
Date: 1989-11-30 20:14:00 UTC
From: JOHNBARNES@ENH.NIST.GOV
Message-ID: <8912010814.AA04387@ucbvax.Berkeley.EDU>
Source record: 246450

I understand your problem with the Absoft Librarian.

A collegue of mine has persuaded me to try Prospero Fortran because it supports libraries from mixed languages. Prospero C and Prospero Pascal routines are supposedly easy to incorporate into Prospero Fortran executables. The GEM bindings for Prospero Fortran also appear to be much cleaner than those for Absoft. Given these factors and an absence of support for the ST from Absoft, my next programming venture will use Prospero rather than Absoft.

I don't know whether you have invesigated Prospero Fortran or not. If anyone has had contrary experience I would hope that they would speak up.

Could you please describe Erlgraph? I am keenly interested in a good FORTRAN graphics package and I might be willing to help with development and/or testing.

This is being posted openly rather than as direct mail to see if it smokes anyone out of the woodwork.

3479. Degas > PS and DVI > PS

Newsgroup: comp.sys.atari.st
Date: 1989-11-30 20:16:00 UTC
From: JOHNBARNES@ENH.NIST.GOV
Message-ID: <8912010814.AA04390@ucbvax.Berkeley.EDU>
Source record: 246351

Degas to Postscript:

I handle this problem on a regular basis using the following tools:

1). Import the Degas picture into TOUCHUP and get rid of the jaggies. This step is needed for images that are to appear large on the final page. It is not needed for small things like logos. The procedure generally works only for line art. I have not yet tried it with DEGAS pictures derived from continous tone sources (VIDI ST or Computereyes).

2). Save the result as an .IMG file.

3). Import it into Timeworks' Publisher ST. This must be installed using The Postscript option. PageStream may also work, but I am not sure of this.

4). Print the file as Postscript. Publisher ST saves the result as a disk file containing Postscript commands.

5). Image it out using an SLM804 with Ultrascript. It may be possible to print the file using a printer with built-in postscript. I have just never tried this option.

This is admittedly a high-priced solution, but not outrageously so. I certainly get the job done more quickly than if I tried to mess around with writing my own code for this.

It should also be noted that PicTeX is another way to get hardcopy from an image file. Since this is an open software environment it should not be too difficult to write a program to convert Degas to PicTeX.

PicTeX is available on the Current Notes TeX distribution kit.

While we are on this subject I would like to respond to Dylan Yolles on the matter of TeX DVI to Postscript conversion. With my imperfect knowledge of the subject it appeasr that such a conversion would not make sense. The font files used to generate the DVI document in TeX do not correspond in any sense to those used in Postscript. It is therefore unreasonable to expect that the layout of the document would be preserved in such a conversion.

The basic function of a DVI***.TTP program is to bit map the text for output to a device that supports some sort of raster. Even if we assumed that a psosctript printer could be trained to do this it would seem like horribly inefficient use of postscript.

My experience in beta-testing the TeX distribution put together by Horace MItchell for Current Notes is that it is best to stay in the TeX

environment once you are in it. The SLM804 is an outstanding output device and the software runs with satisfying speed on a 1 meg or larger Atari ST. We currently lack a DVI driver for a 24 pin printer, which would make TeX much more affordable and accessible.

I am not sure what Dyllan's application is, but if he would care to share it with us maybe we can find another way to solve his problem.

One final thought: Maybe the TeX for the Macintosh would run under Spectre GCR and produce Postscript output. Has anyone tried this?

3480. 'FORM' Symbolic manipulation software

Newsgroup: comp.sys.atari.st
Date: 1989-11-30 21:07:00 UTC
From: JOHNBARNES@ENH.NIST.GOV
Message-ID: <8912010815.AA04452@ucbvax.Berkeley.EDU>
Source record: 246352

Would someone please be so kind as to pint me to the archive containing
'FORM' as mentioned in one or two postings?
('pint' should read 'point' in line 1 above).

3481. Re: LaserPrinters and the ST

Newsgroup: comp.sys.atari.st
Date: 1989-11-30 21:21:36 UTC
From: gl8f@bessel.acc.Virginia.EDU
Message-ID: <2368@hudson.acc.virginia.edu>
Source record: 246353

In article <4725e878.14a1f@force.UUCP> covertr@force.UUCP (Richard E. Covert) writes:

> The [Panasonic] 4450 [laser printer] is 11 ppm, which is faster
>than the slm804.

Of course, this is just the physical speed. In applications where you are sending full-page graphics to the laser printer, the SLM804 will win hands down because of high transfer rate between the ST and the printer.

Just like CPUs, you have to benchmark the printers printing the kind of stuff you print before you know their relative speeds.

Greg Lindahl Astrophysicists for Choice

3482. Re: A LEGAL Mac emulator!

Newsgroup: comp.sys.atari.st
Date: 1989-11-30 21:25:40 UTC
From: mjv@iris.brown.edu
Message-ID: <21924@brunix.UUCP>
Source record: 246354

In article <1989Nov30.185438.6755@sun.soe.clarkson.edu>
opielask@clutx.clarkson.edu (Scott K. Opiela,,,2684025) writes:
> (Now the 128k roms, which can only be
> LEGALLY attained from Apple Computer Inc.)

When I was searching for the ROMS, I did call an authorized Apple dealer
and
they would sell me ROMs. This might depend on the dealer though.

> (AND the System and Finder software that
> ARE ALSO COPYRIGHTED BY Apple Computer
> Inc. for use exclusively on Macs)

You can go into any Apple dealer and purchase the latest system software
for
around USD$45.

> (Apple has a nice little package that includes
> the 128k roms, and the System software,
> PLUS they throw in a Mac Plus for free!
> [minus roms and System software]) Mac Plus package... $909 (edu.
price)

Not everyone has access to the educational discount. Also take note that
you get to use the discount ONCE, that's it (you also can't sell it for a
period of time thereafter either.) Also, each university is on a different
price reduction level depending on Mac use. Brown is at the highest level,
but some other college may have to offer it for several hundred more. Since
you would use your one time discount, you'd probably also buy an
Imagewriter
and (/or only if you're a masochist) a hard drive. Then add that all to
the
cost of the discounted Mac. I would certainly use my one time discount to
choose a set that I would be able to use for a long time (like one from the
Mac II line but then, that's me).

If Apple really thought that places that sell used HD (and therefore ROMS)
were illegal, I doubt that you would see those places still around. For
example, say a person has a dead Plus that they want to sell. Joe's Used
Macs buys it and then proceeds to gut the dead Plus and sell its parts.
That's probably still legal, hence we are able to get ROMS.

Don't forget that the Plus has a very short life span left as new apple
product. It won't be much time before the SE is bottom of the line and
that's around $1400-2000USD with the edu discount! (Add HD and its crazy).

I won't even get into want "constitutes" a Mac. ROMS? Apple logo? Chips?

I hope this makes everyone feel a bit more legit.

-- mjv@iris.brown.edu

"And, oh! Father Christmas, if you love me at all,
Bring me a big, red india-rubber ball."
A.A. Milne "Now We are Six"

3483. looking for a portable 68K C compiler

Newsgroup: comp.sys.atari.st
Date: 1989-11-30 22:19:18 UTC
From: jonah@db.toronto.edu
Message-ID: <1989Nov30.171918.15050@jarvis.csri.toronto.edu>
Source record: 246355
Cross-posted to: comp.sys.atari.st,alt.sources.wanted

I'm looking for source to a portable C compiler. My (current) target system is an Atari ST (mc68000), but I am planning to look at operating systems and languages to the extent that I *must* have the source code for the compiler and it should be portable enough so that I can make it run under new environments that I develop. Pointers to FTP sites are acceptable.

--

Jeff Lee jonah@cs.toronto.edu jonah@ai.toronto.edu jonah@cs.utoronto.ca

3484. Re: Craft & TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1989-11-30 22:47:41 UTC
From: alleyne@phoenix.Princeton.EDU
Message-ID: <11842@phoenix.Princeton.EDU>
Source record: 246356

I tried posting this once from my site already but there seems to be something wrong with our news program, as I can't read it from this site.

NOTE: This message is from depeche@calvin.cs.mcgill.ca; please do not reply to this address.

I just upgraded my 1040ST to tos 1.4. I really like the speedup of the hard disk but there are a few questions I have about it.

1] When I format a disk from the desktop, nomatter what disk or what drive I am using, I get 'bad disk' errors when it nears track 79 or so. These disks format and work fine if I use Neodesk,. Anyone else have simmilar problems?

2] I used to use PQ.PRG, a background print buffer by Wayne S. Arczyinski, but this no longer works on tos 1.4. I sent mail to him asking about new versions but haven't gotten a reply from him yet. Does anyone know of a program whic does the same basic thing but also works on tos 1.4? Spool11.Tos will not do as it is much too slow for my printer. I need one very urgently!!

3] I have a supra 30mb hard disk which at the moment is setup to autoboot. When I had tos 1.0 and if I wanted to disable autoboot for one session (i.e. to play games) I held ctrl-alt-lshift and the floppy would boot instead of the hard disk. This doesn't work on tos 1.4. Does anyone know how I can remedy this? (At the moment I have to unplug the DMA cord whenever I want to boot directly from floppy).

any and all help would be appreciated, and my sincere apologies if my previous messages did get posted to your site and this is the third time you are seeing them, but I want to make sure...

-S. Alan Ezust depeche@calvin.cs.mcgill.ca
McGill University Dept of Computer Science.

3485. Re: Video pointer

Newsgroup: comp.sys.atari.st
Date: 1989-11-30 22:48:23 UTC
From: dac@ukc.ac.uk
Message-ID: <2640@gos.ukc.ac.uk>
Source record: 246357

In article <3846@brahma.cs.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:
>
>Could Atari not make a pin compatible MMU chip that could replace the normal
>one in the ST and give us all word alligned and segmented video RAM just like
>the STE.

This sounds good. Ahhhh, I remember back to my 8-bit 800XL days (I've still got it!!!). Such lovely things like smooth scrolling, display lists and DLIs... And of course, sprites (oh, sorry, player-missile graphics :-)).

>From looking at the circuitry I don't see how these features would require
>any pinout changes. Delaying the scan and adding the extra colours to SHIFTER
>would be another matter.

The problem with this I can see is that then, rather than people having to write software for two types of Atari, they would now be faced with three. Games software would like to take advantage of the new STE modes, but a half decent game would probably try to do a half decent job on an old ST.

I think the STE is a very good idea. I'd like a 68000 Atari to perform as well as a 6502 Atari, although if you scale everything up you still end up with a machine that is less than it ought to be.

Here's something for the guys at Atari:

Post the hardware specs of all Atari products (ie memory maps and programming information) to the net. I don't want developer support. I can't afford to buy the developer's kit. Nowadays some of the best games (and lets face it, hardware scrolling, etc *is* for games), are written by enthusiasts at home. Give these people the opportunity to harness the power of the machines you produce. The more information that is public domain, the more people can program your systems, the more software is written, the larger the software base, the more computers you sell, etc.

Come on Atari, what have you got to lose?

Oh yes, gimme TOS 1.4 uuencoded, on the net, suitable for burning into EPROM. Why not? It's free (isn't it?).

All this "give me this", "give me that", you may wonder what you get in return. Well, you get USER SUPPORT. You be nice to us and we'll like you for it.

Dave.

--
% cc life.c | David Clear <dac@ukc.ac.uk>
% a.out | Computer Science, University of Kent,

Segmentation fault (core dumped) | Canterbury, England.

3486. Re: LaserPrinters and the ST

Newsgroup: comp.sys.atari.st
Date: 1989-11-30 23:33:26 UTC
From: ramsiri@blake.acs.washington.edu
Message-ID: <4701@blake.acs.washington.edu>
Source record: 246358

In article <2368@hudson.acc.virginia.edu> gl8f@bessel.acc.Virginia.EDU (Greg Lindahl) writes:
>In article <4725e878.14a1f@force.UUCP> covertr@force.UUCP (Richard E. Covert) writes:
>
>> The [Panasonic] 4450 [laser printer] is 11 ppm, which is faster
>>than the slm804.
>
>Of course, this is just the physical speed. In applications where you are
>sending full-page graphics to the laser printer, the SLM804 will win hands
>down because of high transfer rate between the ST and the printer.
>
>Just like CPUs, you have to benchmark the printers printing the kind of
>stuff you print before you know their relative speeds.
>
>------
>Greg Lindahl Astrophysicists for Choice

I am glad this discussion has surfaced.

I just printed out a short score - 3 parts/148 measures - on my dealer's slm804. Took about 7 minutes - 7 pages. The same score takes 45+ minutes on my Epson LQ-800 . I am deliberating over getting the ATARI.. or the Panasonic 4450. Unfortunately, i have yet to see NOTATOR's performance on the Panasonic. If what Greg is saying is true... the ATARI, for my purposes, would be better.. as most of my printing time is consumed by graphics. However, the Panasonic seems to be a "better" system. Wish i could have both!

AN advantage to buying the Panasonic is that it may be used with lots of other systems.... if one ever decides ST's no longer cut it.

Has anybody out there seen/used NOTATOR with the 4450?

Incidentally, i had a lengthy discussion with the rep from NOTATOR today. Great guy.. lots of information about NOTATOR's future... Particularly relating to the TT. C-LAB has had 2 TT's on order for over 10 months. THey are now told it will only be 30-60 days before they get one. Now if developers don't even have the TT yet (and mind you, C-LAB is out of GERMANY!) we'll all be out of breath before the general public ever sees one.

Oh yeah.. there are rumours that NOTATOR is being ported to the MAC. Ain't so.

-kevin
ramsiri@blake.acs.washington.edu

3487. Re: Moduala 2 docs.

Newsgroup: comp.sys.atari.st
Date: 1989-11-30 23:56:02 UTC
From: johnb@pnet01.cts.com
Message-ID: <804@crash.cts.com>
Source record: 246359

I too would like a copy of the english docs for Modula 2....

John.

UUCP: {hplabs!hp-sdd ucsd nosc}!crash!pnet01!johnb
ARPA: crash!pnet01!johnb@nosc.mil
INET: johnb@pnet01.cts.com

3488. Soz C V1.2 Upgrade help required

Newsgroup: comp.sys.atari.st
Date: 1989-12-01 00:23:57 UTC
From: S61304@PRIME-A.POLY-SOUTH-WEST.AC.UK
Message-ID: <8912010805.AA03513@ucbvax.Berkeley.EDU>
Source record: 246360

(From "The Masked Rat Fink" "Computing and Informatics Yr4")

Dear Netters,

Being a beginning C programmer, I have managed to coax my copy of Sozobon Version 1.01 to compile, link and all that sort of stuff on single files. However I have not used anything other than the supplied CC utility, to drive all the other elements (hcc and top etc) and especially I haven't yet managed to get 'make' to work. This has slowed to a total halt my efforts to compile up the version 1.2 of Sozobon (supplied in source format only :-(

I have tried to use the make facility on the supplied files. I had my normal Soz C work disk in the A drive and the 1.2 source in a ram disk, installed as drive d:. I then made the source files the active window and ran the make utility by selecting it using the right-left double click technique and then selecting open from the desktop. But it still didn't work.

I would be mega obliged if someone could take the time to explain where I went wrong, so that I can actually perform the upgrade. I have no objections to anyone calling me a wally for getting something obvious wrong, but as far as C is concerned I have to ask these questions! :-)

I do have a copy of the Gulam shell, but I haven't used it very much yet. However I will dig it out and blow the dust off it if necessary.

Many thanks in advance

TMRF

PS To the authors of Sozobon, I read your request for news of anyone who was using your software. Well ... I'm trying to do my final year project in it, so I guess that I count as a user (perhaps a developer!?) of your product.

%%%

0/0/0/

3489. Re: Shareware MAC

Newsgroup: comp.sys.atari.st
Date: 1989-12-01 00:33:27 UTC
From: jeff@quark.WV.TEK.COM
Message-ID: <5500@orca.TEK.COM>
Source record: 246361

In article <4123@eagle.wesleyan.edu> jtreworgy@eagle.wesleyan.edu writes:

|The thing with a Mac emulator is that no matter what, you have to spend $140 on
|the ROMs. So what does it matter if you spend $20 for a shareware one or a bit
|more for a commercial one? The shareware one probably wouldn't "sell" anyway.
|It just seems silly for a lot of different people to invest a lot of time
|making a Mac emulator when the product already has several incarnations on the
|market. The time would be better spent making a Commodore 64 emulator, for
|example. (And some way to pipeline the ROMs out of a real 64... enough people
|own these anyway such that it wouldn't be illegal or unfeasible for each buyer
|to get them legally that way).

|--
|James A. Treworgy -- No quote here for insurance reasons --
|jtreworgy@eagle.wesleyan.edu jtreworgy%eagle@WESLEYAN.BITNET

Wait. GBS gets something like $300+ for the GCR. I think that the "plain"
version is > $100.00 (usd)

THIS DOES NOT INCLUDE THE ROMS

Thus, if my math is correct:

Shareware GBS
Hw/Sw $20.00 vs $100.00
Roms $140.00 (same) $140.00
------ ------
Total
$160.00 vs $240.00

This makes it MUCH more affordable. Heck, I could be convinced to buy one for
that price. $80.00 is more than "a bit more"

-Jeff
--
Jeff Beadles jeff@quark.WV.TEK.COM

3490. ST Environment variables. Help wanted.

Newsgroup: comp.sys.atari.st
Date: 1989-12-01 00:36:50 UTC
From: S61304@PRIME-A.POLY-SOUTH-WEST.AC.UK
Message-ID: <8912010812.AA04236@ucbvax.Berkeley.EDU>
Source record: 246362

(From "The Masked Rat Fink" "Computing and Informatics Yr4")

Dear Netters (again),

Does anyone out there feel so disposed as to explain to a poor unfortunate
about environment variables?

1 What are they?
2 Where are they stored?
3 What are the standard ones? (I've heard of PATH)
4 How do I use them from C (Sozobon in particular!)
5 How do I pass them to other programs?

I'm learning slowly but surely, but haven't yet come across this information!
May I also say that the technical articles that arrive in my mail box, through
this group are very benificial and that I have learnt much. However the flames
are just getting on my nerves! I seem to remember buying my ST for what it
could do at that exact instance when I handed over my hard earned cash, not
because I expected Atari to issue loads of wonderful add-ons (such as an
'Atari to PC missile :-) but because it was cheap, powerful and most importantly
it had megs of software available at either reasonable or negligable prices
(as well as all that scrummy p.d. and freeware!!).

Thanks in advance,

TMRF (Getting down off soapbox now! :-)

%%%

3491. Monochrome Monitor Wanted

Newsgroup: comp.sys.atari.st
Date: 1989-12-01 00:39:06 UTC
From: psurge@cs.utexas.edu
Message-ID: <7263@cs.utexas.edu>
Source record: 246363

If anyone out there has a monchome monitor that they would like to sell, please send me mail and let me know. I am looking for a monochome monitor to use with some programs that don't take too kindly to the various monochrome emulation programs.

Troy Carpenter
Computer Sciences, THE University of Texas, Austin
psurge@cs.utexas.edu

Disclaimer: Why?

3492. Re: INFO-ATARI16 Digest V89 #718

Newsgroup: comp.sys.atari.st
Date: 1989-12-01 00:39:13 UTC
From: MBERNAR@ERENJ.BITNET
Message-ID: <8912010815.AA04506@ucbvax.Berkeley.EDU>
Source record: 246364

Rich Covert asks for suggestions on how to increase their club membership. Here's my 2 cent suggestion. Since you seem to have a good relationship with your dealer(s), why not convince them to give you a list of costumers who have bought ST or ST software from them. Send these guys a flyer about your club and why they should join. This is the cheapest approach with the highest chance of success.

3493. Xformer II (or whatever)

Newsgroup: comp.sys.atari.st
Date: 1989-12-01 00:45:37 UTC
From: psurge@cs.utexas.edu
Message-ID: <7264@cs.utexas.edu>
Source record: 246365

I have a few questions about Xformer:

1. What is the current version
2. What systems does it support now (ie.8bit,c64 appleII)
3. Just how fast is it now?
4. How easy is it to get the .SD files over now?
5. Where do I get a copy of the latest version?

I Thank you in advance for your information.

Troy Carpenter
Computer Sciences, THE University of Texas, Austin
psurge@cs.utexas.edu

Disclaimer: Why?

3494. Re: PortFolio as a marketing aid ?

Newsgroup: comp.sys.atari.st
Date: 1989-12-01 01:11:30 UTC
From: wilson@mfci.UUCP
Message-ID: <1145@m3.mfci.UUCP>
Source record: 246366

By the way, noticed the Portfolio got a good mention in a recent issue of Businessweek. It was positioned as the no-frills alternative to the Poquet (correct spelling?) PC.

Wish I could recall the issue. I remember that it featured an article about the success of Taiwan. That ought to be enough info to allow diehards to find the right issue at the public library via the Reader's Guide to Periodical Literature.

Jeff

3495. Utrascript ST-1

Newsgroup: comp.sys.atari.st
Date: 1989-12-01 01:17:08 UTC
From: karl@es56.UUCP
Message-ID: <8912010117.AA23074@es56.escd.uucp>
Source record: 246367

Has anyone out there tried Ultrascript ST-1? There is an add in the latest Start magazine for this new version of Ultrascript. It supports all sorts of output devices, including dot matrix printers and the HP Laserjet IIp.

Ultrascript ST-1 and the HP Laserjet IIp may be a good cheap postscript solution. It sounds like the Laserjet may require a memory upgrade to support this -- does anyone know if a memory upgrade is required?

Karl Rowley
Evans & Sutherland Computer Division
Mountain View, California, USA
escd!karl@decwrl.dec.com
...!amdahl!escd!karl

3496. EL CAL FOR APPLE II?

Newsgroup: comp.sys.atari.st
Date: 1989-12-01 01:19:24 UTC
From: MAXG@SUVM.ACS.SYR.EDU
Message-ID: <8912010816.AA04558@ucbvax.Berkeley.EDU>
Source record: 246368

I realize this might not be the correct place for this message, but this is where I turn to get info about computers/computer products/etc. On top of that, there is always someone out there who knows the relevent info. So here goes:
I'm in the market for a gift right now for someone who has an AppleIIe. If this guy had an ST, I think he'd like El Cal, and I'd get it for him for sure...unfortunately (for me, that is, since it makes my task more difficult), he doesn't have an ST. So, I was wondering if anyone out there knows of some type of super calculator type program for the AppleII family?
Please email to me directly...no need to take up space on the network with discussion of Apple products. Of course, thanks in advance for any help.
---Gerry
maxg@suvm (bitnet)
ggreenbe@rodan.acs.syr.edu (internet)

3497. LYNX

Newsgroup: comp.sys.atari.st
Date: 1989-12-01 01:30:26 UTC
From: MAXG@SUVM.ACS.SYR.EDU
Message-ID: <8912010816.AA04596@ucbvax.Berkeley.EDU>
Source record: 246369

I haven't heard too much about the LYNX on the digest recently, but I would like to say that over the Thanksgiving weekend I was in Vermont and saw an ad for the Lynx in the NY Times. The ad takes up about one third of the page and says that the Lynx is available at ToysRUs, Babbages, KayBeee Toy Stores, Lionel Kiddie City, Child World, FAO Schwarz, Wards, and CircusWorld/Playland. There's a picture in the ad, with a big headline and some text about the product. I don't think we have them here in Syracuse (even though we do have some of the same stores)...but I'm not really sure about that. Anyway, I just thought some of you out there might be interested.
--Gerry

3498. Re: File transferring...

Newsgroup: comp.sys.atari.st
Date: 1989-12-01 01:43:13 UTC
From: logic@wet.UUCP
Message-ID: <806@wet.UUCP>
Source record: 246370

In article <919@uhnix2.uh.edu> uace0@uhnix2.UUCP writes:
>
>SHADOW is 100% assembly and is FAST! I would venture to say that it is about
>the most efficient file transfer program out for the ST (CPS thruput).
>
>- mike
>

Mike,
Does Shadow support a full implementation of Zmodem yet? With 32-bit
CRCs, error recovery and all those other goodies that Mr. Forsberg crammed
into his protocal perhaps?

How about Ymodem-G? Does any ST program support this protocal yet?

--
Henry Kwan | AppleLink: D0690
FWB, Inc. | CompuServe: 71320,1034
2040 Polk St. Ste 215 | Internet: claris!wet!logic@ames.arc.nasa.gov
San Francisco, CA 94109 | UUCP: {claris,hoptoad,lamc,ucsfcca}!wet!logic

3499. ST DRIVE AND SPECTRE/TRANSLATOR 1

Newsgroup: comp.sys.atari.st
Date: 1989-12-01 01:46:29 UTC
From: MAXG@SUVM.ACS.SYR.EDU
Message-ID: <8912010818.AA04765@ucbvax.Berkeley.EDU>
Source record: 246371

Everybody (or almost everybody) out there knows by now that not all ST drives are able to read a Mac disk when running Spectre or Magic Sac with the Translator 1 (or SpectreGCR). Well I had one of those disk drives...it is a Sankyo (at least that is what it says on it) and was converted from an IBM drive to an ST drive by its previous owner. I bought it before I got my Translator and so I was disappointed to find out that it was one of "those" drives. Well, I have struggled (if you can call it that) with only one drive that reads mac disks by booting in the good drive and then ejecting my system disk and putting it into "the other" drive so that I could put my mac disk into the good one (Yes, I could have changed a and b drives, but "the other" drive is awfully loud...I like it as the b drive). Well, I am writing this to encourage those of you out there who have one of these "other" drives, because for some totally unknown reason, the other day I put a mac disk into this "other" drive...and the drive read the disk! I couldn't believe it, but that drive now recognizes mac disks via the Translator1....I have absolutely no idea why...everything is the same as before, but now the drive works! (I hope this doesn't mean that the drive is "on its way out".)
So, for those of you out there with one of "those" drives...try it with the mac disk from time to time....maybe it'll work some day.
---Gerry
maxg@suvm (bitnet)
ggreenbe@rodan.acs.syr.edu (internet)

3500. RE: INFO-ATARI16 Digest V89 #726

Newsgroup: comp.sys.atari.st
Date: 1989-12-01 03:07:00 UTC
From: FRACHEL@UMIAMI.MIAMI.EDU
Message-ID: <8912010819.AA04802@ucbvax.Berkeley.EDU>
Source record: 246372

Could someone please recommend their favorite Pascal for the St..

The only one I even have slight experience with is Personal Pascal.

Frank Rachel
FRACHEL@UMIAMI

3501. Re: Shareware Mac

Newsgroup: comp.sys.atari.st
Date: 1989-12-01 03:13:30 UTC
From: bro@eunomia.rice.edu
Message-ID: <3352@brazos.Rice.edu>
Source record: 246373

In article <2716@infmx.UUCP> robert@infmx.UUCP (Robert Coleman) writes:
#In article <3268@brazos.Rice.edu> bro@eunomia.rice.edu (Douglas Monk) writes:
...
#>1) In order not to violate Apple's copyrights, ROMS must be made available
#>for this guy by way of a cartridge.
[or some other similar mechanism for legal reasons... see below]

...
#>2) In fairness to David Small and as an obvious business move, don't make
#the cartridge steal his thunder.
[by which I mean it is not a good idea to set out in such a way as to
ENCOURAGE ripping him OR ANY ONE ELSE OFF. At the outset, design to allow the
shareware system to stand separate, and not result in the shareware cartridge
being used with HIS software. If you want to write your software to work on
your cartridge and his, more power to you. If you want his software to work
on your cartridge, you are just pirating cartridge designs, and should not
expect to get ANY money for your software.]

...
#>3) Comparing David Small to Lotus is laughably self-serving, the kind of
#>defense that pirates sometimes make: "No one gets hurt, only some big
#>business..."
...

I cannot believe I am reading this. The hidden suppositions in this way
#of thinking are truly amazing:
#
#1. DAVID SMALL IS A SMALL BUSINESSMAN AND THEREFORE DESERVES SPECIAL PROTECTION.

Wrong. The real suppositions are:

A) Businesses deserve (and have) legal protection for their products.
B) The Atari market is small, and tends to attract small businesses at best.
C) It is easier to damage and discourage small businesses than large ones.
D) Equating a small business with a large one as a ethical moralization for
predatory behavior is specious.

Some conclusions that derive from these are:

If a product for the Atari market is designed in such a way as to encourage
ripping off ANY business, big or small, which contributes to the success of
that market, it is NOT a good idea and is not in the interests of the market
(and hence the product itself).

The only way that "small" enters the picture is that a small business is less
able to afford to defend itself against predatory behavior.

I used the Discovery cartridge as an example of a bad idea: you could (reportedly) pop in Mac ROMs and pirate a copy of Small's work and have a Mac clone without paying him for his cartridge and software package.
PLEASE NOTE : I DO NOT OBJECT TO COMPETITION. If the same cartridge were available with its own Mac emulation software, I wouldn't have any objection, provided it did not encourage piracy. The easiest way to accomplish that is to make sure Dave Small's software DID not work with the other cartridge, since his software goes to some pains to make sure it IS using one of his cartridges.

#2. DAVID SMALL IS A GENIUS WHO MAY FAIL IF HE FACES COMPETITION.

Sorry. This assumption does not enter into it. Flooding the small market with a cheap hardware cartridge work-a-like that can use his software once pirated doesn't rate being called "competition". ANYONE, genius or not, will fail in the face of being ripped off enough. Remember, I AM NOT OPPOSED TO FAIR COMPETITION AS I OUTLINED ABOVE. That is why I take issue with this being a "hidden assumption".

#3. SHAREWARE IS NOT OK IF IT DUPLICATES SMALL BUSINESSPERSON'S SOFTWARE.

Again, this is not an assumption at all. Whether a product is shareware, freeware, or commercial, I have no objections to fair and healthy competition. Just as I object to the commercial Discovery cartridge feature I indicated, I pointed out the objections to similar "features" of the shareware cartridge. That does not preclude the product, it just puts parameters on what I consider to be a viable design.

Hmmm. I wonder what shareware/freeware you own that you could have
#paid for, that could have supported a small businessperson? You may very well
#be consistent in this philosophy, but I guarantee most other people aren't.
You using Uniterm, for instance? Gulam?

No, I use Flash and Mark Williams' msh. I certainly don't object to Uniterm: I think it is a great program. Likewise with Gulam. I just happen to have other programs that I find more convenient to use. As should surprise no one, they are all legal copies. I don't pirate software. As for shareware, at the recent World of Atari in Dallas, I spent over $100 dollars for shareware direct from the developers, including some that I already had (but did not use since I hadn't registered for it yet). Sigh. Sometimes being honest is inconvenient.

#... Are you against shareware/freeware as a concept? If it duplicates
#anything a profession group has done, it is going to hurt someone "small"
#(as opposed to big, not "David" :^)) somewhere down the line...

As I just indicated, I believe in shareware/freeware as a viable competitor to commercial concerns. I ONLY take issue with unethical application of the concept. If I PERSONALLY had a Mac emulator that worked off of a cartridge that would not support Dave Small's software, I PERSONALLY would NOT release it as shareware. I MIGHT release it as a commercial product if I thought the return would be adequate for my trouble. (Which it might not: Dave would be very hard to compete fairly against, and I PERSONALLY have not other way to compete.)

#4. UNSUPPORTED SHAREWARE WILL BE SNAPPED UP IN PREFERENCE TO SUPPORTED
#PROFESSIONAL SOFTWARE.

OOPS. You seem to have read one of my assumptions backwards. I actually assume that UNSUPPORTED PROFESSIONAL PIRATED SOFTWARE WILL BE SNAPPED UP IN PREFERENCE TO AN INFERIOR SHAREWARE PRODUCT. That is the whole point to not stealing Dave Small's thunder: it is the ONLY way to keep the shareware aspect viable. Otherwise, it will just be an aid to pirates.

#5. IF DAVID GETS BURNED BY SHAREWARE, HE WILL MOVE ON TO SOMEWHERE ELSE.

The way I would put it would be:
IF DAVID GETS BURNED, HE WILL MOVE ON TO SOMEWHERE ELSE.

Shareware has nothing to do with it. He could be driven out by legitimate competition from a shareware product such as I outlined, and I would have no ethical objection. I DO object to people being ripped off. And we'd all miss him :-).

#6. THIS OTHER GUY IS NOT WORTHY OF CONSIDERATION.
#
I may misremember this mail, but what I recall is that both these
#products were developed independently, and found different market niches
#(American vs. Europe). This other guy (I wish I knew his name! I'm not
#intentionally being insulting) got stomped on by Apple, and was put out of
#business. David has not been stomped on by Apple...yet. This other guy may
#very well be in the same league as Dave, but "nipped in the bud". Why does
#this make Dave more worthy of support?

According to press reports, the Aladin system included illegal copies of the Macintosh ROMs, and Apple shot the product down. The developers have every right to convert their work into a legal product which Apple has no way to affect. DAVID SMALL HAD TO DO THIS! Early versions of the Magic Sac project were altered so that only legal Mac ROMs could be used, and the ROMs must be physically present (not illegally copied on disk, or whatever). He WAS stomped on by Apple. THAT is why he NOW has no trouble with Apple: he altered what might have been an illegal product into what is demonstrably legal. To me it makes more sense for the Aladin group to do likewise and to keep the product commercial, than to convert the system to just an illegal shareware system rather than an illegal product. I actually give them the benefit of the doubt by assuming that they will take the cartridge-and-ROM route to legality anyway, despite a lack of anu such indication : the mail suggested making Aladin more-or-less as-is shareware - which would certainly be illegal and upon which Apple would certainly stomp.

From an ethical standpoint, I WOULD support the effort of the Aladin group to produce a legal competitive product. But don't expect me to buy one unless it is superior, not merely cheaper: the competition beat them to me! (Scratch me as a market niche :-)

... However, I find this "David Small is a Ghod and we must do anything to
#keep him happy" philosophy repellent and, in a backwards sort of way,
#insulting to Dave. I respect him (not worship) and I believe he will do just
#fine, competition or no. You should, too.

I should stress that as a rabid monotheist I certainly do NOT consider David Small a "Ghod", nor do I "worship" him. I also think he will do fine in the face of competition, I just differ (or more correctly more strictly define) what I consider to be "competition" and what I consider to be "predatory behavior".

Incidentally, has anyone asked Dave how he feels about this
#competition? I bet he's not particularly worried...

From published reports, he WAS not pleased with the Discovery cartridge "feature", nor with the nature of Aladin's competition (since they used on-disk copies of the ROMs and he couldn't). Being a firm believer in a level playing field, I see his point of view.

#Robert

Doug Monk (bro@rice.edu)

Disclaimer: These views are mine, not necessarily my organization's.

3502. 130xe computers wanted!

Newsgroup: comp.sys.atari.st
Date: 1989-12-01 05:06:50 UTC
From: clf3678@ultb.isc.rit.edu
Message-ID: <1677@ultb.isc.rit.edu>
Source record: 246374
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,misc.wanted

Have a 130xe (or two) that you don't use anymore? Sell them to me!

I'm looking for a number of 130xe computers. My offers are listed
below. If you have one for sale, please reply via one of the below
routes, or call me at (716)328-1703 before 11pm EST.

130xe with no power supply - $45
130xe with power supply, TV cable - $60
130xe with all cables, original box, packaging, manual - $75

XE must be in perfect working condition, no upgrades or the such. I
will pay for shipping (UPS ground). I only need 130xe computers, not
the 65xe or any XLs.

Thanks much!

Chris Freemesser, Rochester Institute of Technology :BITNET:%clf3678@RITVAX
||| ____________ :GEnie: C.FREEMESSER
||| /___ / (and 8-bit too!) :USENET: clf3678@ultb.isc.
/ | \ ______/ / : .rit.edu
Call the A.C.O.R.N BBS (716)436-3078, 300/1200 baud :<-or my BBS

3503. Re: Kermit for the ST.

Newsgroup: comp.sys.atari.st
Date: 1989-12-01 05:16:23 UTC
From: dbsuther@PacBell.COM
Message-ID: <31077@pbhya.PacBell.COM>
Source record: 246375

In article <2165@cs-spool.calgary.UUCP> marc@cpsc.UCalgary.CA (Marc Schroeder) writes:
>I'd like to incorporate Kermit into my Flash152 term program.
>
> 1) Is this possible?

It's VERY EASY. Simply put the PD kermit.prg into the directory that FLASH
uses for default. To execute it use FLASH's 'ex' command.
Example 1: sending a file.
HIT INSERT KEY
TYPE: ex kermit.prg s myfile

Example 2: recieving a file
Hit the INSERT KEY
TYPE: ex kermit r

Kermit is a public domain program.

Dan Suthers, Analyst, Pacific Bell
uucp: {backbone}!pacbell!pbeos!dbsuther

Youth's a difficult time, and it gets harder the longer you try to draw it out.

3504. Did I miss something? (concerning FORM)

Newsgroup: comp.sys.atari.st
Date: 1989-12-01 06:14:45 UTC
From: bmaraldo@watserv1.waterloo.edu
Message-ID: <261@watserv1.waterloo.edu>
Source record: 246376

Did I miss the last two postings of FORM in binaries.atari.st?
I didn't seem to get #16 and #17 (I have been anxiously waiting).
If I did miss them can someone please mail them to me? Thanks

Brett L Maraldo

--
-------- Unit 36 Research ---------
"Alien Technology Today"
bmaraldo@watserv1.UWaterloo.ca
{uunet!clyde!utai}!watserv1!bmaraldo

3505. Re: Help with Uniterm 2.0e

Newsgroup: comp.sys.atari.st
Date: 1989-12-01 06:32:56 UTC
From: mark@rpp386.cactus.org
Message-ID: <17388@rpp386.cactus.org>
Source record: 246377

Aaron,
I have noticed problems with Uniterm 2.0e also. The only way to get unstuck from the dialer is to press and hold down Alternate-H until the program runs out of retries. The modem will freak out while this is happening, but it will accomplish the goal.

The problem is so frustrating that I don't use automatic redial when using Uniterm.

Mark Lehmann

--
+-----------------------------------+-----------------------------------+
Mark Lehmann	
mark@rpp386.cactus.org	
{bigtex|texbell}!rpp386!mark	

3506. Re: Still searching for a TIMECLOCK cart!

Newsgroup: comp.sys.atari.st
Date: 1989-12-01 06:42:55 UTC
From: mark@rpp386.cactus.org
Message-ID: <17389@rpp386.cactus.org>
Source record: 246378

In article <1576@bnlux0.bnl.gov> atc@max.UUCP writes:
> Do you know of any vendors that make a timeclock cartridge
>for the 1040ST?

A company named QMI makes a cartridge called "DeskCart!". It includes
a clock and lots of desk accesorie software. The clock works fine, but the
software is not good and usually doesn't work. The software does have a
nice calendar function, which links to a scheduler. However, the automatic
alarms on the schedulernever seems to work properly.
I have DeskCart! and I have decided to just use the clock part of it.

Oh, DeskCart often costs around $70 (bought mine for aout $100).

Mark Lehmann

--
+-----------------------------------+-----------------------------------+
Mark Lehmann	
mark@rpp386.cactus.org	
{bigtex|texbell}!rpp386!mark	

3507. Re: How to get new members??

Newsgroup: comp.sys.atari.st
Date: 1989-12-01 07:43:34 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <24623@cup.portal.com>
Source record: 246379

Richard Covert asks about getting new members for Atari Users' Groups:

You've probably hit on the best way to contact new ST owners, by getting in touch with the dealers who are selling them. If you post flyers in the stores too, you can make the club known to people who already own STs as well...

One thing MACE has done (the Michigan Atari Computer Enthusiasts.. I'm the ST disk librarian this year, and I've been in various other offices in past years...), is to put together a disk of the "basic" few programs a new ST owner will need. Things like ST Writer, ARC, a simple terminal program, an easy to use database... things like that... with text files on how to use them, and an offer of help at the club meetings for new users. By having the dealer give a disk away with every ST sold, it gives the new owners a boost by supplying them with something to use their shiny new ST to run, and the dealers like to be able to give their customers something for free (especially when it doesn't cost them anything..!).

Of course, the disk also has information on when and where the club meets, and phone numbers for more information.

As far as meeting places, that's always a tough question. A few years ago, when MACE's membership stood at around 2000 members, we could fill a large civic center pavillion to capacity. Now we use a smaller room, and are looking for something smaller (and cheaper). One thing about the university meeting rooms to look into is whether the club could qualify as a school sponsored group if they have enough active students as members. The University of Michigan has a really good deal for their groups.

As far as Atari, I guess I better not comment about the screwing over that MACE received from Atari when we put on the AtariFest that Atari asked us to do. Those who were involved in that are gone now, and there's a new person in charge who is really good. Call Bob Brodie, the new User Group Coordinator and talk to him about how to register your club. As long as the "Atari Revolving Door" doesn't snag him, Atari User Groups are going to be very well treated.

BobR

3508. MWC DB-problems

Newsgroup: comp.sys.atari.st
Date: 1989-12-01 08:02:01 UTC
From: HAHN_K@DMRHRZ11.BITNET
Message-ID: <8912010801.AA02743@ucbvax.Berkeley.EDU>
Source record: 246380

Finally I HAD to use MWC 3.0.6's debugging utility db in order to
examine a strange program. I started it and was only informed that
it doesn't know the 'tos version of 02061986' (or was it '06021986'?,
anyway, one of those...). So it decided to stop immediately. Allways.
No go. My ST is a 1986 german model, and I encountered no problems
like this one before.
What could I do ?
- Klaus.

3509. Re: ST TeX questions --> read the TeX book|

Newsgroup: comp.sys.atari.st
Date: 1989-12-01 08:02:44 UTC
From: 013352@DOLUNI1.BITNET
Message-ID: <8912010802.AA02942@ucbvax.Berkeley.EDU>
Source record: 246381

atari.mf is part of the METAFONT package. latex.tex has to be converted
to latex.fmt by the use of initex.ttp.

Anyway, it is senseles to work with package as compilcated and
sensible as TeX without a manual ...

so long

Yours

-KB


```
=========================================================================
I Konrad Blum c/o: I
I <013352$DOLUNI1.BITNET> Renewable Energy Group I
I phone: +49/441/798 3212 Department of Physics I
I 3544 UNIVERSITY of OLDENBURG I
I fax: +49/441/798 4259 P.O.BOX 2503 I
I 3000 D-2900 OLDENBURG I
I telex: 25 655 unol d Fed. Rep. of Germany I
I I
*************************************************************************
* International Association of Solar Energy Education - IASEE *
* Editor of the Quaterly IASEE-Newsletter *
*************************************************************************
```

3510. Re: Tex.DVI to PostScript

Newsgroup: comp.sys.atari.st
Date: 1989-12-01 08:03:17 UTC
From: 013352@DOLUNI1.BITNET
Message-ID: <8912010802.AA03002@ucbvax.Berkeley.EDU>
Source record: 246382

Nelson Beebe has developed a family of DVI-Drivers. Sources are available
in a lot of Archives.
One of these Drivers the DVIALW converts DVI to the PostScript dialect
of the Apple LaserWriter.

As far as I know there exists a DVIALW version for ATARI ST with
TOOLS GmbH in Bonn FRG. Address:

TOOLS , Kessenicher Str. 108, D-5300 Bonn, FRG,

phone: /+49/228/230088 - no e-mail address know.

Yours

-KB


```
=========================================================================
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I I
*************************************************************************
* International Association of Solar Energy Education - IASEE *
* Editor of the Quaterly IASEE-Newsletter *
*************************************************************************
```

3511. Trash, Disks, etc.

Newsgroup: comp.sys.atari.st
Date: 1989-12-01 08:09:53 UTC
From: dstr012@ucscg.UCSC.EDU
Message-ID: <9911@saturn.ucsc.edu>
Source record: 246383

Does anyone out there have or know where I can get a program to change the Trash and file cabinet icons on the desktop? The old desktop is getting pretty boring and I am due for a change. Thanks.

Roman Baker

3512. Re: INFO-ATARI16 Digest V89 #727

Newsgroup: comp.sys.atari.st
Date: 1989-12-01 08:19:03 UTC
From: AKISUJAR@NUSVM.BITNET
Message-ID: <8912010818.AA04783@ucbvax.Berkeley.EDU>
Source record: 246384

REF: Spectre and AppleTalk
I do not know what make it so difficult for Dave to make his Spectre works with AppleTalk. I am not a 'Software man' but I own Aladin Mac Emulator v.1.3e at th e same time which I have the MagicSac V.6.1. While the MagicSac did not work with many Modem programs except Red Ryder 7.0 and Freeterm V.1.xx due to the co nfliction with the serial chip in Atari, Aladin V.1.3e (which is a very old ver sion released in 1986) did not have this problems. Spectre from V.1.75 onward has solved the serial chip problem well. I don't understand why Dave can't do it. I recalled he did mentioned long back that he also own Aladin 1.3 too. Pooling or exchanging experience with Matias Greeves (Author of Aladin) may do all Atari users more good. I not sure how approachable he is but my friend talk to him via the long distance call tole me that he seem to be a very nice guy. BTW. I have tried Assync Apple Talk program with Spectre but fail because this program uses Mac printer port. Our Atari Printer port is Parallel. Regards.

3513. Re: HELP! inaccessible file within ARChive ...

Newsgroup: comp.sys.atari.st
Date: 1989-12-01 08:30:14 UTC
From: erc@khijol.UUCP
Message-ID: <347@khijol.UUCP>
Source record: 246385

In article <10148@stag.math.lsa.umich.edu> hyc@math.lsa.umich.edu (Howard Chu) writes:
>
>and really only a minor problem for some determined person to decrypt.)

Oh, really? Would you like to post the program to decrypt an ARC file?
Thank you!

3514. Re: TOS 1.4 in the UK.

Newsgroup: comp.sys.atari.st
Date: 1989-12-01 09:19:12 UTC
From: neil@cs.hw.ac.uk
Message-ID: <3847@brahma.cs.hw.ac.uk>
Source record: 246386

Well I guess you folks knew I wouldn't let this go by without comment ...

In article <8911300808.AA08824@ucbvax.Berkeley.EDU> AMEIJ@vax.oxford.ac.UK
(Jan Ameij) writes:
>I now hear that Atari UK have ordered the TOS1.4 roms from Atari Taiwan, and
>that they will be available sometime (but, opinion seems, not soon) for a
>price well in excess of 100 quid (cf 100 dollars in the US!).

Yeah! That's sounds like regular 'screw them stoopid' Atari UK policy.
These ROMS will probably be for general distribution but why do I not have a
it (even on EPROM) now. We ARE registered Developers!

>I have also discovered that Atari UK are the worst company to contact that
>I have ever encountered, with a telephonist whose degree of unhelpfulness
>plumbs constantly lower depths. "Atari-please-hold..... (25 minutes later I
>gave up)". That's if they answer (50% chance). I can quite easily believe
>that this bunch of wazzocks are entirely responsible for the non-appearance
>of TOS 1.4 here.

My usual Atari UK telephone experience (if I get an answer)

Atari: "Hello Atareee!"
Irate Developer: "I'd like to speak to Bob Katz please"
Atari: "Hold on pleeez" Click
Silence, More Silence
Atari: "Who are you hold for?"
Irate Developer: "BOB KATZ"
Atari: "Hold on puleez" Click "I'm sorry he's in a meeting" (Like everyday!)
"Can I take a message"

At this point you can either say NO (But she'll hang up before you finish the
word) or YES and leave a message that will be ignored or she'll forget before
it hits the paper.

>Jan Ameij,
>Oxford University Department of Applied Metaphysics,
>ameij@ox.vax

Do you remember the joke about Apple employees changing a lightbulb?

How many Atari UK employees does it take to change a lightbulb?
Who cares as long as they change it soon! :-) NFSU

>PS: Ken B. and Allan P., please don't take offence, I realize this has nothing
>to do with you or Atari US.

Agreed! Thru these silent years they have been the only support I have seen and
long may they continue to do so.

```
+-------------------------------------------------------------------------+
! DISCLAIMER: Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "spam spaM spAM sPAM SPAM, lovely SPAM" !
+-------------------------------------------------------------------------+
```

3515. Seagate 296N with SH204 Host adapter. Does it work ?

Newsgroup: comp.sys.atari.st
Date: 1989-12-01 10:21:14 UTC
From: heiden@kbomfg.enet.dec.com
Message-ID: <8912011021.AA01660@decwrl.dec.com>
Source record: 246387

Did somebody succeed in getting the famous Seagate 296N drive
to work with the host adapter of a SH204?
What was the transfer rate and was it possible to boot from the
harddisk? Which formatting software and HD driver was used ?
Thanks for any reply. Matthias Heiden

3516. TOS *.* ROMs

Newsgroup: comp.sys.atari.st
Date: 1989-12-01 11:28:16 UTC
From: malcolm@tower-unix.city-poly.ac.UK
Message-ID: <25701.8912011128@unixa.clp.ac.uk>
Source record: 246388

Firstly, (sigh) the non-availability of TOS 1.4 in the UK: much as I'd like to join Neil Forsyth on the soapbox, I recognise that radical changes of policy take time (even assuming Atari UK can be persuaded to change at all!), so it might be better for us to look elsewhere. So, what's to stop me buying TOS 1.4 ROMs from the US, sussing out what changes need to be made for UK use, then blowing my own modified copy? Never having met a US ST I'm not sure what the differences are (beyond the obvious) - has anyone done a comparison of the ROMs?

My first thought was shamefully profiteering. I considered buying a stack of TOS 1.4 ROMs and reselling them along with details of the UK patches, to punters who would then blow their own EPROMs. Trouble with that is that many of the buyers would then flog the Atari ROMs, so I'd be encouraging piracy (and the fact that Atari UK brought it on themselves has no bearing on the legality). Anyway, I've got bugger-all capital.

Moving on, it seems questions about ROM versions are flavour of the month. Perhaps it would be a good idea if apratt or kbad could post a complete list of all ROM-based TOS versions in the field, with the following information for each:

1. Version number
2. Date hex-string (for identification)
3. Machine (i.e. 'STE only' for 1.6)
4. Hopefully, a *brief* list of salient features, such as bugs fixed since last release and known bugs

Is this a reasonable request? It occurs to me that registered developers may already have this, but it'd be nice if the rest of us could as well.

JANET: malcolm@uk.ac.clp.unixa
Internet: malcolm@unixa.clp.ac.uk
EARN/Bitnet: ditto

You faint from lack of ROMs.--More--

3517. STE vs ST Shifter

Newsgroup: comp.sys.atari.st
Date: 1989-12-01 11:51:51 UTC
From: soohoo@cory.Berkeley.EDU
Message-ID: <20157@pasteur.Berkeley.EDU>
Source record: 246389

There's been quite a few ponderings in the last few days about the possiblity of an STE shifter that's pin-pin compadible with the ST shifter -- I just wanna add my $0.02 ;-)

The STE shifter outputs 4 bits of color per gun, which means that the DACs required to go to your video are gonna be different, no? It would mean Atari would have to lay out another chip that's an ST replacement shifter w/o the extra color bit... Seems kinda pointless for them, lots of R&D $$, little return, plus they'd need lots of packages to hit all the shifter versions out there...

Sigh, that's the way it seemed to me, not likely to be an ST STE shifter out any time soon...

--Kenneth "kens" Soohoo (soohoo@cory.Berkeley.Edu)
Atari Hacker (Atari's Hacker...)
"It could be worse, you could get hit by a bus..."
My opinions are my OWN, _not_ necessarily Atari's. But "hey", who knows?

3518. Shareware macs and international parochialism.

Newsgroup: comp.sys.atari.st
Date: 1989-12-01 12:02:00 UTC
From: AMEIJ@vax.oxford.ac.UK
Message-ID: <8912020813.AA27879@ucbvax.Berkeley.EDU>
Source record: 246390

It seems to me that many of the people who oppose this development think
of the Atari world as the USA only, whereas most of it is here in Europe.
I have not yet seen ads for GCR here, just as Neodesk, for example, has only
just become available here. Commercial software takes longer to travel around,
if it makes it at all, so a European shareware product makes a lot of sense
for us. Of course, if GCR is so good, it will presumably sweep aside any
shareware equivalent as soon as it is sold here...

I have no desire for a MAC emulator myself, as, frankly, I think MACs are best
used as door stops or lump anchors.

Cuddles,
Jan Ameij

3519. HD Floppies

Newsgroup: comp.sys.atari.st
Date: 1989-12-01 12:19:08 UTC
From: R.D.Chafer@sysc.salford.ac.UK
Message-ID: <.1.Dec.89.12
Source record: 246391

If you double the clock speed of the floppy controller to 16MHz and it is only designed to run at 10MHz, aren't you going to seriously shorten the chips life?

==========

From: Robert Chafer

Computing Centre Telephone: +44 61 736 5843 x 672 or x7328,
University of Salford,
Salford M5 4WT
UK

E-mail:
JANET: chafer @ uk.ac.salford.sysc
ARPANET: chafer%uk.ac.salford.sysc @ nss.cs.ucl.ac.uk
BITNET: chafer%uk.ac.salford.sysc @ uk.ac
or chafer%uk.ac.salford.sysc%ukacrl.bitnet @ cunyvm.cuny.edu

3520. Re: Modula2

Newsgroup: comp.sys.atari.st
Date: 1989-12-01 12:23:41 UTC
From: mike@system.Cambridge.NCR.COM
Message-ID: <556@system.Cambridge.NCR.COM>
Source record: 246392

In article <449@obs.unige.ch> bartho@obs.unige.ch (PAUL BARTHOLDI) writes:
>In article <24423@cup.portal.com>, buggs@cup.portal.com (William Edward JuneJr) writes:
>>>A while back I did a translation of the Modula 2 docs from German to
>>>English. I'll happily send it to anyone who wants, but if there are a lot
>>>of copies, I stick it on the newsletter.
>>
>> I DEFINATELY WANT ONE! *8^)
>Me too ! Thanks, Paul

I would think tha there is a lot of interest here.

I would like a copy.

mike

P.S. I tried to send mail to the person who did this conversion (William),
but the message bounced. I think this may have happened to others who
answered this request.

3521. Who's got ZOO ?

Newsgroup: comp.sys.atari.st
Date: 1989-12-01 12:38:00 UTC
From: werner@vax1.informatik.fh-regensburg.dbp.DE
Message-ID: <20
Source record: 246393

Hello world.
Ok, I got all 17 parts of the "FORM" posting. But... could someone be so kind
to mail me the unZOOing software? Or at least tell me where and how to get it.

Thank you! Ralf

Ralf Werner - werner%vax1.informatik.fh-regensburg.dbp.de@relay.cs.net

- No disclaimer or cookie (they're often bigger than the message itself) -

3522. Re: ISOLATION....Cyber Studio dead?!?

Newsgroup: comp.sys.atari.st
Date: 1989-12-01 13:11:18 UTC
From: jalkio@cc.helsinki.fi
Message-ID: <1585.25767876@cc.helsinki.fi>
Source record: 246394

In article <4720cf1a.14a1f@force.UUCP>, covertr@force.UUCP (Richard E. Covert) writes:
>
> I understand that the ANTIC/STart publishers have written off the entire
> Atari US market. Witness the fact that the ANTIC "THE CATALOG" does not
> appear in STart any longer. and the fact that ANTIC has stopped developing
> new ST software. It is a sad day when a major software publisher stops
> publishing new software for your computer. I also understand that ANTIC now
> publishes an Amiga magazine which is going strong.
> B

WHAT? Does this mean that nobody will support the great Cyber series
software?! I mean CAD 3D II etc. They are from ANTIC, aren't they?!

>
>
> Rich Covert

Jouni Alkio

3523. Re Degas to postscript

Newsgroup: comp.sys.atari.st
Date: 1989-12-01 13:31:10 UTC
From: sww@warwick.UUCP
Message-ID: <2066@ubu.warwick.UUCP>
Source record: 246395

```
I have been trying to do the same thing : pi3 to ps.
my postscript looks something like this:-
%!
%%Creator: deg2ps by S.W.Westwood
%%Title:
%%CreationDate:
%%For: Atari ST
%%BoundingBox: 20 20 350 220
%%DocumentFonts: None
%%Pages: 1
%%EndComments
%% Taken from Adobe Red book :-)
/picstr 256 string def
20 20 translate %% move up a bit from the corner of the page
320 200 scale %% map unit square to this size default
%% gives image 320*72 points !
640 399 1 %% x y and raster depth of image
[640 0 0 -400 400] %% matix maps raster to unit square but upside down
{currentfile picstr readhexstring pop}
image
02020202020202 .... image data - 34 bytes of header converted to hex ..
..00 %%end data
showpage
end
Unfortunatly this does not seem to work properly.
Perhaps someone else could enlighten me ?
Spencer

JANET:sww@uk.ac.warwick.cs:UUCP: ...!mcvax!ukc!warwick!sww (sww@warwick.UUCP)
ARPA:sww%cs.warwick.ac.uk@nss.cs.ucl.ac.ukBITNET:sww%uk.ac.warwick.cs@ukacrl
```

3524. Ultrascript experience

Newsgroup: comp.sys.atari.st
Date: 1989-12-01 13:57:00 UTC
From: 01659@AECLCR.BITNET
Message-ID: <8912020804.AA27404@ucbvax.Berkeley.EDU>
Source record: 246396

One netter asked if anyone had UltraScript experience. One work group at my company is PC based but one Atari enthusiast convinced the group to buy a Mega an SLM804 and UltraScript. Now, the PC users direct their PostScript files to the ST and everyone is VERY happy with (i) the quality and (ii) the cost effectiveness of the system. We have a lot of STs on site and the SLM804 has wowed a number of people - hopefully we can get more on site.

RE: Rich Covert, maybe it's YOU who has the problem and not Atari

3525. THE MAC LAPTOP and STacey

Newsgroup: comp.sys.atari.st
Date: 1989-12-01 14:10:10 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <891201.08100897.017890@SFA.CP6>
Source record: 246397

Folks, I finally got to see one. At our Macintosh User's Group meeting, a Macintosh representative brought a Mac laptop in and I thought that I'd share a few impressions...specifically, with the Stacey in mind. Right off, the much-hyped LCD display was a disappointment to me. Recall that Apple spent a small fortune in giving an easy to read and FAST LCD. It is also larger than the standard 9 inch Mac screen. Refresh is incredibly fast, no lag at all. But the let down for me was the dimness and restrictive viewing angle. Other than screen refresh speed, I see no improvement at all over the bluish SuperTwist displays used by the IBMish laptops. If the Stacey ever makes it to market and it sports the SuperTwist, then we will be in good shape.

The much-hyped case was also a disappointment. Advertisements have it that the laptop uses the same plastic as that of motorcyle helmets. Maybe so, but I could flex the case. It creaked and would squeak. It did not have the same tightness as commercial-grade portable electronic typewriters and their construction.

Positive features were noted, i.e., configurable keyboard (you can swap the roller ball and keys, or install a ten keypad [very nice]). "Third Party" circuits (also known as 'cartridges') plug in a yawning space located within the case. In other words, these do not hang off the side as they do for the Stacey. Oh, how I wish that cartridges could be mounted likewise on the ST in a manner sort of similar to that of the ATari 800.

This particular laptop had a 40 meg hard drive mounted inside. It was the quietest that I have ever heard. Indeed, I never heard it.

After examining the laptop carefully (yep, the rep allowed us to take the case off and poke inside), I'm convinced that ATari is correct in holding production until everything is RIGHT. When examining the Mac Lap, it is obvious that a lot of pain was involved. Regarding the STacey, delays are unfortunate, particularly in a marketting-point of view, but the STacey needs to be RIGHT before it enters the consumers' hands.

With the heavy weight, the physical integrity of the box is going to have to be secure. Apple paid dearly for their design and I'm convinced after handling their expensive laptop that Atari is going to pull a major coup with the STacey (price in mind).

Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

3526. Portfolio Concept

Newsgroup: comp.sys.atari.st
Date: 1989-12-01 15:01:00 UTC
From: 01659@AECLCR.BITNET
Message-ID: <8912020811.AA27782@ucbvax.Berkeley.EDU>
Source record: 246398

I like the Portfolio concept but I think that Atari should extend it. Just about everyone I know who has had to lug a Zenith, Toshiba, etc laptop with a 20 meg drive agrees that its a pain (in the shoulder as well as other places). Myself and a few others have taken to travelling with the old Radio Shack Model 100 because it is light, has a good keyboard, nice built in software and a modem (albeit 300 baud). The M100 keyboard is also preferred to the Portfolio's.

A few years ago, an 8K M100 sold for $299 Canadian - the bargain of the century.

Atari should get its OEM to bring out an M100 sized portable that has:

1. an 80 x 24 LCD display
2. an internal 1200/2400 baud modem
3. DOS (80c88) or TOS (CMOS 68000)
4. parallel/serial ports

If NEC could engineer the M100 about 4/5 years ago, Atari should be able to do something similar with a DOS/TOS system this year.

There is a large number of people who hate heavy laptops and would love a light laptop. Unlike the Poquet or the Portfolio, it does not have to be ultra small, like I said, the M100 scale is great. If a popular WP and SpreadSheet were included (Word Perfect Executive and Quattro) the system would sell well.

Hell, Atari could buy the rights for the M100 and sell it as is. Believe me, the concept of a light portable would do well if marketed right (then again Atari has not been known for its marketing skill!)

3527. Re: looking for a portable 68K C compiler

Newsgroup: comp.sys.atari.st
Date: 1989-12-01 15:11:55 UTC
From: jonah@db.toronto.edu
Message-ID: <1989Dec1.101155.27193@jarvis.csri.toronto.edu>
Source record: 246399
Cross-posted to: comp.sys.atari.st,alt.sources.wanted

jonah@db.toronto.edu (Jeffrey Lee) writes:
>I'm looking for source to a portable C compiler.

I should have mentioned that I do know about (and have) gcc. It's too big and complex for the task I have in mind. I also know about Sozobon C, but I have yet to find a copy of this that is bug-free and can be cross compiled under gcc. (The source I had seemed to expect its own Atari-based libc.a and the source for that was not part of the compiler distribution.)

I need a compiler that can be run under Unix as a cross compiler AND is small enough to compile itself on a 1Meg ST with ONE 720K floppy drive. Standard K&R C preferred.

Jeff Lee jonah@cs.toronto.edu jonah@ai.toronto.edu jonah@cs.utoronto.ca

3528. TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1989-12-01 15:12:24 UTC
From: RiddCJ@computer-science.birmingham.ac.UK
Message-ID: <8912011512.aa11864@peter.Cs.Bham.AC.UK>
Source record: 246400

```
Does anyone know when TOS 1.4 hits the streets in the UK? Why is there such
a big delay? Is Atari UK hopeless? (Yes...:-)

Chris

/*
* Snail mail address:
* Chris Ridd, "Wave after wave, each mightier than the last
* School of Computer Science, 'Til last, a ninth one, gathering half the deep
* Birmingham University, And full of voices, slowly rose and plunged
* UK Roaring, and all the wave was in a flame"
*
*/
```

3529. MX2Net question

Newsgroup: comp.sys.atari.st
Date: 1989-12-01 15:57:56 UTC
From: carlo@electro.UUCP
Message-ID: <1218@electro.UUCP>
Source record: 246301

I have tried to network two 1040's together through the MIDI port using the background networking program that comes with the MX2 multitasking kernel package. The results were so bad (10+ minutes to load Word Perfect; 1 minute to get a directory of the other ST's hard drive or floppy drive) that I can't believe that I've got everything configured correctly. Does anyone use this program successfully with acceptible results? What is going wrong? Is this really the way this program works? Please reply by E-mail and I'll summarize if there is interest.

--

Carlo Sgro Vote for your favorite .signature!
watmath!watcgl!electro!carlo Call 1-900-GOODONE ($2 on your phone bill).

3530. Re: Mega chips & drive questions

Newsgroup: comp.sys.atari.st
Date: 1989-12-01 15:58:23 UTC
From: covertr@force.UUCP
Message-ID: <472ae52a.14a1f@force.UUCP>
Source record: 246302

In article <1833@atari.UUCP>, kbad@atari.UUCP (Ken Badertscher) writes:
> Xorg@cup.portal.com (Peter Ted Szymonik) writes:
>
> | Spectre GCR was unuseable. When I had the 4 meg upgrade done they aslo
> | replaced the two LS 373 chips with AS373 chips. Since then the machine has
> | been 100% without a bus error to be seen and Spectre GCR is 100%.
>

Ken, a friend of mine wanted to buy my SLM804 laser printer. So, as I was going on a 2 week vacation around Thanksgiving I loaned my SLiMe to him. And guess what, it wouldn't work on his system! He has a stock 1040ST (a newer model where you can just yank the 1/2 meg of RAM and replace them with 1 meg chips to upgrade the ST to 2.5 megs). Anyway, there he is sitting with a 2.5 meg 1040ST, a SH205 megafile 30 and a SLM804, but the hard drive won't boot! So my friend scratches his head, re-addresses the DMA port on the SLM804, and still no go. The slm804 works fine w/o the sh205, the sh205 works fine w/o the slm. But add the slm804 and the sh205 won't boot.

My friend's solution was to go to Computer Works (God Bless Henry Ahle at CW!) and Henry suggested replacing the Atari host adapter with an ICD host adapter. And miracles of miracles, the system works fine now. My friend loves the SLM804 (unlike me who grew to *HATE* the beast). But, he couldn't get it to work in a stock Atari system. It took a third party vendor board (the ICD host adpater) to finally get the system working. So much for quality and good design at Atari!

So, Ken, any ideas WHY my friend's system wouldn't boot with the Atari host adapter? Oh yes, he was using the 6 EPROM TOS 1.4 and the AS373. Henry did the new TOS installation and everything (includeing his Spectre cart) worked fine until the SLM804 was hooked up.

> The hardware guys at Atari are looking into this problem. It looks like it
> may be a bus loading problem caused by the GCR. I wonder, has anyone noticed
> this problem occurring _without_ a cartridge plugged in? The Atari hardware
> guys I've talked to say that the cart port is on the hairy edge - basically,
> if you hang anything but ROM's out there, you're asking for trouble. It was
> _designed_ this way, the intent of the cart port is to provide ROM space,
> nothing else.

Ken, WHY was the cart port designed that way?? Are you guys just too CHEAP to add a decent buffer chip to the cart port??

>
> One other thing, there were some Mega 2's which were produced that are NOT
> upgradable to 4 megs because of the parts used in manufacture. I don't know
> the details, but just thought I'd let people know, in case you're thinking

> of dropping an extra 2 megs of RAM in, it may not be that easy. Atari
> dealers should be able to get the scoop on this from the dealer support folks
> at Atari.
> --

You know Ken, that is ONE reason why I refuse to buy the new TT. If you can't even upgrade a Mega ST2 to 4 megs because of some manufacturing decision to save 10 cents by using a MMU chip that can't address 4 megs, then what does that tell me about Atari?? It is INSANE to sell a Mega ST2 that is crippled so that it can't be upgraded to 4 megs. That is another example of Atari's No Upgrade Policy. Why do you folks do that??

And are you folks going to change this policy with regards to the TT/p? Or if I want to add more memory after I purchase a TT/P will I have to sell it and buy another TT/p with more memory??

> ||| Ken Badertscher (ames!atari!kbad)
> ||| Atari R&D System Software Engine
> / | \ #include <disclaimer>

The sad thing is that I sold my SLM804 and am buying a Panasonic KX-P4450 laser printer. Much faster (11 ppm vs, 8 ppm for the SLM) and has builtin LaserJet+ and Epson emulation (and a whole host of other features). And the 4450 doesn't load the DMA port so I won't have problems with my 130 meg hard drives! I know that the slm804 is faster than any other printer, but the added features in the 4450 will allow me to use the 4450 with both Spectre/GCR and pc ditto/pc speed. And I couldn't do that with the slm. also, I will be able to use more ST software, programs which contain only printer drivers for Epson printers (such as Certificate Maker).

I am staying with the ST, and will try to buy a TT/p as a Registered Developer simply because, even with all of the ST's warts, and with all of Atari's lack of support, the 680x0 cpus are my cpu of choice. And the ST is MUCH easier to program than the Mac!! But, I am buying as much non-Atari peripherals as possible in the future. I own two ST systems and NEVER has Atari brand hard drives.

Oh well, life goes on.

3531. Re: tos 1.4 problem?

Newsgroup: comp.sys.atari.st
Date: 1989-12-01 16:13:29 UTC
From: ignac@electro.UUCP
Message-ID: <1219@electro.UUCP>
Source record: 246303

In article <1836@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>ignac@electro.UUCP (Ignac Kolenko) writes:
>> Fwrite (wHandle, 0x20000L, (char *)0xC00000L);
>
>Sorry, guy, the ST can only DMA from ST memory. You can't do DMA from
>ROM, either. You'll have to copy from the special memory to real
>memory, then write that to disk. If you're using Fwrite it can't be
>that time critical...
>

thanx for the quick reply. that's all i wanted to know. after the above code didn't work, the first thing i tried was copying that memory range into main memory, and then fwriting. just wanted to check if it was something we screwed up in designing the co-processor card.

a further question: does that mean that with any of these hi-res displays that are available (ie: 1024 by 1024 type monochrome display, etc) you cannot save out the screen memory directly to hard disk?? does that mean that you are forced to always copy the screen image into main memory, and then save it out??

a further further question: does anyone out there actually own one of these hi-res mono displays???? if so, how do you like it??

--
=====Ignac A. Kolenko (The Ig) watmath!watcgl!electro!ignac=====
co-author of QuickST, and the entire line of Quick Shareware!!!!
"I don't care if I don't win, 'cause I don't care if I fail"
from 'Youth Of Today' by SUBURBAN DISTORTION

3532. PC DITTO HELP (PLEEEEEEEEAAAAAAAAAASSSSSSSSSSEEEEEEEEEEEEEE)

Newsgroup: comp.sys.atari.st
Date: 1989-12-01 16:24:49 UTC
From: SA44@liverpool.ac.UK
Message-ID: <8912020814.AA27951@ucbvax.Berkeley.EDU>
Source record: 246304

I purchased PC DITTO 1 from a friend some weeks back. I would like to access
all three of my available hard disk partitions, which are c:, d: and e: in TOS.
This is done with the device driver PC_HDH.SYS (or something like that!)
However, the instruction file on disk HARDDISK.DOC is corrupt so I can't
find out exactly what line to put in my CONFIG.SYS on my boot system disk.
Can someone please help me, to access my three partitions????

Mark Powell

ARPA sa44%liv.ac.uk@nsfnet-relay.ac.uk
UUCP ...!mcvax!ukc!liv.ac.uk!sa44

3533. Apple roms.

Newsgroup: comp.sys.atari.st
Date: 1989-12-01 16:54:00 UTC
From: AMEIJ@vax.oxford.ac.UK
Message-ID: <8912020815.AB27991@ucbvax.Berkeley.EDU>
Source record: 246305

If Apple let people copy roms so that Mac emulators were cheap, what would
happen to Apple, someone asks? Well, they might produce their hardware at
a reasonable price, instead of the current ludicrous ones...
Anyone notice the collossal damage done to IBM by the availability of MS-DOS?

Love, Jan

3534. Re: What Kermit/UNITERM bugs?

Newsgroup: comp.sys.atari.st
Date: 1989-12-01 17:12:50 UTC
From: t19@nikhefh.nikhef.nl
Message-ID: <573@nikhefh.nikhef.nl>
Source record: 246306

In article <8912010813.AA04349@ucbvax.Berkeley.EDU>, 01659@AECLCR.BITNET (Greg Csullog) writes:
> One netter mentioned problems with UNITERM's Kermit. On our site, which

One BAD bug I found in my version 2.0e is the following: if you try to uplod a file (type kermit -r on my mainframe), then accidentally press [receive] on the Kermit menu, choose the file you wanted to [send] and your file is gone to the Eternal Bit Grounds. Was I glad my editor makes .bak files....

If anyone has a 2.0e without this bug please let me know.

Geert Jan van Oldenborgh

3535. Re: Video pointer

Newsgroup: comp.sys.atari.st
Date: 1989-12-01 17:26:19 UTC
From: chad@norge.dec.com
Message-ID: <1735@hiatus.dec.com>
Source record: 246307

RE: Atari dispersing info "free" about the ST(e) etc.

Remember on the 8bits the book "DE RE ATARI"?? And the OS guide and hardware guide that were available (don't remember the names -- the loose leaf ones)???

Why can't Atari do or condone something like that for the STe and other 68k products for the average Joe to use. Those above mentioned resources were what got me really interested in Atari -- a lowly high school kid could learn all about
how to make a computer do neato stuff. And I didn't have to become a registered
developer, pay too much money, etc.

Chad

DEC has no opinions!

3536. Re: What Kermit/UNITERM bugs?

Newsgroup: comp.sys.atari.st
Date: 1989-12-01 17:30:29 UTC
From: jmberkley@watnext.waterloo.edu
Message-ID: <JMBERKLEY.89Dec1123029@watnext.waterloo.edu>
Source record: 246308

> On 30 Nov 89 19:26:00 GMT, 01659@AECLCR.BITNET (Greg Csullog) said:

GC> The ONLY Kermit I trust is UNITERM's so WHAT problems are there?

I too like and trust Uniterm, but there is a small, subtle bug in the
8th bit quoting negotiation. Here is a copy of the message I tried to
send to Simon Poole:

Date: Mon, 31 Jul 89 13:03:36 EST
From: jmberkley
Subject: Uniterm Kermit and 8th bit quoting negotiation

I'm having trouble with Uniterm and 8th bit quoting. When Uniterm and
Ckermit negotiate, the transfer does not correctly go into 8th bit
quoting. I asked Frank da Cruz for advice and debugging assistance.
A summary of his reply is printed below.

The problem seems to be that Uniterm says '&' for 8th bit quoting, and
Ckermit replies with 'Y' (meaning yes I'll do it). But Uniterm takes
the 'Y' to be the 8th bit quoting character (!). The 'Y' reply by
Ckermit is documented in the kermit protocol manual from Columbia.

If I set the 8th bit quoting character to be 'Y' in Uniterm, then 8th
bit quoting is properly and successfully performed.

I am using the latest version of Uniterm from cs.orst.edu (sorry, but
I cannot remember the version number right now) and Ckermit 4F(085).

Thank you

Mike Berkley, University of Waterloo
PAMI Lab
jmberkley@watnext.waterloo.edu
{utai,uunet}!watmath!watnext!jmberkley

On Wed, 19 Jul 1989 12:44:01 EDT,Frank da Cruz
<fdc@watsun.cc.columbia.edu> said:

FdC> I checked 8th bit quoting between C-Kermit 4F(085) and MS-Kermit
FdC> 2.32/A. These two function perfectly together -- 8th-bit
FdC> prefixing is negotiated correctly, and binary files are uploaded
FdC> from the PC to Unix correctly.

FdC> I looked at the packet log. There are only a few "&" characters
FdC> inside the data packets (well under 50), whereas the file is
FdC> about 14K long. In an average binary file, you would expect to

FdC> find 50% of the characters with their 8th bits on, in this case
FdC> about 7000. This would indicate to me that Uniterm is not doing
FdC> 8th-bit quoting.

FdC> It appears that although Uniterm is putting the right things
FdC> about negotiating 8th-bit-prefixing in its S-packet, that it is
FdC> not following through with this during the data transfer. The
FdC> protocol says that if one side says "&" (as Uniterm did) and the
FdC> other side says "Y" (yes, as C-Kermit did), then 8th-bit
FdC> prefixing will be used. Apparently, it was not.

3537. Quite floppy disk on boot

Newsgroup: comp.sys.atari.st
Date: 1989-12-01 18:23:36 UTC
From: mike@system.Cambridge.NCR.COM
Message-ID: <557@system.Cambridge.NCR.COM>
Source record: 246309

Recently I have heard that there is a program that will shut off the floppy disk during boot up. This is suppose to be for stopping it from spinning when booting from a hard disk instead of having to put a disk in and accessing it. Does anyone know of or have a copy of this program. I would like to get a copy of it. Source or binary: it would be interesting to see what is done, but all I really want is something that I can use.

many thanks,

mike

3538. Re: Soz C V1.2 Upgrade help required

Newsgroup: comp.sys.atari.st
Date: 1989-12-01 18:45:52 UTC
From: steve@thelake.UUCP
Message-ID: <1101891245522835@thelake.UUCP>
Source record: 246310

In article <8912010805.AA03513@ucbvax.Berkeley.EDU>,
S61304@PRIME-A.POLY-SOUTH-WEST.AC.UK (Rat) writes ...

>Being a beginning C programmer, I have managed to coax my copy of Sozobon
>Version 1.01 to compile, link and all that sort of stuff on single files.
>However I have not used anything other than the supplied CC utility, to
>drive all the other elements (hcc and top etc) and especially I haven't
>yet managed to get 'make' to work. This has slowed to a total halt my efforts
>to compile up the version 1.2 of Sozobon (supplied in source format only :-(

Ieee! Source code only? The net distribution included binaries as well as
sources.

>I have tried to use the make facility on the supplied files. I had my normal
>Soz C work disk in the A drive and the 1.2 source in a ram disk, installed
>as drive d:. I then made the source files the active window and ran the make
>utility by selecting it using the right-left double click technique and then
>selecting open from the desktop. But it still didn't work.

Under (almost) no circumstances should you try to use any of the Sozobon
programs directly from the Desktop. In this example, how are cc and make
supposed to know where to find hcc, top, ld and jas? They look at the
environment, which is for all practical purposes the dark side of the moon
if you run from the Desktop. If PATH= doesn't point to the folder that
contains the executables, and the executables are not in the current
working directory, the compile will fail.

>I do have a copy of the Gulam shell, but I haven't used it very much yet.
>However I will dig it out and blow the dust off it if necessary.

Do so. Definitely.

In addition to providing a proper environment string, Gulam (or any other
competent shell) will pass arguments to the Sozobon compiler and utilities
without mangling them. GEM Desktop uppercases everything, and the Sozobon
programs are sensitive to the case of arguments. cc -o and cc -O do not
mean the same thing.

-- Steve Yelvington, up at the lake in Minnesota
... pwcs.StPaul.GOV!stag!thelake!steve (UUCP)

3539. Re: STE vs ST Shifter

Newsgroup: comp.sys.atari.st
Date: 1989-12-01 18:58:35 UTC
From: cbdougla@uokmax.ecn.uoknor.edu
Message-ID: <1989Dec1.183920.12339@uokmax.ecn.uoknor.edu>
Source record: 246311

In article <20157@pasteur.Berkeley.EDU> soohoo@cory.Berkeley.EDU (Ken "nmi" Soohoo) writes:
>There's been quite a few ponderings in the last few days about the
>possiblity of an STE shifter that's pin-pin compadible with the
>ST shifter -- I just wanna add my $0.02 ;-)
>
>The STE shifter outputs 4 bits of color per gun, which means that
>the DACs required to go to your video are gonna be different, no?
>It would mean Atari would have to lay out another chip that's
>an ST replacement shifter w/o the extra color bit... Seems kinda
>pointless for them, lots of R&D $$, little return, plus they'd
>need lots of packages to hit all the shifter versions out there...
>
>Sigh, that's the way it seemed to me, not likely to be an ST STE
>shifter out any time soon...
>
>
>--Kenneth "kens" Soohoo (soohoo@cory.Berkeley.Edu)
> Atari Hacker (Atari's Hacker...)
> "It could be worse, you could get hit by a bus..."
> My opinions are my OWN, _not_ necessarily Atari's. But "hey", who knows?

Except for one thing. In Medium res the Atari get 16 colors per screen. I may be stupid but doesn't this already mean that the shifter has to output 4 bits (4 bits = 16 colors)? All they would have to change is the total number of colors available (from 512 to 4096). And that is just the difference of having more shades of the same colors. The primary colors (Red, Green
A

just my $.02 worth.

Collin Douglas

cbdougla@uokmax.ecn.uoknor.edu

and Blue) each with 16 shades gives a total of 4096 colors (16^3).

3540. Re: Trash, Disks, etc.

Newsgroup: comp.sys.atari.st
Date: 1989-12-01 19:01:24 UTC
From: steve@thelake.UUCP
Message-ID: <1101891301242836@thelake.UUCP>
Source record: 246312

In article <9911@saturn.ucsc.edu>,
dstr012@ucscg.UCSC.EDU (10003012) writes ...

>Does anyone out there have or know where I can get a program to change
>the Trash and file cabinet icons on the desktop? The old desktop is getting
>pretty boring and I am due for a change. Thanks.
>
> Roman Baker

NeoDesk (from your local dealer, or $31.95 from E. Arthur Brown Co.,
612-762-8847) does this and more. Each file .ext can be associated with
its own icon. Program icons can be dragged out onto the Desktop, so you
can click and go without having to navigate through folders. It also
provides "hot keys," a printer queue, faster windows and even a digital
clock, all in 21K of RAM. It's what the Desktop should have been all along.
-- Steve Yelvington, up at the lake in Minnesota
... pwcs.StPaul.GOV!stag!thelake!steve (UUCP)

3541. Re: Still searching...

Newsgroup: comp.sys.atari.st
Date: 1989-12-01 19:33:39 UTC
From: daniel@pkmab.se
Message-ID: <2370@pkmab.se>
Source record: 246313

In article <1830@atari.UUCP>, kbad@atari.UUCP (Ken Badertscher) writes:
> daniel@pkmab.se (Daniel Deimert) writes:
>
> | I'm still looking for some kind of information about how to program
> | the new chips in the STe.
>
> Atari Corp. policy is that we offer developer support to registered
> developers, not to end users. I know how you feel about the issue,
> and I'm sorry if you feel "left out." It seems to me, though, that it
> just wouldn't be cost effective for us to offer the level of technical
> support we give to developers to end users.

Except for the fact that I don't give much for Atari Corp. policy,
I still think this is an isane behaviour. In short sight, it might not
pay off informing end users, but I can assure you -- you won't be able
to sell a lot of computers if you don't tell them how to program it!

I do understand it is impossible to, for example, send out information
to each and every user that bought a ST, but it must be possible to
post a minimum of information to some knowledgeable people in the right
places.

The net, if used right, could be a source of inside information about
how to do things [like the posting of ARGV defs! *GREAT*] and what not
to do. And there're a lot of developers on the net, too.

And people from the net DO forward things to the right places. In a
few days, many more than those who read news would know. Interesting
information is spread further through FidoNet and by mail, personal
contacts and phone calls.

Let's say that I tell 15 people how to do. They tell 15 more each,
and in a week at least 15^5 persons would know how to do. This is
around 760000 people! (To be compared to around 400000 STs in Sweden...)

This isn't cost effective?

"Who ask"?

It should at least be "cost effective" to give this information to
developers without them having to ask! It is ATARI that should be trying
to get more customers, more developers and more programming done on the
ST -- this implicates more STs sold. Right? Not the so called end user
trying furiosly to get his computer.

Why should I buy a computer I can't use? Like buying a car and when
you ask for an explanation of the buttons getting the answer: "Sorry,

you have to be a registred driver to get to know this. You shouldn't know about more than the gear and the wheel."

A lot of people have been complaining on Atari Corp. lately, and even more people have been complaining about this.

Have nobody thought of the possibility that there might be something wrong? Why should we otherwise be bashing Atari? No, we only want to get the most out of the computer.

Someone wrote that there must be a lot of people who wanted to take care of one bug each. I would love to, but I don't think this is possible. But we ARE doing our best to help!
I have offered to help writing some demonstration programs to be put on the STE language disk. I haven't even got a reply. Atari Corp. was obviosly not interested.

I do not want Atari Corp. to die -- I want to have an Atari computer, otherwise I wouldn't have bought a STE. But I do want to be able to program it without paying more money than necessary money for it!

[BTW, I will soon post a couple of examples of how to program the STE. A lot of thanks to Ralph Haglund, qralph@dna.lth.se, for the translation from german!]

And to those from Atari who're reading this: Wouldn't it have been cost effective posting slightly more than two pages of text to the net? One thing more: Why not give this to the responsible people? I know it isn't your fault, Ken and Allan.

Disclaimer: After all, this is *MY* opinion.

--
Daniel Deimert, Fridstavagen 4, S-715 94 Odensbacken, SWEDEN
Internet: daniel@pkmab.se
UUCP: ...{uunet,mcvax}!sunic.sunet.se!kullmar!pkmab!daniel

3542. Harddrive Questions???

Newsgroup: comp.sys.atari.st
Date: 1989-12-01 20:03:53 UTC
From: randyh@hpsad.HP.COM
Message-ID: <750032@hpsad.HP.COM>
Source record: 246314

A few questions about harddrives:

1) What kind of controller would I need for a NEC D5124 or NEC D5126?
The first is a 10 meg and the 20 a twenty meg.

2) Same for a 30 meg WREN CDC BJ7D5-A.

3) Can you buy the ATARI host adapter and how much is it?

Thanks, Randy

~~~~~~
|\ | | _ | Randy Hosler
|/ |-| /\ < | [] /\ randyh@hpsadpk
|\ . | | \/ _> | _ | (707) 974-3677
~~~~~~

3543. Re: LaserPrinters and the ST

Newsgroup: comp.sys.atari.st
Date: 1989-12-01 21:05:13 UTC
From: sfwhite@watcgl.waterloo.edu
Message-ID: <12513@watcgl.waterloo.edu>
Source record: 246315

In article <4725e878.14a1f@force.UUCP> covertr@force.UUCP (Richard E. Covert) writes:

> And then there is the problem of using the SLM804 with Spectre/GCR. It
> seems that Dave Small does have a 144 dpi printer driver for the SLM804,
> but not a 300 dpi printer driver. So, even with a Spectre and a SLM804,
> I can't get decent print outs. To do so would require spending another
> $500 for UltraScript. I wish Dave Small could bundle UltraScript with his
> products. Maybe that would lower the price of UltraScript to something
> affordable by more people. What say Dave, could you talk to the fine Imagen
> folks about bundling UltraScript with the GCR??

If you really want this to happen, talk to Adobe. As far as I know,
the major cost of _any_ PostScript-compatible device or software is
the royalty paid to Adobe for developing PS. Thus, UltraScript is
not likely to drop in price. Can anyone confirm this?
--
___ Stephen F. White, esq. standard_disclaimer()
______/__
<___ | \ /\ / "All sweeping generalizations are wrong." - Anon.
___> | \/ \/ sfwhite@watcgl.waterloo.edu

3544. Re: How to get new members??

Newsgroup: comp.sys.atari.st
Date: 1989-12-01 21:34:38 UTC
From: coffey@ucselx.sdsu.edu
Message-ID: <4187@ucselx.sdsu.edu>
Source record: 246316

In article <471d2ea5.14a1f@force.UUCP> covertr@force.UUCP (Richard E. Covert) writes:
>I am the new President of the Phoenix Atari ST Club here in
>Phoenix AZ. We have only about 25 active members in our club,
>and I would like ideas from other club members on how to recruit
>new members.

Sorry to clog the net with this --
I mailed a reply to covertr@force.UUCP and it bounced. Is there another
address so I can mail my reply??

--
_ _ Ms. Pat Coffey
|_) (_ San Diego State University
| coffey@ucselx.sdsu.edu

3545. Re: Trash, Disks, etc.

Newsgroup: comp.sys.atari.st
Date: 1989-12-01 21:35:53 UTC
From: kclenden@silver.bacs.indiana.edu
Message-ID: <30662@iuvax.cs.indiana.edu>
Source record: 246317

In article <9911@saturn.ucsc.edu> dstr012@ucscg.UCSC.EDU () writes:
>Does anyone out there have or know where I can get a program to change
>the Trash and file cabinet icons on the desktop? The old desktop is getting
>pretty boring and I am due for a change. Thanks.
>
> Roman Baker
Buy NeoDesk for Gribnif Software. Not only can you change the
trashcan, and file cabinets, but you can change the icons for individual
files, or groups of files. It's absolutely amazing how much an .ARC
file sticks our from a directory when it looks like Noah's arc...
NeoDesk does a lot of other neat and fancy things, and is well worth the
money you have to pay for it. It will use 21K of memory that won't
be available to other programs, but again, it's well worth the memory.

---
kclenden@silver.bacs.indiana.edu Kevin Clendenien
BLoomington Atari ST users group BLAST, President
BLAST BBS - (812) 332-0573 FNET node #141

"Of course any opinions or views stated above do not necessarily represent
the official position of any person, or organization other that of Kevin
Clendenien."

3546. Re: LaserPrinters and the ST

Newsgroup: comp.sys.atari.st
Date: 1989-12-01 21:58:11 UTC
From: mjv@iris.brown.edu
Message-ID: <22019@brunix.UUCP>
Source record: 246318

In article <12513@watcgl.waterloo.edu> sfwhite@watcgl.waterloo.edu (Stephen White) writes:
> If you really want this to happen, talk to Adobe. As far as I know,
> the major cost of _any_ PostScript-compatible device or software is
> the royalty paid to Adobe for developing PS. Thus, UltraScript is
> not likely to drop in price. Can anyone confirm this?

UltraScript is a PostScript _emulator_. All of Adobe's PostScript is published it what is known as the _Red Book_ and it has all the commands that
make PS neat. However, it doesn't have the hints that Adobe uses in their TYPE 1 fonts to get them to look really good on small resolution printers. You pay royalties to Adobe when you buy your PS interpreter from them to sell.
Imagen (or QMS who owns Imagen is a major printer manufacturer) wrote their own interpreter to do the dirty work. No royalties to Adobe since their not using any of their official product, just format. This is why US won't use Type 1 Adobe fonts (including the stardard LaserWriter + fonts). It uses a format called Type 3 which out in the public to use on PS interpreters. Confused? Sorry if you are. Now you know how most Mac users are going to feel
once System 7 hits.
Most of the cost of US comes from the fonts (CompuGraphic fonts?)
Spectre also does not do PS at 144dpi but ImageWriter emulation which is a QuickDraw game. David Small could probably do 300dpi but it would be again QuickDraw just like the LaserWriter SC. IMHO, he is waiting to get PS emulation working before going to 300dpi because that's what people would expect anyway.
Sorry for the ramblings, enjoy!

-- mjv@iris.brown.edu

"And, oh! Father Christmas, if you love me at all,
Bring me a big, red india-rubber ball."
A.A. Milne "Now We are Six"

3547. Line F

Newsgroup: comp.sys.atari.st
Date: 1989-12-01 22:04:28 UTC
From: kbad@atari.UUCP
Message-ID: <1841@atari.UUCP>
Source record: 246319

rehrauer@apollo.HP.COM (Steve Rehrauer) writes:
| I know what you mean by "Line F", but what's the "compression" refer to re:
| ST ROMs? (Usually I'm only this dense on Mondays & national holidays...)

The line F compression I refer to is a method we used in ST ROM which
basically replaces common operations with line F instructions. The
line F handler is able, by decoding the $Fxxx instruction, to determine
what operation to perform. The handler then dispatches the exception
to the appropriate OS routine.

--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

3548. Re: Comments on STE -- (un)known facts

Newsgroup: comp.sys.atari.st
Date: 1989-12-01 22:09:30 UTC
From: kbad@atari.UUCP
Message-ID: <1842@atari.UUCP>
Source record: 246320

rehrauer@apollo.HP.COM (Steve Rehrauer) writes:

| Is there an approved method for software to discover what
| platform it's running on, other than (KLUDGE ALERT!) checking the TOS
| revision #?

Yes, there is a new OS service offered in the ROM, beginning with
STE TOS, called the Cookie Jar. The startup code in the new ROM versions
set up an area of memory with "cookies" which describe various system
configuration options, and with values for the cookies that describe
what's actually there. The Cookie Jar documentation is available to
developers now, and we will be making it available to the general public
shortly.

--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

3549. Re: Diff between TOS 1.0 and 1.2?

Newsgroup: comp.sys.atari.st
Date: 1989-12-01 22:35:16 UTC
From: kbad@atari.UUCP
Message-ID: <1843@atari.UUCP>
Source record: 246321

daveba@hpsad.HP.COM (David Ballo) asks:

| Would some knowledgeable person kindly outline the differences
| between [ROM TOS (1.0) and Mega TOS (1.2)]?

The major difference between the original ROM TOS and Mega TOS is
BLiTTER support. Some VDI operations were optimized a bit in Mega TOS
as well. GEMDOS uses a larger amount of memory by default in Mega TOS,
so some programs which barely fit in a 520ST ran out of memory in
Mega TOS.

| Also, is it worth it to upgrade to TOS 1.4 (for a hundred bucks!)?

Well, I'll let the rest of the netters who have the upgrade answer this,
because anything I say on this subject is tooting Atari's horn <grin>.

But I'll offer the following:
Many, many TOS bugs are gone in Rainbow TOS.
Many internal limits in TOS have been lifted.
Hard disk I/O is much, much faster.
Program launches can be made much faster.
You can rename folders, no more making a new folder and then copying
all the files in, then removing the old folder.
The Desktop is much more convenient, preserving the time/date stamp of
your files on copies. The Rainbow TOS Desktop lets you _move_ files and
folders, using Control-drag. You can abort a file copy or move operation
by pressing [Undo]. A lot of the dialogs are more intuitive.
The AES gives you a much nicer item selector, with buttons for all the
drives, and an optional title string when supported by software. The
Rainbow TOS AES also lets you auto boot a GEM application, configured
by the "Set Preferences" menu item in the Desktop.

That's only the stuff that came to mind as I was typing, there's more...

--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

3550. Re: Rainbow Tos Porblems

Newsgroup: comp.sys.atari.st
Date: 1989-12-01 22:55:50 UTC
From: towns@atari.UUCP
Message-ID: <1844@atari.UUCP>
Source record: 246322

in article <1384@uniol.UUCP>, rode@uniol.UUCP (Dirk Rode) says:

> yesterday I got a version of the TOS 1.4 as a disk version.
> It runs very well on my 520 ST with 2.5 MB RAM, but there was a
> littele problem: I started Omicron Basic and it told to me about
> 400kB of free memory. By using the developer version of the 08/08/88
> it tolds me sthing. about 2MB of free memory. Is this an error in my copy
> or a bug in the TOS 1.4 ????
>
> mfG Waldi
> --
[longish signature deleted..]

Warning! The TOS version that you are using on disk is an early BETA version
of TOS 1.4 and is probably LOADED with lots of nice bugs. Please destroy
that disk ASAP and then goto to your local dealer and purchase the real
upgrade on ROM.

This will probably clear up any problems you are experiencing..

-- John Townsend ames!atari!towns
Systems Test, Atari Corporation

3551. STE article in ST Magazin

Newsgroup: comp.sys.atari.st
Date: 1989-12-01 23:12:11 UTC
From: qralph@dna.lth.se
Message-ID: <1989Dec1.231211.25084@lth.se>
Source record: 246323

I made a quick-and-dirty translation in English of that article of the
new registers in the STE - want it, then e-mail me with some suitable
bribe.
If you insist, you could even get it in Swedish.

```
|------------------------------------------------------------|
| Want to talk to me? Try: |
| QRALPH@SELDC51 || QRALPH@SELDC52 || qralph@dna.lth.se |
| My name? In official Sweden it is: 4.901.185.654 (secret) |
| Anywhere else: Ralph Haglund |
| Disclaimer: If it works, it's out of date. |
|____________________________________________________________|
```

3552. Re: Shareware Mac

Newsgroup: comp.sys.atari.st
Date: 1989-12-01 23:16:03 UTC
From: johnb@pnet01.cts.com
Message-ID: <813@crash.cts.com>
Source record: 246324

If in fact David Small is a genius, then he will figure out a way to
get over the shareware aladdin. I.E.

Midi Support
Appletalk support
etc..

John

UUCP: {hplabs!hp-sdd ucsd nosc}!crash!pnet01!johnb
ARPA: crash!pnet01!johnb@nosc.mil
INET: johnb@pnet01.cts.com

3553. Do MacScheme or Allegro Common Lisp run under Spectre GCR?

Newsgroup: comp.sys.atari.st
Date: 1989-12-01 23:29:14 UTC
From: drc@beach.cis.ufl.edu
Message-ID: <21341@uflorida.cis.ufl.EDU>
Source record: 246325

I am prepared to buy a GCR in order to run a good lisp on my ST.
Does anyone know whether MacScheme or Allegro Common Lisp will
run under GCR? How much ram will I need? I'll get more if I have to...
Thanks.

--
David Cabana
drc@beach.cis.ufl.edu
UUCP: ...!gatech!uflorida!beach.cis.ufl.edu!drc

3554. MOUSE PROBLEM

Newsgroup: comp.sys.atari.st
Date: 1989-12-02 00:55:29 UTC
From: MAXG@SUVM.ACS.SYR.EDU
Message-ID: <8912020824.AA28427@ucbvax.Berkeley.EDU>
Source record: 246326

Well, I'm having a problem that I would have never expected (the cause of which, I believe, is my daughter's playing one of her favorite games): it seems that it is hard to get the mouse to recognize button clicks. It doesn't seem to be a problem with the contacts themselves, because I can take apart the mouse and press the contacts with my finger---and those clicks are recognized consistently. It seems to be a problem with the plastic housing. When I look at the mouse from where the cable comes out of it, the left button (which is on the right when viewing the mouse from this perspective) is definately lower than the other...especially toward the middle of the mouse. I was really scared for a few minutes at first, because the ST wasn't recognizing the clicks AT ALL...After taking it apart, however, I seem to have gotten it back to a point where it recognizes clicks...but it is not consistent.
Does anybody have any suggestions? or do I just have to continue to click hard, until the thing dies altogether?
As always, thanks in advance for any advice.
---Gerry
maxg@suvm (bitnet)
ggreenbe@rodan.acs.syr.edu (internet)

3555. Re: Trash, Disks, etc.

Newsgroup: comp.sys.atari.st
Date: 1989-12-02 01:02:47 UTC
From: EESD11O@CALSTATE.BITNET
Message-ID: <8912030811.AA08940@ucbvax.Berkeley.EDU>
Source record: 246327

Roman Baker writes:

> Does anyone out there have or know where I can get a program to change
> the Trash and file cabinet icons on the desktop? The old desktop is getting
> pretty boring and I am due for a change. Thanks.

I recommend NeoDesk. You can draw your own desktop and program icons.
But those are minor enhancements. It's other features for file
manipulation are simply superior to the normal desktop. I don't use the
normal desktop anymore. NeoDesk is much more fun. It's one of my most
used and favorite programs for the ST (competing with UIS II).

If you have a hard drive or more than one meg in your machine, you should
consider getting NeoDesk very much. If you have one meg and no
hard drive, then you should take a look at NeoDesk and see whether its
features outweigh its disadvantages. It takes up 150K when it's installed
and running. You can either keep it in memory when you load a program from
it (it's a shell), or have it erase itself from memory, in which it only
keeps 20K of itself in memory. When you exit the program you loaded, it
loads itself back into memory.

BTW, does TOS 1.4 copy the same way that NeoDesk does, loading all the
files to be copied into memory and then dumping them to the destination?
Or does it copy them one by one?

3556. Other laser printers????

Newsgroup: comp.sys.atari.st
Date: 1989-12-02 01:04:07 UTC
From: MEGGIN@vm.epas.utoronto.ca
Message-ID: <89Dec1.201000est.57415@ugw.utcs.utoronto.ca>
Source record: 246328

My spouse uses our ST to layout a section of a large-circulation Canadian magazine. We use Calamus and a Lino imagesetter for the final flats, but for proofs, we use the SLM804. 5 minutes for a page? What a joke! Who the hell uses a laser printer and only prints out single pages? We can print out a hundred pages in well under a half hour on the SLM804, that would take more than an entire business day at 5 min/page.

For playing around, another laser might be fine. If your time is at all important to you, buy an SLM804.

David Megginson, Centre for Medieval Studies, Toronto

3557. LNYX

Newsgroup: comp.sys.atari.st
Date: 1989-12-02 01:12:00 UTC
From: V053QHYX@UBVMSC.CC.BUFFALO.EDU
Message-ID: <8912020824.AA28364@ucbvax.Berkeley.EDU>
Source record: 246329

During an INTERESTING flight from BUffalo NY to NYC I opened up
the airlines(yes I hadto go on a few different airlines..!) On PAN AM in
their magazine their is an add for the portfolio!actually a 2 page add!
Didnt look like something atari would do..It Actually Looked Professional!!
and guess what?!On my Continental flight their was also an add in their paper!
Jeremy

3558. FORM, nice but...

Newsgroup: comp.sys.atari.st
Date: 1989-12-02 01:20:42 UTC
From: bmaraldo@watserv1.waterloo.edu
Message-ID: <274@watserv1.waterloo.edu>
Source record: 246330

FORM is really neat. I have a complaint about the manual. First
of all, it is formatted in 6x7in format. When printed on 8.5x11in paper
a lot of paper goes to waste. This really annoyed me considering how essential
it is that we stop wasting natural resources. The PD version of the manual
is a TeX dvi file and most people would print that on letter sized paper,
so why couldn't the author have included '\vsize = 10in \hsize = 7.5in'
before he TeXed it so we don't waste paper. Also, the manual lacks
inclusive speech and inclusive speech is important as we attempt to include
women in our language (and ultimately as recognized members of society).
I realize this doen't really belong in this newsgroup, but the comments
are directly related to a product of this newgroup - since the computer
industry spawns documentation, we must strive for these ideals: conservation
of paper (in manuals, printouts, etc) and inclusive speech.

Brett L Maraldo
--
-------- Unit 36 Research ---------
"Alien Technology Today"
bmaraldo@watserv1.UWaterloo.ca
{uunet!clyde!utai}!watserv1!bmaraldo

3559. Re: Did I come from the desktop?

Newsgroup: comp.sys.atari.st
Date: 1989-12-02 02:09:11 UTC
From: apratt@atari.UUCP
Message-ID: <1846@atari.UUCP>
Source record: 246331

dal@syntel.mn.org (Dale Schumacher) writes:
>I check for the text-base pointer pointing to ROM, as
>recommended by Alan Pratt @ Atari.

Yeah, well, that was before there were RAM TOSes running around. Caveat hacker. No RAM TOS is supported by Atari (at this time) and most are illegal copies, making their users pirates, so it's not that great a hardship.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

3560. Timeworks DTP

Newsgroup: comp.sys.atari.st
Date: 1989-12-02 05:02:47 UTC
From: mg40+@andrew.cmu.edu
Message-ID: <IZRpRrm00WB6F9RXwq@andrew.cmu.edu>
Source record: 246332

I have Timeworks DTP and two printers. One printer is a relatively new Panasonic which has 9 pins and works very well. However, my other printer is an old BMC with only 8 pins. It so happens that the 8 pin printer is the one I have here at college. Every time I print something using it, I get lines through the printing (I assume this is from having 1 less pin than I'm supposed to). In the setup program I didn't see any 'Epson 8-pin' selection. My question is quite simple, can I make TDTP work with my BMC (eliminate those white lines)?

+--- Michael Garland ---+
+ mg40+@andrew.cmu.edu +
+----------------------+

3561. 520ST Piggyback upgrade

Newsgroup: comp.sys.atari.st
Date: 1989-12-02 05:18:26 UTC
From: EESD11O@CALSTATE.BITNET
Message-ID: <8912020824.AA28421@ucbvax.Berkeley.EDU>
Source record: 246333

Could a kind soul please send me a textfile on doing 512K piggyback upgrades for

3562. Re: Same old...same old...vol

Newsgroup: comp.sys.atari.st
Date: 1989-12-02 05:45:00 UTC
From: ron.sharp@canremote.uucp
Message-ID: <89120318304906@masnet.uucp>
Source record: 246334

Remember that Computer Shopper magazine is the mouthpiece of the
mail-order business. After Atari cut off that market, the mail-order
companies have never had anything good to say about Atari.

PC clones on the other hand...

* QNet 1.04a1: CanConfMail: * Crystal Palace * Toronto * (416) 925-5742 *

3563. Re: Still searching...

Newsgroup: comp.sys.atari.st
Date: 1989-12-02 08:03:36 UTC
From: EESD11O@CALSTATE.BITNET
Message-ID: <8912030800.AA07079@ucbvax.Berkeley.EDU>
Source record: 246335

Re: Still searching...

Spieu! wrote:

> You silly goose, if 50% were taken off the price of a TT, then
> everyone would send in the $500 to become a registered developer!

During Thanksgiving vacation I went to an ST dealer in San Francisco and the technician told me that he ordered two TTs the previous day at $1000 a piece. He said that when he got them at the end of December, he wanted to be locked up in a room for a month to develop on it. He said that the retail price would be $2000. STart magazine said they would be sold for $1500.

So, I guess Atari's going to be getting a lot of registered developers, according to Spieu. :~)

The tech also ordered an STe, he said.

The dealer said his Portfolios were selling like crazy. No word on the STACY.

3564. How can I get more memory?

Newsgroup: comp.sys.atari.st
Date: 1989-12-02 08:05:55 UTC
From: UZR514@DBNRHRZ1.BITNET
Message-ID: <8912020805.AA27523@ucbvax.Berkeley.EDU>
Source record: 246336

In more then a few Letters I read about memory-upgrade for the
ATARI ST. Now I'm interested in upgrades for an ATARI 1040 STF,
the less work or money it costs, the better.
Please send me all information you can mail about this.

Thanks for lot of mails
Theo Schmid (UZR514@DBNRHRZ1)
Acknowledge-To: <UZR514@DBNRHRZ1>

3565. Re: What Kermit/UNITERM bugs?

Newsgroup: comp.sys.atari.st
Date: 1989-12-02 14:28:32 UTC
From: gilmore@vms.macc.wisc.edu
Message-ID: <2748@dogie.macc.wisc.edu>
Source record: 246337

In article <8912010813.AA04349@ucbvax.Berkeley.EDU>, 01659@AECLCR.BITNET (Greg Csullog) writes...

>One netter mentioned problems with UNITERM's Kermit. On our site, which
>has a CYBER 830/990 combo and various VAXs, such as an 8550, the only Kermit
>that works flawlessly with full server support is UNITERM's Kermit. Some
>20 - 40 people use it almost daily. I use UNITERM Kermit in text or binary
>mode almost every day and I have never had one problem. I've tried Versa-Term
>Pro and Red Ryder under Mac emulation but they do not have server support.
>Neither does ZSTEM or SmarTerm 240 for the PCs. The ONLY Kermit I trust is
>UNITERM's so WHAT problems are there?

Exactly the same here. Through various strange machination I discovered
that our VAXes had both Kermit and Xmodem. Out of 6 programs for 2
machines, ONLY Uniterm's Kermit is able to transfer binaries. The only
Kermit I have for the Amiga does not transfer correctly, and ABSOLUTELY
NONE of the Xmodems will work. I must say I was surprised to read that
it had bugs, since it's the only one which works for me...

+---+
| Kitakaze Tatsu Raito Neil Gilmore internet:gilmore@macc.wisc.edu |
| Jararvellir, MACC, UW-Madison bitnet: gilmore@wiscmac3 |
| Middle Kingdom Madison, Wi |
+---+

3566. GFA compiler

Newsgroup: comp.sys.atari.st
Date: 1989-12-02 14:41:47 UTC
From: gilmore@vms.macc.wisc.edu
Message-ID: <2749@dogie.macc.wisc.edu>
Source record: 246338

Hi.

On Tuesday, I tried to order the compiler for GFA BASIC 3.0 from Computability (no one I know has had problems with them). They told me that it exists, but was not available, and it was rumored to be included with the interpreter. My interpreter was the older MichTron release, and I have no desire to shell out for it again. I have the compiler for the original release, however. Does anyone out there have additional information? I really would like to get this, as C makes me gag, although I have Laser C. (Too many class projects in C.....)

+---+
| Kitakaze Tatsu Raito Neil Gilmore internet:gilmore@macc.wisc.edu |
| Jararvellir, MACC, UW-Madison bitnet: gilmore@wiscmac3 |
| Middle Kingdom Madison, Wi |
+---+

3567. Re: STE vs ST Shifter

Newsgroup: comp.sys.atari.st
Date: 1989-12-02 16:40:31 UTC
From: soohoo@cory.Berkeley.EDU
Message-ID: <20207@pasteur.Berkeley.EDU>
Source record: 246339

In article <1989Dec1.183920.12339@uokmax.ecn.uoknor.edu> cbdougla@uokmax.UUCP (Collin Broadrick Douglas) writes:
>In article <20157@pasteur.Berkeley.EDU> soohoo@cory.Berkeley.EDU (Ken "nmi" Soohoo) writes:
>>The STE shifter outputs 4 bits of color per gun, which means that
>>the DACs required to go to your video are gonna be different, no?
>>It would mean Atari would have to lay out another chip that's
>>an ST replacement shifter w/o the extra color bit... Seems kinda
>>pointless for them, lots of R&D $$, little return, plus they'd
>>need lots of packages to hit all the shifter versions out there...
>
>
> Except for one thing. In Medium res the Atari get 16 colors per screen. I
> may be stupid but doesn't this already mean that the shifter has to output
> 4 bits (4 bits = 16 colors)? All they would have to change is the total
> number of colors available (from 512 to 4096). And that is just the
> difference of having more shades of the same colors. The primary colors
> (Red, Green and Blue) each with 16 shades gives a total of 4096 colors
> (16^3).

>cbdougla@uokmax.ecn.uoknor.edu
>
Collin,

You're confusing "bit planes" and "bits per gun"...
Lemme explain:
The number of bit planes in a specific resolution determines the number of color _table_ entries you can access for a given pixel in that resolution -- in Atari's low res case, 2^4 = 16, medium, 2^2 = 4, high 2^1 = 1... Ok, no each color table entry can be filled with a number that's going to determine which color is sent to the screen, and in the ST's case that number has 3 bits assigned to each RG^B, for a grand total of 2^9, or 512, colors possible to be assigned per color table entry... So you can have 16/512 colors on the screen at the same time without resetting the color table mid-screen...
Oh, anyway, so the STE's shifter has the same number of bit _planes_ per resolution, but an additional bit _per RG&B gun_, so that each color table entry can be one of 2^12, or 4096 colors... SO now you can get 16/4096 colors on screen at the same time.

A DAC takes the value in the color table entry and converts it from the 0's and 1's representation into a voltage value for the monitor. With an extra bit being sent to a DAC that only understands 3 bits, we have a fundamental problem, and unfortunately I don't think it can be ignored.

--Kenneth "kens" Soohoo (soohoo@cory.Berkeley.Edu)
Atari Hacker (Atari's Hacker...)
"It could be worse, you could get hit by a bus..."
My opinions are my OWN, _not_ necessarily Atari's. But "hey", who knows?

3568. Re: Trash, Disks, etc.

Newsgroup: comp.sys.atari.st
Date: 1989-12-02 16:50:48 UTC
From: mark@rpp386.cactus.org
Message-ID: <17394@rpp386.cactus.org>
Source record: 246340

>Does anyone out there have or know where I can get a program to change
>the Trash and file cabinet icons on the desktop? The old desktop is getting
>pretty boring and I am due for a change. Thanks.
> Roman Baker

There is an excellent program for TOS with GEM called NEODESK 2.05. It
totally repleaces the GEM user inerface on the ST. With NEODESK, it is
possible to make your ST interface look like the MacIntosh interface.
NEODESK 2.05 is available from Gribniff Software.

Mark Lehmann

--
+-----------------------------------+----------------------------------+
Mark Lehmann	
mark@rpp386.cactus.org	
{bigtex|texbell}!rpp386!mark	

3569. Stunt Car Driver

Newsgroup: comp.sys.atari.st
Date: 1989-12-02 17:04:02 UTC
From: BAILEYS@FSU.BITNET
Message-ID: <891202130042340.GKWQ@RAI.CC.FSU.EDU>
Source record: 246341

Anyone looking for a great game to give to themselves for X-mas?? Well, I have seen a real doozy! It's called Stunt Car Driver, and is roughly a cross between Falcon and Pole Position. You are the driver of a stunt car in a 3-D gamespace, jumping and swerving, etc. Excellent graphics, and has an option for connecting two ST's via (null) modem for some really good two player action. All in all, worth the price (rare for a game).

Bob Marley

3570. DC Formatter problems

Newsgroup: comp.sys.atari.st
Date: 1989-12-02 17:08:34 UTC
From: BAILEYS@FSU.BITNET
Message-ID: <891202130458427.GKWQ@RAI.CC.FSU.EDU>
Source record: 246342

Could someone please reitterate the problems with DC Formatter's format routine? I remember some net space being devoted to it, but I had not had any problems, so I didn't really look at it. Now, two of my floppys have bitten the dust, for no apparent reason, and I become concerned. Please include which version is flawed (if it is flawed), I have both 3.01 and 3.02, and would like to know if there is any advantage to using one over the other. Also, is it true that an ACC version is available via Shareware cost? I have not yet gotten around to sending it in!

Bob Marley

3571. Drachen

Newsgroup: comp.sys.atari.st
Date: 1989-12-02 17:10:48 UTC
From: BAILEYS@FSU.BITNET
Message-ID: <891202130904540.GKWQ@RAI.CC.FSU.EDU>
Source record: 246343

My thanks to the writer(s) of Drachen, available from panarthea. Everything that Shanghai should have been (3-D representation of the tiles). If you don't have this one on your HD, what are you going to do at work?

Bob Marley

3572. Re: Rainbow Tos Porblems

Newsgroup: comp.sys.atari.st
Date: 1989-12-02 17:36:43 UTC
From: gilmore@vms.macc.wisc.edu
Message-ID: <2753@dogie.macc.wisc.edu>
Source record: 246344

In article <1844@atari.UUCP>, towns@atari.UUCP (John Townsend) writes...

>in article <1384@uniol.UUCP>, rode@uniol.UUCP (Dirk Rode) says:
>
(original deleted)
>
>Warning! The TOS version that you are using on disk is an early BETA version
>of TOS 1.4 and is probably LOADED with lots of nice bugs. Please destroy
>that disk ASAP and then goto to your local dealer and purchase the real
>upgrade on ROM.

What's a local dealer?

>This will probably clear up any problems you are experiencing..
>
>-- John Townsend ames!atari!towns
> Systems Test, Atari Corporation
(this prevents me from even thinking about the upgrade)

+---+
| Kitakaze Tatsu Raito Neil Gilmore internet:gilmore@macc.wisc.edu |
| Jararvellir, MACC, UW-Madison bitnet: gilmore@wiscmac3 |
| Middle Kingdom Madison, Wi |
+---+

3573. Re: Help with Uniterm 2.0e

Newsgroup: comp.sys.atari.st
Date: 1989-12-02 18:53:00 UTC
From: weber_w@apollo.HP.COM
Message-ID: <473088e9.20b6d@apollo.HP.COM>
Source record: 246345

In article <4685@blake.acs.washington.edu> charlop@blake.acs.washington.edu (Aaron Charlop) writes:
>I have just down loaded Uniterm 2.0e from Terminator. When I tried it
>from home last night, I ran into a problem. The dialing would get locked
>into dialing one number if there was anything wrong with the dialup.

Aaron -

There is a glitch with the 'redial' command in the dialer menu. It apparently decrements FIRST, and then checks for retries == zero; if you have retries set to equal 0, it is VERY persistent at that point (:-).

Set retries to 1, and it will not attempt redials.

>Aaron the Alchemist
>Charlop@uwchem.chem.washington.edu

...walt...
Walt Weber Hewlett Packard NARC @ Apollo Systems Division
(508) 256-6600 x8315 People's Republic of Massachusetts
-The views expressed herein are personal, and not binding on ANYONE-

3574. Re: Experience with Toshiba 3 1/2 inch double sided drives?

Newsgroup: comp.sys.atari.st
Date: 1989-12-02 18:53:48 UTC
From: 2FHDBEAK@kuhub.cc.ukans.edu
Message-ID: <19153@kuhub.cc.ukans.edu>
Source record: 246346

In article <3156@csv.viccol.edu.au>, timcc@csv.viccol.edu.au (Tim Cook) writes:
> Before I go out and buy one,
>
> Has anyone out there got any first-hand horror stories on Toshiba 3 1/2 "
> double sided drive mechanisms? I am told they are "very reliable", but
> then it was the person who would be selling me one who said that.
>
> This would be a mechanism suitable for replacing an SF354 mechanism (single
> sided).
>
> I was offered a 6 month warranty if I installed the mechanism (into my own
> modified SF354 case) myself, or a 12 month warranty if it was installed by
> the dealer. Are these values reasonable? I'm looking at A$200 for DIY,
> A$250 for dealer installed and 12 month warranty, or A$220 for DIY and 12
> month warranty (presumably after the dealer has ratified the installation).
>
> The Australian dollar currently buys about 77 US cents.
>
> Any info appreciated.
>
> --
> Tim Cook Systems Administrator, Victoria College Computer Services
>
> parrot - n. An animal that has the ability to imitate man, but not the
> intelligence to refrain from doing so.
I have a Toshiba DSDD drive, and it is excellent.

Not only is it slightly faster than the standard Atari drives, but it
also reads and writes past track 80 reliably. I use DC Format to stuff
more than 800K onto my disks with no trouble.

They are also cheaper than Atari drives. I picked mine up for $99 (US).

--Jim Sisul
The University of Kansas

3575. PC DITTO Config HElp

Newsgroup: comp.sys.atari.st
Date: 1989-12-02 20:41:34 UTC
From: psurge@cs.utexas.edu
Message-ID: <7277@cs.utexas.edu>
Source record: 246347

This is for the person who wanted help in their CONFIG.SYS file on PC-DITTO

I have a 20 meg hard drive with 4 partitions, 3 gem and 1 mac. The Gem partitions are C,D, and E. This is what my CONFIG.SYS file contains:

```
buffers=25
device=pc_dhd.sys
device=pc_ddrvr.sys
```

The first is to reset the number of buffers to handle the hard drive, the second is the hard drive handler, and the third is the high capacity drive handler, it allows MS DOS to read ST disks (on my system as drives F & G). If it means anyting I am using PC DOS 3.3, I think.

3576. Re: FOR SALE Atari 1040ST/Spectre 128 package $875 (NEW TERMS)

Newsgroup: comp.sys.atari.st
Date: 1989-12-02 21:45:46 UTC
From: psurge@cs.utexas.edu
Message-ID: <7279@cs.utexas.edu>
Source record: 246348

Dave, A message to you bounced, so I couldn't send you a message.

I want to know if the system you advertised is still available. I have
a friend who might wanna buy. Please send me mail and let me know.

Thanks, Troy Carpenter
Computer Sciences, THE University of Texas, Austin
psurge@cs.utexas.edu

3577. Re: STOS Basic

Newsgroup: comp.sys.atari.st
Date: 1989-12-02 23:17:45 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.88.628643865.larserio@kvart.uio.no>
Source record: 246349

One of my friend has STOS and TOS 1.2 but we tried it on my MEGA4 with
TOS 1.4 - It worked OK, BUT you can't move the mouse-pointer !!!!!

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

3578. atari journal

Newsgroup: comp.sys.atari.st
Date: 1989-12-03 00:58:08 UTC
From: mhart@lynx.northeastern.edu
Message-ID: <memo.211955@lynx.northeastern.edu>
Source record: 246350

What happened to the internet Atari.16 journal? The last entry I read is dated August 7.

3579. Re: LaserPrinters and the ST

Newsgroup: comp.sys.atari.st
Date: 1989-12-03 01:39:46 UTC
From: buggs@cup.portal.com
Message-ID: <24675@cup.portal.com>
Source record: 246251

As far as I know, the major cost of _any_ PostScript-compatible device
> or software is the royalty paid to Adobe for developing PS.
> Thus, UltraScript is not likely to drop in price.
> Can anyone confirm this?
> ___ Stephen F. White, esq. standard_disclaimer()

I thought PostScript was or is becoming PD?

Ed June

3580. BLOOD MONEY JUST WON'T LOAD...

Newsgroup: comp.sys.atari.st
Date: 1989-12-03 02:34:43 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <891202.20344319.018989@SFA.CP6>
Source record: 246252

Hello folks,

We've tried two real issues of Blood Money on three different
ST's, a Mega2, 1040st, and 520st upgraded to a two megs. Both
Blood Money products will not boot on any of these STs.
During bootup attempts, we get a screen that goes to black, the
drive whirrs and bumps, and then the screen goes to white. Afterwards,
the computer is reset.
Incidentally, Xenon2 boots perfectly. An earlier report on this
end stating problems with Xenon was a hardware problem.
Can anyone comment on Blood Money. It was purchased as a result
of using the Blood Money game included in a European magazine. Gotta
have it but we can't get the two bought copies to work!!!!

Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

3581. Placement of TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1989-12-03 03:53:07 UTC
From: asqb-sep-a@HUACHUCA-EMH2.ARMY.MIL
Message-ID: <8912030811.AA08915@ucbvax.Berkeley.EDU>
Source record: 246253

I picked up TOS 4.1 today -- had to drive to Phoenix (I live in Tucson and we have no ATARI dealer) to get it.

I was wondering if anyone can help me with the correct placement of the TOS 1.4 chips?

I tried two different iterations:

A. L0
L1
L2
H0
H1
H2

B. L0
H0
L1
H1
L2
H2

These configurations are in a 520 ST that's been upgraded to 1M via piggyback.

My TOS 1.0 was in the following configuration:

--------0
--------1
--------2
--------3
--------4
--------5

Can't remember the numbers in front, but you get the idea.

In either configuration the screen (mono) stays dark and nothing happens. Was just going to try a few more configs but thought I would ask first and save the wear and tear on the pins ;-).

Thanks for the help.

Mark R

USAISEC -- the guys who have to move to the People's Republic of Massachusetts

Computer Systems Engineering

```
# All opinions are strictly mine and in no way reflect the opinions or
# policies of the US Army.
```

3582. Uniterm Fonts/Help Please!!!

Newsgroup: comp.sys.atari.st
Date: 1989-12-03 04:22:39 UTC
From: dstr012@ucscg.UCSC.EDU
Message-ID: <9932@saturn.ucsc.edu>
Source record: 246254

Does ANYONE out there know how to change the 80-column display font
in Uniterm 2.0e? I've posted messages before but nobody seems to know!
Thank you in advance for your help.

- Kevin Kahl
dstr012@UCSCG.UCSC.EDU

3583. Re: Line F

Newsgroup: comp.sys.atari.st
Date: 1989-12-03 04:25:22 UTC
From: saj@chinet.chi.il.us
Message-ID: <1989Dec3.042522.21365@chinet.chi.il.us>
Source record: 246255

In article <1841@atari.UUCP> kbad@atari.UUCP (Ken Badertscher) writes:
>rehrauer@apollo.HP.COM (Steve Rehrauer) writes:
>| I know what you mean by "Line F", but what's the "compression" refer to re:
>| ST ROMs? (Usually I'm only this dense on Mondays & national holidays...)
>
>The line F compression I refer to is a method we used in ST ROM which
>basically replaces common operations with line F instructions. The
>line F handler is able, by decoding the $Fxxx instruction, to determine
>what operation to perform. The handler then dispatches the exception
>to the appropriate OS routine.

This brings up the question of what the ROM code does instead. Have all the
little line F routines been made into subroutines, with more-or-less ordinary
subroutine linkages (I don't know the exact count, but there are A LOT of
line F routines)? Are the routines invoked by subroutine calls to a
dispatcher (a la GEMDOS)? Has the code been brought inline?

Of COURSE this is just idle curiosity, but if the answer is 'brought inline',
I'll expect a noticeable speedup in STE performance.
Steve J.

3584. Zmodem

Newsgroup: comp.sys.atari.st
Date: 1989-12-03 08:22:50 UTC
From: ehsnsr@JUPITER.NMT.EDU
Message-ID: <8912030822.AA01374@jupiter.nmt.edu>
Source record: 246256

Hi Folks!

I have the panarthea ZMDM.PRG. I also have the UNIX end of zmodem
that is posted in the panarthea/sources listing. I believe I have compiled
all the UNIX C programs right, but I still can't get it to transfer binary
files. I and my friends, some of whom have a good amount of experience with
zmodem, could get text files to transfer, but we had no luck with binaries.
I also tried transferring binaries using the included UNIX Xmodem and Ymodem
programs, but they didn't work either. I used Uniterm 2.0e with the X and Y
transfers, and I used ZMDM with the Zmodem transfers. I was wondering if
anyone had the same problem. If so, I need some help. Until then, I guess I
will just have to settle for Kermit (too slow) or by doing a file capture
as a file is being uuencoded on the SUN (Not elegant :-)).

Thanxs.

Eric Hobbs
ehsnsr@jupiter.nmt.edu

"Lad. Put away thy gum. Thou knowest not that I come in the service of yams."
-Clay C. Smith

3585. Re: Trash, Disks, etc.

Newsgroup: comp.sys.atari.st
Date: 1989-12-03 09:04:27 UTC
From: seattle@hydra.unm.edu
Message-ID: <1044@ariel.unm.edu>
Source record: 246257

In article <9911@saturn.ucsc.edu> dstr012@ucscg.UCSC.EDU () writes:
>Does anyone out there have or know where I can get a program to change
>the Trash and file cabinet icons on the desktop? The old desktop is getting
>pretty boring and I am due for a change. Thanks.
>
> Roman Baker

Roman,

Besides NEOdesk (which i don't have, nor have need for), there's Mark
Williams Resource Editor, which cost me about $30.00 when I bought
my upgrade to version 3.0. I haven't had too much time to use it, but
one of the major things it helps with, is changing Icons.

Dave

| seattle@hydra.unm.edu /--\
| Dadams10@GEnie /--------| Kirk - Mr. Spock, Eliminate his heartbeat. |
| David G. Adams | LotE | "Modern love is automatic" - A Flock of Seagulls |
\----------------/Live it!\ Don't bug the University 'bout nuthin' I've said. /

3586. Re: question SPECTRE GCR

Newsgroup: comp.sys.atari.st
Date: 1989-12-03 09:18:13 UTC
From: dsmall@well.UUCP
Message-ID: <14801@well.UUCP>
Source record: 246258

The referenced question asks compatibility between Spectre GCR/1040 ST and a Mac II.

We have had no problems in our lab moving a considerable number of disks back and forth between them. My only suggestion, on the 2.0/2.3 release (they are the same, BTW) is to format on the Spectre. Spectre formats to 1:2 interleave, which makes for fast Spectre GCR writes, and Mac II formats to 1:1 interleave, which makes for slow Spectre GCR writes. (We expect to fix this in the 2.5 release).

Try replying to "hplabs!boulder!tcr!gadgets!dsmall" and see what happens.

-- thanks, Dave Small / Gadgets

3587. Re: Spectre and other Mac emulators

Newsgroup: comp.sys.atari.st
Date: 1989-12-03 09:39:42 UTC
From: dsmall@well.UUCP
Message-ID: <14802@well.UUCP>
Source record: 246259

The referenced note contains several suggestions to Spectre GCR.

1. On Multifinder reliability, we have just recently (since releasing 2.0/) discovered that Multifinder is reading from location 0. This causes havoc with its memory mangler; it means a dangling pointer (address = 0). Once we fixed that, Multifinder grew rock-solid; we ran it at Comdex for five days straight, and could only crash it with a specifically non-MF friendly DA.

This is the same bug that crashed Microsoft Word 3.02, which now does "Page Preview" properly and doesn't run out of memory. I've chased it for a year and half now; it's good to win at last.

2. Shutdown should work; if not, we broke it between beta and release. Restart can't work, as it executes a RESET instruction which clobbers the ST hardware. However, a fix for that is in the works for the 2.5 release (along with the multifinder/word 3.02 fix).

3. I agree, we should let you format Spectre disks from inside Spectre. We didn't only because of space reasons; getting 832K mode up, which is the tightest memory squeeze, with GCR inside was very very hard. For instance, we had to delete all Translator One support code, and that didn't help enough. We hope to do this, however.

4. Macintosh true SCSI support is very tricky. While we're researching it, no promises there. There are timing and emulation issues that resemble Vietnam.

5. Sound improvements. We're already working on true 60 hz sound, so the pitch is correct. We're also working on ST-E DMA sound, which will give sound with little to no slowdown (!). System 6.02 and above changed the ground rules for sound, but we hope to have that working soon; it's a matter of figuring out why sound works on a real Plus, and not on a Spectre -- a comparison of traces, really.

6. The GTS-100 drive we bought just for this is currently in with a major drive guru being prodded; we hope he can come up with a fix. We'll let you know
wehwhen we know something.

The current 2.5 version, unreleased, also has an online configuration page (press HELP and it pops up; press function keys, and various options toggle), and many other goodiesgoing into it. Doug Wheeler is doing an outstanding job hacking on it, and is even (*shudder*) cleaning up my code.

Basically, it sounds like we're in agreement about where Spectre should go in the next few months. Hope you like 2.5, when we release it.

```
-- thanks, Dave Small / Gadgets
```

3588. Re: Want a fast Atari ST...how about a '030 chip?

Newsgroup: comp.sys.atari.st
Date: 1989-12-03 09:43:44 UTC
From: dsmall@well.UUCP
Message-ID: <14803@well.UUCP>
Source record: 246260

The referecned article states that since the proposed Gadgets 68030 board runs at 16 mhz, and the Mac IIci runs at 25 mhz, the Mac will be faster.

One option I am very much pulling for is a 32 Mhz clockrate on the 68030 board. It's available and it keeps the bus synchronous.

We hope to see first prototype boards around Christmas. Remember, this project is primarily for us, for inhouse development; the decision to market it to the general public has not been made. I'd like to turn loose a 32 Mhz 68030 on some of my assembly projects -- and none of this waiting for 8 mhz ST hardware, either.

-- thanks, Dave / Gadgets by Small

hplabs!wel dsmall

3589. Re: TT and MAC-,PC-emulators

Newsgroup: comp.sys.atari.st
Date: 1989-12-03 09:52:28 UTC
From: dsmall@well.UUCP
Message-ID: <14804@well.UUCP>
Source record: 246261

The referenced question asks if the Spectre 128/GCR works with the STE or TT.

It does work with the STE, with no apparent problems.

(It also works with Stacy, with one minor configuration/setup
hack; just disable logical device "1" on SCSI drive 0, then SAVE SETTINGs.)

It does not presently work on TT. While the cartridge physically fits,
and the basic Spectre menus work okay, we've been unable to get a TT nor
specifications, and thus can't guarentee it will work. In addition,
GCR support, Hyperweb (tm) and writing make it difficult for me to find time
to work on a TT version; fortunately, we have Doug here to help out; maybe
he'll have time.

Note that some advertising currently says Spectre 128/GCR works with
TT, including some Atari ads. Whups.

-- thanks, Dave Small / Gadgets by Small, Inc.

!hplabs!well!dsmall

3590. Re: Is Spectre going MIDI>?

Newsgroup: comp.sys.atari.st
Date: 1989-12-03 09:59:22 UTC
From: dsmall@well.UUCP
Message-ID: <14805@well.UUCP>
Source record: 246262

The referenced post asks if sources close to Dave Small can confirm whether or not he's working to bring up Mac MIDI.

Sources close to Dave Small report that he dosn't have many good ideas on how to do this, short of rewriting some low-level I/O routines in some Mac programs.

The basic I/O isn't the problem; I can do that. The *timing* is the problem. The typical MIDI output needs to be interrupt driven, and uses the VIA timer chip for the interrupts. There's no such chip on the ST. It also uses
the SCC chip for serial communications at MIDI speed.

Now, of course, if someone mounted a VIA and SCC chip on the Atari bus ... (no comment).

-- thanks, Dave Small / Gadgets by Small

!hplabs!well!dsmall

3591. Re: INFO-ATARI16 Digest V89 #727

Newsgroup: comp.sys.atari.st
Date: 1989-12-03 10:22:26 UTC
From: dsmall@well.UUCP
Message-ID: <14806@well.UUCP>
Source record: 246263

The referenced note asks why it's so difficult to make the Atari ST talk Appletalk (now called Localtalk).

Basically, the Atari doesn't have the needed chips built in. Apple uses the SCC high-speed serial communications chip to drive Appletalk; it's interrupt driven also. Atari's MFP tops out at 19,200 baud, if I recall correctly. Also, the VIA timer chip in the Mac appears to be in the mix somewhere.

So, it's a matter of adding several chips to the ST, a machine that was not designed to have chips added to it (to be charitable). Then, it's a matter of hooking up software wiring to th pseudo SCC, interrupts, and so forth.

That's the basic problem. Let me know if I need to explain further.

- thanks, Dave / Gadgets

3592. Re: Floppy Drive Problems?

Newsgroup: comp.sys.atari.st
Date: 1989-12-03 11:25:13 UTC
From: ardvar!krs@stag.UUCP
Message-ID: <1989Dec3.112513.6005@stag.UUCP>
Source record: 246264

```
[Mark@sersun2.essex.ac.uk (Foster M) writes...]
> Greetings Programs,
>
(*blush*, I've never been called a program before...)
>
> [... some intro and background deleted ...]
>
> The problem is this, if I boot from my usual boot disk, which brings up
> my usual GEM environment, the system refuses to see drive B. It will
> format drive B, and you can open it, but all you see is `0 bytes in 0
> items' irrespective of what's on the drive. Also if you try and copy a
> file from A to B a dialogue box pops up with, `This application cannot
> find the file or folder you just tried to access.'
>
> Booting with a different disk appears to cure the problem, but, if I run
> Quikdex, drive B is only operating at 49% of what it should, normally I
> would expect to see 97%. (Drive A is behaving perfectly during all this
> BTW.) The other devation is the DMA test, which says B is operating at
> 197%, against the norm of 98%.
>
> [... standard request for help hacked away ...]
>
> Mark Foster.

This is kind of a simplistic solution, but...

Most 5-1/4" floppy drives need their seek rate set to 6ms. This is done
(usually) with an auto-file program. Is it possible that your normal boot
disk is missing the seek-rate setting program?

- Kent Schumacher It's...
ardvar!krs@stag.UUCP
GEnie: K.SCHUMACHE1
```

3593. Re: Vapourware!!!

Newsgroup: comp.sys.atari.st
Date: 1989-12-03 11:25:13 UTC
From: ardvar!krs@stag.UUCP
Message-ID: <1989Dec3.112513.6008@stag.UUCP>
Source record: 246265

[Bob_BobR_Retelle@cup.portal.com writes...]
> [... nothing important deleted (nothing important kept, either) ...]
>
> Yes, I *do* have copies of virtually everything that went on during that
> time, including public messages, conferences and private "nasty-grams"
> from Neil Harris. No, I don't plan on wasting my time searching them just
> to fill in faulty or selective memories.
>
> Most people did not attend _every_ conference, or read _every_ public
> message. I did, and I heard enough claims and announcements of the blitter
> upgrade from the "Official" Atari Representative.
>
> BobR

yawn

OK Bob, you've convinced me.

Atari is the evil empire on earth. Neil Harris was their point man
(possibly the devil incarnate?). It's fortunate that we (that's us,
the forces of Good) were able to seperate Neil from Atari.

You've established that your dozens of earlier post's were justified, your
credibility has been proved impeccable.

It's a good thing you chose the route of posting repetitive emotional
messages on non-issues followed up by reactionary defensive postings to
establish your current exalted status. Most people would have chosen the
more common method of posting well-thought out and objective messages on
interesting topics.

Please, do reply (directly of course, this is far too good for the general
populace). I am always prepared to deal with your posts appropriately.

- Kent Schumacher It's...
ardvar!krs@stag.UUCP
GEnie: K.SCHUMACHE1

3594. Re: Absoft Fortran

Newsgroup: comp.sys.atari.st
Date: 1989-12-03 14:32:30 UTC
From: york@altger.UUCP
Message-ID: <2066@altger.UUCP>
Source record: 246266

I also understand your problems. Some of them may be solved by
using the 'script' commando from the library manager. May be, the
linker also has cuch a command. There is still no way to do it via
command line options.

But it is even worse. Recently I tried to impement the NAG graphics
library (*only* about 350 routines). For I had impemented it before
on my UN*X system, I created two one pass libaries (using the output
of lorder and tsort) on my ST. The linker map told me, that no routine
was missing. So I started the test program. There was neither a label,
nor a loop construct in the main program, but the code managed to
build up a never ending loop.

Ok, I took the linker map from the ST and concatenated all modules
which should be neccessary to build the program to one file. I compiled
and started the program. I was somewhat surprised, that the run-time
link-loader now told me, that one routine was missing.

To make the long story shorter: The linker had found about 22 modules
in the libraries, but additional 25 ones had to be linked to build a
working program.

Conclusion: The compiler of Absort Fortran may be nice, but beware of
the linker. May be I 'll be using the Prospero product despite its
longer compilation and linking times.

Ulrich Liesenfeld s=uli; ou=analyt; ou=chemie; p=uni-bochum;
a=dbp; c=de;

3595. Re: BLOOD MONEY JUST WON'T LOAD...

Newsgroup: comp.sys.atari.st
Date: 1989-12-03 15:32:02 UTC
From: anw1@ukc.ac.uk
Message-ID: <2659@gos.ukc.ac.uk>
Source record: 246267

Yeah I had this problem with my copy too, in fact I had it twice.

Initially the game worked fine then after trying to examine the disk contents by opening the Floppy Disk Icon A and then trying to boot the disk I got exactly the same result as you. Nothing I could do would recover the disk so I sent of to the manufacturer and got a free replacement.

Sorry I can't be of any assistance, but I suggest you do the same.

Adrian

3596. Re: Other laser printers????

Newsgroup: comp.sys.atari.st
Date: 1989-12-03 17:39:46 UTC
From: steve@thelake.UUCP
Message-ID: <1103891139463076@thelake.UUCP>
Source record: 246268
Cross-posted to: comp.sys.atari.st,comp.text.desktop

(Following a discussion on direct-imaging vs. Postscript and
Hewlett-Packard-style printers. This message, and followups, are
crossposted to comp.text.desktop.)

In article <89Dec1.201000est.57415@ugw.utcs.utoronto.ca>,
MEGGIN@vm.epas.utoronto.ca (David Megginson) writes ...

>My spouse uses our ST to layout a section of a large-circulation
>Canadian magazine. We use Calamus and a Lino imagesetter for the final
>flats, but for proofs, we use the SLM804. 5 minutes for a page? What a
>joke! Who the hell uses a laser printer and only prints out single pages?
>We can print out a hundred pages in well under a half hour on the SLM804,
>that would take more than an entire business day at 5 min/page.

Dave, yours is the first message I've seen from anyone using Calamus with
a real typesetter. I'd like to know a lot more about it, including:

* What Linotype model? Price?

* Precisely how is the interface configured? I've heard that the ICD (or
Ditek) folks have rigged some way to bypass the Linotype RIP processor
and just blast bits from the Mega ST to the typesetter's laser. True?

* What memory requirements does this impose? If you're running greater
than 1200 dpi density on the output device, doesn't that suck RAM in the
Mega ST?

* How fast is it?

* How big a page can you manage? A Mega/Linotype setup that could blast
out tabloid newspaper pages could be a formidable setup.

* Doesn't the Lino gag at the thought of Compugraphic fonts? (Just
kidding.)

* Is anybody OEMing this sort of package?

* Is there a Linotype plain-paper high-resolution printer that will run on
such a setup? (One of the big selling points of laser xerographic
typesetting has been that it can cut the production costs of the average
U.S. weekly newspaper by $20,000 a year by avoiding silver-based
phototypesetting paper, according to an informal survey taken by
the American Newspaper Publishers Association.)

-- Steve Yelvington, up at the lake in Minnesota
... pwcs.StPaul.GOV!stag!thelake!steve (UUCP)

3597. Re: Degas > PS and DVI > PS

Newsgroup: comp.sys.atari.st
Date: 1989-12-03 17:43:59 UTC
From: scott@cs.odu.edu
Message-ID: <SCOTT.89Dec3124359@oswald.cs.odu.edu>
Source record: 246269

> While we are on this subject I would like to respond to Dylan Yolles
> on the matter of TeX DVI to Postscript conversion. With my imperfect
> knowledge of the subject it appeasr that such a conversion would not
> make sense. The font files used to generate the DVI document in TeX
> do not correspond in any sense to those used in Postscript. It is
> therefore unreasonable to expect that the layout of the document would be
> preserved in such a conversion.

Hmmm... Of course, I am talking about a sun system... but we use dvi2ps
constantly....

--

Scott D. Yelich scott@cs.odu.edu [128.82.8.1]
After he pushed me off the cliff, he asked me, as I fell, ``Why'd you jump?''

3598. Re: What Kermit/UNITERM bugs?

Newsgroup: comp.sys.atari.st
Date: 1989-12-03 18:54:53 UTC
From: SML108@PSUVM.BITNET
Message-ID: <89337.135453SML108@PSUVM.BITNET>
Source record: 246270

On the subject of kermits and ST's...

I also use the Uniterm Kermit to transfer to and from my ST. it works fine wit
h VAX computer systems, however weird, VERY WEIRD stuff happens with Unix sys-
tems, both System V and 4.3bsd. It works fine transferring text files, but
gives a potpourri of errors with binary files. This DOES NOT HAPPEN ON VAXES!
Ther really weird bit about the erros is that if you set the maximum allowabl
e number of erros high enough, it eventually succeeds in transferring the block
s it has trouble with. I have no idea why this happens.....

Has anyone else figured this one out...

Scott Le Grand aka SML108@PSUVM.PSU.EDU

3599. Re: BLOOD MONEY JUST WON'T LOAD...

Newsgroup: comp.sys.atari.st
Date: 1989-12-03 18:58:31 UTC
From: ajy2208%ritcv@cs.rit.edu
Message-ID: <1421@cs.rit.edu>
Source record: 246271

In article <2659@gos.ukc.ac.uk> anw1@ukc.ac.uk (A.N.Walkeden) writes:
>
>Yeah I had this problem with my copy too, in fact I had it twice.
[...]
>Adrian

I also could not boot Blood Money on my 1040ST (with TOS 1.4). I am absolutely fed up with the copy protection on some games, most notably Psygnosis/Psyclapse. When I try to boot the game up, I get a black screen, and eventually the disk stops.

I should have been skeptical when I asked for a demo at the dealer I bought the game at and HE couldn't get it to run on the store's machine!!!!

To date I know of no one who has been able to get it to run on their ST.. I've only seen the ST Demo (which does work with TOS 1.4), and the Amiga version (which is FANTASTIC).

Well, I returned the game and should have new disks for it later today. If they don't work either, well I'll just have to spend the $30 on DMII instead. (not that I wasn't planning on buying it anyway.. :-)

Oh yea, the dealer I bought the game from told me that there was a bug in the protection in one of Psygnosis games. This bug would cause the drive to attempt to seek all the way up to track 700 (!!!!!!!). Apparently many drives were ruined and Psygnosis had to replace them.

____
Albert Yarusso, Rochester ajy2208@ritvax.bitnet,ajy2208@ultb.isc.rit.edu
Institute of Tech. ____
Computer Science /___ / {rutgers, ames}!rochester!ritcv!ajy2208
_____________________/ / ajy2208@ritcv.cs.rit.edu GEnie: A.Yarusso

3600. Re: DC Formatter problems

Newsgroup: comp.sys.atari.st
Date: 1989-12-03 18:59:49 UTC
From: uace0@uhnix2.uh.edu
Message-ID: <921@uhnix2.uh.edu>
Source record: 246272

In article <891202130458427.GKWQ@RAI.CC.FSU.EDU> BAILEYS@FSU.BITNET (NOLES #1) writes:
>Could someone please reitterate the problems with DC Formatter's format
>routine? I remember some net space being devoted to it, but I had not had
>any problems, so I didn't really look at it. Now, two of my floppys have
>bitten the dust, for no apparent reason, and I become concerned. Please
>include which version is flawed (if it is flawed), I have both 3.01 and
>3.02, and would like to know if there is any advantage to using one over the
>other. Also, is it true that an ACC version is available via Shareware cost?
>I have not yet gotten around to sending it in!
>
>
>
>Bob Marley

Version 3.02 fixes a bug which existed in the verify routine.

The problem would occur if a bad sector was encountered on one of the first two tracks. An alert would come up and say '0 bad sectors. Mark bad?'

If you marked them bad (or even if you didn't) the disk was unusable. V 3.02 has an alert that comes up and says 'Error in FAT/BOOT sectors' and that is that. If an error in format occurs on the first two tracks, the disk is not usable.

DCF 3.2 is available for a shareware fee (you decide how much). On the disk that you get back, you get alot of our other programs too. It is quite a deal.

As for your disks getting trashed, disks have been known to go bad, and no formatter can be flawed in such a way that they stop working after a given amount of time...

- mike

--

Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 77274

Support BBS: (713)944-0108 | SHADOW | DC FORMATTER | DC UTILITIES | and others

3601. Re: FORM, nice but...

Newsgroup: comp.sys.atari.st
Date: 1989-12-03 19:19:12 UTC
From: steve@thelake.UUCP
Message-ID: <1103891319123100@thelake.UUCP>
Source record: 246273

In article <274@watserv1.waterloo.edu>,
bmaraldo@watserv1.waterloo.edu (Commander Brett Maraldo) writes ...

> ... the manual lacks
>inclusive speech and inclusive speech is important as we attempt to include
>women in our language (and ultimately as recognized members of society).

Demanding that ANY written material be "politically correct" in the mind of every reader is impossible. And expecting documentation to actively serve an arbitrary set of external political goals is silly. Docs aren't political essays, and I surely hope they stay that way.

I have a different problem with the Form documentation: TeX. Seriously, is a 430-kilobyte DVI file an efficient method of distributing docs? Especially since the number of STs actually running TeX is mighty small.

I'm considering tossing the whole Form package into the trashcan rather than forwarding it to the Minnesota Atari ST user group. Think about it: Some semi-serious user spends an hour or so downloading and unarchiving the whole thing, only to discover that he (or she) can't even read the docs without obtaining several megabytes' worth of TeX crud and a college education in TeXwizardry. I'm not flaming anybody, just pointing out a practical problem. At some point the pain-in-the-butt factor exceeds the utility.

On a (sort of) related subject, does anybody else find the shar'ed source code in comp.sources.atari.st to be a constant source of trouble?

The shar format doubtless is an excellent solution for Un*x systems, but for non-Un*x sites, there is just enough variation in the formats to frustrate any attempts at automated unpacking. One of the TOS-based shar utilities that I use here has a bug that makes it double lines. Another can't handle shell archives that do not have a strippable character (usually X) prepended to each line.

I almost always wind up having to repair the sharred sources or the resulting files with a text editor, and often it's easier just to split up the shell archive manually with MicroEMACS. Arggh! UUDecoding a .ZOO file is *so* much simpler.

-- Steve Yelvington, up at the lake in Minnesota
... pwcs.StPaul.GOV!stag!thelake!steve (UUCP)

3602. Re: Mac

Newsgroup: comp.sys.atari.st
Date: 1989-12-03 19:38:00 UTC
From: Ritzert@DMZRZU71.BITNET
Message-ID: <891203193809.656961@DMZRZU71-UNI-MAINZ--GERMANY>
Source record: 246274

Dear Mr. Rymal!

I think in Your contribution for/against the shareware mac project You missed something very important: the Aladin (the projected program) has been on the German market quite a few years as a commercial product. Its price is comparable (slightly lower) than Spectre 128. Recently, Aladin and Spectre 128 (1.7, the more recent ones are not available here) have been compared. Aladin has been judged to be the more stable, slightly faster and less buggy program. And there is supporting hardware to copy disks if I remember correctly. So, Aladin seems to be the second best of the Mac-Emulators around --- after Spectre GCR which is totally overpriced in my opinion.

Concluding, with this (quite expencive compared to other shareware, of course) shareware You get a *really* professional 64 k mac. Definitely a better one as with the magic sac.

I am not connected in any kind to the author of aladin, nor do I plan to use a Mac-Emulator at all. I only refer to a newspaper article and some prices I have seen in ads.
And I think we should not discourage such a plan by Atarinet-typical bashing.

Regards

Michael Ritzert
mjr@dmzrzu71.bitnet

3603. NOTATOR vs. FINALE (mac)

Newsgroup: comp.sys.atari.st
Date: 1989-12-03 19:54:59 UTC
From: ramsiri@blake.acs.washington.edu
Message-ID: <4739@blake.acs.washington.edu>
Source record: 246275

For those who are reading this newsgroup and debating
between the mac and the atari for a music notation system,
consider the following:

With NOTATOR and the ***** ATARI LASER ****** i can
print a 7 page score in under 7 minutes... and it looks BEAUTIFUL!

I am told by a colleague of mine who runs FINALE ... the much raved
about notation package for the mac, that it can take as much as
a FULL HOUR to print a SINGLE postscript page of music.

Unfortunately, i still know people who are buying macs for music..
While ATARI at this time has the upper hand in music sales...
they could easily clean up if they put some effort into getting
ATARI systems in the high schools and universities.. in studios etc..

Word is out in the electronic music magazines that NOTATOR is the best
available for any of the home computers. Fortunately, NOTATOR will
NEVER be ported to the MAC... ATARI should jump on this put some
serious thought and effort into breaking into the education market.
Between music and desktop publishing and all the other great software
already available.. people can't help but catch on to the fact that
this machine is great.

A TT would be a great server for an education system... as well as
a fast music processor... fast enough for professional studio
work as well. I am shocked to have learned the other day that
the developers of NOTATOR who are from GERMANY.. where there are
over 350,000 ST's.. have yet to get their hands on a TT. David
Small does NOT have a TT yet... In addition to all the other
virtuoso developers out there.. these guys will make THE difference
for ATARI. POINT: "ATARI.. hurry up .. and get the TT out here!"
Unfortunately, timing IS a factor in the industry!

As much as i complain about the marketing of ATARI etc.. i still am
a number one fan... encouraging people daily to look into the ST line.
I want ATARI to succeed. Hopefully, the new ATARI marketing group
can put ATARI in its rightful place.

-kevin
ramsiri@blake.acs.washington.edu

3604. Again: AC-Fortran and Erlgraph

Newsgroup: comp.sys.atari.st
Date: 1989-12-03 20:11:00 UTC
From: Ritzert@DMZRZU71.BITNET
Message-ID: <891203201104.964118@DMZRZU71-UNI-MAINZ--GERMANY>
Source record: 246276

JOHNBARNES@ENH.NIST.GOV writes:

A collegue of mine has persuaded me to try Prospero Fortran because
it supports libraries from mixed languages. Prospero C and Prospero...

It is not too difficult to do mixed language programming with Absoft
Fortran. Since both the dynamic and the static linker can use files in
ST executable format You only have to run the foreign object files
through the corresponding linker to transfer their format to that of an
ST executable. Then You can use it with the Absoft linker or link it
dynamically. I've don this with some routines written for the Turbo (C)
Assembler which produces objects in DRI format. I am not quite sure but
I remember having succeeded also with GNU objects. My question toward
mixed language programming aimed more toward using someting else
together with GNU C.

I don't know whether you have invesigated Prospero Fortran or not. If
anyone has had contrary experience I would hope that they would speak
up.

I've heared that Prospero also has difficulties with that huge amount of
routines. Anyway, the job is possible with both compilers. I've seen
ports of early versions of the package for both.

Could you please describe Erlgraph? I am keenly interested in a good
FORTRAN graphics package and I might be willing to help with
development and/or testing.

Erlgraph is a set of graphics routines written in Fortran. It is
intended for people writing their own graphical applications on batch
oriented mainframes. It has been developed at the University of
Erlangen, West Germany, on a Cyber running NOS. It is quite comfortable
to use but there are more powerful (and more expensive) products on the
market. It is distributed as a commercial product. Should be not cheap.
As a consequence, I can't give away the thing although I really would
like to do so. Sorry.
We have got a sublicence of our computer center's licence free of
charge and port it to our machines since the computer center has only
the VAX, Multics, and PC versions. A version for the ST is available,
written for Prospero (side question: is Absoft still alive? Even the
german distributor has no information). But we don't want to buy a
second Fortran compiler for the ST especially since the Absoft produces
better code and the 68881 library of Prospero is completely overpriced
--- 200,- DM for a few simple routines doing mainly cpu/coprocessor
communication. I have written my own library for Absoft.

Michael Ritzert
mjr@dmzrzu71.bitnet

Leute, die behaupten, ihre Programme seien fehlerfrei, l"ugen auch bei
anderen Gelegenheiten.

3605. Music Composition Program

Newsgroup: comp.sys.atari.st
Date: 1989-12-03 22:21:40 UTC
From: ROEDERT@ARIZVM1.BITNET
Message-ID: <8912050802.AA12767@ucbvax.Berkeley.EDU>
Source record: 246277

I am looking for a good-quality music scoring/composition program for the ST. The major use for this program would be scoring so that my wife can get good-quality print-outs of her compositions. Playback thru the sound-chip and/or MIDI is entirely optional.

I would be most grateful for any replies/recommendations as to good, easy-to-use software. PD/Shareware would be great, but commercial is OK too. <After all, Christmas IS just around the corner...:-)>

To reiterate, quality printed output is an absolute MUST.

Please reply via E-mail.

Thanks in advance.

Timothy Roeder

ROEDERT@ARIZVM1.BITNET
TROEDER@MIS.ARIZONA.EDU

3606. Re: NOTATOR vs. FINALE (mac)

Newsgroup: comp.sys.atari.st
Date: 1989-12-04 01:45:18 UTC
From: chad@norge.enet.dec.com
Message-ID: <1746@hiatus.dec.com>
Source record: 246278

I also use NOTATOR. I have not seen FINALE myself in the flesh. While Notator's print outs look nice (I haven't lasered them yet...), from what I've heard/seen of Finale, it is the much better "music engraving" package.
Notator is more of a sequencer that allows pretty nice music notation and score print outs. It is the best in that category. But if your goal is to get the best looking stuff on paper without any realtime music playback and MIDI editing, Finale is the way to go. I base this comment on reviews I've read, my use of Notator, and conversing with people who use Finale and who have described its capabilities, as well as seeing output from Finale.

Basically, it is a apples/oranges comparison. Notator is a sequencer and MIDI editor with scoring. Finale is a scoring/engraving package with some MIDI input/MIDI manipulation.

Notator is however a great package. Highly recommended!!!

Chad
DEC has no opinions.

3607. FORM

Newsgroup: comp.sys.atari.st
Date: 1989-12-04 03:14:00 UTC
From: EDGINGTC@Wabash.BITNET
Message-ID: <8912040805.AA20241@ucbvax.Berkeley.EDU>
Source record: 246279

1. I have been reading alot of talk about this FORM program and people receiving the binaries for it. Where are people getting these binaries from? Can I get these files from bitnet? Are they at PANARTHEA?

2. I have TV Sports Football and it is GREAT!!!! I have a 1040ST and it loads and runs perfectly. This has got to be one of the best sports games I have ever played on a computer.

3. If you are into playing racing games, try out PowerDrome. It is a spaceship racing game that you race other spaceships on roller-coaster like courses. Very good/fast graphics.

4. Somebody mentioned a problem with DCFormat. Is this true? I format practically every disk using this program.

5. From what I read in ZMag about Comdex, I can't wait to get my hands on a TT, as I am getting bored waiting hours for RezRender to raytrace my pictures.

```
-------------------------------------------------------------------------------
| ______ | ATARI IS NO. 1 | Chris Edgington |
| / \ / \ | * * * | Wabash College '92 |
| | | | . | * * * | (Purdue next year.) |
| | | | __ | * * * | Computer Science Major |
| | |/--\ |-- | |__ | ** * ** | Math Minor |
| \______/ / \ / \ / \ __| | *** * *** | |
| | *** * *** | edgingtc@wabash.bitnet |
-------------------------------------------------------------------------------
```

3608. Re: NOTATOR vs. FINALE (mac)

Newsgroup: comp.sys.atari.st
Date: 1989-12-04 05:16:24 UTC
From: ramsiri@blake.acs.washington.edu
Message-ID: <4749@blake.acs.washington.edu>
Source record: 246280

In article <1746@hiatus.dec.com> chad@norge.enet.dec.com () writes:
>I also use NOTATOR. I have not seen FINALE myself in the flesh. While
>Notator's print outs look nice (I haven't
>lasered them yet...), from what I've heard/seen of Finale, it is the
>much better "music engraving" package.

This is likely true.. as NOTATOR does not support a great
variety of fonts and symbols... BUT.. the update in
December and the one coming in Spring will allow
imported fonts.. and user defined symbols.. possibly
MIDI mapped dynamic symbols!!!!!!

>Notator is more of a sequencer that allows pretty nice music notation
>and score print outs. It is the
>best in that category. But if your goal is to get the best looking
>stuff on paper without any realtime music
>playback and MIDI editing, Finale is the way to go. I base this comment
>on reviews I've read, my use of Notator,
>and conversing with people who use Finale and who have described its
>capabilities, as well as seeing
>output from Finale.
>

Agreed.. NOTATOR could improve its "engraving quality" look..
and from what the developers tell me, they are doing just that.
(Must say that NOTATOR is good enough for two local symphonies
for clean and neat performance scores).

But a time factor has to enter into the equation.. otherwise you
may as well hire an expert copyist. Moving several windows deep
and backing yourself out to do an operation that takes only a single
click with NOTATOR slows the process down to a crawl. Then
there's the printing... an hour for a Finale PS page is prohibitive
when you are considering performance scores for a symphony amounting
to as many as 1200 pages! But what you say is true.. NOTATOR
started out as an awesome sequencer.. then added notation..
fortunately, the developers know the capability of the 68000 and
GEM and are doing an amazing job. Several people in the MAC and
IBM world say their software, including FINALE, pales in comparison
to NOTATOR. The new multi-tasking features of the update coming
in December will provide for even a greater creative environment.

>Basically, it is a apples/oranges comparison. Notator is a sequencer
>and MIDI editor with scoring. Finale is
>a scoring/engraving package with some MIDI input/MIDI manipulation.
>

>Notator is however a great package. Highly recommended!!!
>
>Chad

-kevin
ramsiri@blake.acs.washington.edu

3609. Re: MOUSE PROBLEM

Newsgroup: comp.sys.atari.st
Date: 1989-12-04 06:11:43 UTC
From: pa1323@sdcc13.ucsd.edu
Message-ID: <5554@sdcc6.ucsd.edu>
Source record: 246281

In article <8912020824.AA28427@ucbvax.Berkeley.EDU> MAXG@SUVM.ACS.SYR.EDU ("Gerry Greenberg: 315-443-5378") writes:
>Well, I'm having a problem that I would have never expected (the cause
>of which, I believe, is my daughter's playing one of her favorite
>games): it seems that it is hard to get the mouse to recognize button
>clicks. ...

I had this problem with two different ST mice, and a friend gave me this suggestion (from his own experience): Put several layers of paper between the plastic "arm" of the button and the actual switch.

Depending on the seriousness of the problem, different thicknesses of the paper work...but when I did this, the problem completely vanished for several months. (until a "friend" played a game on it REAL hard, and I had to replace the paper--it works again, though).

If it doesn't work--well, you can't complain about the cost, right?

Tim Mensch.

3610. Richard, Richard, Richard! (was Re: Mega chips & drive questions)

Newsgroup: comp.sys.atari.st
Date: 1989-12-04 07:10:36 UTC
From: steve@thelake.UUCP
Message-ID: <1104890110363128@thelake.UUCP>
Source record: 246282

In article <472ae52a.14a1f@force.UUCP>,
covertr@force.UUCP (Richard E. Covert) describes a friend ...

> ... He has a stock 1040ST ...

Then he says...

> ... Anyway, there he is sitting with a 2.5 meg 1040ST ...

He quotes kbad@atari ...

>> if you hang anything but ROM's out there, you're asking for trouble. It was
>> _designed_ this way, the intent of the cart port is to provide ROM space,
>> nothing else.

Immediately followed by...

> Ken, WHY was the cart port designed that way?? ...

Of course, there's ...

> ... I sold my SLM804 and am buying a Panasonic KX-P4450 laser printer.
> Much faster (11 ppm vs, 8 ppm for the SLM) ...

followed by ...

> ... I know that the slm804 is faster than any other
> printer ...

But my very favorite is ...

> ... that is ONE reason why I refuse to buy the new TT.

and

>I am staying with the ST, and will try to buy a TT/p as a Registered Developer

Ieeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeee!

-- Steve Yelvington, up at the (frozen) lake in Minnesota
UUCP: ... pwcs.StPaul.GOV!stag!thelake!steve

PS: If you would fix your postnews and/or install a .sig file with a valid
mail address, maybe people would razz you without posting it to the entire
flipping planet.

3611. Bugs in Uniterm 2.0e

Newsgroup: comp.sys.atari.st
Date: 1989-12-04 07:38:49 UTC
From: kendall@bsu-cs.bsu.edu
Message-ID: <10362@bsu-cs.bsu.edu>
Source record: 246283

This isn't a bug in Uniterm's Kermit, but I have had a problem with Kermit sending a false short break signal when keys on the let side of the keyboard are left-shifted. On a DECserver that interprets a break as an untrappable logoff, this can be a major problem. Anyone else who has experienced this problem, please send email. If I'm not unique in this, I'll post a summary.

Stephen Kendall
Ball State University
kendall@bsu-cs.bsu.edu

3612. Form Doc's

Newsgroup: comp.sys.atari.st
Date: 1989-12-04 08:54:27 UTC
From: JJL101@PSUVM.BITNET
Message-ID: <89338.035427JJL101@PSUVM.BITNET>
Source record: 246284

Is there anyone that knows where I could get a copy of the Documents to
Form other than in DVI form....preferably in straight ASCII type.

****
* J.J. * JJL101@psuvm.bitnet *
* * Penn State Center for Academic Computing *
* John Lehett * Computational Mathematics *
****

3613. Re: STE vs ST Shifter

Newsgroup: comp.sys.atari.st
Date: 1989-12-04 08:58:31 UTC
From: neil@cs.hw.ac.uk
Message-ID: <3868@brahma.cs.hw.ac.uk>
Source record: 246285

In article <20157@pasteur.Berkeley.EDU> soohoo@cory.Berkeley.EDU (Ken "nmi" Soohoo) writes:
>There's been quite a few ponderings in the last few days about the
>possiblity of an STE shifter that's pin-pin compadible with the
>ST shifter

<Details why not deleted>

I'm not bothered about SHIFTER, it's MMU I want replaced. No palette changes just better hardware scrolling.

>--Kenneth "kens" Soohoo (soohoo@cory.Berkeley.Edu)

+---+
! DISCLAIMER: Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "spam spaM spAM sPAM SPAM, lovely SPAM" !
+---+

3614. Re: Stunt Car Driver

Newsgroup: comp.sys.atari.st
Date: 1989-12-04 09:25:49 UTC
From: neil@cs.hw.ac.uk
Message-ID: <3869@brahma.cs.hw.ac.uk>
Source record: 246286

In article <891202130042340.GKWQ@RAI.CC.FSU.EDU> BAILEYS@FSU.BITNET (NOLES #1) writes:
>Anyone looking for a great game to give to themselves for X-mas?? Well, I
>have seen a real doozy! It's called Stunt Car Driver, and is roughly a
>cross between Falcon and Pole Position. You are the driver of a stunt car
>in a 3-D gamespace, jumping and swerving, etc. Excellent graphics, and has
>an option for connecting two ST's via (null) modem for some really good two
>player action. All in all, worth the price (rare for a game).
>
>Bob Marley

I second all of the above! Stunt Car Racer is the best game I have ever seen on the ST! The author, Geoff Crammond, used to write some of the most amazing games for the BBC Micro (Aviator - Best BBC flight sim ever, Revs - Best driving game, Sentinel - Strange 3D power struggle). I have no connection with Geoff other than the fact that his brother used to work here. But that's not why I recommend Stunt Car Racer.

A game you should definately NOT buy is Hard Drivin'. It's a piece of *&%$! Only the graphics are the same as the original. It's slow, buggy and a complete insult to the capabilities of the ST. I guess that's why Domark were only showing on TT's at the recent computer shows. You get a big stoopid plastic box with a disk, a badge and a sticker in it.

Anyone played VET yet?

+---+
! DISCLAIMER: Unless otherwise stated, the above comments are entirely my own !
! !
! "I think all right thinking people in this country are sick and tired of !
! being told that ordinary decent people are fed up in this country with !
! being sick and tired. I'm certainly not and I'm sick and tired of being !
! told that I am!" - Monty Python !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK !
+---+

3615. About a shareware 'Aladin'.

Newsgroup: comp.sys.atari.st
Date: 1989-12-04 09:33:00 UTC
From: PRINS@HLERUL5.BITNET
Message-ID: <8912050801.AA12489@ucbvax.Berkeley.EDU>
Source record: 246287

>1) Do you think there is a market for such an emulator? I could release
> this version before Christmas.
>2) Has anybody made experiences with sending shareware fees to Germany?
>
>Thanks in advance, Pit

Being a registered Aladin V3.0 owner, I have got some mixed feelings about this.
I like the Aladin, and would like to see support continued, but through a real
distributor, with real support. If there is no way to find a distributor who
is willing to market your product, I suppose a shareware solution with less
support would be acceptable as a last resort. I would like to see new Aladin
developments, and if this is the only way, then It's OK I suppose.
I am also owner of the product That's Multyformat (if you mean that product
with your Mac to Aladin converter) also known in the USA as the Discovery
Cartridge.
Please keep in mind that a lot of people at least have had confidence in your
products; please provide an upgrade path for them.
I don't have experience with sending shareware fees; within Europe, I suppose
it won't be a problem. Just use your bank account number.

Greetings, Ryko Prins.

3616. Form

Newsgroup: comp.sys.atari.st
Date: 1989-12-04 09:40:10 UTC
From: chris@tadhg.newcastle.ac.uk
Message-ID: <1989Dec4.094010.12495@newcastle.ac.uk>
Source record: 246288

My site did not receive part06 of Form. Would someone please mail it
to me if they have it.

Thanks in advance

Chris....


```
+-=--=--=--=--=--=--=--=--=--=--=--=--=--+--=--=--=--=--=--=--=--=--=--=--=--=
```

3617. Flash Problem..

Newsgroup: comp.sys.atari.st
Date: 1989-12-04 10:01:45 UTC
From: DEREK_LOUGHREY@bdt.UUCP
Message-ID: <248@bdt.UUCP>
Source record: 246289

I am trying to access An ADDS Mentor 6000 main-frame using Flash 1.6 and when I logon it messes up on the display when I try to do a listing on the ADDS. It is running under PICK. It will get about 12 lines down then start printing over itself. I also loaded PC-Ditto and used Procomm and got the same results. I have tried every configuration on both terminals and ended up making new cuss words and a headache. Any help would be great.
Derek Loughrey

3618. Re: FORM, nice but...

Newsgroup: comp.sys.atari.st
Date: 1989-12-04 10:45:54 UTC
From: t68@nikhefh.nikhef.nl
Message-ID: <574@nikhefh.nikhef.nl>
Source record: 246290

Concerning the format of the form.dvi file:

It is a great paper saver if you happen to use civilized
paper sizes. The size is A5. Two A5 pages make one A4 sheet.
(Napoleon thought this out:
A0 has a surface of 1 m^2 and the ratio's are 1/sqrt(2)).
With some experimenting you can probably also put two A5
pages on a letter size page.

Now what is inclusive speech? Should I have written the manual
in fortran?

Jos Vermaseren

3619. Re: Spectre and other Mac emulators

Newsgroup: comp.sys.atari.st
Date: 1989-12-04 10:47:40 UTC
From: rvanzuylen@wldwst.enet.dec.com
Message-ID: <6576@shlump.nac.dec.com>
Source record: 246291

In article <14802@well.UUCP>, dsmall@well.UUCP (David Small) writes numerous good things about future Spectre enhancements.

Hey, Dave... How about switchable Macintosh Plus keyboard emulation? You're currently mapping the keypad as normal keys. I have numerous applications that demand a real keypad. And losing those nasty Spectre "hot-keys" keys so we can do normal Macintosh key-presses like SHIFT-ed arrow keys.

I'm really looking forward to the next upgrade. Keep up the good work.

Ron S. van Zuylen + rvanzuylen%wldwst.enet@decwrl.dec.com
Digital Equipment Corporation + decwrl!wldwst.enet!rvanzuylen
Cupertino, California USA + "I have a VAX 9000 in my cube... really."

3620. Binary files with Uniterm v2.0e

Newsgroup: comp.sys.atari.st
Date: 1989-12-04 11:10:00 UTC
From: AMEIJ@vax.oxford.ac.UK
Message-ID: <8912050802.AA12678@ucbvax.Berkeley.EDU>
Source record: 246292

Hello.

I have had lotsa problems transferring binary files with Uniterm kermit, from a VAXCluster. The solution seems to be...SET FILE TYPE FIXED on the VAX (Kermit-32>) and BINARY on the ST. Both binary -> dozens of errors...

I don't know why it works, but it does.

Jan

3621. PD Calamus Fonts

Newsgroup: comp.sys.atari.st
Date: 1989-12-04 11:43:03 UTC
From: arneso@IFI.UIO.NO
Message-ID: <8912041143.AA00887@sann.uio.no>
Source record: 246293

>> Where can I get hold of PD fonts for Calamus?

>The quickest way is to subscribe to either GEnie or CIS (since you
>live in the US).

Ah, well. I do not live in the US. (If the Organization-line in the heading
is not correct this time, here it is :-)
Organization: University of Oslo, Norway

>The cheapest way is to buy them from CURRENT NOTES magazine. Or some other
>pd disk company.

>Rich Covert

Could you give me the adress of this CURRENT NOTES magazine.

Thanx
---
arneso@ifi.uio.no - Arne Sommer "Powder to the People"

3622. Re: FORM

Newsgroup: comp.sys.atari.st
Date: 1989-12-04 12:54:57 UTC
From: suhonen@tukki.jyu.fi
Message-ID: <2255@tukki.jyu.fi>
Source record: 246294

In article <8912040805.AA20241@ucbvax.Berkeley.EDU> EDGINGTC@Wabash.BITNET writes:
>Where are people getting these binaries from? Can I get
>these files from bitnet? Are they at PANARTHEA?

Yes, they are at Panarthea....

Those of you, who can ftp, can find binaries from nikhefh.nikhef.nl

Timo

--
Timo Suhonen suhonen@tukki.jyu.fi
I logged in, therefor I am

3623. GCR

Newsgroup: comp.sys.atari.st
Date: 1989-12-04 13:52:33 UTC
From: avogel@ms.uky.edu
Message-ID: <13399@s.ms.uky.edu>
Source record: 246295

Could someone reply to me with information (a phone number) on where
I could buy (today) a Spectre GCR with Roms. Thanks for any help.
Andy

3624. Mouse replacement switches

Newsgroup: comp.sys.atari.st
Date: 1989-12-04 13:54:56 UTC
From: sbrown@bgsuvax.UUCP
Message-ID: <5236@bgsuvax.UUCP>
Source record: 246296

About a month ago, someone posted an article on replacement switches
for the mouse made by Best Electronis(I believe.) Could somebody send me some
info on these. My mouse is still working fine. I am just getting tired of
the noise complaints from the Hall Director :-). The most important item I
want to know are these new switches closer to those of the Macs.

```
*****************************************************************************
* - The people of the earth stood waiting *
* Watching as the ships came one by one *
* Setting fire to the sky as they landed *
* Carrying to the world Children of the Sun *
* Billy Thorpe *
* *
* -Scott F. Brown *
* *
* sbrown@andy.bgsu.edu.uucp *
*****************************************************************************
```

3625. Comm software for Portfolio

Newsgroup: comp.sys.atari.st
Date: 1989-12-04 13:58:29 UTC
From: hysell@kodak.UUCP
Message-ID: <2222@kodak.UUCP>
Source record: 246297

Well, the Portfolio arrived, and the ROM-based tools seem to work well.
What I need now is some simple communication tool to access systems over
a standard modem. I have tried several versions of KERMIT, and old line
mode terminal software (like PC-talk), but cannot get any of them to drive
the modem properly. The best I have achieved to date is to activate the
Terminal Ready LED and get the SEND DATA LED to blink when I hit keys on
the Portfolio.
Has anyone found Comm software that will work?
-John Hysell

```
.-------------------------------------------.
| ARPA hysell@kodak.com |
| UUCP ...rutgers!rochester!kodak!hysell |
| hysell@kodak.uucp |
`-------------------------------------------'
```

:w

3626. Slight change to panarthea archiving

Newsgroup: comp.sys.atari.st
Date: 1989-12-04 14:13:45 UTC
From: koreth@panarthea.ebay.sun.com
Message-ID: <34893@grapevine.uucp>
Source record: 246298

Due to popular demand (actually due to the number of "what's wrong with the archive?" messages I got while posting form) I've changed my moderating software so that programs aren't listed in the panarthea archive's index until they've been completely sent out to the net, and put in the archive. This should save people some headaches.

" !" - Marcel Marceau
Steven Grimm Moderator, comp.{sources,binaries}.atari.st
sgrimm@sun.com ...!sun!sgrimm

3627. missing FORM 8/17

Newsgroup: comp.sys.atari.st
Date: 1989-12-04 14:15:57 UTC
From: rcdsdgx@dutrun.UUCP
Message-ID: <1015@dutrun.UUCP>
Source record: 246299

The system manager of the Dutch backbone (hp4nl) told me that the
following file was not received in any country in Europe. I would be
very glad if the moderator of Comp.binaries.atari.st would repost.

<34846@grapevine.uucp> FORM part 8 of 17 (archive V08i074)

Many thanks, DikGroot, DelftUofT

--
{ - disclaimer : I usually lie. }
Dik Groot, Delft University of Technology, Rekencentrum, DUneT.
Postbox 354, 2600 AJ Delft. ptt: (31)-15-781938 fax: (31)-15-786522
RCDSDGX@HDETUD1.BITNET rcdsdgx@dutrun.tudelft.nl

3628. Re: What Kermit/UNITERM bugs?

Newsgroup: comp.sys.atari.st
Date: 1989-12-04 14:21:00 UTC
From: hedger@inmet.inmet.com
Message-ID: <30200027@inmet>
Source record: 246300

I have used 2.0d for the past 2 weeks and have had no trouble transferring files between my ST and our SUN system running 4.2 UNIX.

3629. Re: Placement of TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1989-12-04 14:24:21 UTC
From: powers@engles.enet.dec.com
Message-ID: <6578@shlump.nac.dec.com>
Source record: 246151

In article <8912030811.AA08915@ucbvax.Berkeley.EDU>,
asqb-sep-a@HUACHUCA-EMH2.ARMY.MIL (ASQB-SEP-A HQ USAISEC) writes:
> I was wondering if anyone can help me with the correct placement of
> the TOS 1.4 chips?
>
> I tried two different iterations:
>
> A. L0
> L1
> L2
> H0
> H1
> H2
>
> B. L0
> H0
> L1
> H1
> L2
> H2
>

This problem hit me too, when I received my chips via mail, all I got
was the 6 chips. Don't pay any attention to the L&H numbers, there are
other numbers on the chip, that read in ascending order. There are
equivalent numbers on the roms that are already on the 1.0 roms. You need
to put the new eproms in the same ascending order. I can't remember
the exact pattern that resulted of the L&H numbers, but was one of the
following on my 1040st.

H2 H1 H0
L2 L1 L0

or

H0 H1 H2
L0 L1 L2

Bill Powers

Digital Equipment Corp. - Advanced Service Delivery Systems - Stow MA
The opinions expressed above are my own, not my employers, so there.
TELEPHONE - (508) 496 - 8725
E-MAIL - powers@harpo.enet.dec.com
- ...!decwrl!harpo!powers

3630. Re: Shareware Mac

Newsgroup: comp.sys.atari.st
Date: 1989-12-04 15:10:26 UTC
From: capit@peun11.uucp
Message-ID: <705@nixpbe.UUCP>
Source record: 246152

Hi, I'm the one who offered the Shareware Emulator. Our backbone in
the US was out of order for the last weeks, so I missed the beginning of
this debate. But now we are back, and I have some comments on various
articles. I didn't include copies of all statements because of the length
of the article.

> I'm sorry for posting this here but my reply to the 'sender' just bounced.

This may be due to the problems with our backbone. But I received mail
only from Europe yet. Could someone please try to mail again to check the
connection?

> The effort could be better expended. Let's face it: it's hard to
> write an emulator like this. It's taken Dave Small a long time to get
> his working as well as it does.

If I had to start from scratch, it would be very hard work, indeed. But as
I mentioned in my first letter, the emulator is ready. It has been on the
market in Europe since 1987. The only thing I have to do is to re-develop
some utilities around the emulator, which haven't been written by myself.
(For example tools for configuring the emulator, transferring software from
the Mac to the ST, and so on...)

> You should not go out and write a share-ware version of someone's
> package IF you are *worried* about hurting their business. My point is that,
> given the very small size of the ST market, we *should* be worried about
> GBS's future. I'm not saying that it is morally wrong to write a shareware
> Mac emulator; I'm just saying that writing it will hurt GBS, and given
> the small size of GBS and the quality of their products, it is not in any
> ST user's interests to hurt them.

I was very surprised about how much you were concerned with the future of
GBS (with respect to the shareware emulator, of course). I'd really like to
see any comments from Dave Small on the whole topic. In the past, he hasn't
been too shy to comment on Aladin...
Besides: I'm a small (one-man-part-time-)"company" too.

> Yes, I'm sure there would be interest in a good shareware MAC emulator..
> But Dave Small has established the standards here for what a MAC emulator
> should do, and how it should perform...
> (Playing "Devil's Advocate",) do you think you can compete with the Spectre
> Mac emulator..?

As I said in my first letter, I know the emulator I'm offering is not
state-of-the-art, because it supports only the 64K Roms and it can't read
Original Mac Disks. Otherwise, it would be shareware. I think there
wouldn't be much harm to Spectre GCR. But again, I'd like to hear from

Dave.

> So, YES I will support the ALADIN, for the reasons I stated above,
> because I've seen an earlier ALADIN version running, and because
> Germans have proved they love the ST and their software is almost
> perfect (Tempus, Modula-2,LABEL-EXPRESS)

Although the shareware emulator IS the emulator of the ALADIN product, it
will be named different.

> In order not to violate Apple's copyrights, ROMS must be made available
> for this guy by way of a cartridge.

Correct. You'll have to get the ROMs on a cartridge to be able to use the
emulator. (See my first letter.)

> In fairness to David Small and as an obvious business move, don't make the
> cartridge steal his thunder. (His software has checks to make sure the ROMS
> are in one of his cartridges and aren't EPROMS. Making a cartridge to get
> around this like the Discovery cartridge tries to results only in OUTRIGHT
> PIRACY of his software for use with the alternate cartridge. Also, if the
> cartridge is compatible, VIRTUALLY NO ONE WILL EVER USE THE SHAREWARE
> SOFTWARE OR PAY THE FEE: they'll just use his software and hurt his business
> AND yours.)

I'm absolutely not planning to pirate anybody's software!!! The emulator
will not allow anybody to run Spectre without the Spectre's cartridge!!!
This is a product totally of its own, developed by myself without ever
looking at any code of Dave Small! (I prefer my own and Apple's code.)

> Spectre is reasonably priced and therefore a shareware version is not
> going to be particularly competitive and therefore should be expected
> to be poorly maintained. Thus substituting a poor piece of work for a
> good piece of work.

Have you ever seen or heard of ALADIN? How can you talk about it as
"a poor piece of work" ???

> The only way that "small" enters the picture is that a small business is
> less able to afford to defend itself against predatory behavior.

That's exactly why the German company isn't selling ALADIN any more: because
they couldn't afford defending themselves against Apple Germany. The trials
would have been too expensive.

> According to press reports, the Aladin system included illegal copies of
> the Macintosh ROMs, and Apple shot the product down. The developers have
> every right to convert their work into a legal product which Apple has no
> way to affect. DAVID SMALL HAD TO DO THIS! Early versions of the Magic Sac
> project were altered so that only legal Mac ROMs could be used, and the
> ROMs must be physically present (not illegally copied on disk, or
> whatever). He WAS stomped on by Apple. THAT is why he NOW has no trouble
> with Apple: he altered what might have been an illegal product into what
> is demonstrably legal. To me it makes more sense for the Aladin group to

> do likewise and to keep the product commercial, than to convert the system
> to just an illegal shareware system rather than an illegal product. I
> actually give them the benefit of the doubt by assuming that they will
> take the cartridge-and-ROM route to legality anyway, despite a lack of anu
> such indication : the mail suggested making Aladin more-or-less as-is
> shareware - which would certainly be illegal and upon which Apple would
> certainly stomp.
> ...
> From published reports, he WAS not pleased with the Discovery cartridge
> "feature", nor with the nature of Aladin's competition (since they used
> on-disk copies of the ROMs and he couldn't).

We NEVER used on-disk copies of the Roms! I don't know which press you're reading and where they get their information from, but your's is certainly false!
There were two trials against Aladin (1987 and 1989). In both trials Apple Germany went to the judge with ridiculous "facts" about Aladin and the Mac. Did you know, for example, that the "Finder" is responsible for the User Interface of the Mac, because it's the software, which draws windows, dialog boxes etc...? Apple Germany used informations of this kind in the court. But - again - we just couldn't afford the trials. The sum in dispute has been 3,000,000 DM.
There was a pirated version of Aladin in 1987, which had the Roms on disk. (There have been pirated versions of Magic Sac and Spectre 1.75 too.)
But certainly it wasn't we who pirated our own software. Since then, Aladin hasn't been pirated anymore because of a new copy protection scheme.

Is it true, that Dave Small has got troubles with Apple USA? If so, I'd like to know more about it (sorry Dave, asking you again).

> This other guy (I wish I knew his name! I'm not intentionally being
> insulting) got stomped on by Apple, and was put out of business.

Here he is:

+----------------------+---+
! Pit Capitain, DX-PC ! US: ...uunet!philabs!linus!nixbur!capitain.pad !
! Nixdorf Computer AG ! not US: ...{mcvax!}unido!nixpbe!capitain.pad !
+----------------------+---+

3631. A few random thoughts

Newsgroup: comp.sys.atari.st
Date: 1989-12-04 15:28:51 UTC
From: 4224_5132@uwovax.uwo.ca
Message-ID: <4448.257a46e4@uwovax.uwo.ca>
Source record: 246153

covertr@force.UUCP (Richard E. Covert) spews,

> You know Ken, that is ONE reason why I refuse to buy the new TT. If you can't
> even upgrade a Mega ST2 to 4 megs because of some manufacturing decision to
> save 10 cents by using a MMU chip that can't address 4 megs, then what does
> that tell me about Atari?? It is INSANE to sell a Mega ST2 that is crippled
> so that it can't be upgraded to 4 megs. That is another example of Atari's
> No Upgrade Policy. Why do you folks do that??
>
> And are you folks going to change this policy with regards to the TT/p? Or
> if I want to add more memory after I purchase a TT/P will I have to sell
> it and buy another TT/p with more memory??
>
The above statement about the ST2 not being able to be expanded to 4 Megs
is absolute CRAP. I know of about 20 ST2's that have been expanded to 4 Megs.

To Richard directly: Please have the guts to flame me by mail, don't waste
space here!

> Oh well, life goes on.

I guess it does ...

I was recently in one of my local (non-authorized) Atari dealers when I
noticed that he had an Atari product called VT100 Emulator. It was a cart
that you plugged in so your screen resembled those old VT100 terminals that
astronomy people use :-). Has anyone used it. It was only 10$ so I might
go back and purchase it just fo rthe heck of it. Do I have to be hardwired to
the system I want to use, or can I use Flash! or something.

In speaking about Flash!, I would like to ask the authors of Shadow if they
consulted the authors of Flash! before or during the construction of thier fine
program. No flames here, just interested in the development process.

Finally, I would like to share a bedtime story with y'all. The same
un-authorized Atari dealer I mentioned above, warned me that they might soon
be ending thier (limited) Atari support. "Not selling enough units", he said.
It should be mentioned here that he also sells PC's and Amiga's.

"How many ST's did you sell last month", I said?

"Oh, about (pause), twenty", he said.

"And how many PC's in that peroid", I enquired?

"(Long pause, and a search of the records), one", he admitted.

"Hmmm", I grined. "And how many Sega game systems"?

"(Easy one I guess), Ten in the last week", he blurted.

Conclusions; there is no doubt that this dealer has low prices, but he is only interested in the quick sale. If you could see his store you would see racks and racks of games for the Amiga, ST, Mac(?), and PC's. Atari people are smart enough to buy at the lowest price, but go to the authorized dealer for their software support, games for the ST just aren't cutting it for this guy. I mean save for a few wordprocessors and this VT100 emulator (which was a mile deep in dust), he has games. My point? Don't underestimate the need for serious support in software for the Atari user. The authorized dealer can't keep Calamus in stock, this other guy hasn't even heard of it...

Graduate of the Linda Ellerbee school of journalism...

Andrew Semple ads@hydra.uwo.ca
2nd Year Applied Math/Computer Science Andrew.Semple@hydra.uwo.ca
The University of Western Ontario Semple@uwovax.BITNET
London, Ontario
Canada "I think in the predicate calculus." - I. Newton :-)

3632. Re: Shareware MAC

Newsgroup: comp.sys.atari.st
Date: 1989-12-04 15:34:59 UTC
From: portuesi@tweezers.esd.sgi.com
Message-ID: <PORTUESI.89Dec4153459@tweezers.esd.sgi.com>
Source record: 246154

>>>>> On 29 Nov 89 14:30:00 GMT, greg.trice@canremote.uucp (GREG TRICE) said:

greg> Why does everybody assume that a Mac emulator has to use Mac ROMs or any
greg> Mac code at all? There are an infinite number of ways to do a given job
greg> and it is perfectly possible for somebody to carefully read all the Mac
greg> documentation and then sit down and write code that will do exactly the
greg> same job as the Mac roms, but have not a byte in common with them in
greg> code. This is the situation with most IBM compatible systems. Though
greg> they are functionally identical to the IBM product, their ROMs contain
greg> different, but functionally identical code.
greg> It should be perfectly possible to produce a Mac emulator that used no
greg> ROMs at all, but was wholly disk based (given sufficient memory to hold
greg> the quondam ROM code in RAM).

Go ahead and try...I'll see you in a few years.

The Apple ROMS are the result of several hundred person-years of work,
and you expect one enterprising hacker to recode them, and do all
of the testing and revising to ensure even a reasonable amount of
compatibilty? Obviously you've never developed software for a living.

--M
--

__
\/ Michael Portuesi Silicon Graphics Computer Systems, Inc.
portuesi@SGI.COM Entry Systems Division -- Engineering

He says, "Take me to your leader" -- and I say, "Do you mean....George?"

3633. Spreadsheet or Finance Package?

Newsgroup: comp.sys.atari.st
Date: 1989-12-04 15:35:20 UTC
From: ramsiri@blake.acs.washington.edu
Message-ID: <4751@blake.acs.washington.edu>
Source record: 246155

I am hoping somebody can help me make a decision.

My father-in-law would like me to put his
apartment managing business/accounts on the ST.
I think there are 25-30 some odd units involved.

Realizing the differences between a spreadsheet and
a business-finance package like Phasar or something..
what format would serve best to keep track of
apartment income vs. apartment expenses.. and then
be able to handle taxes at the end of the year with
little effort? He is approaching 70 years, a program
that doesn't take too long to learn and implement
would be best for him. His set-up is a 1 meg 1040ST with
a 50 meg Seagate 157N. Both mono and color.

Suggestions for programs?

Thanks in advance.

-kevin
ramsiri@blake.acs.washington.edu

3634. GNU C Floating Point Math

Newsgroup: comp.sys.atari.st
Date: 1989-12-04 16:30:59 UTC
From: esp_05@jhunix.HCF.JHU.EDU
Message-ID: <3497@jhunix.HCF.JHU.EDU>
Source record: 246156

Does anyone have any experience with GNU C and using floating point
math? From my brief experiences of trying to write some 3D animation
in GNU C (or should I say my brief run-in with GNU C) I have uncovered
an unreasonably large number of errors in the floating point handling.
Admittedly, a number of them cleared up when I stopped using -mshort,
even though I used -lpml16 whenever I used -mshort.

Some of the errors include:
cos(0) doesn't seem to work
(x*x)+(y*y) doesn't work when -1<y<0
sqrt() doesn't work (with -mshort only);
neither do related functions frexp and pow.

Any ideas or suggestions? After comparing GNU C with an ancient copy
of the original (c.1986) Megamax C, with Megamax C blowing GNU C away,
I'll probably get Laser C next month anyway.

Thanks, Eric

3635. Re: 'Form' math prog details....

Newsgroup: comp.sys.atari.st
Date: 1989-12-04 16:33:25 UTC
From: covertr@force.UUCP
Message-ID: <473a1ade.14a1f@force.UUCP>
Source record: 246157

In article <2230@tukki.jyu.fi>, suhonen@tukki.jyu.fi (Timo Suhonen) writes:
> In manual (or in readme-file) it says that FORM needs 1M RAM and a HD
> (not sure about that; I just feel I read it from somewhear). But I think
> you should be able to use it at lest for small problems with SS floppy
> disk and 1M memory. I have used FORM 1 (one!) day with my 1M 520ST and
> a HD. It works really fine!!! I think FORM is one of the best programs
> I have for my ST.
>
> Hope this helps a little...
>
> --
> Timo Suhonen suhonen@tukki.jyu.fi
> I logged in, therefor I am

Could someone please repost the manual to FORM in ASCII?? I have it in the
DVI format and I don't have the proper DVI tools to convert it to
ASCII.

Other than that I haven't looked at FORM.

Does anyone know how to get DVI to work on an Apollo UNIX based workstation?

I don't have any files for my Apollo for DVI. If I could get DVI working on my
Apollo I would repost the manual in ASCII myself.

--
Richard E. Covert (covertr@gtephx)
(602) - 581-4652
| AG Communications Systems, Phoenix AZ |
UUCP: {ncar!noao!asuvax | uunet!zardoz!hrc | att}!gtephx!covertr

3636. Re: INFO-ATARI16 Digest V89 #727

Newsgroup: comp.sys.atari.st
Date: 1989-12-04 16:35:35 UTC
From: dlm@druwy.ATT.COM
Message-ID: <4474@druwy.ATT.COM>
Source record: 246158

in article <8912010818.AA04783@ucbvax.Berkeley.EDU>, AKISUJAR@NUSVM.BITNET ("S.Sujarittanonta") says:
> REF: Spectre and AppleTalk
> I do not know what make it so difficult for Dave to make his Spectre
> works with AppleTalk. I am not a 'Software man' [...]

There is a real simple reason that the ST Mac emulators (Spectre, Magic Sac, and Aladin) don't support Appletalk, lack of proper hardware. Appletalk runs at 230,000 baud, the ST does not have a synchronous serial port that runs that fast. Without hardware support what is the point in working on the software support?

On several occasions Dave Small has said he will support Appletalk when there is hardware available to connect it. In the last 4 years at least 6 companies have either privately or publicly announced they were going to build Appletalk hardware, none of them have ever released any hardware. Most of them decided to drop the project since they didn't expect it to make enough money to pay back the R&D expenses. A couple of them may still be working on it.

Dan Moore
AT&T Bell Labs
Denver
dlm@druwy.ATT.COM

3637. Re: FORM, nice but...

Newsgroup: comp.sys.atari.st
Date: 1989-12-04 16:51:55 UTC
From: avogel@ms.uky.edu
Message-ID: <13401@s.ms.uky.edu>
Source record: 246159

Since it's a topic of discussion: I was very pleased to find the document in dvi format, thanks.

3638. Re: What Kermit/UNITERM bugs?

Newsgroup: comp.sys.atari.st
Date: 1989-12-04 17:00:34 UTC
From: fischer-michael@CS.YALE.EDU
Message-ID: <7477@cs.yale.edu>
Source record: 246160

In article <89337.135453SML108@PSUVM.BITNET> SML108@PSUVM.BITNET writes:
>On the subject of kermits and ST's...
>
>I also use the Uniterm Kermit to transfer to and from my ST. it works fine wit
>h VAX computer systems, however weird, VERY WEIRD stuff happens with Unix sys-
>tems, both System V and 4.3bsd. It works fine transferring text files, but
>gives a potpourri of errors with binary files. This DOES NOT HAPPEN ON VAXES!
> Ther really weird bit about the erros is that if you set the maximum allowabl
>e number of erros high enough, it eventually succeeds in transferring the block
>s it has trouble with. I have no idea why this happens.....
>
>Has anyone else figured this one out...
>
>Scott Le Grand aka SML108@PSUVM.PSU.EDU

I have no trouble at all with either text transfers or binary transfers
between Uniterm Kermit on my ST and C-Kermit running on a 4.3bsd system
(a Sun Sparcstation). You do have to remember to set binary mode at
both ends for binary transmissions. I usually say "kermit -ix" to the
Unix kermit, click the "binary" box on the Uniterm menu, and use the
"get" or "put" command.

==
| Michael Fischer |
| Arpanet: <fischer-michael@cs.yale.edu> |
| Bitnet: <fischer-michael@yalecs.bitnet> |
| UUCP: <fischer-michael@yale.UUCP> |
==

3639. Re: FORM, nice but...

Newsgroup: comp.sys.atari.st
Date: 1989-12-04 17:13:38 UTC
From: koreth@panarthea.ebay.sun.com
Message-ID: <34894@grapevine.uucp>
Source record: 246161

In article <1103891319123100@thelake.UUCP> pwcs.StPaul.GOV!stag!thelake!steve writes:
>Demanding that ANY written material be "politically correct" in the mind
>of every reader is impossible.

I thought that request was a bit odd, too. I assume (I can't read the docs either; more below) that the original poster was objecting to the use of the genderless "he." Well, whether he likes it or not, that's the way English is. Substituting "he/she" (or "she/he") all over the place isn't a good solution.

>I have a different problem with the Form documentation: TeX. Seriously, is
>a 430-kilobyte DVI file an efficient method of distributing docs?
>Especially since the number of STs actually running TeX is mighty small.

Heck, I couldn't even print the thing out on my Sun. Distributing straight TeX documentation would be fine, as the TeX source is at least very human-readable, but DVI struck me as a bit silly as well. (If you're wondering why I posted it anyway, I have a hands-off policy about that sort of thing.) If someone has the software to convert the thing into PostScript, please mail me a copy. I don't have time to set up all the TeX stuff on my machine, and as Sun is a *roff house, nobody around me has it already.

>On a (sort of) related subject, does anybody else find the shar'ed source
>code in comp.sources.atari.st to be a constant source of trouble?
>UUDecoding a .ZOO file
>is *so* much simpler.

When I started moderating comp.sources.atari.st, I put all the sources in uuencoded arcfiles (check the early volume 1 entries on panarthea). I got about twenty complaints from people at various sites, demanding that I use shar instead for various reasons. Since that seemed to be what the public wanted, I switched over. Frankly, shar is often more of a pain for me, too, as (posting rules notwithstanding) sources are frequently sent to me as arc or zoo files, which I have to repack as sharfiles. (Such sources tend to sit in my queue for a while.)

What do people think? Should I switch back to uue'd sources?

" !" - Marcel Marceau
Steven Grimm Moderator, comp.{sources,binaries}.atari.st
sgrimm@sun.com ...!sun!sgrimm

3640. Re: Rainbow Tos Porblems

Newsgroup: comp.sys.atari.st
Date: 1989-12-04 17:24:09 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <1871@syma.sussex.ac.uk>
Source record: 246162

From article <1838@atari.UUCP>, by kbad@atari.UUCP (Ken Badertscher):
..
> especially if you don't know its lineage. TOS ROMs have been available
> for years, and Rainbow TOS ROMs now for months (UK users aside - but
> that's another story, and hopefully one that is getting fixed).
..
> --
> ||| Ken Badertscher (ames!atari!kbad)
> ||| Atari R&D System Software Engine
> / | \ #include <disclaimer>

Thanks for all your efforts on behalf of us stranded UK users, Ken.
I'm going to wait until after Christmas and then start asking Atari UK
about this again. Hopefully, by then dealers will have the TOS 1.4
ROMs and I won't have to start hassling.

Incidentally, the Stacy was given a big front-page review in the
December issue of the UK's leading micro mag, Personal Computer World,
so I expect to see real live Stacys very soon now. After all, the
same mag put the Atari CD-ROM player on its front page in December
1987 issue, so I expect the mag will have taken steps to ensure
they're not fooled again into reviewing prominently something that
wasn't released. (Surely?? Yes??)

--
Graham Thomas, SPRU, Mantell Building, U of Sussex, Brighton, BN1 9RF, UK
JANET: grahamt@uk.ac.sussex.syma EARN/BITNET: grahamt@syma.sussex.ac.uk
ARPA: grahamt%syma.sussex.ac.uk@nsfnet-relay.ac.uk
UUCP: grahamt@syma.uucp Phone: +44 273 686758

3641. Re: FORM, nice but...

Newsgroup: comp.sys.atari.st
Date: 1989-12-04 17:24:22 UTC
From: bmaraldo@watserv1.waterloo.edu
Message-ID: <298@watserv1.waterloo.edu>
Source record: 246163

In article <574@nikhefh.nikhef.nl> t68@nikhefh.nikhef.nl (Jos Vermaseren) writes:
>Concerning the format of the form.dvi file:
>It is a great paper saver if you happen to use civilized
>paper sizes. The size is A5. Two A5 pages make one A4 sheet.

Granted. But here in North American we are stuck with stupid
sizes like letter and legal.

>Now what is inclusive speech? Should I have written the manual
>in fortran?

I hope you are kidding, but in case you aren't: Inclusive speech
includes both the male and female genders. Instead of saying 'Go to the
doctor, he'll fix you up' you must say 'Go to the doctor, he or she will
fix you up.'

Brett L Maraldo

--
-------- Unit 36 Research ---------
"Alien Technology Today"
bmaraldo@watserv1.UWaterloo.ca
{uunet!clyde!utai}!watserv1!bmaraldo

3642. Re: Ultrascript experience

Newsgroup: comp.sys.atari.st
Date: 1989-12-04 17:38:40 UTC
From: covertr@force.UUCP
Message-ID: <473a552d.14a1f@force.UUCP>
Source record: 246164

In article <8912020804.AA27404@ucbvax.Berkeley.EDU>, 01659@AECLCR.BITNET (Greg Csullog) writes:
> One netter asked if anyone had UltraScript experience. One work group at my
> company is PC based but one Atari enthusiast convinced the group to buy a Mega
> an SLM804 and UltraScript. Now, the PC users direct their PostScript files to
> the ST and everyone is VERY happy with (i) the quality and (ii) the cost
> effectiveness of the system. We have a lot of STs on site and the SLM804 has
> wowed a number of people - hopefully we can get more on site.
>
Actually, with the new TOS 1.4, you should be even better off. TOS 1.4 can format, read, and write REAL IBM 3.5" and 5.25" floppies. So, transferring files to the Mega ST to be printed on the SLM804 should be a snap.
Don't you wish that you could hook the Mega ST up to your IBM PC network (LAN) though?? That would really enhance your use of the Mega ST4/SLM804.

> RE: Rich Covert, maybe it's YOU who has the problem and not Atari
You are 100% correct, I do have a problem with the SLM804. That is, I used to have a problem with it. Now I don't :-).

Well, first let me say that I sold my Atari SLM804 laser printer because of dissatification that I have had with it the last year. I don't want to rehash them here. Let me just say that the SLM804 is an EXCELLENT laser printer for ST only work. It is fast and is reasonable well supported by third party vendors (though not by Atari :-)). the SLM804 does not work well with pc ditto (or even pc ditto II), prints at only 144 dpi with Spectre 128 (unless you buy UltraScript), and doesn't have LaserJet or Epson emulators.

I bought my SLM804 in March 1988 for $995 from my local dealer. I would NOT have paid more for that printer. I am buying a Panasonic KX-P4450 laser printer for $1399 + $300 for the extra meg of RAM from a local store.
For the extra $700 I get the following features:

o Epson FX-286e emulator

o Diablo 630 emul.

o Panasonic 1092i emul.

o IBM Proprinter emul.

o HP Laser Jet Plus emul.

o 11 ppm print speed

o dual paper trays

o 1.5 megs of memory in the printer (freeing up one meg of
memory in the ST)

o Downloadable fonts, 4 fonts internal

o $35 toner carts every 5,000 pages

o $90 developer every 13,000 pages

o $189 laser drum every 20,000 pages

o Optional envelope paper tray, other sizes also available

Now, this printer is very well supported by Mac third party vendors.There
are a number of commerical printer drivers for Mac and the LaserJetplus.
There are plenty of printer drivers for the IBM and the Laserjet Plus.
There are plenty of GDOS drivers for the ST and the LaserJet Plus.
PageStream and Calamus support the LaserJetPlus.

Plus, there are all of those ST programs which require an Epson printer.
Now I will be able to use them with my laser printer. Heck, I could even
use the Epson printer drivers for the Mac.

I called IMAGEN and was told that UltraScript works fine with Laser Jet Plus
printers. So, there again, I am not losing anythin by buying the Panasonic
KXP4450 laser printer. And I don't need UltraScript to get 300 dpi printouts
in the Mac/Spectre mode. I can use the LaserJet Plus drivers.

All in all, the extra bucks that I am paying for the Panasonic laser printer
are well worth it to me. And I am getting a FASTER printer (11 ppm vs 8ppm of
the SLM804).

So, if your local ST store doesn't sell the SLM804 for less than $1700, than
you might want to consider the KXP4450.

To summarize, the SLM804 is an excellent laser printer for a very narrow
application (ST work). With the addition of UltraScript it is even better.
But, for a few dollars more (in my case a new SLM804 would cost $1300) you
can buy a more general purpose,faster, laser printer that will work with more
applications on the ST and will work with David Small's Spectre and even
with Bill Teal's pc ditto. Please look at other printers before buying the
Atari SLM804. You might be pleasantly surprised at the laser printer market.

--
Richard E. Covert (covertr@gtephx)
(602) - 581-4652
| AG Communications Systems, Phoenix AZ |
UUCP: {ncar!noao!asuvax | uunet!zardoz!hrc | att}!gtephx!covertr

3643. Re: LNYX

Newsgroup: comp.sys.atari.st
Date: 1989-12-04 17:45:37 UTC
From: covertr@force.UUCP
Message-ID: <473a5b70.14a1f@force.UUCP>
Source record: 246165

In article <8912020824.AA28364@ucbvax.Berkeley.EDU>, V053QHYX@UBVMSC.CC.BUFFALO.EDU writes:
> During an INTERESTING flight from BUffalo NY to NYC I opened up
> the airlines(yes I hadto go on a few different airlines..!) On PAN AM in
> their magazine their is an add for the portfolio!actually a 2 page add!
> Didnt look like something atari would do..It Actually Looked Professional!!
> and guess what?!On my Continental flight their was also an add in their paper!
> Jeremy

I saw a 2 page ad for the Atari Portfolio in the TWA Airline magazine on
my flight from Phoenix to ST Louis on the 16th of November 1989.
It was probably the same ad as mentioned above.

Goes to show you that Atari CAN advertise if they want to. I guess the
ST just isn't worth advertising here in the States :-).

--
Richard E. Covert (covertr@gtephx)
(602) - 581-4652
| AG Communications Systems, Phoenix AZ |
UUCP: {ncar!noao!asuvax | uunet!zardoz!hrc | att}!gtephx!covertr

3644. Re: Help with Uniterm 2.0e

Newsgroup: comp.sys.atari.st
Date: 1989-12-04 18:20:32 UTC
From: wallace@oldtmr.dec.com
Message-ID: <1372@engage.enet.dec.com>
Source record: 246166

In article <473088e9.20b6d@apollo.HP.COM>, weber_w@apollo.HP.COM (Walt Weber) writes...
>There is a glitch with the 'redial' command in the dialer menu. It apparently Simon did post a patch to fix this bug to the net quite some time ago. It was just a one or two byte patch. I have looked through all my uniterm files and have not been able to find the patch instructions. If I come across them I will post them.

Ray Wallace
(INTERNET,UUCP) wallace@oldtmr.enet.dec.com
(UUCP) ...!decwrl!oldtmr.enet!wallace
(INTERNET) wallace%oldtmr.enet@decwrl.dec.com

3645. Versaterm PRO correction

Newsgroup: comp.sys.atari.st
Date: 1989-12-04 19:27:17 UTC
From: MBERNAR@ERENJ.BITNET
Message-ID: <8912050803.AA12998@ucbvax.Berkeley.EDU>
Source record: 246167

Recently, Greg Csullog wrote that Versaterm PRO (Mac terminal emulation software) does not support kermit server mode. This is WRONG. I am using Versaterm PRO version 3.0.2 and it does support server mode. To enable it, select "Kermit options" in the "Settings" pulldown menu. A new option would then be available under the "File" menu to use the server mode, "Kermit Server".

I haven't used all versions of Versaterm PRO so I don't know if this is available in all versions. Obviously, neither has Greg. Please check your facts before you make a general statement like that. Uniterm is a great terminal software. One does not need to put down other software to make it look good. I've used Uniterm for the last 6 months with great pleasure. I just started using Versaterm PRO on a Mac IIci and am also satisfied with it.

Marcelino Bernardo

mbernar@erenj.bitnet

3646. Re: Form Doc's

Newsgroup: comp.sys.atari.st
Date: 1989-12-04 19:30:13 UTC
From: richard@elroy.uh.edu
Message-ID: <5120.257a7166@elroy.uh.edu>
Source record: 246168

In article <89338.035427JJL101@PSUVM.BITNET>, J.J. Lehett <JJL101@PSUVM.BITNET> writes:
> Is there anyone that knows where I could get a copy of the Documents to
> Form other than in DVI form....preferably in straight ASCII type.
>
> -------
> **
> * J.J. * JJL101@psuvm.bitnet *
> * * Penn State Center for Academic Computing *
> * John Lehett * Computational Mathematics *
> **

I could also use an ASCII copy of the docs as I dont have a copy of TEX
and would not care to attempt to hack my way through learning TEX even
if I did have a copy of it.
Thanks,
Richard Coggins
University Of Houston

3647. How to e-mail to authors of Sozobon

Newsgroup: comp.sys.atari.st
Date: 1989-12-04 19:30:52 UTC
From: mj@myrias.com
Message-ID: <628803053.3843@myrias.com>
Source record: 246169

Not so long time ago Michael Vishchers (michaelv@watzman.UUCP)
asked how to contact authors of Sozobon C compiler. Since I
cannot reach him, and since more people can be interested
in an answer, here it goes:

So far I was successful writing to Johann Ruegg using the following
address:
uunet!isis!onecom!wldrdg!hans or uunet!dunike!onecom!wldrdg!hans
A new address for Tony Andrews is:
...onecom!raid5!tony

Please note that isis seems te be really touchy and likes to bounce
back your mail. In particular on a form 'wldrdg.ether.com', which
will likely appear in your mail **incoming** from Sozobon, will
react with "550 wldrdg.ether.com!onecom!hans... Host unknown".
This implies that you cannot user a 'reply' function of your mailer.

If you still have problems reaching addresses above then, as long
a volume is reasonable, you may send your mail to me and I will
do my best to pass it through. I seem to have a pretty good record
in that department. :-)

Michal Jaegermann
Myrias Research Corporation
Edmonton, Alberta, CANADA
mj@myrias.COM
...{uunet,alberta}!myrias!mj

P.S. If you are asking for a response on your posting, and you are
on a uucp site, please include in your message not only domain address
but also some sane "bang path" which works. Trying to guess it is
often no good and one gets back the following:

----- Transcript of session follows -----
While talking to unido.informatik.uni-dortmund.de:
>>> RCPT To:<michaelv@watzman.uucp>
<<< 554 <michaelv@watzman.uucp>... host or domain unknown
554 watzman!michaelv... Service unavailable

or variants of thereof.

3648. Re: Utrascript ST-1

Newsgroup: comp.sys.atari.st
Date: 1989-12-04 20:00:14 UTC
From: covertr@force.UUCP
Message-ID: <473ad3c9.14a1f@force.UUCP>
Source record: 246170

In article <8912010117.AA23074@es56.escd.uucp>, karl@es56.UUCP (Karl Rowley) writes:
>
> Has anyone out there tried Ultrascript ST-1? There is an add in the latest
> Start magazine for this new version of Ultrascript. It supports all sorts
> of output devices, including dot matrix printers and the HP Laserjet IIp.
>
> Ultrascript ST-1 and the HP Laserjet IIp may be a good cheap postscript
> solution. It sounds like the Laserjet may require a memory upgrade to
> support this -- does anyone know if a memory upgrade is required?
>
>
> Karl Rowley
> Evans & Sutherland Computer Division
> Mountain View, California, USA
> escd!karl@decwrl.dec.com
> ...!amdahl!escd!karl

I don't know about the HP Laser Jet IIp, but I hust ordered a Panasonic
KX-P4450 Laser Partner from a mail order place in Santa Cruz CA. It came to
$1642 with COD,shipping,the 1 megabyte memory upgrade, and a 12 foot Centronics
parallel printer cable. And yes, UltraScript ST-1 is supposed to work with the
KC-P4450 since it has Laser Jet Plus emulation.

BTW, Panasonic has a toll free techincal support number. It is

1-800-222-0582

I am going to call them and ask how hard it is to write a printer driver
for the 4450.

All in all, for the price seems like quite a deal!!

--
Richard E. Covert (covertr@gtephx)
(602) - 581-4652
| AG Communications Systems, Phoenix AZ |
UUCP: {ncar!noao!asuvax | uunet!zardoz!hrc | att}!gtephx!covertr

3649. 1040st sound problem

Newsgroup: comp.sys.atari.st
Date: 1989-12-04 20:09:50 UTC
From: jcromwel@umabco.UUCP
Message-ID: <849@umabco.UUCP>
Source record: 246171

I have a 1040st that has recently developed problems playing digitized sound. It will play ordinary game sounds ok, but the streplay demo sounds scratchy and low. Music Studio also has problems. I want to fix this myself so what chip should I replace? I can get a sound chip, but I wanted to check if I'm looking at the right culprit. Thanks...

--

John Cromwell University of Maryland at Baltimore
Information Resources Mgt Division
UUCP: ...cvl!umabco!jcromwel
Internet: umabco!jcromwel@cvl.umd.edu

3650. Re: question SPECTRE GCR

Newsgroup: comp.sys.atari.st
Date: 1989-12-04 20:20:44 UTC
From: covertr@force.UUCP
Message-ID: <473ae61b.14a1f@force.UUCP>
Source record: 246172

In article <14801@well.UUCP>, dsmall@well.UUCP (David Small) writes:
>
>
> Try replying to "hplabs!boulder!tcr!gadgets!dsmall" and see what
> happens.
>
> -- thanks, Dave Small / Gadgets

Dave, I am happy to see you on Usenet.

I would like to ask you about Appletalk support. I don't need it personally
but I was in Computer Works last Saturday when a young woman came in looking
for a STacy. It seems that she wants to buy a STacy Spectre-GCR to take to
work. she has all kinds of Macs at work and wants to have a laptop/portable
Mac for use at her home. Hence, she wanted to buy a STacy. When Jeff (the
store manager) demoed your Spectre (1.9f I believe) she was sold. Unfortunately,
CW didn't have any STacys or Spectre-GCRs in stock (:-)), so she left
empty handed. I tried to sell her on a 1040ST with a Spectre but she really wanted
a STacy Spectre-GCR.

Anyway, the gist is that she wanted to be able to hook up the STacy to the
Appletalk network at her job. Jeff said that you couldn't do that.

So, it would be a big asset if you could figure out how to add Attletalk to
Spectre-GCR by the time the STacys are available. Heck, I might even buy one
if you could get Appletalk to work (we have Macs all over the place at work!).

Well, good luck with the Spectre.

P.S. When will Henry at CW get more GCRs in?? I asked him to hold one for me.

P.P.S. I just ordered my Panasonic Laser Partner. I will let you know how it
works with my Spectre 128 (I still have an old set of SW, pre-19f I believe).

--
Richard E. Covert (covertr@gtephx)
(602) - 581-4652
| AG Communications Systems, Phoenix AZ |
UUCP: {ncar!noao!asuvax | uunet!zardoz!hrc | att}!gtephx!covertr

3651. Re: question SPECTRE GCR

Newsgroup: comp.sys.atari.st
Date: 1989-12-04 20:23:25 UTC
From: covertr@force.UUCP
Message-ID: <473ae885.14a1f@force.UUCP>
Source record: 246173

```
In article <14801@well.UUCP>, dsmall@well.UUCP (David Small) writes:
>
> Try replying to "hplabs!boulder!tcr!gadgets!dsmall" and see what
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
> happens.
>
> -- thanks, Dave Small / Gadgets

Gee, I don't think Dave shoulda givven out his UUCP address :-)

Now he will be soo busy reading email that his business will fail :-)

Lots and lots o email!!

--
Richard E. Covert (covertr@gtephx)
(602) - 581-4652
| AG Communications Systems, Phoenix AZ |
UUCP: {ncar!noao!asuvax | uunet!zardoz!hrc | att}!gtephx!covertr
```

3652. Re: Rainbow Tos Porblems

Newsgroup: comp.sys.atari.st
Date: 1989-12-04 20:28:27 UTC
From: kbad@atari.UUCP
Message-ID: <1851@atari.UUCP>
Source record: 246174

gilmore@vms.macc.wisc.edu (Neil Gilmore) writes:
| What's a local dealer?
| (this prevents me from even thinking about the upgrade)

Think again. Atari has a service in place for users who don't have
dealers near them to get the Rainbow TOS upgrade installed. Call Atari
Customer Service for information on how to get the upgrade.

--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

3653. Re: Soz C V1.2 Upgrade help required

Newsgroup: comp.sys.atari.st
Date: 1989-12-04 20:34:20 UTC
From: kbad@atari.UUCP
Message-ID: <1852@atari.UUCP>
Source record: 246175

steve@thelake.UUCP (Steve Yelvington) writes:
| Under (almost) no circumstances should you try to use any of the Sozobon
| programs directly from the Desktop. In this example, how are cc and make
| supposed to know where to find hcc, top, ld and jas? They look at the
| environment, which is for all practical purposes the dark side of the moon
| if you run from the Desktop.

Honk! There's a program, SETENV or somesuch, which sets the
environment up for the desktop, and hence for all of it's children. It
can be useful for people (like me) who _like_ to use the Desktop. I
don't know if this program is in any of the archives of comp.binaries
or comp.sources, but it should be. I got it off of BIX, I believe.
And then there's the mythical DA environment setter I was working on
which got mowed over by TT TOS for the time being...

| In addition to providing a proper environment string, Gulam (or any other
| competent shell) will pass arguments to the Sozobon compiler and utilities
| without mangling them. GEM Desktop uppercases everything [...]

The Desktop stopped doing that as of Mega TOS. Rainbow TOS doesn't mangle
args in the TTP box either. Yet Another Reason To Get Rainbow TOS.
YARTGRT? nevermind..
--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

3654. Re: Trash, Disks, etc.

Newsgroup: comp.sys.atari.st
Date: 1989-12-04 20:49:43 UTC
From: pegram@uvm-gen.UUCP
Message-ID: <1353@uvm-gen.UUCP>
Source record: 246176

From article <9911@saturn.ucsc.edu>, by dstr012@ucscg.UCSC.EDU (10003012):
> Does anyone out there have or know where I can get a program to change
> the Trash and file cabinet icons on the desktop? The old desktop is getting
> pretty boring and I am due for a change. Thanks.
>
> Roman Baker

1) Buy Neodesk, you get all sorts of icons, lose ~$40 and at least 21K ram.
However, is much the best idea.

2) Just want to change the icons mentioned? Buy an old START magazine disk
off of Antic for ~$11 (you'll have to figure out which issue, my copies
are at home). Antic will also photocopy the article for you, if you
ask (you might have to pay for that also). The program is Alex Leavon's
Icon Editor. It comes with replacement icons (ugh!), which can be
loaded on boot up. Some nicer ones were available on Genie. I could
send the better ones to you (little 3.5 disks, etc.) but it is an editor
- go to it.

Bob Pegram (pegram@griffin.uvm-gen.uvm.edu - that's U. of Vt.)

3655. ZOO - mni tnx. Now another question abt GULAAM.

Newsgroup: comp.sys.atari.st
Date: 1989-12-04 20:50:00 UTC
From: werner@vax1.informatik.fh-regensburg.dbp.DE
Message-ID: <31
Source record: 246177

Dear netlanders. Many thanks to all of you sending me messages about where and how to get ZOO. Ok, I received ZOO and while you're reading this, I'll start trying it out.
But now another question (fascinated by the fast answers): does anybody know about a new (or: the newest) version of GULAAM? That's an UNIX-like shell for the ST and I simply *LOVE* it. Filename completion, cmd buffering and the built-in uEmacs and terminal emulator - just the sort of things I need.
My version (sri, didn't look at the version number - gettin' old...) is abt 2 years old and throws BOMBs when I use the MEM command (BTW: thank you, ATARI, for the nice built-in symbolic debugger. It knows only one symbol (BOMB), but that's a very clear way to show a bug, hehehe).
If anybody happens to know about a new souped-up version of GULAAM, please drop me a few lines.

Thank you for reading this stuff. Ralf.

[Ralf Werner - werner%vax1.informatik.fh-regensburg.dbp.de@relay.cs.net]
[(DF1RW) Institute for bug-free programmi$%%%% core dumped]

3656. C question

Newsgroup: comp.sys.atari.st
Date: 1989-12-04 20:54:03 UTC
From: S61304@PRIME-A.POLY-SOUTH-WEST.AC.UK
Message-ID: <8912050802.AA12717@ucbvax.Berkeley.EDU>
Source record: 246178

(From "The Masked Rat Fink" "Computing and Informatics Yr4")

Question.

(This is probably a really silly one to any C wizards, but I'm only a BASIC wizard!)

Why wont Sozobon, Lattice or any other C compiler I've tried compile the following, from K&R?

```
main()
$
char fred[] = "Some string constant";
<rest of routine>
```

This has been confusing me for a while, as K&R (surely correct!) would seem to indicate that this is indeed permissible!

Your observations would be very much appreciated! Please reply to the net as the mailer I'm forced to use is _MEGA_ brain damaged!! :-(

TMRF
[A Rat with a very small brain] - Appologies to A.A. Milne :-)

PS I've actually met Christopher Robin! Does that make me famous??

%%%

3657. Re: GNU C Floating Point Math

Newsgroup: comp.sys.atari.st
Date: 1989-12-04 21:02:45 UTC
From: bammi@dsrgsun.ces.cwru.edu
Message-ID: <1989Dec4.210245.2798@usenet.ins.cwru.edu>
Source record: 246179

```
In article <3497@jhunix.HCF.JHU.EDU>, esp_05@jhunix (Stdnt 05) writes:
>Some of the errors include:
> cos(0) doesn't seem to work
> (x*x)+(y*y) doesn't work when -1<y<0
> sqrt() doesn't work (with -mshort only);
> neither do related functions frexp and pow.
>
you have a very old copy. all of the above problems in the Fp support
routines and pml were fixed some time ago. please grab yourself a new copy
from dsrgsun.ces.cwru.edu or from the terminator archive.

>Any ideas or suggestions? After comparing GNU C with an ancient copy
>of the original (c.1986) Megamax C, with Megamax C blowing GNU C away,

can you be more specific. in what sense did it "blow it away"?
--
bang: {any internet host}!dsrgsun.ces.CWRU.edu!bammi jwahar r. bammi
domain: bammi@dsrgsun.ces.CWRU.edu
GEnie: J.Bammi
```

3658. Re: LaserPrinters and the ST

Newsgroup: comp.sys.atari.st
Date: 1989-12-04 21:09:11 UTC
From: laba-1aj@web-1d.berkeley.edu
Message-ID: <1989Dec4.210911.13420@agate.berkeley.edu>
Source record: 246180

In article <24675@cup.portal.com> buggs@cup.portal.com (William Edward JuneJr) writes:
>
> As far as I know, the major cost of _any_ PostScript-compatible device
>> or software is the royalty paid to Adobe for developing PS.

I understand that the user ends up paying only about $25 for the PS part
of the printer. I'd guess that most of the extra lettuce goes to pay for
the RAM and 35 (or so) fonts. That is probably why US costs whatever it
costs...

>> Thus, UltraScript is not likely to drop in price.
>> Can anyone confirm this?
>> ___ Stephen F. White, esq. standard_disclaimer()
>
>I thought PostScript was or is becoming PD?
>
>Ed June

The PS standard is out there for anyone to emulate; it's in the "red-book"
from Adobe. What is missing though is stuff called "Type 1" font support.
Type 1 fonts make small characters readable on low rez (300 dpi) printers.
Obviously, this is one way that Adobe is keeping one step ahead of the
emulators.

The only PD PS I can think of off hand is Ghostscript from the GNU project.
Ghostscript is a PS screen previewer.

3659. Software for sale

Newsgroup: comp.sys.atari.st
Date: 1989-12-04 21:11:29 UTC
From: lake@ka3ovk.uucp
Message-ID: <1989Dec4.211129.423@ka3ovk.uucp>
Source record: 246181

ST Software for sale (only some items have the original boxes (I normally hate saving boxes - they take up too much space) but all items come with original disks and docs of course):

Archipelagos 9
Space Harrier 10
Barbarian 9
Brataccas 8
Marble Madness 10
Road Runner 8
Garfield 8
Better Dead Than Alien 10
Daily Double Horseracing 10
Zany Golf 12
Rogue 8
Passing Shot 12
Menace 12
Bubble Ghost 10
Vampire's Empire 10
Space Station 8
Little Computer People 8
Batman 12
Heroes of the Lance 12
Typesetter 8

Most of the following should have the original boxes as well:

War in Middle Earth 15
The Hunt for Red October 15
International Soccer 8
Universal Military Simulator 13
Legend of the Sword 10
Wargame Construction Set 13
Roadwar 2000 10
Fire Zone 13
Paladin 13
Elite 15
Warship 15
Red Lightning 15
Global Commander 13

Marshall Lake
POB 7332
Washington, DC 20044
Tel 703-533-2132

Fax 703-538-4598
uucp: ...{media,teemc,tcsc3b2,ki4pv}!ka3ovk!lake
...{media,teemc,tcsc3b2,ki4pv}!ka3ovk!irscscm!mlake (checked more often)
CIS 73717,3174
GEnie MLAKE

3660. Re: Still searching...

Newsgroup: comp.sys.atari.st
Date: 1989-12-04 21:13:13 UTC
From: kbad@atari.UUCP
Message-ID: <1854@atari.UUCP>
Source record: 246182

daniel@pkmab.se (Daniel Deimert) writes:
| I can assure you -- you won't be able
| to sell a lot of computers if you don't tell them how to program it!

I seriously doubt that the _majority_ of people who buy Atari computers, or any other computers for that matter, have the slightest desire to program their machines. The simple fact is, most people who buy computers want to _use_ their computers. They don't want to be bothered with "programming" the things. Where a computer company will lose is if there is no software available for the computers. It is important to make sure that professional programmers know how to program the computers, not end users.

| [...] it must be possible to post a minimum of information to some
| knowledgeable people in the right places.

Who is "knowledgeable"? What is "the right place"? How much information is "a minimum"?
And what do you call the information we have been posting?
Chopped liver?

| And there're a lot of developers on the net, too.

In fact, only a tiny percentage of commercial ST developers are active on the net.

| And people from the net DO forward things to the right places.

It's true that net.info gets spread around quite a bit. It's also true that it gets warped on the way out. People are misquoted. The information may be wrongly interpreted at the far end, with no chance of the person(s) responsible for the original post to clear up the mistakes.

[interesting chain letter analogy deleted]

| It should at least be "cost effective" to give this information to
| developers without them having to ask!

Registered developers get a lot of information without having to ask anything more than "Where's my developer kit?"

| Why should I buy a computer I can't use? Like buying a car and when
| you ask for an explanation of the buttons getting the answer: "Sorry,
| you have to be a registred driver to get to know this. You shouldn't
| know about more than the gear and the wheel."

Why do so many people use this analogy? A computer is not a car.
A computer is a computer. But, since you insist, getting technical
information (on a level equivalent to "How do I program DMA sound?")
from an auto manufacturer isn't all that easy either. Try it some time.

| Have nobody thought of the possibility that there might be something
| wrong? Why should we otherwise be bashing Atari?

Okay, I'm donning my asbestos suit for this one, but here goes: I think
the reason that people bash Atari is BECAUSE THEY CAN. Because we are
active on the nets answering technical questions, people feel that
their input on how Atari should run its operation will be listened to.

WRONG. The nets are not the right forum for that kind of
communication. I pass on what I can to TPTB (The Powers That Be) at
Atari, but a lot more credence is (and should be!) placed in letters.
That's right, letters. On paper. Sent in envelopes. Becuause it's
all too easy to sit at your computer reading netnews, and fling a flame
into an electronic message thread without thinking too hard about it.
Most people think a little harder before putting something on paper and
mailing it.

| I have offered to help writing some demonstration programs to be put
| on the STE language disk. I haven't even got a reply. Atari Corp. was
| obviosly not interested.

This concerns me. To whom did you send the offer? Where did you send
your letter? Did you send an example program along with your offer?

| I do not want Atari Corp. to die [...]

Nor do I. I hope you are able to get the information you want to program
your STE soon. But remember, Atari gives registered developers special
treatment, and they deserve it, because they write the software that
sells Atari computers.

--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

3661. Real '

Newsgroup: comp.sys.atari.st
Date: 1989-12-04 21:16:10 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <891204.15155972.020516@SFA.CP6>
Source record: 246183

Hello all,

I discovered two really 'neat' things about and for Spectre GCR. The discoveries deal with graphics and a "work-around" for anyone having problems with the reading and writing to Macintosh diskettes.
If you have some great ST pictures in Degas format, you can convert them to .PICT pictures!!! Request the following from PANARTHEA:

volume8/depict Convert DEGAS .PI3 files to MacPaint

It was a shocker to me as to how easy and fast DEPICT works. All that remains is for the user to transfer it over to the 'Mac side' of his/her ST.
Using PICSWITCH .7, I've converted just about everything, including Amiga IFF pictures. The results have been great.
Ok, here is a simple work-around for Spectre GCRers who are having problems reading/writing Macintosh diskettes. The Mega that I am on has been so hacked to death due to a lightning strike a few years back that it radiates RF in a manner that would make Marconi proud. Hence, it has had problems writing and sometimes reading Macintosh diskettes. That is frustrating, especially when I see other Megas reading/writing Mac disks faster than real Macs. (Why me? Why always me??)
The solution is neat and fast, but it is a work-around. Take the Mac disk that you need to read or write to. Use Spectre GCR's Transverter program and do a conversion to a Spectre format diskette. That's it!
And....it is fast. Just like most people who are having problems with this, I never dreamed that Transverter could handle Mac diskettes. The only disadvantage is that the user will have to do his Macintosh disk I/O via Transverter. I never thought that Transverter could read/write to Macintosh diskettes when the GCR couldn't.
This opens a new world for me. I can use my years' worth of Tom Hudson pictures and volumes of Amiga pictures and convert them to the Mac side of my ST. I can now read and write to Mac disks.
What more could I want?

Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

3662. Re: STOS Basic

Newsgroup: comp.sys.atari.st
Date: 1989-12-04 21:20:39 UTC
From: david@bdt.UUCP
Message-ID: <252@bdt.UUCP>
Source record: 246184

In article <CMM.0.88.628643865.larserio@kvart.uio.no> larserio@IFI.UIO.NO (LarsErikOsterud) writes:
>One of my friend has STOS and TOS 1.2 but we tried it on my MEGA4 with
>TOS 1.4 - It worked OK, BUT you can't move the mouse-pointer !!!!!

Applications generated with STOS seem to exhibit this same behavior.
I can verify that all programs I have tried which were created using
STOS and work with earlier ROMS cause the mouse to "lock-up" with
TOS 1.4.

--
David Beckemeyer | "To understand ranch lingo all yuh
Beckemeyer Development Tools | have to do is to know in advance what
478 Santa Clara Ave, Oakland, CA 94610 | the other feller means an' then pay
UUCP: {rutgers,sun}!hoptoad!bdt!david | no attention to what he says"

3663. Re: FORM, nice but...

Newsgroup: comp.sys.atari.st
Date: 1989-12-04 21:28:59 UTC
From: esp_05@jhunix.HCF.JHU.EDU
Message-ID: <3511@jhunix.HCF.JHU.EDU>
Source record: 246185

A note on inclusive speech: "s/he," "he or she," "they," et al when referring to a single person of ambiguous sex are all incorrect in standard American English. I don't make the rules, I just quote them. Actually, I support them, as "he" is much less awkward than stylistic variants. There are some specialized styles, such as the American Psychological Association, which insist on "he or she," but otherwise this is incorrect.

And I don't think that these documents should require any TeX knowledge at all, aka a normal ASCII text version should also be included, as TeX really does require quite a bit of mastery, and uses quite a bit of computer resources.

Eric

3664. Re: NOTATOR vs. FINALE (mac)

Newsgroup: comp.sys.atari.st
Date: 1989-12-04 21:30:25 UTC
From: laba-1aj@web-1d.berkeley.edu
Message-ID: <1989Dec4.213025.14837@agate.berkeley.edu>
Source record: 246186

In article <4739@blake.acs.washington.edu> ramsiri@blake.acs.washington.edu (Enartloc Nhoj) writes:
>With NOTATOR and the ***** ATARI LASER ****** i can
>print a 7 page score in under 7 minutes... and it looks BEAUTIFUL!
>
>I am told by a colleague of mine who runs FINALE ... the much raved
>about notation package for the mac, that it can take as much as
>a FULL HOUR to print a SINGLE postscript page of music.
^^^^^^^^^^
I realize this is probably not the right forum for this, but here goes:
Over and over, I read people who point out how s l o w PS is.
Sometimes, they are justified; PS is pretty slow if it has too little RAM,
a very complex image, bad code, etc. But usually, people blame postscript
when the program generating the postscript is at fault.
Now, I don't know anything about Finale, but I don't think something
as simple as a page of music should take more than a few minutes to print
(yes, that _is_ slower than the SLM; heh heh). I suspect Finale is doing
one of two things: producing ugly, horrendous PS; or letting the printer
figure out how the page should be set and giving it just enough info to
let it grind the page out. I'd bet my mother that it's the former.

>Unfortunately, i still know people who are buying macs for music..
>While ATARI at this time has the upper hand in music sales...
>they could easily clean up if they put some effort into getting
>ATARI systems in the high schools and universities.. in studios etc..

I see lots of STs in music mag photos. They are pretty popular. But
there are not that many midi-ized musicians out there.

>for ATARI. POINT: "ATARI.. hurry up .. and get the TT out here!"
>Unfortunately, timing IS a factor in the industry!

Yes, I agree. And if you get the TT out there with an educational discount
and Unix, you might very well see a (somewhat) significant number of
university students taking out (even more) student loans to have Unix in
their rooms. (If the TT were in the $2.5k range, I'd get it, fast!)

>-kevin
>ramsiri@blake.acs.washington.edu

3665. Sun executables of Zoo

Newsgroup: comp.sys.atari.st
Date: 1989-12-04 21:45:53 UTC
From: aking@BBN.COM
Message-ID: <8912050804.AA13189@ucbvax.Berkeley.EDU>
Source record: 246187

Does anybody know where I can get an executable (or C source) of Zoo which
I can run upline on a Sun 3/50?

Allen King
aking@pebbles.bbn.com

3666. SS -> DS drive upgrade

Newsgroup: comp.sys.atari.st
Date: 1989-12-04 21:51:08 UTC
From: mjv@iris.brown.edu
Message-ID: <22194@brunix.UUCP>
Source record: 246188

I have two friends who both have SS drives and would like to upgrade to DS drives. One has an old SF 314 with a corner button eject and the other has a 520STfm.

1. What is a reliable and cheap DS drive to buy as a replacement? Netters have mentioned a Toshiba model several times.

2. Are there any hardware changes that need to be made? For example, if it can't normally recognize media changes.

3. What is a good price for that drive and suggested place to purchase from?

4. Any suggestions as to what to do with the old drive.

Thanks for you're kind attention.

BTW, one of these SS drive persons actually has the Atari color monitor with disk drive built it (PS 300 or PS 3000)!

-- mjv@iris.brown.edu

"And, oh! Father Christmas, if you love me at all,
Bring me a big, red india-rubber ball."
A.A. Milne "Now We are Six"

3667. for sale

Newsgroup: comp.sys.atari.st
Date: 1989-12-04 21:56:07 UTC
From: btlee@Data-IO.COM
Message-ID: <1349@pilchuck.Data-IO.COM>
Source record: 246189

Moving, must sell.
Atari 520 ST, color monitor, one 3.5" disk drive, 1200 baud modem,
lots of software, and documentation.
Please call 641-1349 after 7pm (Seattle Washington area only)

3668. YASQ (Yet Another Server Question - Terminator)

Newsgroup: comp.sys.atari.st
Date: 1989-12-04 21:57:17 UTC
From: sale5312@fredonia.UUCP
Message-ID: <1692@fredonia.UUCP>
Source record: 246190

After many moons of trying (and several hair-pulling sessions)
I've given up to ask fellow net.people in the know: how does one access
the Terminator Atari ST archives through UUCP? (My site does not have
the power to reach it via FTP.) Is that possible?

Much thanks in advance,

Marty

--
Marty Saletta The above has been in a mayonnaise jar on
Fredonia State University Funk and Wagnalls porch since noon today...
Fredonia, New York Maple Leafs:24 pts,4th place
UUCP:...{rutgers,ucbvax}!sunybcs!fredonia!sale5312 Hi Lorie!

3669. Re: Ultrascript experience

Newsgroup: comp.sys.atari.st
Date: 1989-12-04 22:20:50 UTC
From: gl8f@bessel.acc.Virginia.EDU
Message-ID: <2389@hudson.acc.virginia.edu>
Source record: 246191

In article <473a552d.14a1f@force.UUCP> covertr@force.UUCP (Richard E. Covert) writes:

>All in all, the extra bucks that I am paying for the Panasonic laser printer
>are well worth it to me. And I am getting a FASTER printer (11 ppm vs 8ppm of
>the SLM804).

You know, Richard, you don't listen.

I posted an article explaining WHY the SLM804 is sometimes faster than
other laser printers, even with faster print engines, in certain
situations. Several people posted articles saying, yes, in real life,
they have seen this.

I can assure you that, running Ultrascript, the SLM804 will beat the pants
of your Panasonic laser printer printing, for example, full page bitmaps.

Why don't you benchmark it in various situations before you shoot your
mouth off? Why can't you include a little disclaimer, "Well, there are
situations where the SLM804 is a lot faster than the Panasonic." Yes,
the Panasonic may be the best printer for you, but not necessarily for
everyone else. They might be very surprised to plug it in and find
that it doesn't print 11 pages per minute, every minute.

Your attitude is entirely non-professional. I hope you grow out of
your childish Atari-bashing phase.

Greg Lindahl

3670. Re: Shareware MAC

Newsgroup: comp.sys.atari.st
Date: 1989-12-04 22:44:31 UTC
From: bro@titan.rice.edu
Message-ID: <3395@brazos.Rice.edu>
Source record: 246192

The suggestion was made that instead of using a cartridge, code that works like the MAC ROMs but doesn't violate Apple's copyright could be used. This is a great idea. No one has done it yet, which is one of the reasons why no Apple clones (other than STs :-) exist yet.

It is a technical difficulty, or a legal one? How does Phoenix et al. get away with IBM clone ROMs? Licensing? Work-alike?

Doug Monk

Disclaimer: These views are mine, not necessarily my organization's.

3671. Re: Shareware MAC

Newsgroup: comp.sys.atari.st
Date: 1989-12-04 23:47:08 UTC
From: laba-1aj@web-1d.berkeley.edu
Message-ID: <1989Dec4.234708.22222@agate.berkeley.edu>
Source record: 246193

In article <3395@brazos.Rice.edu> bro@titan.rice.edu (Douglas Monk) writes:
>The suggestion was made that instead of using a cartridge, code that works
>like the MAC ROMs but doesn't violate Apple's copyright could be used. This
>is a great idea. No one has done it yet, which is one of the reasons why no
>Apple clones (other than STs :-) exist yet.
>It is a technical difficulty, or a legal one? How does Phoenix et al. get
>away with IBM clone ROMs? Licensing? Work-alike?
>
>Doug Monk
>Disclaimer: These views are mine, not necessarily my organization's.

The clone chips cover only the BIOS part of the OS. Basically, all that
does is control access to resources (drives, video, etc). The rest of
the OS is available on disk from Microsoft.

The Mac is a different story: not only would you have to re-engineer
the basic stuff, you'd have to create the screen interface, event
management, and all that other stuff.

It's the difference between cloning BIOS and cloning Gemdos, the AES and
VDI.

John Kawakami /
kawakami@earthquake.berkeley.edu / Plastic Forever!
laba-1aj@web.berkeley.edu /

3672. Re: What Kermit/UNITERM bugs?

Newsgroup: comp.sys.atari.st
Date: 1989-12-04 23:56:00 UTC
From: johnb@pnet01.cts.com
Message-ID: <830@crash.cts.com>
Source record: 246194

I had the same problem also. I then switched to using s ckermit to do file transfers.. It works great...

John.

P.S. Ckermit is available at terminator.

UUCP: {hplabs!hp-sdd ucsd nosc}!crash!pnet01!johnb
ARPA: crash!pnet01!johnb@nosc.mil
INET: johnb@pnet01.cts.com

3673. Atari ST as video edit controller

Newsgroup: comp.sys.atari.st
Date: 1989-12-05 00:19:53 UTC
From: mike@pixar.UUCP
Message-ID: <7977@pixar.UUCP>
Source record: 246195
Cross-posted to: rec.video,comp.sys.atari.st

Does anyone have info on a new software product for the Atari
ST that turns it into an edit controller? I'm sure I saw something
posted recently on this.
--
Mike Russell ucbvax!pixar!mike When the vark gets ard,
the ard get varking.

3674. How random is Atari ST NH3?

Newsgroup: comp.sys.atari.st
Date: 1989-12-05 00:21:03 UTC
From: bob@cmpfen.UUCP
Message-ID: <273@cmpfen.UUCP>
Source record: 246196
Cross-posted to: rec.games.hack,comp.sys.atari.st

I play NH3 on both an AT&T 3B1 and an Atari ST. My 3B1 NH3 is version
3.0e, and the ST version is the binary which was posted to the net.
When I play the Atari version, it seems that the creation of new items
is not entirely random, e.g., if I start with potions X and Y, and
rings A and B, then the odds are that I will find more of each of
these in the first level or two. This, of course, is fine if I start
with a scroll of genocide or a wand of death, but not especially
beneficial if I find more rings of hunger or potions of hallucination.
I don't observe this behavior in my 3B1 NH3. Is the Atari ST version
using a less than perfectly random number generator, or is this just
my imagination? Has anybody else observed this phenomenon?

--
Computer Fenestrations Bob Breum
Post Office Box 151 {uiucuxc|hoptoad|petsd|ucf-cs}!peora!cmpfen!bob
Lake Monroe, FL 32747 USA
+1 407 322-3222 (if a modem answers, try 322-2002) "C is the new BASIC"

3675. ST PICTURES ON THE MAC...cont...

Newsgroup: comp.sys.atari.st
Date: 1989-12-05 00:25:21 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <891204.18242029.021014@SFA.CP6>
Source record: 246197

Earlier, I posted a message about using DEPICT (I think that is
the name...I'm on the Spectre GCR and can't get to my ST side) to create
PICT files from Degas.PI3 files.
Here's something else that is pretty slick. Using SNAPSHOT.TOS, etc.,
take a picture of Dave Small's ABOUT SPECTRE graphic. Convert this to
a .PICT. Edit it with a suitable painting program on the Mac side of
your ST so that only the graphic exists. Now then, use this as a
startup screen via BACKDROP desk accessory. HEE HEE... funny seeing the
Spectre GCR EMULATOR picture on a Mac. The Macintosh Representative at
our campus 'demanded' to have one. He now has it as his startup screen on
his Macs.
Funny stuff...

Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

3676. Re: STOS Basic

Newsgroup: comp.sys.atari.st
Date: 1989-12-05 00:38:59 UTC
From: news@blackbird.afit.af.mil
Message-ID: <1437@blackbird.afit.af.mil>
Source record: 246198

In article <CMM.0.88.628643865.larserio@kvart.uio.no> larserio@IFI.UIO.NO (LarsErikOsterud) writes:
>One of my friend has STOS and TOS 1.2 but we tried it on my MEGA4 with
>TOS 1.4 - It worked OK, BUT you can't move the mouse-pointer !!!!!
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
Sounds like it might be the same problem I fixed in Arkaniod (access to undocumented mouse position memory location).
>
> Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
> Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
>__________/ _____________________/ ____/ / Klubben, user association

---

Bill Hodges | Me? People who speak for the Air Force get
bhodges@blackbird.afit.af.mil | paid a lot more than I do! I just work here.

3677. Re: Placement of TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1989-12-05 00:47:29 UTC
From: news@blackbird.afit.af.mil
Message-ID: <1438@blackbird.afit.af.mil>
Source record: 246199

In article <8912030811.AA08915@ucbvax.Berkeley.EDU> asqb-sep-a@HUACHUCA-EMH2.ARMY.MIL (ASQB-SEP-A HQ USAISEC) writes:
>
>I picked up TOS 4.1 today -- had to drive to Phoenix (I live in Tucson
>and we have no ATARI dealer) to get it.
>
>I was wondering if anyone can help me with the correct placement of
>the TOS 1.4 chips?

I looked at the top line of numbers in my 1.0 ROMS

C026160-001
C026161-001
C026162-001
C026163-001
C026164-001
C026165-001

then (ignoring the H0, L0, etc.) looked at the similarly sequenced (???0 thru ???5) numbers on the 1.4's and dropped 'em one for one.

Cranked right up!

>
>Thanks for the help.
>
>Mark R
>
>USAISEC -- the guys who have to move to the People's Republic of
> Massachusetts
>
>Computer Systems Engineering
>
>## All opinions are strictly mine and in no way reflect the opinions or
>## policies of the US Army.

Bill Hodges | Me? People who speak for the Air Force get
bhodges@blackbird.afit.af.mil | paid a lot more than I do! I just work here.

3678. Re: Rainbow Tos Porblems

Newsgroup: comp.sys.atari.st
Date: 1989-12-05 00:55:34 UTC
From: towns@atari.UUCP
Message-ID: <1860@atari.UUCP>
Source record: 246200

```
in article <2753@dogie.macc.wisc.edu>, gilmore@vms.macc.wisc.edu (Neil Gilmore) says:
>
> What's a local dealer?
>
> (this prevents me from even thinking about the upgrade)
> +-------------------------------------------------------------------------+
> | Kitakaze Tatsu Raito Neil Gilmore internet:gilmore@macc.wisc.edu |
> | Jararvellir, MACC, UW-Madison bitnet: gilmore@wiscmac3 |
> | Middle Kingdom Madison, Wi |
> +-------------------------------------------------------------------------+

If you call Customer Relations and speak with them, they can direct you to
the location that can help you. The phone number for Customer Relations is
(408)745-2367.

-- John
```

3679. Antics GFA basic/compiler disk errors ???

Newsgroup: comp.sys.atari.st
Date: 1989-12-05 01:02:19 UTC
From: stevem@katmandu.Solbourne.COM
Message-ID: <1989Dec5.010219.10907@Solbourne.COM>
Source record: 246101

I just received my second copy of gfa basic 3.07 (the one with the compiler and interrupter in one) that just will not load I mean no directory or nothing.
I get a " disk in drive A does not respond ....." message. Now my first thought is that my drive is bad, but I can access all my other disks with no prob.
I tried to look at the disks with Mich-trons disk utilities and it says basically that there are bad (and or no) fat sectors, whats a fat sector?. I would like to think that Antics more on the ball then to send two bad disks in a row, but I don't like to think that my systems on the blink.

Anyone else had any problems with Antic/GFA disks ?

Any ideas as to whats wrong ?
--
E-mail == stevem@Solbourne.COM
"FRODO LIVES" "COLORADO!!"

Support the formation of a World Space Agency.

3680. Calamus and Linotronic

Newsgroup: comp.sys.atari.st
Date: 1989-12-05 01:46:48 UTC
From: MEGGIN@vm.epas.utoronto.ca
Message-ID: <89Dec4.205941est.57670@ugw.utcs.utoronto.ca>
Source record: 246102

In response to Steve Yelvington:

ISD has ordered a large batch of Linotronic interface boxes from Germany. The first batch came in a long time ago, but none of them worked. The new ones should be in soon.

The boxes bypass postscript and send a raster image directly to the printer. They work with all Linotronic X00 models. Apparently, they are very fast. We have never stayed to watch them do the printing, but it takes only a couple of minutes for each page, from what I understand. A lot of printers have ordered the boxes, so it should not be too long before anyone can typeset their Calamus output.

The Compugraphic fonts look _great_ in 2540 (or whatever) dpi. I'm sorry I cannot give more technical details, but it's my spouse who's the layout artist - I'm just a philologist. If you call ISD at (416) 479-1880, they can give you a lot more specific information.

David Megginson, Centre for Medieval Studies, Toronto

3681. ATARI sales .. going up?

Newsgroup: comp.sys.atari.st
Date: 1989-12-05 01:54:43 UTC
From: ramsiri@blake.acs.washington.edu
Message-ID: <4764@blake.acs.washington.edu>
Source record: 246103

My local dealers can't keep ST's in stock.

I called J & R earlier today. I couldn't order an ST or
a Mega TODAY...that is, one couldn't go out the door TODAY..
The rep says they can't keep atari's stocked..
apparently the ad campaign is working. He said he has a
5000 piece shipment of ST's and Mega's and slm804's arriving
tomorrow... and if the phone keeps ringing as it has been..
he expects to sell them all!

What will it take to get the STacy and TT shown on the
cover of BYTE? There's hardly a concern demostrated by
BYTE people for a STacy and GCR whenever MAClones are discussed.
Is the PR problem at the Atari-end ?
.. or is it BYTE magazine?

-kevin
ramsiri@blake.acs.washington.edu

3682. Re: LNYX

Newsgroup: comp.sys.atari.st
Date: 1989-12-05 02:58:19 UTC
From: sale5312@fredonia.UUCP
Message-ID: <1693@fredonia.UUCP>
Source record: 246104

In article <8912020824.AA28364@ucbvax.Berkeley.EDU> V053QHYX@UBVMSC.CC.BUFFALO.EDU writes:
>During an INTERESTING flight from BUffalo NY to NYC I opened up
>the airlines(yes I hadto go on a few different airlines..!) On PAN AM in
>their magazine their is an add for the portfolio!actually a 2 page add!
>Didnt look like something atari would do..It Actually Looked Professional!!
>and guess what?!On my Continental flight their was also an add in their paper!
> Jeremy

I've noticed that no one (at least that I've seen) has mentioned their
ad in the Wall Street Journal for the Portfolio. I saw one earlier
(maybe September/October) which looked impressive. I like to see
Atari spread their name in ads *outside* the Atari world. Ads
in ST-Log and STart) don't make much sense since most of the
readers should already own an ST or whatever. Let others know
about Atari!

-Marty

--
Marty Saletta The above has been in a mayonnaise jar on
Fredonia State University Funk and Wagnalls porch since noon today...
Fredonia, New York Maple Leafs:24 pts,4th place
UUCP:...{rutgers,ucbvax}!sunybcs!fredonia!sale5312 Hi Lorie!

3683. Re: NOTATOR vs. FINALE (mac)

Newsgroup: comp.sys.atari.st
Date: 1989-12-05 03:02:19 UTC
From: ladasky@codon2.berkeley.edu
Message-ID: <1989Dec5.030219.3596@agate.berkeley.edu>
Source record: 246105

In article <1989Dec4.213025.14837@agate.berkeley.edu>
laba-1aj@web-1d (John Kawakami) writes:

[stuff about printing speed of NOTATOR deleted]

>I realize this is probably not the right forum for this, but here goes:
> Over and over, I read people who point out how s l o w PS is.
>Sometimes, they are justified; PS is pretty slow if it has too little RAM,
>a very complex image, bad code, etc. But usually, people blame postscript
>when the program generating the postscript is at fault.

When I got into the scoring business, the only Atari notation package
around that generated PostScript files and could read MIDI files was Dr. T.'s
COPYIST. I can tell you this much: COPYIST generates about 250k of data
per page. The Sonata font (which, I'm sorry to say, is more aesthetically
pleasing than any of the Atari laser fonts I've seen) is another 75k. I print
my files out from my UNIX account, and they take about 10 minutes per page.
One thing that I have noticed is that pages with lots of slurs (which cannot,
I would imagine, be implemented by characters of the Sonata font) take up
considerably more memory than those without them.

> Now, I don't know anything about Finale, but I don't think something
>as simple as a page of music should take more than a few minutes to print
>(yes, that _is_ slower than the SLM; heh heh). I suspect Finale is doing
>one of two things: producing ugly, horrendous PS; or letting the printer
>figure out how the page should be set and giving it just enough info to
>let it grind the page out. I'd bet my mother that it's the former.
>

I'm almost certain that my files are being transferred to the printer
by something niftier than the 9600-baud serial port that I've seen - and it
still takes 10 minutes. I've archived a few of my PostScript files and they
tend to compress by a factor of FOUR or FIVE. This suggests that there is a
fair amount of verbosity or redundancy in PostScript. Sure, it's great to
be able to read the stuff, but someone should consider the fact that a
protocol for the transfer of a ters, more compressed version of PostScript
would speed things up quite a bit. I'm not sure how inelegant the COPYIST
PostScript code is, but my guess is that it's not all that bad. At least,
it's about as ugly as the code that the FINALE user seems to be generating.

T CROSS POLICE LINE DO NOT CROSS POLICE LINE DO NOT CROSS POLICE LINE DO NOT CR

"Do unto others as you would like - John J. Ladasky ("ii")
to do unto them. " Richard Bach (ladasky@enzyme.berkeley.edu)

3684. Mono Games??????

Newsgroup: comp.sys.atari.st
Date: 1989-12-05 03:13:13 UTC
From: ehsnsr@JUPITER.NMT.EDU
Message-ID: <8912050313.AA09834@jupiter.nmt.edu>
Source record: 246106

Hey Peoples,

Can anyone out there in net land give me a list of good PD games that can run in monochrome? Oh, BTW, tell me where I can get them.

Thanx.

Eric Hobbs
ehsnsr@JUPITER.nmt.edu

3685. Re: Re: Kermit for the ST.

Newsgroup: comp.sys.atari.st
Date: 1989-12-05 03:15:33 UTC
From: bobw@hpsad.HP.COM
Message-ID: <750033@hpsad.HP.COM>
Source record: 246107

```
>>I'd like to incorporate Kermit into my Flash152 term program.
>> 1) Is this possible?
>
>It's VERY EASY. Simply put the PD kermit.prg into the directory that FLASH
>uses for default. To execute it use FLASH's 'ex' command.
>Dan Suthers, Analyst, Pacific Bell
>

Sounds great!! Where do I get kermit.prg? I tried the various archive
sites: terminator, him1 and dsrgsun. Any other suggestions?

-Bob
```

3686. GCR vs. Mac Plus

Newsgroup: comp.sys.atari.st
Date: 1989-12-05 03:26:09 UTC
From: ehsnsr@JUPITER.NMT.EDU
Message-ID: <8912050326.AA10234@jupiter.nmt.edu>
Source record: 246108

Hi. Me again.

I have heard in circles that the Spectre GCR is faster than a 8MHz Mac Plus. Just how much faster is faster? I you can, maybe you could give me some benchmarks for comparison. Thanxs.

Also, I am thinking of trading my 520STfm up to an STE. I would like to keep my Mono monitor even though it shuts me out of some neat stuff. I know it has probably been posted before, but what are the improvements in the graphics on an STE? If the improvements are mostly just with colors, I'll keep the MONOmonitor. I really want 1meg, a DS/DD, and cool sound, so it sounds like the STE might be for me? BTW, How much does a STE cost?

Eric Hobbs
ehsnsr@JUPITER.nmt.edu

3687. Re: LaserPrinters and the ST

Newsgroup: comp.sys.atari.st
Date: 1989-12-05 03:40:46 UTC
From: matthews@umd5.umd.edu
Message-ID: <5726@umd5.umd.edu>
Source record: 246110

In article <12513@watcgl.waterloo.edu> sfwhite@watcgl.waterloo.edu (Stephen White) writes:
>If you really want this to happen, talk to Adobe. As far as I know,
>the major cost of _any_ PostScript-compatible device or software is
>the royalty paid to Adobe for developing PS. Thus, UltraScript is
>not likely to drop in price. Can anyone confirm this?
>--
> ___ Stephen F. White, esq. standard_disclaimer()

I seem to remember something about Adobe putting PostScript into the public domain in an effort to retain control of the market due to stiff competition. If this is true (can anybody confirm this?), wouldn't that reduce the price of royalties to, like, zero?

I'm not sure if UltraScript even had to get a license for PostScript. It can be argued either way.

Mike

3688. Doesn't work

Newsgroup: comp.sys.atari.st
Date: 1989-12-05 03:47:00 UTC
From: V053QHYX@UBVMSC.CC.BUFFALO.EDU
Message-ID: <8912050807.AA13706@ucbvax.Berkeley.EDU>
Source record: 246111

```
Add to the list of programs that dont work with tos 1.4 :
DBMAN 5.02 and Timeworks destop publisher....
```

3689. Drachen and Mah-Jong

Newsgroup: comp.sys.atari.st
Date: 1989-12-05 04:20:24 UTC
From: BAILEYS@FSU.BITNET
Message-ID: <891205001533507.GXJT@RAI.CC.FSU.EDU>
Source record: 246112

In reply to:

>I agree, Drachen is great! One question, though: I thought Shanghai was
>an implementation of Mah-Jong? Is it really just a variant of `Drachen' in
>colour?
>- David
>(forster@cs.umass.edu / forster@umass.bitnet / david%cousteau@cs.umass.edu)

Well, Shanghai and Drachen both use the same game space and rules, so they
are identical simulations of something, but I don't think it is really
Maj-Jong. I believe 'real' Maj-Jong has more tiles, but I am not sure.
Being a big Shanghai/Drachen player, I would certainly like to know for sure,
so are there any Maj-Jong players out there? Fill us in!!

Oh, by the way, Shanghai works in mono too, but is even harder to play than
in color (which is saying something).

Bob Marley "To err is human, to compute devine,
trust your computer, but not it's
FSU Comp Sci programmer." - Moris Kingston -

3690. Re: Lattice C v5

Newsgroup: comp.sys.atari.st
Date: 1989-12-05 04:48:05 UTC
From: dbsuther@PacBell.COM
Message-ID: <31162@pbhya.PacBell.COM>
Source record: 246113

In article <8911301233.aa02350@benjamin.Cs.Bham.AC.UK>
RiddCJ@computer-science.birmingham.ac.UK (Chris Ridd) writes:
>
> The reason Metacomco hasn't announced any updates to Lattice C (or any of
>their stuff), is because ... they have quit the software market. I believe
>the owner now runs a hotel :-(
> HiSoft have taken over Lattice C - v5
[text deleted]
>I'm not sure, but I think you can upgrade from MCC v3 to HiSoft v5 at a cost.

Is there any confirmation on this rummor?
I have spent a lot of time getting Lattice to be relatively bug free, and don't
wish to switch compilers now.

Does anyone have the address for HiSoft? Are they American, or de we have
to put up with the six week trans atlantic mail delay?

Last question: is HiSoft V5 an upgrade to lattice, or just a replacement? The
difference is obvious to those who have extensive private code libraries.

Dan Suthers, Analyst, Pacific Bell
uucp: {backbone}!pacbell!pbeos!dbsuther

Youth's a difficult time, and it gets harder the longer you try to draw it out.

3691. Re: What Kermit/UNITERM bugs?

Newsgroup: comp.sys.atari.st
Date: 1989-12-05 05:11:43 UTC
From: dbsuther@PacBell.COM
Message-ID: <31163@pbhya.PacBell.COM>
Source record: 246114

In article <89337.135453SML108@PSUVM.BITNET> SML108@PSUVM.BITNET writes:
>On the subject of kermits and ST's...
>
>I also use the Uniterm Kermit to transfer to and from my ST. it works fine wit
>h VAX computer systems, however weird, VERY WEIRD stuff happens with Unix sys-
>tems, both System V and 4.3bsd. It works fine transferring text files, but
>gives a potpourri of errors with binary files. This DOES NOT HAPPEN ON VAXES!

I have no idea why it eventually works with the retries set high enough, but
I have found that some UNIX kermits default to binary, and some to text. It
becomes important to specify [binay/text] on BOTH ends to get a valid transfer.

Some of the unix ports don't always switch properly between 7 and 8 bit modes
either. It's always best to match up before starting the transfer; after all
it is PD software and no-one is playing gaurdian.

Dan Suthers, Analyst, Pacific Bell
uucp: {backbone}!pacbell!pbeos!dbsuther

Youth's a difficult time, and it gets harder the longer you try to draw it out.

3692. Re: Shareware MAC

Newsgroup: comp.sys.atari.st
Date: 1989-12-05 07:10:06 UTC
From: steve@thelake.UUCP
Message-ID: <1105890110063264@thelake.UUCP>
Source record: 246115

In article <3395@brazos.Rice.edu>,
bro@titan.rice.edu (Douglas Monk) writes ...

>
>The suggestion was made that instead of using a cartridge, code that works
>like the MAC ROMs but doesn't violate Apple's copyright could be used. This
>is a great idea. No one has done it yet, which is one of the reasons why no
>Apple clones (other than STs :-) exist yet.
>
>It is a technical difficulty, or a legal one? How does Phoenix et al. get
>away with IBM clone ROMs? Licensing? Work-alike?
>

Work-alike.

But there is a big difference between PC-clone ROMs and Macintosh ROMs.
The PC-clone ROM is quite tiny, just a BIOS (Basic Input-Output System)
that allows the rest of MS-DOS to function. Macintosh ROMs provide a much
richer foundation for the portion of the Mac OS that comes on disk.

Recreating the functionality of the Mac ROMs would be quite a technical
achievement. If anyone solves the technical difficulty, though, they had
better be prepared for an ugly legal fight. Apple already has sued Digital
Research over GEM and Microsoft over Windows, and they're not even
Mac-compatible.

-- Steve Yelvington at the (almost frozen enough to skate) lake in Minnesota
UUCP: ... pwcs.StPaul.GOV!stag!thelake!steve

3693. ICD driver software

Newsgroup: comp.sys.atari.st
Date: 1989-12-05 08:01:43 UTC
From: VBRANDT@DBNUAMA1.BITNET
Message-ID: <8912050801.AA12553@ucbvax.Berkeley.EDU>
Source record: 246116

Hello all,

I received five requests to pass on the new ICD driver software!! I will
send out the stuff in a few hours. If you have asked me for a copy and
don't receive it by, say, wednesday, send me email.

Sorry for not answering all of you individually.

Bitnet: VBRANDT@DBNUAMA1 (will go away some day ...) Volker A. Brandt
UNM409@DBNRHRZ1 (alternative) Angewandte Mathematik
UUCP: ...!unido!DBNUAMA1.bitnet!vbrandt (Bonn, West Germany)
ARPAnet: VBRANDT%DBNUAMA1.BITNET@CUNYVM.CUNY.EDU

3694. PC-EMULATORS

Newsgroup: comp.sys.atari.st
Date: 1989-12-05 08:01:56 UTC
From: SO01@DMARUM8.BITNET
Message-ID: <8912050801.AA12599@ucbvax.Berkeley.EDU>
Source record: 246117

DEAR NETTER,

HAS ANYBODY HEARED SOMETHING ABOUT THE NEW PC-EMULATOR FREM A GERMAN
COMPANY NAMED OMEGA SYSTEMS WITH 80386SX, 1MB RAM AND OPTIONAL 80387SX
AT 16 MHZ ANNOUNCED FOR END OF DECEMBER ?

3695. What does the read-only bit mean?

Newsgroup: comp.sys.atari.st
Date: 1989-12-05 08:02:05 UTC
From: VBRANDT@DBNUAMA1.BITNET
Message-ID: <8912050801.AA12624@ucbvax.Berkeley.EDU>
Source record: 246118

Hello all,

What does the write-protect bit in the file attribute byte mean??

As most of you know there is a bit in the attribute byte that indicates READ-ONLY status when it's set. This means that the file can't be written to, can't be renamed or deleted.

BUT: I can change the time/date entry with Fgsdatim() (or whatever the GEMDOS function is called). Is this a bug or a feature?? Or is it necessary to enable the desktop to retain the time/date stamp while copying read-only files?

I can see advantages (for "make" type programs), but also some disadvantages. Comments invited.

Bitnet: VBRANDT@DBNUAMA1 (will go away some day ...) Volker A. Brandt
UNM409@DBNRHRZ1 (alternative) Angewandte Mathematik
UUCP: ...!unido!DBNUAMA1.bitnet!vbrandt (Bonn, West Germany)
ARPAnet: VBRANDT%DBNUAMA1.BITNET@CUNYVM.CUNY.EDU

3696. Re: INFO-ATARI16 Digest V89 #746

Newsgroup: comp.sys.atari.st
Date: 1989-12-05 08:05:49 UTC
From: AKISUJAR@NUSVM.BITNET
Message-ID: <8912050805.AA13352@ucbvax.Berkeley.EDU>
Source record: 246119

REF: Shareware Aladin

In response to the above Ref, I think that there still a relatively large market for Pit's Shareware Aladin. For instant at the School of Architecture, National University of Singapore, I am teaching computer graphics course to the 1st Year (98 Students) and 4th year Computer Electives (15 Students) each year. One of the program I demonstrate in the classes is SCHEMA by Mark Van Norman (I bought from Harvard Graduate School of Design). Since we have only 5 ALadin (Version 1.3e) and 1 Magic Sac (Version 6.1) for student to use. The shareware will be inexpensive enough for each student to buy one for their own use. There are 20 Atari 520STs with 1MB EZ RAM upgraded and 6 Mega 4s for these 2 courses. I myself own 1 each of MagicSac 6.1, Spectre 128, Spectre GCR and Aladin 1.3e. Forget to mention that SCHEMA is a Mac 3D Modeling Prg selling to the Harvard's students at US$20.Please release your shareware quick,Regard.

3697. Re: INFO-ATARI16 Digest V89 #746

Newsgroup: comp.sys.atari.st
Date: 1989-12-05 08:06:13 UTC
From: AKISUJAR@NUSVM.BITNET
Message-ID: <8912050805.AA13401@ucbvax.Berkeley.EDU>
Source record: 246120

REF: Message ID 5236@BGSUVAX.UUCP, The mouse switch.

I have changed the switch for my mouse. I bought 2 switches for about $0.25 each from a local electronic part dealer. Just looking for the one that has 4 pins and selecting the one that has softest action. Check it contact assignment with Ohm meter before replacement as not all of them have the same contact as the Atari mouse switch. I have to bend up 1 pin (not connect) and soldered only 3 pins to the pc board. It may require some filing of the button to adjust it to the correct height. Mac using micro switch for its mouse. I also found suitable size micro switch that could be used for Atari mouse but you will have to cut the stems underneath the mouse buttons. I am still not keen to do that yet. Micro switch is much higher than the square button type switchs used in the original Atari mouse. Althogh it has 4 pins connects to pc board but it is only on/off actions therefore the 2 pin Micro switch will work. Sujarittanonta

3698. foldrxxx.prg

Newsgroup: comp.sys.atari.st
Date: 1989-12-05 08:28:07 UTC
From: pa1562@sdcc13.ucsd.edu
Message-ID: <5587@sdcc6.ucsd.edu>
Source record: 246121

Pardon me, but I have a copy of foldrxxx.prg that
is said to fix the 40 folder bug. Is this true?
How does one use it?

Thanks in advance,
C. Breyman

3699. Re: What Kermit/UNITERM bugs?

Newsgroup: comp.sys.atari.st
Date: 1989-12-05 08:52:46 UTC
From: bartho@obs.unige.ch
Message-ID: <467@obs.unige.ch>
Source record: 246122

In article <8912010813.AA04349@ucbvax.Berkeley.EDU>, 01659@AECLCR.BITNET (Greg Csullog) writes:
> One netter mentioned problems with UNITERM's Kermit. ...
> The ONLY Kermit I trust is UNITERM's so WHAT problems are there?

I can confirm that I do use UNITERM (2.0e) Kermit almost dayly in binary mode with the following counterparts : Vax-vms Kermit32, Vax-vms CKermit, IBM vm-cms Kermit, Sun unix Kermit and PC Kermit 2.32 . My Atari 1040ST is connected at 19.2 Kbps to an Ethernet pad (Bridge cs/100) with XON/XOFF protocol. The line to the IBM goes through the vax, then through a x.25 line to a central pad that connects me to the 3090 ... From experience, I have set the packet length to 1024 (reduced to 96 max by CKermit ...) and use the CRC for error detection. Depending on various conditions I get no errors or a few retries, but never got locked or with unreadable file (even a single error would be rejected by the dearcing programs). The mean transfer rate is almost 1KB/s with the Vax (780), while it's almost 4 times slower with the IBM due to the many intermediates nodes, but the error rate is similar. I found the 1KB packets giving the best throughput. A 2KB is even better, but only if the retries are very rare.

I never the less remember a discussion about a year ago (or more ?) between Simon Poole and ? concerning binary transmission. After reading all arguments, i was convinced that UNITERM worked the right way, although the documentation could have been interpreted differently. The fact that I never had any problem with the 5 different versions above confirms this 'experimentaly' I think (not a proof !)

regards and Thanks to Simon if he reads this ! Paul

| Dr Paul Bartholdi bartho@cgeuge54.bitnet |
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| +45 419 209 obsg ch (telex) |

3700. Re: Form Doc's

Newsgroup: comp.sys.atari.st
Date: 1989-12-05 09:33:51 UTC
From: t68@nikhefh.nikhef.nl
Message-ID: <575@nikhefh.nikhef.nl>
Source record: 246123

Something more about the doc's of FORM.

1: The manual was written in TeX format because it looks nice
this way. It uses a customized macro package that was made
by someone else that makes for a very booklet format when
printed with two A5 pages on one A4 sheet in landscape
format. It has some more features that are quite handy.
The sources of the manual are nearly as long as the dvi
file and because the future versions of FORM will be
commercial it is considered bad policy to part with the
LaTeX file.
2: It would be quite hard to change the paper size anyway
because all examples are in verbatim and the size of the
lines in the verbatim is trimmed to the A5 page size.
It would look quite ugly with a different paper size.
3: I am preparing an article with a short description of
the syntax, some examples etc. for publication. If there
is a demand for it I can post the LaTeX sources of that
article. Be warned though that it will be much easier
to work with the manual. The manual is rather complete,
and contains a tutorial.

It should be possible to fit 2 A5 pages on one legal size page.

I am sorry that in a posting of yesterday I sounded rather
agitated about the paper size. There was somebody complaining
about paper size and the fact that I didn't use `user(m/f)' and
`he/she' everywhere, making the manual unreadable for everyone.
Considering the amount of work it was to type in nearly 400Kbytes
of text in a language that isn't my native language I think I'll
exclude people that complain like that from the licensing in the
future.

Jos Vermaseren

3701. Re: C question

Newsgroup: comp.sys.atari.st
Date: 1989-12-05 10:51:36 UTC
From: engel@irisa.irisa.fr
Message-ID: <1776@irisa.irisa.fr>
Source record: 246124

```
From article <8912050802.AA12717@ucbvax.Berkeley.EDU>, by
S61304@PRIME-A.POLY-SOUTH-WEST.AC.UK (Rat):
> Question.
>
> Why wont Sozobon, Lattice or any other C compiler I've tried compile the
> following, from K&R?
>
> main()
> $
> char fred[] = "Some string constant";
> <rest of routine>
>
If you want to initialize an array (and a string IS an array of char) WITHIN
the body of a function (whether "main" or not), you should declare it as
"static" like in:

static char fred[] = "Some string constant";

Thus, the array will be static, i.e. memory will be allocated once at
compilation-time and initialization can be performed AT COMPILATION-time.
Otherwise, i.e. if not declared static, memory will be allocated each time
the function is called, and de-allocated each time the function ends, thus
discarding any value the array had previously.

------------------------------------------------------------------------
| Jean-Christophe Engel (Equipe TEMIS) Phone: +33 99 36 20 00 |
| IRISA Fax: 99 38 38 32 |
| Campus Universitaire de Beaulieu Telex: UNIRISA 950 473F |
| 35042 RENNES Cedex - FRANCE E-mail: engel@irisa.fr |
------------------------------------------------------------------------
```

3702. Sozobon C, PageStream, Magic, NRPS

Newsgroup: comp.sys.atari.st
Date: 1989-12-05 11:00:00 UTC
From: glk01126@uxa.cso.uiuc.edu
Message-ID: <111500076@uxa.cso.uiuc.edu>
Source record: 246125

To the authors of Sozobon: great job on version 1.2, when
is the final release coming?

I have finally deceiphered the format of PageStream files
and wrote (for a class) a magic (VLSI CAD SYSTEM) to PageStream
file converter if anyone is interested. This will allow
you to work on VLSI in a PageStream Document and port it...
(with limited error checking) or to include your VLSI documents
in PageStream documents.

I am going to start a graphing program that will output to
PageStream format files. I have not decided yet if I should
try to contact SoftLogic for possible marketing (GraphStream)
or release it as shareware... Anyone have any advice?

Has anyone done any reviews on products and sent them in to
a magazine? I would like to review Sozobon C and get the
message out that an excellent PD C is available.

To the requesters of Neodesk Random Picture Selector... It
is available at terminator (35.1.33.8) in atari/new/nrps.arc.
Version 2.0 is coming soon that will extract a random picture
from .zoo,.lzh or .arc files and use that. (getting sick of
all the space required for the pictures) If you can't access
terminator, get your request to me or let me know how to post
it to comp.binaries.atari.st.

-Gregory Mathias Lemperle-Kerr
"Ahhh the University of Illinois, what a joy..."

3703. Form.

Newsgroup: comp.sys.atari.st
Date: 1989-12-05 11:03:00 UTC
From: AMEIJ@vax.oxford.ac.UK
Message-ID: <8912061554.AA01996@ucbvax.Berkeley.EDU>
Source record: 246126

Dear Pals,

Everyone seems dead keen on this form thingy and I don't know how to get it.
Can anyone give me some pointers? Just to spice things up, I have no access
to panarthea, comp.binaries, uucp or in fact anything outside Europe to
speak of. In short, how would some nice person like to mail me the thing?
Please email first to arrange it, as I have a feeling it's a tad big, and
I'd rather not receive a dozen....

Thanks very much

Jan Ameij
Oxford University Department of Applied Metaphysics

ameij@uk.ac.oxford.vax

3704. UniTerm 2.0e Dialer Bug fix

Newsgroup: comp.sys.atari.st
Date: 1989-12-05 11:03:44 UTC
From: leilabd@syma.sussex.ac.uk
Message-ID: <1872@syma.sussex.ac.uk>
Source record: 246127

I have managed to dig out the fix that Simon Poole posted a while ago
for the dialer bug in UniTerm 2.0e. Here it is:
-------------------------snip,snip-------------------------------------
If the `Retries' filed in the dialer setup dialog is set to 0 or nothing,
the dialer can not be aborted. Fix by:

- setting `Retries' to one (this utilizes another bug, that the
number is actually the total number of tries),
or

- patch the 2.0e 004 executable:

Byte (decimal) 2.0e 004 005
44995 52 (Dec) (34 Hex) -> 53 (Dec) (35 Hex)
55917 87 (57) 93 (5D)

This will increase the edit number to five and fix both
bugs (`Retries' will really mean the number of retries
not the total number of tries).
--
Leila Burrell-Davis, Computing Service, University of Sussex, Brighton, UK
Tel: +44 273 678390 Fax: +44 273 678335 JANET: leilabd@uk.ac.sussex.syma
INTERNET: leilabd%syma.sussex.ac.uk@nsfnet-relay.ac.uk
BITNET: leilabd@syma.sussex.ac.uk UUCP: leilabd@syma.uucp

3705. The FORM package that came through on c.b.atari.st

Newsgroup: comp.sys.atari.st
Date: 1989-12-05 11:27:37 UTC
From: ccsmh@gdr.bath.ac.uk
Message-ID: <1989Dec5.112737.17048@gdt.bath.ac.uk>
Source record: 246128

Our site seems to have missed dvi.uab

could someone post it to me please...

Mark.
--
_ _ _ __ _ __ _ , _ , Mark Harding,
'))) /) ')) ') / ') / Small Systems Team,
/ / / /--/ /--' /-< /--/ Bath University,
/ ' (_/ (_ / _ /) o / (_o England. Tel: 0225 826026

3706. Re: OS9 for st

Newsgroup: comp.sys.atari.st
Date: 1989-12-05 11:29:39 UTC
From: Grunwald@Katmandu.Berkeley.EDU
Message-ID: <1280@iraun1.ira.uka.de>
Source record: 246129
Cross-posted to: comp.os.os9,comp.sys.atari.st

The port is from Wolfgang Ocker, Lochhausersstr. 32, 8039 Puchheim, West-Germany. The firm is called recco-ware.
The Version is sold only bundled with the C-Compiler, Basic09, Stylograph and the Sculptor database package. It comes with tools to access TOS files and some PD-stuff. The database is very nice and fast, and has anything,but an SQL interface. So it's quite up to date. (it runs under UNIX, VAX, MSDOS, ... too, so
really professional stuff).

This explains the price of 1598.- DM.

It will not run on the STacy, because the Screen-Hardware is different. The Drivers for the Harddisk will have to be changed also, because of the power consumption. You might phone Mr. Ocker to ask him, if he is doing the port or has already done it.

He sells also other nice OS9-Software and distributs the TOPS-Packet, if you send (8-10) disks and a properly stamped and adressed envelope.

3707. Spectre printing

Newsgroup: comp.sys.atari.st
Date: 1989-12-05 12:08:37 UTC
From: efdirkx@vub.UUCP
Message-ID: <560@vub.UUCP>
Source record: 246130

Has anybody heard of a public domain printer driver for an Epson FX compatible printer that can run under Spectre128 ? I've tried "PrintWorks for the Mac", but that one generates a nice crash. It's great being able to run MSWord 4.0 and other recent MAC stuff, but my enthousiasm was gone very quickly when I tried to print without succes. I hope anyone can help me out.

Daan Van Heghe
Brussels Free University

3708. Re: LYNX Development System

Newsgroup: comp.sys.atari.st
Date: 1989-12-05 13:10:41 UTC
From: portuesi@tweezers.esd.sgi.com
Message-ID: <PORTUESI.89Dec5131041@tweezers.esd.sgi.com>
Source record: 246131

>>>>> On 5 Dec 89 17:44:45 GMT, 2FHDBEAK@kuhub.cc.ukans.edu said:
j> Here's an interesting tidbit for you LYNX fans:

j> The development system for the Atari LYNX is an AMIGA computer!
j> I wonder what it must be like to go into Atari's offices and see
j> all sorts of Amigas lying about.

That's not surprising, given that the Lynx was developed at Epyx, not
Atari, and all the Lynx designers also designed the Amiga.

--M
--

--
\/ Michael Portuesi Silicon Graphics Computer Systems, Inc.
portuesi@SGI.COM Entry Systems Division -- Engineering

He says, "Take me to your leader" -- and I say, "Do you mean....George?"

3709. VERSAdos ?

Newsgroup: comp.sys.atari.st
Date: 1989-12-05 13:46:44 UTC
From: ebeam@nvpna1.prl.philips.nl
Message-ID: <802@prles2.UUCP>
Source record: 246132

Hi there,
at the moment i'm working with a VERSAdos machine. This supose to be
from motorola. The problem is i can only spend 4 hours on the machine
which is not enough. So can someone tell me how i can read VERSAdos
disks on my Atari, maybe someone wrote already a programm for it and
could send me this. Or if someone knows which format VERSAdos uses i
will write a programm myself. I could even post it to comp.sources.atari.st
if it works fine.

Thanxs for reading this.

Otto Meijer Tel: (7)42667
WAGp 324 meijer::nvpnaa
Nat.Lab. ebeam@prle.prl.philips.nl
Holland (c) 1989

3710. Current Notes Magazine

Newsgroup: comp.sys.atari.st
Date: 1989-12-05 14:22:00 UTC
From: JOHNBARNES@ENH.NIST.GOV
Message-ID: <8912061556.AA02095@ucbvax.Berkeley.EDU>
Source record: 246133

A couple of people have asked for information regarding Current Notes Magazine.
I have an information packet that I downloaded from GENie, where "Current
Notes Online" is category 15 of the Atari ST Roundtable. Since policy
on this newsgroup restricts advertising I will be happy to respond to
individual EMail requests for this data.

I also expect to send ti to Steve Grimm so that he can determine whether
it should posted as a public document in the panarthea archive.

3711. Re: Ultrascript experience

Newsgroup: comp.sys.atari.st
Date: 1989-12-05 14:50:00 UTC
From: rehrauer@apollo.HP.COM
Message-ID: <473ec68c.20b6d@apollo.HP.COM>
Source record: 246134

In article <473a552d.14a1f@force.UUCP> covertr@force.UUCP (Richard E. Covert) writes:
[many good things about Ultrascript]

Possibly this question is of interest to others as well:
I've been reading "Ultrascript" ad nauseum for awhile now, so I might as well satisfy my curiosity. On the ST, is it resident & acting like a printer driver; or do you have to invoke it, point to a Postscript file and say "print that"? (I gather the latest/greatest version will fit on a 1meg machine, yes? So I assume this isn't a resident app...)

--
>>"Aaiiyeeee! Death from above!"<< | Steve Rehrauer, rehrauer@apollo.hp.com
"Flee, lest we be trod upon!" | The Apollo System Division of H.P.

3712. Re: A few random thoughts

Newsgroup: comp.sys.atari.st
Date: 1989-12-05 15:11:00 UTC
From: ignac@electro.UUCP
Message-ID: <1220@electro.UUCP>
Source record: 246135

In article <4448.257a46e4@uwovax.uwo.ca> 4224_5132@uwovax.uwo.ca (Andrew Semple) writes:
> I was recently in one of my local (non-authorized) Atari dealers when I
>noticed that he had an Atari product called VT100 Emulator. It was a cart
>that you plugged in so your screen resembled those old VT100 terminals that
>astronomy people use :-). Has anyone used it. It was only 10$ so I might
>go back and purchase it just fo rthe heck of it. Do I have to be hardwired to
>the system I want to use, or can I use Flash! or something.

yup. i've used it (once). the only reason i have two of these carts is that
i've desoldered the two roms on the cartridge and i can now experiment with
the cartridge port (ie: i can build whatever hardware i want and
hook it up to the empty sockets on these cartridges.) i did this for my
EE499 project at U of Waterloo. i removed the roms and replaced them with
the circuitry to allow up to 40kHz 12 bit sampling through the cartridge
port. worked really great.

while on the subject of cartridges: does ANYONE know of where you can get
** real ** prototype boards for the atari's cartridge port???? i've asked
this question a few times, but no-one ever seems to respond. not even
atari itself. i don't really feel like running out and buying a vt100
cart everytime i want to try some new hardware project on the st.

btw: are there any other official atari made cartridges like the vt100 cart???
(just wondering)

--
=====Ignac A. Kolenko (The Ig) watmath!watcgl!electro!ignac=====
co-author of QuickST, and the entire line of Quick Shareware!!!!
"I don't care if I don't win, 'cause I don't care if I fail"
from 'Youth Of Today' by SUBURBAN DISTORTION

3713. Re: FORM, nice but...

Newsgroup: comp.sys.atari.st
Date: 1989-12-05 15:30:13 UTC
From: covertr@force.UUCP
Message-ID: <473ee9d5.14a1f@force.UUCP>
Source record: 246136

In article <298@watserv1.waterloo.edu>, bmaraldo@watserv1.waterloo.edu (Commander Brett Maraldo) writes:
>
> >Now what is inclusive speech? Should I have written the manual
> >in fortran?
>
> I hope you are kidding, but in case you aren't: Inclusive speech
> includes both the male and female genders. Instead of saying 'Go to the
> doctor, he'll fix you up' you must say 'Go to the doctor, he or she will
^^^^^^^^^

Shouldn't that be "she or he" ?? :-)

> fix you up.'
>
> Brett L Maraldo
>

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--
Richard E. Covert (covertr@gtephx)
(602) - 581-4652
| AG Communications Systems, Phoenix AZ |
UUCP: {ncar!noao!asuvax | uunet!zardoz!hrc | att}!gtephx!covertr

3714. Re: Form Doc's

Newsgroup: comp.sys.atari.st
Date: 1989-12-05 15:33:42 UTC
From: covertr@force.UUCP
Message-ID: <473eecf4.14a1f@force.UUCP>
Source record: 246137

In article <5120.257a7166@elroy.uh.edu>, richard@elroy.uh.edu writes:
> In article <89338.035427JJL101@PSUVM.BITNET>, J.J. Lehett <JJL101@PSUVM.BITNET> writes:
> > Is there anyone that knows where I could get a copy of the Documents to
> > Form other than in DVI form....preferably in straight ASCII type.
>
> I could also use an ASCII copy of the docs as I dont have a copy of TEX
> and would not care to attempt to hack my way through learning TEX even
> if I did have a copy of it.
> Thanks,
> Richard Coggins
> University Of Houston

I can use tha ASCII docs to FORM as well.

Hey, it doesn't seem like many folks like the TeX docs to form.

Must be some form of Elitest mentatlity to post docs to a program
in a format that 99% of the people don't use.

Hey, if you are good enough you will have TeX, right? :-)

Oh well, it could have been done in nroff, which at least most UN*X
people have access to.

--
Richard E. Covert (covertr@gtephx)
(602) - 581-4652
| AG Communications Systems, Phoenix AZ |
UUCP: {ncar!noao!asuvax | uunet!zardoz!hrc | att}!gtephx!covertr

3715. Re: Richard, Richard, Richard! (was Re: Mega chips & drive questions)

Newsgroup: comp.sys.atari.st
Date: 1989-12-05 16:05:22 UTC
From: covertr@force.UUCP
Message-ID: <473f0941.14a1f@force.UUCP>
Source record: 246138

In article <1104890110363128@thelake.UUCP>, steve@thelake.UUCP (Steve Yelvington) writes:

Steve, if you want to pull individual statements out of context than most posts will look confusing. I was simply trying to point out how the KXP4450 laser printer is better suited, for *MY* application.

You see Steve, my point about the SLM804 is that for what it does, the SLM804 does EXCELLENTLY. but what it doesn't do, it fails miserably. For strictly ST work, the SLM804 is a great, but OVERpriced, laser printer. But, I wanted to use my laser printer, at a full 300 dpi, with my Spectre cartridge, which I can't do without resorting to buying the $500 UltraScript package (US plus its fonts). So, while it isn't Atari's fault that I can't print under Spectre, it is still a shortcoming. Also, the SLM804 doesn't emulate an Epson printer, so a lot of goofy little programs like AwardMaker won't print to the SLM804. My friend has tried using LaserBrain with the SLM804 since he bought theSLM from me. He reports that word processors fail when he tries to use specials features like italics or bold. So, LaserBrain doesn't emulate the Epson very well. And we all know about the buggy Diablo 630 emulator. so, I was simply getting tired of working around the defiencies of the SLM and when I had an oppportunity to sell my SLM I did. But, my experiences may be different from yours. My needs may be different from yours. And for strictly, narrow, ST work the SLM is great. The SLM is just not as versatile as say a HP Laser Jet or the Panasonic KXP4450. I *KNOW* that I can use my KXP4450 laser printer on a REAL Mac or a REAL IBM, so I canuse it with my Spectre and with pc ditto II straight away. You can't do that with a SLM804 printer.

As far as my waffling between *LIKING* the TT/p and *DISLIKING* the TT/p, I am still undecided. I LIKE my ST, but I really dislike the SLM804 laser printer. I like programming on my Mega ST much more than on a Mac, but I like some of the Mac programs that don't have equivalents on the ST. OK, I would like a computer whose software is as good as the Mac's but whose price was like an Atari. I do know that both the Mac and the ST beat *ANY* IBM PC that I have investigated. I dislike the MicroSoft WINDOWS for the PC and since UNIX/X Windows hasn't made it big in the PC world yet, it looks like either a Mac IICi or a NeXT or an Atari TT/x for me.

As far as the TT/p goes, I am expressing serious doubts about it based upon my 7 years plus experience with Atari products. And based upon first hand accounts from my friends who have used STs for years. The example I gave about the friend who bought my SLM804 and than couldn't get it to work on his *STOCK* 1040ST and Atari hard drive is typical of the problems faced every day by Atari ST owners. My friend has a 100% Atari ST system that wouldn't boot his Atari hard drive with the Atari SLM804 laser printer attached. He had to replace the ATARI hard drive interface with an ICD (Hurray for ICD, I own 2 of their fine host adpaters) Host Adapter in order to get his Atari hard drive to

boot with the Atari SLM804 laser printer. I won't have that problem with the Panasonic KXP4450 laser printer!

As far as the response to Ken B. from Atari goes, I was simply expressing the concern about the TT/p's expandability. If Atari has *NEVER* made an expandable computer in the past, and that is a true statement, than *WHY* should we expect the TT/p to be expandable. Heck, even the Mega ST2, the Business Computer from Atari, can't be expanded to 4 megabytes, according to Ken B. from Atari.

> Ieeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeee!
>
> -- Steve Yelvington, up at the (frozen) lake in Minnesota
> UUCP: ... pwcs.StPaul.GOV!stag!thelake!steve
>
> PS: If you would fix your postnews and/or install a .sig file with a valid
> mail address, maybe people would razz you without posting it to the entire
> flipping planet.

Steve, I did fix my .sig and now you can email to me directly. OK?

Folks, I am trying not to dwell on the negatives. I bought the KXP4450 simply so I could use more software (Mac, IBM, and ST) than I could with my SLM804. I don't know how well Atari will support the TT/p or even if it will be as described. I just *HOPE* that it is a little more expandable and reliable than the Megas or the other STs. I also hope that Atari does something to help both Atari Dealers and Atari USA magazines survive. I still like my MegaST4, and hope that the TT/x will persuade me to buy a TT. But, I have serious doubts, and it may well turn out that the ST will be the *LAST* Atari computer sold in the USA. Other computers have died, and there is no reason to believe that the Atari can't die either. So, I muddle along with my Mark Williams C compiler and my Flight Simulator!!

--
Richard E. Covert (covertr@gtephx)
(602) - 581-4652
| AG Communications Systems, Phoenix AZ |
UUCP: {ncar!noao!asuvax | uunet!zardoz!hrc | att}!gtephx!covertr

3716. Re: Shareware MAC

Newsgroup: comp.sys.atari.st
Date: 1989-12-05 16:15:15 UTC
From: dlm@druwy.ATT.COM
Message-ID: <4476@druwy.ATT.COM>
Source record: 246139

in article <3395@brazos.Rice.edu>, bro@titan.rice.edu (Douglas Monk) says:
> The suggestion was made that instead of using a cartridge, code that works
> like the MAC ROMs but doesn't violate Apple's copyright could be used. This
> is a great idea. No one has done it yet, which is one of the reasons why no
> Apple clones (other than STs :-) exist yet.
^^^^^^^^^^^^^^ not true, there is an Amiga Mac emulator.

> It is a technical difficulty, or a legal one? How does Phoenix et al. get
> away with IBM clone ROMs? Licensing? Work-alike?

The problem is partly technical and partly legal (or at least
lots of money for lawyers).

To "legally clone" a BIOS (or ToolBox in Mac'ese) you need to
teams of programmers and some lawyers. The first team studies the code
to be duplicated and generates a highly detailed description of the
code. The description would include statements about register
contents, data structures passed, etc. for the various routines in the
BIOS. It then states what the routine does including any side effects
(eg. global variables that are changed). It should also document any
bugs in the code (ie. deviations from the published specifications for
the BIOS). This description is then sent to the lawyers who save copies
of everything (documentation for any suits that come up) and then send
a copy to the second programmer team. The second progammer team has to
be made up of people who have NEVER looked at the actual code to be
duplicated (ie. they never used a debugger to look at the Mac ROMs or
the IBM PC BIOS or whatever). They also can NOT talk to the first
programmer team except by having the lawyers forward messages (which
are filed just like everything else.) They then use the descriptions
to write routines that do the exact same thing as the original. They
may even clone the bugs, some of the 3rd party EGA cards for PC's have
the same bugs as IBM's EGA card.

When you get done you have what should be a legal duplicate of
the first program's functionality. There may be problems due to
copyrights on the visual appearance (look & feel) or patents on
algorithims, etc. Hopefully the documentation the lawyers have will be
enough to prove that you did things legally (Phoenix pulled it off with
BIOS ROMs for PC's).

The technical problems are really just time problems. The Mac
ROMs are very complex (much more complicated than the TOS ROMs for
instance). Given the large number of functions contained in the ROMs
it will take quite a while to duplicate them. And while they are
working to duplicate a given release of ROMs (eg. the 256K ROMs in the
Mac II) Apple will be working on new, improved ROMs with new features.

So when you get done you may have something that is already obsolete. This isn't a problem with cloning the BIOS ROMs in a PC, the functions of those ROMs is pretty stable with very few changes over time.

No company has decided that the time and expense (at least one year, at least 10 or 20 programmers, plus lawyers, and Apple will sue when you get done) is worth the expected return.

Dan Moore
AT&T Bell Labs
Denver
dlm@druwy.ATT.COM

3717. Atracting new Club members

Newsgroup: comp.sys.atari.st
Date: 1989-12-05 16:22:54 UTC
From: covertr@force.UUCP
Message-ID: <473f18ee.14a1f@force.UUCP>
Source record: 246140

I want to thank the following people for responding to my request about attracting new members to the Phoenix Atari Club:

Greg Lindahl
Robert Retelle from the Michigan Atari Computer Enthusiasts (MACE) club
Keith Hedger : {...!}uunet!inmet!hedger hedger@inmet.inmet.com
Tim Northrup

The main points that they all said was to distribute flyers at my local Atari store. Some suggested a free Club disk with each ST purchase. Bob Retelle suggested registering the club with Bob Brodie at Atari. But, with the revolving door policy at Atari we would have to re-register the club every few months (:-)).

Our local ST sdealer doesn't have the room for us to hold our meetings in his store. So, we still need to find a better place to meet. The local community college wants $500 a day for a room, with a $500,000 insurance policy. So, we can't meet there. My company has a great auditorium, but we can't let unescorted people into the building (don't want to let out our secrets :-)). We want to meet on Saturday mornings as that is the most conveneint time for our members.

I personally think that the we need a better, bigger, meeting place before we will attract new members. It is a Chicken and the Egg thing. We can't seat many more members in our current location, but without more members we can't afford a bigger meeting place.

--
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UUCP: {ncar!noao!asuvax | uunet!zardoz!hrc | att}!gtephx!covertr

3718. Re: FORM, nice but...

Newsgroup: comp.sys.atari.st
Date: 1989-12-05 17:00:11 UTC
From: dav@eleazar.dartmouth.edu
Message-ID: <17700@dartvax.Dartmouth.EDU>
Source record: 246141

In article <13401@s.ms.uky.edu> avogel@ms.uky.edu (Andrew Lee Vogel) writes:

I love TeX, TeX is wonderful, TeX is all powerful, TeX makes the best manuals.
(notice, no smileys!)

But.... you shouldn't distribute the .dvi. If someone can print the dvi file
he probably can create it given the .tex file. I would suggest including

raw text doc file - ain't pretty but it works.
.tex file - those who want to create and print the dvi file can

this makes the distribution smaller and is just as useful

And I also don't like source files in shar format for the st. zoo the thing.
When I get the source, I un shar it, ark it, and include it with the binaries
that usually have just been posted to the binaries group.

dav

3719. ATARI 1040ST FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1989-12-05 17:11:18 UTC
From: opto@hpdml93.HP.COM
Message-ID: <15480003@hpdml93.HP.COM>
Source record: 246142

I am selling my second Atari computer system.
The color monitor is one year old and has had little use.

HARDWARE:

1040STfm without RF modulator, TOS 1.0
1 Meg DS/DD 720K drive
Mouse
Original box and manuals

Atari SC1224 Color Monitor
Original box and manuals

SOFTWARE:

Atari ST
ST language disc

Games
Empire
F-15 Strike Eagle

Applications
Free promotional copy WordPerfect version 4.1

TERMS:

$625 For all. I will ship the items UPS insured anywhere that you
specify in the continental US.

email: opto@hpdmmbe.HP.COM
phone: (208) 323-3376 (days)
(208) 345-9266 (nights)

3720. LYNX Development System

Newsgroup: comp.sys.atari.st
Date: 1989-12-05 17:44:45 UTC
From: 2FHDBEAK@kuhub.cc.ukans.edu
Message-ID: <19310@kuhub.cc.ukans.edu>
Source record: 246143

Here's an interesting tidbit for you LYNX fans:

The development system for the Atari LYNX is an AMIGA computer!
I wonder what it must be like to go into Atari's offices and see
all sorts of Amigas lying about.

Perhaps they hide the LYNX people in some mop closet.

--Jim Sisul
The University of Kansas

3721. Re: Still searching...

Newsgroup: comp.sys.atari.st
Date: 1989-12-05 17:50:12 UTC
From: bds@lzaz.ATT.COM
Message-ID: <874@lzaz.ATT.COM>
Source record: 246144

In article <1854@atari.UUCP>, kbad@atari.UUCP (Ken Badertscher) writes:
> I seriously doubt that the _majority_ of people who buy Atari
> computers, or any other computers for that matter, have the slightest
> desire to program their machines...

While a "_majority_" of ST owners may not want to program their ST, every
ST owner I know of does at least some hacking.

> It is important to make sure that professional programmers know how to
> program the computers, not end users.

Sorry, you are way off base here. Most PD software comes from end-users
who in reality are "professional programmers" who don't wish/expect
to make a dime off of their efforts. BESIDES, aren't I (an end-user who uses
his ST to write programs for enjoyment) a valued customer????
Aren't my CUSTOMER needs important??? Your attitude really bothers me.

(Someone posted the suggestion that Atari follow Next's example when they
introduce the TT, and package GCC and utilities with each machine; that would
be a SMART move. I won't hold my breath...)

3722. Re: Trash, Disks, etc.

Newsgroup: comp.sys.atari.st
Date: 1989-12-05 18:07:00 UTC
From: uace0@uhnix2.uh.edu
Message-ID: <929@uhnix2.uh.edu>
Source record: 246145

In article <1353@uvm-gen.UUCP> pegram@uvm-gen.UUCP (pegram r) writes:
>From article <9911@saturn.ucsc.edu>, by dstr012@ucscg.UCSC.EDU (10003012):
>> Does anyone out there have or know where I can get a program to change
>> the Trash and file cabinet icons on the desktop? The old desktop is getting
>> pretty boring and I am due for a change. Thanks.
>>
>> Roman Baker
>
>1) Buy Neodesk, you get all sorts of icons, lose ~$40 and at least 21K ram.
> However, is much the best idea.
[stuff deleted]

Double Click Software (us) is about to release a new product called DC DESKTOP. This AUTO folder program will *not* replace, but _enhance_ the GEM desktop so much, you won't believe your eyes!

You will get unique icons for eeach file, icons on the desktop (for quick execution), a 'cabinet' of programs (so you can store all your programs in one place), a printer spooler that works like a disk drive (drag the file to the printer icon on the desktop - or save to it from a file), replaces the desktop's _boring_ & _useless_ 'SHOW' command with a more powerful one, has a trashcan that acts like a trashcan (so you can 'undelete' files), PC 'XCOPY' type copy from the desktop, change the desktop to a picture or pattern, keystroke equivalents for desktop commands, and probably a few morefeatures I can't remember off hand!

All of this resides *in* memory, and is currently less than 30K!!! That's right, the program is less than 30K, and it does all this. You can use even less memory if you don't need all the features. Best of all, it stays in memory at all times (no more reloading or huge memory requirements), and it _enhances_ the GEM desktop, so everything still remains 100% compatible and the interface is just as you've always used, nothing new to remember.

Before you go calling us up wanting to order, let me just say that it goes into beta-testing this week. Release is estimated for Feb. 1990, and the retail price will be $39.95.

We will release specific info when it is released. (Oh yes, everything is written in 100% assembly language.)

- mike

--

Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 77274

Support BBS: (713)944-0108 | SHADOW | DC FORMATTER | DC UTILITIES | and others

3723. Re: Doesn't work

Newsgroup: comp.sys.atari.st
Date: 1989-12-05 18:21:32 UTC
From: stephen@oahu.cs.ucla.edu
Message-ID: <29749@shemp.CS.UCLA.EDU>
Source record: 246146

In article <8912050807.AA13706@ucbvax.Berkeley.EDU> V053QHYX@UBVMSC.CC.BUFFALO.EDU writes:
>
>Add to the list of programs that dont work with tos 1.4 :
>DBMAN 5.02 and Timeworks destop publisher....

I don't know what version of Timeworks DTP you're using, but mine works _fine_
with TOS 1.4. I bought mine last Spring so perhaps they fixed it.

--
Steve Whitney "It's never _really_ the last minute" ())_-_(())
UCLA Comp. Sci. Grad. Student | (* *) |
Internet: stephen@cs.ucla.edu UCLA Bruin--> { _@_/ }
GEnie: S.WHITNEY `-----'

3724. TDI Modula-2 Missing Pages

Newsgroup: comp.sys.atari.st
Date: 1989-12-05 18:30:43 UTC
From: patrick@hpmcaa.mcm.hp.com
Message-ID: <760013@hpmcaa.mcm.hp.com>
Source record: 246147

When I purchased TDI Modula-2 my manual was missing pages 127-140.

I called the number in the front of the manual and it was disconnected.

TDI must be out of business?

Would somebody who has TDI Modula-2 be kind enough to copy the pages for
a few bucks?

I'm missing the Definition Modules for Storage,System, and Mathlib on the
pages above.

Please Reply to:
patrick@hpmcaa.mcm.hp.com

Thank You !!!

3725. Re: foldrxxx.prg

Newsgroup: comp.sys.atari.st
Date: 1989-12-05 18:34:13 UTC
From: wallace@oldtmr.dec.com
Message-ID: <1373@engage.enet.dec.com>
Source record: 246148

In article <5587@sdcc6.ucsd.edu>, pa1562@sdcc13.ucsd.edu (C. SQuibby Breyman) writes...
> Pardon me, but I have a copy of foldrxxx.prg that...How does one use it?

Rename FOLDRxxx.PRG such that you replace the xxx with a number. Then place the renamed program in your \auto folder. The number is the number of additional folders (above and beyond the 40 folder limit) you want memory allocated for. Examples:
FOLDR100.PRG Allows almost 140 folders TOTAL
FOLDR135.PRG Allows almost 175 folders
FOLDR400.PRG Allows a couple of large HD's :-)

What I do is keep xxx (the number) set to the TOTAL number of folders on all my hard drive partitions plus about 10 or 20. AND I count the number of folders (adjusting xxx accordingly) occasionaly. This leaves room for what ever folders might be on any floppies you have in the floppy drive and some room to create more folders on your HD.

Ray Wallace
(INTERNET,UUCP) wallace@oldtmr.enet.dec.com
(UUCP) ...!decwrl!oldtmr.enet!wallace
(INTERNET) wallace%oldtmr.enet@decwrl.dec.com

3726. Re: MIDI Help

Newsgroup: comp.sys.atari.st
Date: 1989-12-05 18:55:22 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <924@gumby.cc.wmich.edu>
Source record: 246149

In article <8911270801.AA22825@ucbvax.Berkeley.EDU>, AD0834@ALBNYVMS.BITNET writes:
>
> I am trying to write a patch librarian for a 520STFM and a Roland D-10
> keyboard. I am having problems because the input buffer on the ST isn't
> large enough to hold the 256 byte blocks that the D-10 sends, and
> unfortunately, I don't seem to be able to write a program which will
> snag data from the buffer fast enough to prevent it overflowing.
>
> Basically, my problem is this: I need to change the size of the MIDI
> input buffer on the ST from the default 128 bytes to 256 (or more)
> bytes. Does anyone know how to do this?!? Better yet, does anyone know
> of PD MIDI librarians?

A call to the XBios routine IoRec for device 2 (MIDI) will return a
pointer to the parameter block that contains all the information which
controls the buffering of input data. The first item is a long pointer
to the input buffer. So you set up your own area, then redirect the
input there by resetting that pointer. This is followed by a buffer
size word, which you need to set, then a pair of head and tail indices.
Setting them to the same value will 'empty' the input buffer.

When you're all done, you'll want to put things back the way they
were, before your program exits. Otherwise, you'll probably have a
nasty crash.

The above is from memory. If you need details, I can look up the
specifics.

As for PD MIDI librarians, there are things like STMIDIEX, but they
won't be useful with Roland gear due to their need for handshaking
and timing constraints.

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

3727. Re: What does the read-only bit mean?

Newsgroup: comp.sys.atari.st
Date: 1989-12-05 19:23:23 UTC
From: apratt@atari.UUCP
Message-ID: <1861@atari.UUCP>
Source record: 246150

VBRANDT@DBNUAMA1.BITNET writes:
> As most of you know there is a bit in the attribute byte that indicates
>READ-ONLY status when it's set. This means that the file can't be written
>to, can't be renamed or deleted.
> BUT: I can change the time/date entry with Fgsdatim() (or whatever the
>GEMDOS function is called). Is this a bug or a feature?? Or is it necessary
>to enable the desktop to retain the time/date stamp while copying read-only
>files?

Well, here's the logic behind it: setting the read-only bit means you
can't change the DATA IN THE FILE. You can still change the file's
directory entry, which includes its date and time. This is necessary
because you must be able to change the file's attribute byte, also in
the directory. If you couldn't do that, you couldn't ever
un-write-protect the file.

Alternatively, the answer is, "Because that's how Jason Loveman
implemented it."

It's not likely to change.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

3728. Re: Help with Uniterm 2.0e

Newsgroup: comp.sys.atari.st
Date: 1989-12-05 20:03:20 UTC
From: keithj@ux1.lbl.gov
Message-ID: <4382@helios.ee.lbl.gov>
Source record: 246201

I believe what you need to do is to get into the setup mode and go into the telephone setup menu. Try changing the dial retry count to 3 or more, (the count should be at least more than one). Once you get back into the terminal screen and you encounter the same problem with the phone line, just hit the undo key and instead of quitting, which uniterm will ask of you, just type no. After that, you should be back on line.

Keith Groves

3729. Re: Help with Uniterm 2.0e

Newsgroup: comp.sys.atari.st
Date: 1989-12-05 20:03:47 UTC
From: esp_05@jhunix.HCF.JHU.EDU
Message-ID: <3525@jhunix.HCF.JHU.EDU>
Source record: 246202

When Uniterm 2.0e refuses to dial a second number after the first one does (or doesn't) work, I just use the reset function from the pop-up menu, and all becomes well.

Eric

3730. Re: What Kermit/UNITERM bugs?

Newsgroup: comp.sys.atari.st
Date: 1989-12-05 20:04:55 UTC
From: SHAWL@kuhub.cc.ukans.edu
Message-ID: <19315@kuhub.cc.ukans.edu>
Source record: 246203

In article <2748@dogie.macc.wisc.edu>, gilmore@vms.macc.wisc.edu (Neil Gilmore) writes:
> In article <8912010813.AA04349@ucbvax.Berkeley.EDU>, 01659@AECLCR.BITNET (Greg Csullog) writes...
>
>>One netter mentioned problems with UNITERM's Kermit. On our site, which
>>has a CYBER 830/990 combo and various VAXs, such as an 8550, the only Kermit
>>that works flawlessly with full server support is UNITERM's Kermit. Some
>>20 - 40 people use it almost daily. I use UNITERM Kermit in text or binary
>>mode almost every day and I have never had one problem. I've tried Versa-Term
>>Pro and Red Ryder under Mac emulation but they do not have server support.
>>Neither does ZSTEM or SmarTerm 240 for the PCs. The ONLY Kermit I trust is
>>UNITERM's so WHAT problems are there?
>
I agree with much of what is said, but with some modification. Until
very recently, I was using version 1.7b; it worked flawlessly in all
cases EXCEPT sending DEGAS format pictures to our VAX. Before I was
even aware of UNITERM, I purchased ANSIGRAPH; I have had no troubles
with its KERMIT at all. So, while I use UNITERM as my standard, I
changed to ANSIGRAPH for any long binaries. I have not
tried UNITERM 2.0e on a degas picture yet.

Steve Shawl
bitnet: SHAWL@kuhub.cc.ukans.edu

3731. Re: GNU C Floating Point Math

Newsgroup: comp.sys.atari.st
Date: 1989-12-05 20:08:46 UTC
From: esp_05@jhunix.HCF.JHU.EDU
Message-ID: <3526@jhunix.HCF.JHU.EDU>
Source record: 246204

I just downloaded the copy of GNU C from terminator, oh, two weeks ago, the same time I downloaded the pml package. Maybe I should try drgsun.

At any rate Megamax C blew GNU C away in speed and executable size (GNU C took twice as long, and the executables were around twice as large). The only problem with it is that it doesn't have stdlib functions, although without those I can still improvise.

Eric

3732. Re: Ultrascript experience

Newsgroup: comp.sys.atari.st
Date: 1989-12-05 20:16:42 UTC
From: covertr@force.UUCP
Message-ID: <473fe9f1.14a1f@force.UUCP>
Source record: 246205

In article <2389@hudson.acc.virginia.edu>, gl8f@bessel.acc.Virginia.EDU (Greg Lindahl) writes:
> In article <473a552d.14a1f@force.UUCP> covertr@force.UUCP (Richard E. Covert) writes:
>
> >All in all, the extra bucks that I am paying for the Panasonic laser printer
> >are well worth it to me. And I am getting a FASTER printer (11 ppm vs 8ppm of
> >the SLM804).
>
> You know, Richard, you don't listen.
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
Let's just get nasty here!! :-)

OK Greg, in one of my last messages I *SAID* that for strictly ST work the SLM804 is faster than any other printer. That is because of the DMA port of course. I will give you that. OK? No more arguments?

>
> I posted an article explaining WHY the SLM804 is sometimes faster than
> other laser printers, even with faster print engines, in certain
> situations. Several people posted articles saying, yes, in real life,
> they have seen this.
>
> I can assure you that, running Ultrascript, the SLM804 will beat the pants
> of your Panasonic laser printer printing, for example, full page bitmaps.
>
> Why don't you benchmark it in various situations before you shoot your
> mouth off? Why can't you include a little disclaimer, "Well, there are
Nasty temper you have there Greg! :-)

> situations where the SLM804 is a lot faster than the Panasonic." Yes,
> the Panasonic may be the best printer for you, but not necessarily for
> everyone else. They might be very surprised to plug it in and find
> that it doesn't print 11 pages per minute, every minute.
>
> Your attitude is entirely non-professional. I hope you grow out of
> your childish Atari-bashing phase.
Real nasty mouth there!! :-)

> Greg Lindahl

Greg, I have said before that the MAJOR reason that I sold my SLM804 and bought a Panasonic KX-P4450 is that I wanted a laser printer that I could use with Spectre and pc dittoII at a full 300 dpi. The SLM804 can not print at 300 dpi with the Spectre now(disclaimer: Without UltraScript that it is), and can't even be used at at with pc ditto.

Greg, I bought my Panasonic because, given that I wanted a laser printer that emaulates a Laser Jet, the Panasonic KX-P4450 is the fastest laser printer for under $2,000.00. It is faster than the Packard-Bell (which sells for about $1200 with 1 meg, a real bargain), the HP Laser Jet IIP (which sells for about $995 with 1/2 meg), the HP Laser Jet II (which sells for about $1700 with 1/2 meg) or the Epson or the Brother or the Canon. OK?

I don't need to benchmark the SLM804 against these other laser printers, because they ALL will be slower than the SLM804 for ST work. I agree with that. But, the Panasonic KX-P4450 will be faster than the HP Laser Jet IIp,II, the Brother, the Canon, the Packard-Bell, or any other laser printer for under $2,000. I am *NOT* bashing Atari for the SLM804. It is a wonderful, though limited, printer. It just doesn't do what I wanted a laser printer to do. So, I am better off selling it than griping about its defiences. Agreed?

A friend of mine, Ralph Mariano, sells the Panasonic KX-P4450 printer and has used one with his Mega ST4 for 6 months. Ralph finally got an Atari SLM804 and it does run faster than the KX-P4450 for ST work. So, I agree with that. But, alot of people are buying Spectres and pc dittos and pc dittoIIs and pc speed. And those folks will find the SLM804 lacking. I had my SLM804 for 20 months and never could fully utilize it under Spectre or pc ditto. I don't expect Atari to address this anytime soon.

Did you know that *ALL* SLM804 emulators run in RAM that is overwritten by the MAC OS when running Spectre?? And by MSDOS when running pc ditto. So, even if Atari came out with a working Epson emulator for the SLM, it wouldn't run under Spectre or pc ditto without help from Dave Small or Bill Teal. And Atari has never even spoken about a Laser Jet emulator for the SLM. I wonder why? So, in order for me to use the SLM804 it would have needed an Epson emulator, and a Laser Jet emulator, but they would have had to be run in meory so that MAC and MSDOS could use them. Which is *NOT* very likely.

I refuse to defend my position anymore. I am happy with my choice to sell the SLM804. I will NOT say bad things about it in the future. I will learn to live with my SLOW (:-)) Panasonic KX-P4450 laser printer.

You, of course, must decide how you want to use a laser printer. If it is for strictly ST work than by all means buy the SLM804. But if you want to use it for Mac or MSDOS work, than consider another printer. OK?

Finally, did you know that there are PostScript clones out for both Mac and MSDOS. I was just at Egghead Software+ and saw an IBM PS clone from an outfit called LaserGo. It has PS plus 13 fonts. Also, there is Adobe Type Manager for the Mac, with the same PS clone and 13 fonts. Hey, guess what? Never supports the Atari laser printer. But both support the Panasonic KX-P4450. So, I don't have to use UltraScript to get PS for my Panasonic when using Mac or MSDOS programs. But the SLM804 eliminated this option from either MAC OR MSDOS.

So, unless Atari releases a laser printer with a cpu, internal memory, and builtin printer emulators, I am not interested in Atari laser printers. And than the Atari lp had better be cheaper than a HP or a Panasonic to compete.

--
Richard E. Covert (covertr@gtephx)
(602) - 581-4652
| AG Communications Systems, Phoenix AZ |
UUCP: {ncar!noao!asuvax | uunet!zardoz!hrc | att}!gtephx!covertr

3733. Re: A few random thoughts

Newsgroup: comp.sys.atari.st
Date: 1989-12-05 20:34:54 UTC
From: covertr@force.UUCP
Message-ID: <473ffa3c.14a1f@force.UUCP>
Source record: 246206

In article <4448.257a46e4@uwovax.uwo.ca>, 4224_5132@uwovax.uwo.ca (Andrew Semple) writes:
>
> covertr@force.UUCP (Richard E. Covert) spews,
>
> > You know Ken, that is ONE reason why I refuse to buy the new TT. If you can't
> > even upgrade a Mega ST2 to 4 megs because of some manufacturing decision to
> > save 10 cents by using a MMU chip that can't address 4 megs, then what does
> > that tell me about Atari?? It is INSANE to sell a Mega ST2 that is crippled
> > so that it can't be upgraded to 4 megs. That is another example of Atari's
> > No Upgrade Policy. Why do you folks do that??
> >
> > And are you folks going to change this policy with regards to the TT/p? Or
> > if I want to add more memory after I purchase a TT/P will I have to sell
> > it and buy another TT/p with more memory??
> >
> The above statement about the ST2 not being able to be expanded to 4 Megs
> is absolute CRAP. I know of about 20 ST2's that have been expanded to 4 Megs.

Andrew, I was simply repeating what Ken B of Atari said in an earlier post.
That *SOME* Mega ST2s can NOT be upgraded to 4 megabytes. Also, when I had
Henry add the extra 2 megs of RAM chips to my early 1988 vintage Mega ST2 last
Spring I asked John Townsend and others at Atari what the repair/replacement
policy is for such machines. The *OFFICIAL* Atari policy is that a Mega ST2
that comes in for repair/replacement leaves with EXACTLY two megs of RAM
even if it came in with 4 megs. There is *NO* *OFFICIAL* way to upgrade a
Mega ST2 to 4 megs and still be supported by Atari. Ask John Townsend or
someone else at Atari if you don't believe me.

As far as some megas not being upgradable, my local dealer has sold some of
them. I believe my local dealer. On the other hand, the latest 520STs are
very easy to upgrade. You just add 1/4 RAM chips to bump to 1 meg, or 1 meg
RAM chips to bump to 2.5 megs. Very easy with the NEW 520STs. Very
UNOFFICIAL of course!!

>
> To Richard directly: Please have the guts to flame me by mail, don't waste
> space here!
Nah, there are too many folks out there that just live to read my next "spew"
:-)

>
> > Oh well, life goes on.
>
> I guess it does ...
>

At least I hope that it goes on....

> I was recently in one of my local (non-authorized) Atari dealers when I
> noticed that he had an Atari product called VT100 Emulator. It was a cart
> that you plugged in so your screen resembled those old VT100 terminals that
> astronomy people use :-). Has anyone used it. It was only 10$ so I might

Hey, do you know what those VT100 carts are great for?? Pirates use them for
making ripoff carts!! But they lack the fancy gold plating of a real
cart, but you gets what you pays for!

> --
> Andrew Semple ads@hydra.uwo.ca
> 2nd Year Applied Math/Computer Science Andrew.Semple@hydra.uwo.ca
^^^

3734. Re: Still searching...

Newsgroup: comp.sys.atari.st
Date: 1989-12-05 20:45:36 UTC
From: covertr@force.UUCP
Message-ID: <474003ce.14a1f@force.UUCP>
Source record: 246207

In article <1854@atari.UUCP>, kbad@atari.UUCP (Ken Badertscher) writes:
>
> daniel@pkmab.se (Daniel Deimert) writes:
> | I can assure you -- you won't be able
> | to sell a lot of computers if you don't tell them how to program it!
>
> I seriously doubt that the _majority_ of people who buy Atari
> computers, or any other computers for that matter, have the slightest
> desire to program their machines. The simple fact is, most people who
> buy computers want to _use_ their computers. They don't want to be
> bothered with "programming" the things. Where a computer company
> will lose is if there is no software available for the computers. It
> is important to make sure that professional programmers know how to
> program the computers, not end users.

Ken, that just isn't so!! *ALL* STers are hackers and coders!
The ST is soo much easier to program than an IBM PC or a Mac that naturally
ALL Real Programmers Program on STs!!

> | And there're a lot of developers on the net, too.
See, STers are programmers!!

>
> --
> ||| Ken Badertscher (ames!atari!kbad)
> ||| Atari R&D System Software Engine
> / | \ #include <disclaimer>
.
.
.
.
.
.
.
.
.
.

--
Richard E. Covert (covertr@gtephx)
(602) - 581-4652
| AG Communications Systems, Phoenix AZ |
UUCP: {ncar!noao!asuvax | uunet!zardoz!hrc | att}!gtephx!covertr

3735. Re: LaserPrinters and the ST

Newsgroup: comp.sys.atari.st
Date: 1989-12-05 21:00:04 UTC
From: millert@tramp.Colorado.EDU
Message-ID: <14582@boulder.Colorado.EDU>
Source record: 246208

In reference to Adobe putting PostScript in the Public Domain. Yes! Amazing asit sounds Adobe has anounced that PS will be made PD in early 1990 (it may have been by the end of the first quarter but I can't remember). The PD Postscript will be able to use Type 1 fonts (something PS emulators can't do) and I believeAdobe will be giving out info on how the Type 1 fonts are created (don't quote me on that). For more info check out the December Computer Shopper.

Hope this clears up the confusion.
-Todd

|---|
| Todd Miller - millert@tramp.Colorado.EDU |
CU rules! Buffs #1 See ya on New Year's Day in Miami - Orange Bowl!!!

3736. Re: STOS Basic

Newsgroup: comp.sys.atari.st
Date: 1989-12-05 21:36:19 UTC
From: kbad@atari.UUCP
Message-ID: <1862@atari.UUCP>
Source record: 246209

david@bdt.UUCP (David Beckemeyer) writes:

| In article <CMM.0.88.628643865.larserio@kvart.uio.no> larserio@IFI.UIO.NO
(LarsErikOsterud) writes:
| >One of my friend has STOS and TOS 1.2 but we tried it on my MEGA4 with
| >TOS 1.4 - It worked OK, BUT you can't move the mouse-pointer !!!!!

| Applications generated with STOS seem to exhibit this same behavior.

This is because STOS used absolute, undocumented memory locations for
mouse position. More's the pity, because a legal way of getting at
these variables _is_ documented. A couple of other software packages
exhibited this behaviour in Rainbow TOS testing here at Atari, as well.

I believe Antic has a new version of STOS that works better with Rainbow TOS.

--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

3737. Re: LaserPrinters and the ST

Newsgroup: comp.sys.atari.st
Date: 1989-12-05 21:57:45 UTC
From: millert@tramp.Colorado.EDU
Message-ID: <14586@boulder.Colorado.EDU>
Source record: 246210

In reference to Adobe putting PostScript in the Public Domain. Yes! Amazing asit sounds Adobe has anounced that PS will be made PD in early 1990 (it may have been by the end of the first quarter but I can't remember). The PD Postscript will be able to use Type 1 fonts (something PS emulators can't do) and I believeAdobe will be giving out info on how the Type 1 fonts are created (don't quote me on that). For more info check out the December Computer Shopper.

Hope this clears up the confusion.
-Todd

|---|
| Todd Miller - millert@tramp.Colorado.EDU |
CU rules! Buffs #1 See ya on New Year's Day in Miami - Orange Bowl!!!

3738. Monochrome Monitor Wanted

Newsgroup: comp.sys.atari.st
Date: 1989-12-05 22:49:15 UTC
From: psurge@cs.utexas.edu
Message-ID: <7305@cs.utexas.edu>
Source record: 246211

Does anyone out there in NETLAND have a monochrome monitor that they want to sell? I have some applications that use Monochrome mode, and the emulators just won't work too well.

Thanks in advance, please send me email and I will get back to you.

Troy Carpenter
Computer Sciences
The University of Texas, Austin
psurge@cs.utexas.edu
Troy Carpenter
Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

3739. Re: INFO-ATARI16 Digest V89 #746

Newsgroup: comp.sys.atari.st
Date: 1989-12-05 23:05:38 UTC
From: MBERNAR@ERENJ.BITNET
Message-ID: <8912061923.AA14881@ucbvax.Berkeley.EDU>
Source record: 246212

Jan Ameij <AMEIJ%vax.oxford.ac.uk@NSFnet-Relay.AC.UK> mentioned that he had been having problems using Uniterm with VAX Kermit-32 when transfering binary files.

The problem is on VAX Kermit-32. If you select file type binary, it insists of changing the binary file's record length. As you have discovered, the fix is to set file type to fixed in Kermit-32 and set Uniterm's file type to binary.

3740. 3dbin/Matricks Doc

Newsgroup: comp.sys.atari.st
Date: 1989-12-05 23:27:13 UTC
From: thamer@skiff.cis.ohio-state.edu
Message-ID: <74725@tut.cis.ohio-state.edu>
Source record: 246213

I downloaded the 3dbin archive from the graphics directory at panarthea,
and it's just what I'm looking for.
Although it comes with some basic documentation, the author said he
would post the complete atari-specific doc in comp.sources.misc.
Unfortunately, I've been unable to find it. I did find another
archive called matricks, (which is supposed to be the name of the
3dbin Doc also), but this is a different program.
Anyone been able to find this anywhere, if not, maybe I'll try
to track down the author?
By the way (on a side note), how do KILL files work? Some of
these groups get so big ~100 messages a day. Will this automatically
do some pre-processing/screening for me?

Thanks ...

Mustafa Thamer

-=-

"Two days ago I saw a vehicle that'd
haul that tanker. You wanna get out
of here; you talk to me."

3741. Re: Form Doc's

Newsgroup: comp.sys.atari.st
Date: 1989-12-05 23:30:57 UTC
From: mikew@wheeler.wrcr.unr.edu
Message-ID: <3252@tahoe.unr.edu>
Source record: 246214

```
In article <473eecf4.14a1f@force.UUCP> covertr@force.UUCP (Richard E. Covert) writes:
|In article <5120.257a7166@elroy.uh.edu|, richard@elroy.uh.edu writes:
|| In article <89338.035427JJL101@PSUVM.BITNET|, J.J. Lehett <JJL101@PSUVM.BITNET| writes:
|| | Is there anyone that knows where I could get a copy of the Documents to
|| | Form other than in DVI form....preferably in straight ASCII type.
||
|
|I can use tha ASCII docs to FORM as well.
|
|Hey, it doesn't seem like many folks like the TeX docs to form.
|
|Must be some form of Elitest mentatlity to post docs to a program
|in a format that 99% of the people don't use.
|
|Hey, if you are good enough you will have TeX, right? :-)

RIGHT ! :-)
Seriously, TeX is available PD for just about everything (even
Mac's 'n VAX) and no expertise is required to run a previewer
like showdvi.prg (great PD - ware). ON THE SURFACE a dvi file
is no more prejudicial than uudecode, zoo, or arc. All of
these require finding and learning to get at the goodies on the
Net --- However there is a
problem with dvi files over submitting *.tex files. NOT ALL
SITES ARE CREATED EQUAL - the form.dvi uses magnified fonts
that some sites (like my ST and my SUN) don't have. Given the
source .tex file one could compensate.
TeX is ascii and can be read/reformatted without TeX
or hardly any skills.

So why send .tex? I printed the first 7 pages of form.dvi and
YES the author does use the EXCELLENT math typesetting
capabilities of TeX. - That makes it very useful to those with
access to the Net (and hence the PD tex stuff). [useful but not
essential perhaps- hey I only printed 7 of 250 pages].

BTW next week IF i can find the time and source for dvi-2-tty
I'll look in to making an ascii file for posting. Please no mail
no promises! Also please note that I have no idea what an ascii
version would look like wrt the math typesetting.

|
|Oh well, it could have been done in nroff, which at least most UN*X
|people have access to.
| Richard E. Covert (covertr@gtephx)
```

| (602) - 581-4652
|| AG Communications Systems, Phoenix AZ |
| UUCP: {ncar!noao!asuvax | uunet!zardoz!hrc | att}!gtephx!covertr

3742. VT100 emulator cartridge

Newsgroup: comp.sys.atari.st
Date: 1989-12-05 23:35:43 UTC
From: MBERNAR@ERENJ.BITNET
Message-ID: <8912061924.AA14975@ucbvax.Berkeley.EDU>
Source record: 246215

Andrew Semple wondered whether he should buy a VT100 emulator cartrige
that was collecting dusts in a dealer's shelf for $10. Don't. The dusts
alone should give a hint on how much demand there is for such a beast.
For free, you could get yourself a wonderful PD software, Uniterm 2.0e.
(Maybe $4 from PD disk archives). This not only does VT100 but also
Tektronics 4010, VT220 and other terminals.

Regards,
Marcelino Bernardo
mbernar@erenj.bitnet

3743. Re: Form Doc's

Newsgroup: comp.sys.atari.st
Date: 1989-12-06 00:10:10 UTC
From: gl8f@bessel.acc.Virginia.EDU
Message-ID: <2400@hudson.acc.virginia.edu>
Source record: 246216

In article <473eecf4.14a1f@force.UUCP> covertr@force.UUCP (Richard E. Covert) writes:

>Hey, it doesn't seem like many folks like the TeX docs to form.

Yes, if only some of them said it politely, then they could get them in another form. However, if all we have is a doc in TeX, how else do you propose to distribute them?

>Must be some form of Elitest mentatlity to post docs to a program
>in a format that 99% of the people don't use.

Jos did you a FAVOR by translating these docs, and all you do is throw shit at him? How about "THANKS, JOS!!" for translating them in the first place?

>Oh well, it could have been done in nroff, which at least most UN*X
>people have access to.

If you have Unix, you can get TeX for free. If you have an ST, you can get TeX for free. If you ASKED, probably someone would gladly print you a copy of the FORM docs. If you throw shit on them, however, they might not want to do it...

Greg Lindahl

3744. Re: GNU C Floating Point Math

Newsgroup: comp.sys.atari.st
Date: 1989-12-06 00:14:31 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <4460.257c1397@uwovax.uwo.ca>
Source record: 246217

In article <3497@jhunix.HCF.JHU.EDU>, esp_05@jhunix.HCF.JHU.EDU (Stdnt 05) writes:
> Does anyone have any experience with GNU C and using floating point
> math? From my brief experiences of trying to write some 3D animation
> in GNU C (or should I say my brief run-in with GNU C) I have uncovered
> an unreasonably large number of errors in the floating point handling.
> Admittedly, a number of them cleared up when I stopped using -mshort,
> even though I used -lpml16 whenever I used -mshort.
>
You don't mention what version of GNU C you're using. The latest version
(1.36) is considerably better at floating point. The libraries are also
considerably improved. I don't use floating point much, so I don't know
how good the pml is, but I do know that the weird errors I used to get
with printf(), etc. are gone now.
>
> Any ideas or suggestions? After comparing GNU C with an ancient copy
> of the original (c.1986) Megamax C, with Megamax C blowing GNU C away,
> I'll probably get Laser C next month anyway.

I purged Laser C from my hard drive a while back. I found its libraries
very incomplete and somewhat buggy, and the compiler itself was frustrating.
It does have a nice math library, so if you're most concerned with floating
point it might be OK for you. If you do a lot of porting of code from Unix,
you might also want to look at Mark Williams C, which I hear is good.
--
Eric R. Smith email:
Dept. of Mathematics ERSMITH@uwovax.uwo.ca
University of Western Ontario ERSMITH@uwovax.bitnet
London, Ont. Canada N6A 5B7
ph: (519) 661-3638

3745. Re: C question

Newsgroup: comp.sys.atari.st
Date: 1989-12-06 00:44:15 UTC
From: hcj@lzaz.ATT.COM
Message-ID: <875@lzaz.ATT.COM>
Source record: 246218

In article <8912050802.AA12717@ucbvax.Berkeley.EDU>, S61304@PRIME-A.POLY-SOUTH-WEST.AC.UK (Rat) writes:

> (From "The Masked Rat Fink" "Computing and Informatics Yr4")
>
> Question.
>
> (This is probably a really silly one to any C wizards, but I'm only a BASIC
> wizard!)
>
> Why wont Sozobon, Lattice or any other C compiler I've tried compile the
> following, from K&R?
>
> main()
> $
> char fred[] = "Some string constant";
> <rest of routine>
>
>
> This has been confusing me for a while, as K&R (surely correct!) would
> seem to indicate that this is indeed permissible!

NO NO NO

you can have char *fred[] = "hello";
or
char fred[] = {'h','e','l','l','o','\0'};

but not
char fred[] = "hello";

char *fred[] is an array of pointers, the first points to the string "hello"

char fred[] is an array of chars, 6 in my example.

Howard C. Johnson
ATT Bell Labs
att!lzaz!hcj
hcj@lzaz.att.com

3746. Re: ICD driver software

Newsgroup: comp.sys.atari.st
Date: 1989-12-06 01:06:38 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440089@hplsla.HP.COM>
Source record: 246219

```
|Hello all,
|
| I received five requests to pass on the new ICD driver software!! I will
|send out the stuff in a few hours. If you have asked me for a copy and
|don't receive it by, say, wednesday, send me email.
|
| Sorry for not answering all of you individually.
|
|-------------------------------------------------------------------------
|Bitnet: VBRANDT@DBNUAMA1 (will go away some day ...) Volker A. Brandt
| UNM409@DBNRHRZ1 (alternative) Angewandte Mathematik
|UUCP: ...!unido!DBNUAMA1.bitnet!vbrandt (Bonn, West Germany)
|ARPAnet: VBRANDT%DBNUAMA1.BITNET@CUNYVM.CUNY.EDU
|----------

I don't want to sound overly strident about this, but distributing
ICD software in this manner is expressly forbidden by ICD. The only legal
distribution channels are: mailorder from ICD, or downloaded from ICD's
BB or from Compuserve/Genie. Unless you have permission otherwise - do you?

Disclaimer: The opinions expressed herein are those solely of the author,
who has no pecuniary interest in the companies, products,
or publications mentioned above.

%%%
```

3747. Re: 1040st sound problem

Newsgroup: comp.sys.atari.st
Date: 1989-12-06 01:25:57 UTC
From: drp9500@ultb.isc.rit.edu
Message-ID: <1698@ultb.isc.rit.edu>
Source record: 246220

I forget the part number but it is the General Instruments sound chip
from Radio Shack.

how do I know this......I had to replace mine and used this chip and
it's been working like a champ for over a year!

The chip is about $10 (standard 40 pin size) but they do have it.

3748. The Relevance of the PD FORM docs to the PD distribution of FORM

Newsgroup: comp.sys.atari.st
Date: 1989-12-06 02:34:03 UTC
From: bmaraldo@watserv1.waterloo.edu
Message-ID: <322@watserv1.waterloo.edu>
Source record: 246221

I was wondering if the author of FORM could fill us in on FORM.
In the readme file it says that the PD version is missing a few
features. Are any of these missing features contained in the document
or is the (huge!) document consistent with the first version of FORM?
I am interested in how long it took to write FORM and what inspired
the author to write such a package?

Brett L Maraldo

ps. Oh, and are there any libraries available for FORM?

--
-------- Unit 36 Research ---------
"Alien Technology Today"
bmaraldo@watserv1.UWaterloo.ca
{uunet!clyde!utai}!watserv1!bmaraldo

3749. Prog-A16 is working again!

Newsgroup: comp.sys.atari.st
Date: 1989-12-06 02:42:00 UTC
From: UI0T@DKAUNI2.BITNET
Message-ID: <"89-12-05-18:42:24.07*UI0T"@DKAUNI2.BITNET>
Source record: 246222

Prog-A16 (the BITNET distribution of Atari16 programs) is working again. It also seems as if they send out everything new that Panarthea gets. Great!

Thomas Koenig UI0T@DKAUNI2.BITNET
UI0T%DKAUNI2.BITNET@CUNYVM.CUNY.EDU
(soon: new address, old machine) UI0T@IBM3090.RZ.UNI-KARLSRUHE.DBP.DE
'Ich dachte nicht, ich untersuchte.' Wilhelm Conrad Roentgen

3750. Atari image in USA / Europe

Newsgroup: comp.sys.atari.st
Date: 1989-12-06 03:03:00 UTC
From: UI0T@DKAUNI2.BITNET
Message-ID: <"89-12-05-19:03:23.56*UI0T"@DKAUNI2.BITNET>
Source record: 246223

It never ceases to amaze me what kind of image Atari computers seem to have in the USA as opposed to here in Europe. As an example, there were several articles today in the Frankfurter Allgemeine Zeitung about personal computers (For non-German readers: The FAZ is about as serious and buisiness - oriented as newspapers in Germany ever get, which is quite a lot). One of these articles was about non - MS-DOS computers, i.e. the Amiga and the Atari. The conclusion was that the Amiga has an edge in games, the Atari in serious applications.

I know several buisinesses which run, for example, databases on their Ataris, because the software available is powerful and easy to use.

Strange, all in all...

Thomas Koenig UI0T@DKAUNI2.BITNET
UI0T%DKAUNI2.BITNET@CUNYVM.CUNY.EDU
(soon: new address, old machine) UI0T@IBM3090.RZ.UNI-KARLSRUHE.DBP.DE
'Ich dachte nicht, ich untersuchte.' Wilhelm Conrad Roentgen

3751. Re: SS -> DS drive upgrade

Newsgroup: comp.sys.atari.st
Date: 1989-12-06 03:09:43 UTC
From: clf3678@ultb.isc.rit.edu
Message-ID: <1699@ultb.isc.rit.edu>
Source record: 246224

In article <22194@brunix.UUCP> mjv@iris.brown.edu (Marshall Vale) writes:
>
> I have two friends who both have SS drives and would like to upgrade to DS
>drives. One has an old SF 314 with a corner button eject and the other
>has a 520STfm.
>
>1. What is a reliable and cheap DS drive to buy as a replacement? Netters
> have mentioned a Toshiba model several times.

Toshiba is a good choice. There are others, but the Toshiba is widely
available, and as cheap as $68 or so.

>2. Are there any hardware changes that need to be made? For example, if
> it can't normally recognize media changes.

I really don't think so. The circuitry in both the external drive (the
PCB board) and in the STfm should take care of the media change problem.
If they do not, simply run a jumper between pins 2 and 28 of the drive's
34 pin card edge.

However, you might have a problem with the cables. Depending on where
the connectors on the new drive (with respect to the old one) are
located, you might have to wire up some cable extensions.

>3. What is a good price for that drive and suggested place to purchase
> from?

Pay no more than $85 or so for a Toshiba. Try to get an ND-354 or an
ND-352-A. The 352-A, if I remember correctly, only requires the +12V
line. If so, be sure to cut the +5V line coming from the circuit board.

>4. Any suggestions as to what to do with the old drive.

Use it as a doorstop? Seriously, just hold onto it. Never know when
you might need it.

> Thanks for you're kind attention.
>
> BTW, one of these SS drive persons actually has the Atari color monitor
>with disk drive built it (PS 300 or PS 3000)!

If you plan on upgrading that PS-3000, be sure that drive has PLENTY of
shielding around it. That CRT will play havoc on it.

Chris Freemesser, Rochester Institute of Technology :BITNET:%clf3678@RITVAX
||| ____________ :GEnie: C.FREEMESSER
||| /___ / (and 8-bit too!) :USENET: clf3678@rit.isc
/ | \ ______/ / : .edu

Call the A.C.O.R.N BBS (716)436-3078, 300/1200 baud :<-or my BBS

3752. Re: Still searching...

Newsgroup: comp.sys.atari.st
Date: 1989-12-06 03:12:50 UTC
From: gl8f@bessel.acc.Virginia.EDU
Message-ID: <2401@hudson.acc.virginia.edu>
Source record: 246225

In article <874@lzaz.ATT.COM> bds@lzaz.ATT.COM (Buce Szablak) writes:

>(Someone posted the suggestion that Atari follow Next's example when they
>introduce the TT, and package GCC and utilities with each machine; that would
>be a SMART move. I won't hold my breath...)

Actually, it seems kind of silly to me. MOST ST's don't have the memory
or disk needed to run GCC, and MOST ST buyers don't know C. NeXT puts
GCC with their machine because it's a workstation.

Can you only imagine the confusion of buyers who receive 10 disks of
software, with no instructions, that they have no idea how to use, and
that they probably don't have the resources to run?

Now what Atari ought to do is make sure we PD developers can purchase
reasonably-priced documentation somewhere. I don't need phone support,
but I sure could use docs. The ST docs eventually became available from
3rd party sources, but I'd like to see STe and TT docs before 1991...

Greg Lindahl

3753. Once again: Seagate ST296N and Interleave 1:1

Newsgroup: comp.sys.atari.st
Date: 1989-12-06 03:41:00 UTC
From: Ritzert@DMZRZU71.BITNET
Message-ID: <891206034145.728957@DMZRZU71-UNI-MAINZ--GERMANY>
Source record: 246226

Recently, I had the opportunity to attach a Seagate ST296N with ROM8 and Firmware 12 to my Supra host adaptor instead of my own 296 with ROM 8 and Firmware 11. Here the results I obtained with ICD's ratehd and quickdex 1.0. Driver software was Supra's version 3.30.

a) Interleave 1:1, 21.23 MB partition (d:), empty
ratehd: 20 ms, 57 k/s
quickdex: DMA: 509 %
Gemdos: 2486 %

b) Interleave 1:2, else same configuration as above
ratehd: 28 ms, 407 k/s
quickdex: DMA: 4290 %
Gemdos: 2463 %

c) Interleave 1:2, partition size 14.15 MB (d:), empty
ratehd: 26 ms, 408 k/s
quickdex: DMA: 4355 %
Gemdos: 2419 %

The system has TOS1.4 in ROM. With AHDI 3.01, the drive was slower, DMA gave c3800 %, Gemdos c1600 %. My own 296 with Firmware 11 nearly reproduces these numbers. On OS/9 with its 256 Byte sectors the drive doesn't run correctly at interleave 1:1, too. This has been verified on industry systems (Eltec, latest OS/9 version) and not on STs. During the experiments with OS/9 it turned out that the drives were not true SCSI. Completely new driving software had to be developed to make this special HD work at all with the small sectors.

Conclusions:
- Even the 8/12-versions of the st296n cannot be expected running at interleave 1:1.
- In contrast to assumptions issued in earlier postings on this subject, the host adaptor does not affect the transfer rate of the drive. Why should it? Its only task is to convert the ASCI commands to their SCSI equivalents and to pass the data 8 bit parallel with handshaking both toward the HD controller and the computer. And all host adaptors for the ST can be used with much faster harddisks at their full speed. (I know that the SCSI protocol is more complicated than the ASCI protocol. But either it works or it doesn't. Nothing in between.)

So, if You are looking for a cheap and big harddisk and don't mind running it at interleave 1:2, the 296 might be interesting. But the st277n, 65 MB, is cheaper and faster (to my knowledge, the st296n is the only Seagate SCSI drive which has problems at interleave 1:1). So I really would recommend not to consider the st296n anymore unless

You get a VERY excellent price (You should figure out how much the size advantage of the 296 over the 277 compensates for its speed disadvantage in Your opinion.)

Quite recently, Fujitsu has released a series of very interesting SCSI disks. They are nearly as fast as the Quantums and much cheaper. There is a 180 MB version at about the price of the 80 MB Quantum, a c130 MB thing, a drive with about 80 MB priced similar to the st296n, and a small one of some 40 MB. (I am writing from Germany !!!). I don't have the precise specs at hand so I cannot be more precise on that subject. When I have sold my st296 I will probably have a very close look at it in the future. Maybe I have the opportunity to check one of them (the 180 MB) in the next days. Any interest in a further benchmark?

Michael Ritzert
mjr@dmzru71.bitnet

P.S.: I remember a "test" including both the 180 MB Fujitsu drive and the ST296N in one of the last issues of the German ST Magazin. It confirmed the benchmarks above.

3754. Re: Form Doc's

Newsgroup: comp.sys.atari.st
Date: 1989-12-06 03:46:06 UTC
From: davidli@umn-cs.CS.UMN.EDU
Message-ID: <17468@umn-cs.CS.UMN.EDU>
Source record: 246227

In article <473eecf4.14a1f@force.UUCP> covertr@force.UUCP (Richard E. Covert) writes:
>Hey, it doesn't seem like many folks like the TeX docs to form.

Might be because they didn't have any idea what to do with the .DVI file.
Of course, if you're receiving comp.sys.atari.st, then it's fairly likely
that you have access to a .DVI driver AND a laser printer, like I did.

The docs are quite beautiful when printed on a laser printer. So, at
least ONE person liked the documentation.

>Must be some form of Elitest mentatlity to post docs to a program
>in a format that 99% of the people don't use.

Must be some form of Elitist mentality to DEMAND documentation to a program
be put up in a manner convenient to _them_. The program didn't _HAVE_ to
be posted in the first place. Would you have been happier if that was
the case? If not, I'd suggest you take your 'Elitist' mentality and go
somewhere else.

>Hey, if you are good enough you will have TeX, right? :-)

For the information of All Concerned. You do not need the entire TeX
release to process a .DVI file. You need a .DVI driver (at our humble
little site I have access to a DVItoPostScript and a DVItoLN03 driver),
the requisite fonts and a printer. Heck, you could even use the
DVItoEpson driver that's available via ftp.

Most everyone who has access to network news has access to TeX, if they
really wanted to take the time to find out...

-- David Paschall-Zimbel

3755. ATARI sales .. going up?

Newsgroup: comp.sys.atari.st
Date: 1989-12-06 04:03:50 UTC
From: EESD11O@CALSTATE.BITNET
Message-ID: <8912061600.AA02491@ucbvax.Berkeley.EDU>
Source record: 246228

> I called J & R earlier today. I couldn't order an ST or
> a Mega TODAY...that is, one couldn't go out the door TODAY..
> The rep says they can't keep atari's stocked..
> apparently the ad campaign is working.

What ad campaign? The only ads I know about are the Portfolio ads in magazines and newspapers and the great Lynx ads in the New York area. I know a few dealers are taking advantage of Atari's co-op advertising, but I've only heard about them in Texas and, I think, North Carolina.

3756. Mono Games??????

Newsgroup: comp.sys.atari.st
Date: 1989-12-06 04:05:47 UTC
From: EESD11O@CALSTATE.BITNET
Message-ID: <8912061921.AA14729@ucbvax.Berkeley.EDU>
Source record: 246229

Eric Hobbs writes:

> Hey Peoples,
>
> Can anyone out there in net land give me a list of good PD games
> that can run in monochrome? Oh, BTW, tell me where I can get them.

Bolo is a great Breakout-type game. It was written in Megamax C, I believe. I only have the single-sided disk version on my BBS (916-894-1261), but there is a double-sided version that is supposed to play great music while the game is loading. The game also works in medium resolution.

3757. Atari ST as video edit controller

Newsgroup: comp.sys.atari.st
Date: 1989-12-06 04:08:00 UTC
From: EESD11O@CALSTATE.BITNET
Message-ID: <8912061922.AA14821@ucbvax.Berkeley.EDU>
Source record: 246230

Mike Russell writes:

> Does anyone have info on a new software product for the Atari
> ST that turns it into an edit controller? I'm sure I saw something
> posted recently on this.

Antic has something called Cyber VCR which is supposed to allow the ST to control a Sony 8mm or Beta VCR. You may be able to find it in their Catalog in STart magazine (but someone said that they don't put it in there anymore). Or you can give them a call at 1-800-234-7001 or 415-957-0886. Their address is 544 Second Street, San Francisco, CA 94107. I hope that's what you were looking for.

> Mike Russell ucbvax!pixar!mike
^^^^^
You work at Pixar? You guys do some REAL nice stuff!

3758. Dear Rich Covert

Newsgroup: comp.sys.atari.st
Date: 1989-12-06 04:19:00 UTC
From: 01659@AECLCR.BITNET
Message-ID: <8912061919.AA14595@ucbvax.Berkeley.EDU>
Source record: 246231

I agree with the netter who wondered whether or not dear old Rich actually understands Laser printing speed. Hey Rich, for your benefit I'll rephrase an earlier posting.

1. I digitized a photo of my daughter with the Migraph Hand Scanner.

2. I printed the .IMG file from a Mega 2 to an SLM804 and it took less than 1.5 minutes.

3. I printed the same file from an AT at 10 MHz with an 80287 also at 10 MHz (overall NORTON SI = 12.4). and the pic took just over 44 minutes printing from GEM Paint. <<< Yeah, 44 MINUTES >>>

The difference is due to transmission speed.

Hey, if you really believe in this 11 ppm, 8 ppm, 6 ppm stuff, that lakefront property in Canada's Arctic is still for sale and has your name written all over it!

3759. Geez, gimme a break

Newsgroup: comp.sys.atari.st
Date: 1989-12-06 04:29:00 UTC
From: 01659@AECLCR.BITNET
Message-ID: <8912061919.AA14631@ucbvax.Berkeley.EDU>
Source record: 246232

Hey Marcelino, lighten up! If your version of VP Pro has Kermit server then I'm glad to hear about it. However, skip the dragging down the competition crap. I am allowed to make a mistake. Hell, Rich Covert is allowed to make a dozen in each posting. Geez!

3760. Re: A few random thoughts

Newsgroup: comp.sys.atari.st
Date: 1989-12-06 04:36:44 UTC
From: kendall@bsu-cs.bsu.edu
Message-ID: <10375@bsu-cs.bsu.edu>
Source record: 246233

I have Atari's VT100 emulator and it works pretty much like a true VT100 terminal (and I have seen a *real* VT100 terminal), even down to the set-up screens, with the only major flaws being that the warning bell (^G passthru) is only allowed if the margin bell (a bell EVERY time a line gets close to the right edge of the screen) is selected. Also, any term program should offer the option of exchanging the functions of the delete and backspace keys to be consistent with Atari-specific applications (after being online for a while, using an ST word processor is hell!).

Steve Kendall
kendall@bsu-cs.bsu.edu
00SPKENDALL@bsu-ucs.bsu.edu

3761. Re: Still searching...

Newsgroup: comp.sys.atari.st
Date: 1989-12-06 05:07:16 UTC
From: mark@rpp386.cactus.org
Message-ID: <17408@rpp386.cactus.org>
Source record: 246234

>I seriously doubt that the _majority_ of people who buy Atari
>computers, or any other computers for that matter, have the slightest
>desire to program their machines. The simple fact is, most people who
>buy computers want to _use_ their computers. They don't want to be
>bothered with "programming" the things. Where a computer company
>will lose is if there is no software available for the computers. It
>is important to make sure that professional programmers know how to
>program the computers, not end users.

Ken,
Not to dispute your argument about the reason most people buy their
Atari ST's (to use pre-written code), but I bought my ST in my senior
year of high school to learn how to program. I came from a back ground
of an Epson QX-10 using CP/M and I basically had to write any software
that I wanted to use (uncluding a word processor, network printer server,
music composer programs - all in CP/M using a variety of high level languages:
C and Pascal).

When I first got my Atari, I was greatly disappointed at the availability
of software (mainly due to my location) also in the general desgin of the
ST (I have a 1040ST and the keys are a little akward and the 9 pin ports
are in a stange spot.)

My point is, for home users like me (maybe 10%) the thrill in having the
computer is programming to solve problems, and have a lot of fun in doing
it. And, in my programming of this machine that I have low expectations
of, I have really learned to like it allot. In fact, since I had low
expecatations, the ST has done nothing but impress my since I bought it.
Maybe this is just my view point, but I bet there are allot of other
people out their that also have allot of fun just programming their ST to
solve problems or solve mathematical puzzles, and sometimes that means
knowing how to interface with the operating system.

Maybe Atari could offer a smaller public version of operating system
technical references for people like me. (This is not a complaint, I
like my ST and Atari.) Sorry for making this sooooo long.

Mark Lehmann
bigtex!rpp386.cactus.org!mark

--
+-----------------------------------+----------------------------------+
Mark Lehmann	
mark@rpp386.cactus.org	
{bigtex|texbell}!rpp386!mark	

3762. Re: Form Doc's

Newsgroup: comp.sys.atari.st
Date: 1989-12-06 05:11:21 UTC
From: saj@chinet.chi.il.us
Message-ID: <1989Dec6.051121.21994@chinet.chi.il.us>
Source record: 246235

I can whine with the best of them (and do, often enough). The point that .dvi isn't the most accessible form seems made. For those who can do nothing else, i suggest using either a strings program or a dump utility on the dvi: enough of the text is recoverable to let you know what the program is about.
Steve J.

3763. Prototyping board for the ST cartridge port

Newsgroup: comp.sys.atari.st
Date: 1989-12-06 05:14:48 UTC
From: MBERNAR@ERENJ.BITNET
Message-ID: <8912061925.AA15057@ucbvax.Berkeley.EDU>
Source record: 246236

Ignac A. Kolenko asks if there are prototyping boards available for the ST's cartridge port. In the June 1987 issue of Byte, there was an article by Tim G. Hunkler on building an interface board for the cartridge port. In it, he used a used a board from Douglas Electronics.

Proto board Part number 33-DE40

Douglas Electronics
718 Marina Blvd.
San Leandro, CA 94577
(415)483-8770

Hopefully this place is still around. Let me know how it works out.

Regards,
Marcelino Bernardo mbernar@erenj.bitnet

3764. unsuscribing

Newsgroup: comp.sys.atari.st
Date: 1989-12-06 05:21:58 UTC
From: isaac@physics.mcgill.ca
Message-ID: <8912060521.AA13207@frodo.physics.mcgill.ca>
Source record: 246237

unsuscribe

3765. Just Wondering . . . . . .

Newsgroup: comp.sys.atari.st
Date: 1989-12-06 05:56:34 UTC
From: MBERNAR@ERENJ.BITNET
Message-ID: <8912061926.AA15123@ucbvax.Berkeley.EDU>
Source record: 246238

I was thinking. How can people who write pages and pages of messages on their own OPINION on various matters manage to find time to do other things: like work? It takes me many precious seconds just to skip over them is this slowwwww IBM VM/CMS mainframe.

A word of advice: The more you talk, the less people listen.

Regards,
Marcelino Bernardo
mbernar@erenj.bitnet

3766. Re: C question

Newsgroup: comp.sys.atari.st
Date: 1989-12-06 07:03:19 UTC
From: thamer@kayak.cis.ohio-state.edu
Message-ID: <74734@tut.cis.ohio-state.edu>
Source record: 246239

In article <875@lzaz.ATT.COM> hcj@lzaz.ATT.COM (HC Johnson) writes:
>NO NO NO
>you can have char *fred[] = "hello";
>or
>char fred[] = {'h','e','l','l','o','\0'};
>but not
>char fred[] = "hello";

Actually, K&R were not misquoted. They say on page 84 of "The C Prorogramming Language" (c)1978,

"Character arrays are a special case of initialization, a string may be used instead of the braces and commas notation:
char pattern[] = "the";
This is a shorthand for the longer but equivalent
char pattern[] = {'t', 'h', 'e', '\0'};
... "

Evidently, the compilers are the ones who don't like it.

Did you say you were from Bell Labs, where K&R came from ...

-Mustafa Thamer

-=-

"Two days ago I saw a vehicle that'd
haul that tanker. You wanna get out
of here; you talk to me."

3767. Re: Form Doc's

Newsgroup: comp.sys.atari.st
Date: 1989-12-06 07:14:41 UTC
From: stephen@oahu.cs.ucla.edu
Message-ID: <29778@shemp.CS.UCLA.EDU>
Source record: 246240

In article <473eecf4.14a1f@force.UUCP> covertr@force.UUCP (Richard E. Covert) writes:
[lots of stuff deleted]
`Hey, it doesn't seem like many folks like the TeX docs to form.
`
`Must be some form of Elitest mentatlity to post docs to a program
`in a format that 99% of the people don't use.
`
`Hey, if you are good enough you will have TeX, right? :-)

But you don't need TeX. There's a nice program called DVI2SLM that prints
DVI files on the SLM804. What? You don't have one? Oops. :-)

`Oh well, it could have been done in nroff, which at least most UN*X
`people have access to.
`
`--
` Richard E. Covert (covertr@gtephx)
` (602) - 581-4652
`| AG Communications Systems, Phoenix AZ |
` UUCP: {ncar!noao!asuvax | uunet!zardoz!hrc | att}!gtephx!covertr

--
Steve Whitney "It's never _really_ the last minute" ())_-_(())
UCLA Comp. Sci. Grad. Student | (* *) |
Internet: stephen@cs.ucla.edu UCLA Bruin--> { _@_/ }
GEnie: S.WHITNEY `-----'

3768. Re: C question

Newsgroup: comp.sys.atari.st
Date: 1989-12-06 07:15:16 UTC
From: thamer@kayak.cis.ohio-state.edu
Message-ID: <74735@tut.cis.ohio-state.edu>
Source record: 246241

I just tried the following code on my laser C compiler.
char pattern[] = "fred";

As a global declaration it worked fine.
As a local declaration (in main) it wouldn't compile unless I put the word "static" in front of it. Then it worked fine.
When declared as a static, of course it worked correctly as a global or a local. Apparently that is the way to do it as was said in a previous message.

Case Closed.

Mustafa Thamer

-=-

"Two days ago I saw a vehicle that'd
haul that tanker. You wanna get out
of here; you talk to me."

3769. Re: A few random thoughts

Newsgroup: comp.sys.atari.st
Date: 1989-12-06 07:24:05 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <24748@cup.portal.com>
Source record: 246242

Andrew Semple says:

> covertr@force.UUCP (Richard E. Covert) spews,
>> You know Ken, that is ONE reason why I refuse to buy the new TT. If you ca
>> even upgrade a Mega ST2 to 4 megs because of some manufacturing decision t
>> save 10 cents by using a MMU chip that can't address 4 megs, then what doe
>> that tell me about Atari?? It is INSANE to sell a Mega ST2 that is cripple
>> so that it can't be upgraded to 4 megs. That is another example of Atari's
>> No Upgrade Policy. Why do you folks do that??

> The above statement about the ST2 not being able to be expanded to 4 Megs
>is absolute CRAP. I know of about 20 ST2's that have been expanded to 4 Meg

Yes indeed.. .that _used_ to be true... you could unsolder several hundred
tiny holes and install sockets for RAM to take an ST2 up to 4 Megs..

But... you apparently haven't seen a recent ST2 motherboard...

Atari Corp has redesigned the ST2 motherboard _without_ the RAM locations
for the second bank of chips, making it impossible to upgrade the memory.

You tell me... why would they spend the money on a redesign and retooling
of the motherboard, not to mention the added expense of having to maintain
2 separate inventories of PC boards where they used to be able to use the
same one in both Mega ST models..?

Your statement about having seen ST2s upgraded to 4 Megs gives us a clue..
Atari Corp didn't get a cent from those upgrades...

The "official" Atari upgrade policy is: Get rid of your Mega ST2 and buy
an ST4 from us.

BobR

(Those who feel this message is a "Flame" or "Atari Bashing" are cordially
invited to mail me your observations on why any of the above is incorrect)

3770. Re: missing FORM 8/17

Newsgroup: comp.sys.atari.st
Date: 1989-12-06 08:25:55 UTC
From: tomas@m2cs.uu.no
Message-ID: <1989Dec6.082555.8633@m2cs.uu.no>
Source record: 246243

rcdsdgx@dutrun.UUCP (Dik Groot) writes:
>The system manager of the Dutch backbone (hp4nl) told me that the
>following file was not received in any country in Europe. I would be
>very glad if the moderator of Comp.binaries.atari.st would repost.

><34846@grapevine.uucp> FORM part 8 of 17 (archive V08i074)

Didn't make it to Norway, either. Please repost.

Tomas
--
Tomas Felner
Modula-2 CASE Systems AS | Internet: tomas@m2cs.uu.no
Maridalsveien 139 | Phone: +47 2 379784
N-0461 Oslo 4, Norway | FAX: +47 2 356448

3771. Who owns the ROM code?

Newsgroup: comp.sys.atari.st
Date: 1989-12-06 12:11:27 UTC
From: RiddCJ@computer-science.birmingham.ac.UK
Message-ID: <8912061211.aa03001@benjamin.Cs.Bham.AC.UK>
Source record: 246244

A slightly off-beat question, but I've been wondering for a while.

Who owns the object and source codes to the parts of the Atari ROMs? ie,
the BIOS, XBIOS, Line A, GEMDOS, VDI, AES? My own thoughts are:
BIOS : Atari written
XBIOS : Atari written and altered as time passed (blitter call)
Line A: Atari written and altered to handle blitters
GEMDOS: DRI written, but Atari altered in TOS 1.4
VDI : DRI written, has Atari ever altered it?
AES : DRI written, Atari HAS altered it with new calls (eg fsel_exinput)

What claims does Digital Research have on the VDI, AES and GEMDOS? From the
Hitchhiker's Guide et al, I thought that DRI wrote GEMDOS, if so how can Atari
alter it?

For a fairly simple enhancement to GEM, how about allowing more windows, like
16, instead of the current meagre 8? This would allow all the DAs a window,
and lots for the App (encouraging the use of modeless dialogues). If I ever
designed something like the AES, I would have written #define NWINDOWS 8 or
some such-like, so would be able to change it later.

Shades of the MS Write discussion earlier this year!

```
/*
* Snail mail address:
* Chris Ridd, "Wave after wave, each mightier than the last
* School of Computer Science, 'Til last, a ninth one, gathering half the deep
* Birmingham University, And full of voices, slowly rose and plunged
* UK Roaring, and all the wave was in a flame"
*
*/
```

3772. Software Advice Needed !

Newsgroup: comp.sys.atari.st
Date: 1989-12-06 13:53:00 UTC
From: hedger@inmet.inmet.com
Message-ID: <30200028@inmet>
Source record: 246245

I need some pointers to some software.
I'm looking for a decent database program and a decent word
processor. PD would be great, but I'll take any suggestions
you have.
thanks,
keith

```
=========================================================================
| |
| Keith Hedger : {...!}uunet!inmet!hedger hedger@inmet.inmet.com |
| " Tragedy plus time = comedy " |
=========================================================================
```

3773. Optical ST Mouse

Newsgroup: comp.sys.atari.st
Date: 1989-12-06 14:11:54 UTC
From: arneso@IFI.UIO.NO
Message-ID: <8912061412.AA01003@skilving.uio.no>
Source record: 246246

Has anyone heard of an optical mouse that can be used with the ST.

---

arneso@ifi.uio.no - Arne Sommer "Powder to the People"

3774. Re: SLM804 and Laserbrain

Newsgroup: comp.sys.atari.st
Date: 1989-12-06 14:50:14 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <1885@syma.sussex.ac.uk>
Source record: 246247

From article <473f0941.14a1f@force.UUCP>, by covertr@force.UUCP (Richard E. Covert):
> .... Also, the SLM804 doesn't emulate an Epson printer,
> so a lot of goofy little programs like AwardMaker won't print to the SLM804.
> My friend has tried using LaserBrain with the SLM804 since he bought theSLM
> from me. He reports that word processors fail when he tries to use specials
> features like italics or bold. So, LaserBrain doesn't emulate the Epson very
> well. And we all know about the buggy Diablo 630 emulator. so, I was simply
>
.....
> --
> Richard E. Covert (covertr@gtephx)
> (602) - 581-4652
> | AG Communications Systems, Phoenix AZ |
> UUCP: {ncar!noao!asuvax | uunet!zardoz!hrc | att}!gtephx!covertr

Now that Richard's fixed his signature, we have a better chance of mailing him directly, but I thought the following might be of more general interest.

How well the Laserbrain emulates an Epson depends on several things, including how good the printer driver of your applications program is, and what fonts you have installed.

On the first point, where I work we nearly despaired when we got the Laserbrain and tried printing the test document from First Word Plus (UK v3.14). Hardly any of the style features worked, and after printing the character table the rest of the document was printed in the tiny 'York 16' default font. We later found out that the supplied PRINTER.CFG file was for the wrong version of First Word Plus. (I suspect Atari UK had simply redistributed an out-of-date German version, but everyone knows how bad they are, so I'll stop flaming them.) After we took the PRINTER.HEX file and reinstalled the .CFG file, all was well. Similarly, with WordPerfect ST: when we tried it with Laserbrain and the WP Epson FX80 driver, we got rubbish, and only with the latest (Aug 89) version of WordPerfect, which comes with a dedicated Laserbrain driver, have we had success.

On the second point, the number of 'style features' you get depends on the set of fonts you have installed. With the supplied ELITE.DRF (DRF=Druckerfont?? German again??) file, you can get bold, and italics, but not bold italics, and there's no condensed font. It's not too difficult to add fonts to the file, but they all take up space. ELITE.DRF is 350k, and you could easily double that size if you wanted a full set. You might need a 500k file to cover 99% of your needs.

Apart from that, it works pretty well. Except that it occasionally locks up, or starts printing the same few lines all down a page, or throws a page in unexpected places. I'm not an expert, so I don't know if this is a Laserbrain fault or a TOS fault or something to do with the timing of the Atari's DMA channel (I suspect the latter, but I'm not sure.) It is, however, for all its faults a great improvement on the Diablo emulator. To begin with, it actually comes with some documentation!

I hope this is some help to Laserbrain users. I'd like to see the PD libraries carry some disks with better-thought-out font sets.

Graham

--
Graham Thomas, SPRU, Mantell Building, U of Sussex, Brighton, BN1 9RF, UK
JANET: grahamt@uk.ac.sussex.syma EARN/BITNET: grahamt@syma.sussex.ac.uk
ARPA: grahamt%syma.sussex.ac.uk@nsfnet-relay.ac.uk
UUCP: grahamt@syma.uucp Phone: +44 273 686758

3775. How to get ZOO: here's the answer

Newsgroup: comp.sys.atari.st
Date: 1989-12-06 14:58:00 UTC
From: werner@vax1.informatik.fh-regensburg.dbp.DE
Message-ID: <46
Source record: 246248

Dear ZOOlogists.

Here's the answer to the "Who's got ZOO"-mystery. Thanks to all of you sending me all the hints (sorry, too much people to mention them all).

ZOO is available at the

info-server@unido.uucp

and can be retreived by sending a letter with the following message body:

```
request: binaries/atari
topic: volume6/zoo201g/part01
topic: volume6/zoo201g/part02
topic: volume6/zoo201g/part03
request end
```

If you're not familiar with the command of this server, just send an empty message to the address mentioned above.

ZOO might also be available at other servers; I just tried out the UNIDO service.

Thanks a lot for all your answers, good luck with ZOO.

[Ralf Werner - werner%vax1.informatik.fh-regensburg.dbp.de@relay.cs.net]
[(DF1RW) werner%vax1.informatik.fh-regensburg.dbp.de@unido (UUCP)]
[(@DB0RGB) Insert your favourite cookie here: .....]

3776. Re: Still searching...

Newsgroup: comp.sys.atari.st
Date: 1989-12-06 15:04:39 UTC
From: ignac@electro.UUCP
Message-ID: <1222@electro.UUCP>
Source record: 246249

In article <1854@atari.UUCP> kbad@atari.UUCP (Ken Badertscher) writes:
>daniel@pkmab.se (Daniel Deimert) writes:
>| I have offered to help writing some demonstration programs to be put
>| on the STE language disk. I haven't even got a reply. Atari Corp. was
>| obviosly not interested.
>
>This concerns me. To whom did you send the offer? Where did you send
>your letter? Did you send an example program along with your offer?

that's interesting hearing this from daniel. i've had the same thing \
happen here in good old canada. almost 2 1/2 months ago, i got a call
here at work from atari canada (i think the guy i talked to was named
rotenburg, or something like that) about doing some graphics/sound
demos for the STE. at the time i said, "sure, why not". he then said
that it would be a couple of days before he could clear with his
superiors this idea so that he could ship an STE unit to me at
electrohome.

well, its been 2 1/2 months and i have yet to see hide nor hair of the
STE, or any call of explanation from atari canada. its too bad because
at the time of their initial offer, i had the spare time to actually try
to do some useful stuff on the STE. now i don't.

oh well ... life goes on.

--
=====Ignac A. Kolenko (The Ig) watmath!watcgl!electro!ignac=====
co-author of QuickST, and the entire line of Quick Shareware!!!!
"I don't care if I don't win, 'cause I don't care if I fail"
from 'Youth Of Today' by SUBURBAN DISTORTION

3777. Re: Form Doc's

Newsgroup: comp.sys.atari.st
Date: 1989-12-06 15:19:57 UTC
From: covertr@force.UUCP
Message-ID: <4743e81c.14a1f@force.UUCP>
Source record: 246250

In article <2400@hudson.acc.virginia.edu>, gl8f@bessel.acc.Virginia.EDU (Greg Lindahl) writes:
> In article <473eecf4.14a1f@force.UUCP> covertr@force.UUCP (Richard E. Covert) writes:
>
> >Hey, it doesn't seem like many folks like the TeX docs to form.
>
> Yes, if only some of them said it politely, then they could get them
> in another form. However, if all we have is a doc in TeX, how else do
> you propose to distribute them?
>
> >Must be some form of Elitest mentatlity to post docs to a program
> >in a format that 99% of the people don't use.
>
> Jos did you a FAVOR by translating these docs, and all you do is throw
> shit at him? How about "THANKS, JOS!!" for translating them in the first
> place?
>
> >Oh well, it could have been done in nroff, which at least most UN*X
> >people have access to.
>
> If you have Unix, you can get TeX for free. If you have an ST, you can
> get TeX for free. If you ASKED, probably someone would gladly print
> you a copy of the FORM docs. If you throw shit on them, however, they
^^^^^^^^^^^^^^^^^^^^^^^^
> might not want to do it...
>
> ------
> Greg Lindahl

Geez, Greg do you have a problem with me, personally, or what? I wasn't really complaining, at least not as vocally as others. But you flame me and no one else.

What gives with you??

As far as Saying Thanks to a poster, just how often do you think that that happens?? Not often from what I see on this newsgroup. So, I don't think that you will see many thanks for a post that for most folks here in the USA could have been written in German or Latin for as much good as it does us.

Agreed it may have fancy math symbols, but still the ASCII TeX file could have been posted instead of the binary .dvi file. Then at least we, those w/o TeX, could have looked at some of the material.

So quite flaming me, huh buddy?

.
.
.
.
.
.
.
.

--
Richard E. Covert (covertr@gtephx)
(602) - 581-4652
| AG Communications Systems, Phoenix AZ |
UUCP: {ncar!noao!asuvax | uunet!zardoz!hrc | att}!gtephx!covertr

3778. ST CLub Meeting place

Newsgroup: comp.sys.atari.st
Date: 1989-12-06 15:29:18 UTC
From: covertr@force.UUCP
Message-ID: <4743f079.14a1f@force.UUCP>
Source record: 246051

Well, I called the City of Phoenix and asked about meeting places. I was told to contact various Library Branches as they have conference rooms for rent. There are about 4 Phoenix Branch Libraries that are within the area that we want to hold our ST Club Meetings. All four will rent us a room large enough to hold 60 people for $5.00 for an entire morning or afternoon.

I am going to present the idea of holding meetings in our next meeting, and try to get a vote on it in the Jan meeting.

Looks good.

--
Richard E. Covert (covertr@gtephx)
(602) - 581-4652
| AG Communications Systems, Phoenix AZ |
UUCP: {ncar!noao!asuvax | uunet!zardoz!hrc | att}!gtephx!covertr

3779. GET ATARI16/FILES.DOC

Newsgroup: comp.sys.atari.st
Date: 1989-12-06 15:55:57 UTC
From: Bconlin@DACTH01.BITNET
Message-ID: <8912051408301F6.CNTC@CY175.RZ.RWTH>
Source record: 246052

```
GET ATARI16/FILES.DOC
```

3780. (none)

Newsgroup: comp.sys.atari.st
Date: 1989-12-06 15:56:27 UTC
From: Bconlin@DACTH01.BITNET
Message-ID: <89120514113127E.CNTC@CY175.RZ.RWTH>
Source record: 246053

```
GET PROG-A16
```

3781. Spectrum 512 palettes

Newsgroup: comp.sys.atari.st
Date: 1989-12-06 15:58:39 UTC
From: fuhrhop@fokus.berlin.gmd.dbp.DE
Message-ID: <1097
Source record: 246054

I'm trying to convert some pictures to Spectrum 512 format.
I'm using the information from the "ST Picture Formats" list from
Dave Baggett:
Spectrum 512 (uncompressed)
80 words first scan line of picture (unused) -- should be zeroes
15920 words picture data (screen memory) for scan lines 1 through 199
9552 words 3 palettes for each scan line (the top scan line is
not included because Spectrum 512 can't display it)
51104 bytes total

Unfortunatly the pictures I get into SpecTrum 512 have got the wrong
colors. Could anyone enlighten me why there are three palettes for each
line and how they are used by Spectrum?
Are the colors in all lines in Spectrum independent?
Are there 16 different colors per line? 14? 48?

Confused
C.Fuhrhop

3782. Re: Atari image in USA / Europe

Newsgroup: comp.sys.atari.st
Date: 1989-12-06 16:09:47 UTC
From: gwangung@blake.acs.washington.edu
Message-ID: <4781@blake.acs.washington.edu>
Source record: 246055

In article <"89-12-05-19:03:23.56*UI0T"@DKAUNI2.BITNET> UI0T@DKAUNI2.BITNET ("Thomas Koenig") writes:
>It never ceases to amaze me what kind of image Atari computers
>have in Europe as opposed to in America.

Indeed. A recent article in FORBES compared Commodore to Atari and characterized Commodore as a struggling non-MS DOS company while Atari was a "computer game" company. And that the Amiga was second only to MS-DOS machines in Europe.....

--
Roger Tang, Member
Uncle Bonsai Memorial Fan Club
American Flag Disposal Unit #3245, Chonk Moonhunters chapter
gwangung@blake.acs.washington.edu

3783. Re: Rainbow TOS Porblems

Newsgroup: comp.sys.atari.st
Date: 1989-12-06 16:34:01 UTC
From: chris@ethz.UUCP
Message-ID: <2751@ethz.UUCP>
Source record: 246056

I`ve upgraded my Mega 2 with the new 1.4-ROMs and they`re working without
any problem. The only problem is with the patches (TOSFIX.PRG I think they`re
called). Having booted with those in the AUTO-folder, my virus-killer
(Sagrotan 4.14) responds! Any suggestions? Thanks!

--
$ Chris Dreyer St. Gall Graduate School for Economic and $
$ Student Social Science, Switzerland $
$ DREYER@CSGHSG5A.BITNET !cernvax!ethz!chris (UUCP) $

3784. User Group Meeting Places

Newsgroup: comp.sys.atari.st
Date: 1989-12-06 16:35:15 UTC
From: steveg@SAIC.COM
Message-ID: <8912061635.AA00899@NARNIA.SAIC.COM>
Source record: 246057

(Richard Covert asked about user group meeting places).

Our local chapter of the NOVATARI user's group meets in a public
library. Have you tried that route?

On another note, I'd like to compliment you on the more constructive
comments in your recent posts. Keep at it, you and BobR are getting
better. BTW - the TT/p does NOT need to be expandable - I see it
being offered as an unexpandable but cheaper alternative to the TT/x.
But of course neither is yet available, so we'll have to wait (and
wait and wait :-)) and see.

Stephen Goldstein steveg@saic.com
My first Atari system? A 24K Atari 800, Rev. A ROMS, C(not G)TIA graphics
Disclaimer: That's not what I said.

3785. Re: STOS Basic

Newsgroup: comp.sys.atari.st
Date: 1989-12-06 16:42:33 UTC
From: mjv@iris.brown.edu
Message-ID: <22309@brunix.UUCP>
Source record: 246058

In article <1862@atari.UUCP> kbad@atari.UUCP (Ken Badertscher) writes:
> | In article <CMM.0.88.628643865.larserio@kvart.uio.no>
larserio@IFI.UIO.NO (LarsErikOsterud) writes:
> | >One of my friend has STOS and TOS 1.2 but we tried it on my MEGA4 with
> | >TOS 1.4 - It worked OK, BUT you can't move the mouse-pointer !!!!!
>
> | Applications generated with STOS seem to exhibit this same behavior.
>
> This is because STOS used absolute, undocumented memory locations for
> mouse position. More's the pity, because a legal way of getting at
> these variables _is_ documented. A couple of other software packages
> exhibited this behaviour in Rainbow TOS testing here at Atari, as well.
>
> I believe Antic has a new version of STOS that works better with Rainbow
TOS.

I just received a catalog from some place in California which sold PD and
commercial software. On one of their PD disks was a patch for STOS running
on TOS 1.4. If you are interested, mail me and I'll e-mail the address
and info back.

Enjoy.

-- mjv@iris.brown.edu

"And, oh! Father Christmas, if you love me at all,
Bring me a big, red india-rubber ball."
A.A. Milne "Now We are Six"

3786. Re: INFO-ATARI16 Digest V89 #735

Newsgroup: comp.sys.atari.st
Date: 1989-12-06 16:59:46 UTC
From: chaz_heritage.WGC1RX@XEROX.COM
Message-ID: <891208-195210-8734@Xerox>
Source record: 246059

In his 01 Dec 89 04:38 PST Ralf Werner writes:

>No disclaimer or cookie (they're often bigger than the message itself)<

And he's right (I'm not sure what a cookie means in this context, though).

I say this in the nicest way possible - could certain people please reconsider the relevance of their signature lines? Is it really necessary to post a Smart Ass One Liner followed by about 1K of signature, disclaimers, little drawings in ASCII, quotations from the unspeakable Douglas Adams (spit), and readings from the Articles of War?

Ploughing through it all - particularly the same one several times in one INFO-ATARI16 Digest - can become a distinct pain in the exhaust port, besides the waste of bandwidth; in some cases the actual message (all hundred or so characters of it) is very hard to spot in amongst the embroidery, chromework and go-faster stripes.

Younger Members will probably consider me somewhat old-fashioned in that I still (even after ten years of Thatcher) consider content to be more important than presentation. They are right. I am. It is.

Thank you all.

Regards,

Chaz

3787. Re: Xformer II (or whatever)

Newsgroup: comp.sys.atari.st
Date: 1989-12-06 17:03:25 UTC
From: w-darekm@microsoft.UUCP
Message-ID: <9337@microsoft.UUCP>
Source record: 246060

In article <7264@cs.utexas.edu> psurge@cs.utexas.edu (Troy Carpenter) writes:
>I have a few questions about Xformer:
>
> 1. What is the current version
> 2. What systems does it support now (ie.8bit,c64 appleII)
> 3. Just how fast is it now?
> 4. How easy is it to get the .SD files over now?
> 5. Where do I get a copy of the latest version?

Troy (or whatever),

1. The current version of ST Xformer II is 2.55. Version 2.6 will be released as soon as the Atari STE is released, so that I can add 16 grey level support and take advantage of the better sound and scrolling, but who knows when that will be. Sam Tramiel promised that the STE would ship in October, so I guess his word isn't worth spit.

2. 130XE only. Apple II and C-64 emulation were dropped so that I don't get sued by Apple and Commiedore.

3. 50% the speed of a 130XE, the best that can be done with a software only 6502 interpreter. If you have Jim Allen's T16 board (the only accelerator board worth anything) it will run at up to 80% the speed of a 130XE.

4. Very easy. You don't even have to use .SD files. Just copy files directly from the 8-bit disk to the ST disk using DOS 2.5's Copy command.

5. The software is public domain, so you can download it from places like Compuserve or GEnie. Or you can get the disk and manual from me for $20. Or you can buy it from some Atari dealers, but be warned that all they do is download the stuff from Compuserve or GEnie and sell it to you at outrageous prices. I have nothing to do with that.

Also be warned that I have nothing to do with the manufacture or sale of Xformer Cables. I placed the plans for those cables into the public domain a year ago, and now some dealers are making their own cables and selling them. I personally have come across a lot of bad cables. Pins are shorted together and other goodies. So don't complain to me if you fry your ST.

With the Xformer Cable, you can run such disks as Atariwriter Plus, B/Graph, Action and BASIC XL runtime packages, MAC/65, SpartaDOS, and even Choplifter and Lode Runner, although a bit slowly.

- Darek

|| Branch Always Software || Darek Mihocka || Quick ST/Index $19.95 ||
|| PO Box 2624, Station B || (519)-747-0386 || Quick Utilities $29.95 ||

|| Kitchener, Ont N2H 6N2 || CIS: 73657,2714 BIX, GEnie, Delphi: DAREKM ||
|| Canada (519)-570-4340 || Quick Utilities on every desk in every home ||

3788. Re: Form Doc's

Newsgroup: comp.sys.atari.st
Date: 1989-12-06 17:18:35 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <10157@stag.math.lsa.umich.edu>
Source record: 246061

For folks who don't want to deal with it, there's a program dvitty
that was posted to mod.sources (yeah, a long time ago) that will
print DVI files on a dumb terminal. Somewhat ugly output, but it's
usable. This was written for Unix, so it'll take a little work
to get running. If there's any interest, lemme know.
--
-=- PrayerMail: Send 100Mbits to holyghost@father.son[127.0.0.1]
and You Too can have a Personal Electronic Relationship with God!

3789. WANTED : FORM parts 16,17

Newsgroup: comp.sys.atari.st
Date: 1989-12-06 17:25:18 UTC
From: gert@prls.UUCP
Message-ID: <28937@prls.UUCP>
Source record: 246062

Could some kind soul(s) please mail me the parts 16 and 17 of FORM, they
did not arrive at our site !

Thanks in advance,
Gert Slavenburg
UUCP : ..!pyramid!prls!gert

3790. Re: Shareware MAC

Newsgroup: comp.sys.atari.st
Date: 1989-12-06 17:35:00 UTC
From: rehrauer@apollo.HP.COM
Message-ID: <474461c0.20b6d@apollo.HP.COM>
Source record: 246063

In article <3395@brazos.Rice.edu> bro@titan.rice.edu (Douglas Monk) writes:
>The suggestion was made that instead of using a cartridge, code that works
>like the MAC ROMs but doesn't violate Apple's copyright could be used. This
>is a great idea. No one has done it yet, which is one of the reasons why no
>Apple clones (other than STs :-) exist yet.
>
>It is a technical difficulty, or a legal one?

Primarily the former, secondarily the latter. To "do it right"; i.e.: to avoid committing legal hari-kari, companies use what I've heard called a "clean room" approach. Two design teams work on the problem. Team #1 looks at the *specifications* for what they're trying to clone. It's probably fair for this team to look at ROM images, but I'm sure it'd be better if they didn't. Team #1 generates their own specs for how to functionally reproduce what is to be cloned. Team #2 only sees this spec, and can never look at the original materials team #1 used. No fair going to team #1 and saying, "Hey, we're having a hard time seeing how to do 'bletch'; how did They do it?" If the original specs were accurate, and team #1 did a good job, and team #2 did a good job, the clone works well.

And even after all that, if the opposition is sufficiently larger than yourself, they may be able bleed you dry in court. You may be perfectly legal in what you've done, but proving it takes time and $$$.

> How does Phoenix et al. get
>away with IBM clone ROMs? Licensing? Work-alike?

What's in IBM ROM BIOS is surely an order of magnitude (or more) easier to reverse-engineer than what's in Mac ROMs. Not to mention that it's (at least originally, and perhaps still) far more lucrative if you succeed with IBM BIOS.

Don't hold your breath for Mac OS clones. Apple has shown itself to be quite willing to vigorously defend what it considers its turf, whether "common sense" says they have a case or not. The cost of developing a Mac clone "done right", plus the possibility of locking horns with Apple in court afterwards, is enough to scare away most of the cloners. I'd expect to see Apple license their ROMs before we see clones, and they haven't been too receptive to that idea either.

--
>>"Aaiiyeeee! Death from above!"<< | Steve Rehrauer, rehrauer@apollo.hp.com
"Flee, lest we be trod upon!" | The Apollo System Division of H.P.

3791. Re: C question

Newsgroup: comp.sys.atari.st
Date: 1989-12-06 17:45:24 UTC
From: ron@argus.UUCP
Message-ID: <1381@argus.UUCP>
Source record: 246064

Someone asked why
```
main()
{
char fred[] = "hello";
....
```
won't work, and a bunch of answers followed. Some made no sense, others were close, but I haven't seen the complete answere yet. So here it is:

The error from the compiler on this line is probably something like:
"No initialization of automatic agragate."

This means that an aggragate structure (an arry, struct or union) that is automatically allocat cannot be pre-initialized. Automatics are any variables declared INSIDE of a function (this excludes the functions arguments). For non-aggragate variables, (int, *, cha the compiler will generate storage and code to initialize. It does not do so for aggragates.

The solution is to make the variable non-automatic. Someone mentioned declaring the array as
```
static char fred[]
```
which will work just fine. Global variables are also not automatic, so moving the declaration outside of main() will also work.

C provides the keyword "auto" to make variables automatic. I've never seen it used, since it is only valid within functi (or block) scope and it is the default.

The "static" keyword has an interesting side effect: a global symbol declared as static only has file scope. This allows you to create global vaiables and functions which are visible only within a file:

```
static int foo;
int bar;

static int bas()
{
...
}

int baf()
{
...
}
```

baf() and bar may be declareas extern in other files and used normally. However, foo and bas() CANNOT be referenced outside of the file! This is

sometimes useful if you want to be sure that certain variables or functions
cannot be accessed from other code.
--
Ron DeBlock N2JSO
Net: ...!rutgers!galaxy!argus
US Mail: 42 Davis Street, Phillibsburg, NJ 08865 USA

3792. part08 of form is missing

Newsgroup: comp.sys.atari.st
Date: 1989-12-06 17:46:22 UTC
From: roland@tuvie
Message-ID: <1000@tuvie>
Source record: 246074

Hello, I call for some help,

my site did not receive part08 (dvi.uab) of Form.
All my attempts to get this from someone else failed.
Would someone p l e a s e mail it to me. Thanks very much.

Roland Schreier _ Technical University of Vienna
Gusshausstrasse 27-29 |_) _ | _ _ _| +43 (222) 58801 3838
A-1040 Wien | \ (_) | (_| | | (_| SCHREIER@EAECL1.UNA.AT
Oesterreich - Europe roland@tuvie.at

3793. Re: Atracting new Club members

Newsgroup: comp.sys.atari.st
Date: 1989-12-06 17:54:42 UTC
From: SHAWL@kuhub.cc.ukans.edu
Message-ID: <19367@kuhub.cc.ukans.edu>
Source record: 246065

The Lawrence Atari Computer Club (Lawrence, Kansas) meets in the public library. I would recommend trying that since it is centrally located, and FREE!!

Steve Shawl
bitnet: Shawl@kuhub.cc.ukans.edu

3794. FORM docs again

Newsgroup: comp.sys.atari.st
Date: 1989-12-06 19:31:30 UTC
From: VBRANDT@DBNUAMA1.BITNET
Message-ID: <8912061931.AA15416@ucbvax.Berkeley.EDU>
Source record: 246066

Hello all,

I can't believe the clamor that's been going on here about the form docs.
Here is a nice person who sends around a sophisticated scientific application
package IN THE PUBLIC DOMAIN. He then proceeds to include a professionally
typeset documentation in freely reproducable form (ie. you can print as many
copies as you want).

He then gets flamed for (1) using TeX, (2) not using "inclusive language",
and (3) using a paper size that's standardized in Europe and a few dozen other
countries, but not in the Good Ole Redneck USA.

Did anyone say, "Thanks for sending this around, but I can't make use of the
docs, so please help me, I have this-and-that printer"? No! I'm not flaming
any individual here, although I'm itching to do so. (Right, Richard?)

I'm sure if someone politely asked Jos, he'd be able to put together a list
of needed fonts together with instructions on how to get printer drivers for
.DVI files. I advise him to ignore all other postings.

There, I feel better already. ;-)

Maybe now I can find some time to look at the program. Many thanks to
Jos Vermaseren to share his work with us.

Bitnet: VBRANDT@DBNUAMA1 (will go away some day ...) Volker A. Brandt
UNM409@DBNRHRZ1 (alternative) Angewandte Mathematik
UUCP: ...!unido!DBNUAMA1.bitnet!vbrandt (Bonn, West Germany)
ARPAnet: VBRANDT%DBNUAMA1.BITNET@CUNYVM.CUNY.EDU

3795. Re: foldrxxx.prg

Newsgroup: comp.sys.atari.st
Date: 1989-12-06 19:49:39 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440090@hplsla.HP.COM>
Source record: 246067

```
|
| Pardon me, but I have a copy of foldrxxx.prg that
| is said to fix the 40 folder bug. Is this true?
| How does one use it?
|
| Thanks in advance,
| C. Breyman
|----------
```

Change the name of the program to represent the number of extra folders you want - e.g FOLDR100.PRG gives you 100 extra folders. Now put this into your AUTO folder and boot. As I recall, FOLDERXXX.PRG should be the first AUTP program run, but should follow FATSPEED if you use that.

How many extra folders? The rule of thumb I've heard is to set it equal to the number of folders on you disc drive. I think this is for the absolute worst case of accessing all the folders at once which may never happen (a disk catalog or search program probably will do this).

Disclaimer: The opinions expressed herein are those solely of the author, who has no pecuniary interest in the companies, products, or publications mentioned.

%%%

3796. Seagate 296N, 277N

Newsgroup: comp.sys.atari.st
Date: 1989-12-06 19:49:45 UTC
From: steveg@SAIC.COM
Message-ID: <8912061949.AA01045@NARNIA.SAIC.COM>
Source record: 246068

For those interested, I picked up a Seagate 277N (65Meg) drive at the D.C. AtariFest, and got similar performace figures to those posted for the 296N - ~55KB/sec for 1:1, and ~330KB/sec for 1:2. I was in desperate need of the extra space, so I wasn't too disappointed with having to go 1:2, and I really haven't noticed that much of a difference - should only show up on massive file moves. Then again, seeing 500+KB/sec on my other drive (the 30Meg mech. from my Supra 30) is enough to make me curious about tweaking 1:1 out of the 277N. I'm using a Supra host adaptor (from the old drive), Supra software, and Toad Computers' 1/2 height under the Mega style HD case -- a little pricey ($119), but I needed its form factor.

3797. Question: Saving the Menu Bar

Newsgroup: comp.sys.atari.st
Date: 1989-12-06 20:01:04 UTC
From: gl8f@bessel.acc.Virginia.EDU
Message-ID: <2407@hudson.acc.virginia.edu>
Source record: 246069

In TeXShell, which shamelessly borrows code from Moshe Braner's generic DA code, I save the menu bar by knowing that it's the first 380 longwords after the start of the screen, which it gets from Physbase().

Now, obviously, this is a dumb thing to do in the days of bigger screens. So what's the best way to save the menu bar? I could try getting the height of the font, and assume the menu bar is smaller than 2 character heights, and then blit it into a buffer. Or I could try doing something strange with window creation to see how close to the top of the screen I can put a window.

What's the best, most portable way?

Thanks in advance.

Greg Lindahl

3798. "S/he"

Newsgroup: comp.sys.atari.st
Date: 1989-12-06 20:09:28 UTC
From: al770@uunet!unhd
Message-ID: <1989Dec6.200928.1793@uunet!unhd>
Source record: 246070

I realize this doesn't belong here, but....

Steven Grimm writes:
> In article <11038913191231 00@thelake.UUCP> pwcs.StPaul.GOV!stag!thelake!steve writes:
> > [Talking about "politically correct" writing.]
>
> I thought that request was a bit odd, too. I assume (I can't read the docs
> either; more below) that the original poster was objecting to the use of the
> genderless "he." Well, whether he likes it or not, that's the way English
> is. Substituting "he/she" (or "she/he") all over the place isn't a good
> solution.

By some coincidence, this came up in a conversation recently. It was decided
we need a new, genderless pronoun. My suggestion: "e." Yup, just "e."

It's close to both "he" and "she," and dovetails nicely with "I."

-- Anthony Lapadula

PS: I know -- who cares? Well, I do.

3799. Re: C question

Newsgroup: comp.sys.atari.st
Date: 1989-12-06 20:12:57 UTC
From: pat@cscnj.csc.COM
Message-ID: <564@cscnj.csc.COM>
Source record: 246071

In article <875@lzaz.ATT.COM>, hcj@lzaz.ATT.COM (HC Johnson) writes:
+ In article <8912050802.AA12717@ucbvax.Berkeley.EDU>,
S61304@PRIME-A.POLY-SOUTH-WEST.AC.UK (Rat) writes:
+ >
+ > Why wont Sozobon, Lattice or any other C compiler I've tried compile the
+ > following, from K&R?
+ >
+ > main()
+ > $
+ > char fred[] = "Some string constant";
+ > <rest of routine>
+ >
+ >
+ > This has been confusing me for a while, as K&R (surely correct!) would
+ > seem to indicate that this is indeed permissible!
+
+ NO NO NO
+
+ you can have char *fred[] = "hello";
+ or
+ char fred[] = {'h','e','l','l','o','\0'};
+
+ but not
+ char fred[] = "hello";

yes you can.
it sets up an array of chars including a null.
fred then refers to the address of the first byte in the array
and fred[n] is one char.

you usually can't do this, tho, inside a function unless you
declare it static. Also, it's gotta be before any program instructions
on most compilers.
--
"We've all been used 8=8 made loud to play loud
and reused..." --<-@
"And abused." =8(/\/) rutgers!cscnj!pat
"And amused!" 8=======8 (201)-562-6533

3800. Re: A few random thoughts

Newsgroup: comp.sys.atari.st
Date: 1989-12-06 20:14:07 UTC
From: 4224_5132@uwovax.uwo.ca
Message-ID: <4464.257d2cbf@uwovax.uwo.ca>
Source record: 246072

In article <473ffa3c.14a1f@force.UUCP>, covertr@force.UUCP (Richard E. Covert) writes:
> In article <4448.257a46e4@uwovax.uwo.ca>, 4224_5132@uwovax.uwo.ca (Andrew Semple) writes:
>>
>> covertr@force.UUCP (Richard E. Covert) spews,
>>
>> > You know Ken, that is ONE reason why I refuse to buy the new TT. If you can't
>> > even upgrade a Mega ST2 to 4 megs because of some manufacturing decision to
>> > save 10 cents by using a MMU chip that can't address 4 megs, then what does
>> > that tell me about Atari?? It is INSANE to sell a Mega ST2 that is crippled
>> > so that it can't be upgraded to 4 megs. That is another example of Atari's
>> > No Upgrade Policy. Why do you folks do that??
>> >
>> > And are you folks going to change this policy with regards to the TT/p? Or
>> > if I want to add more memory after I purchase a TT/P will I have to sell
>> > it and buy another TT/p with more memory??
>> >
>> The above statement about the ST2 not being able to be expanded to 4 Megs
>> is absolute CRAP. I know of about 20 ST2's that have been expanded to 4 Megs.
>
> Andrew, I was simply repeating what Ken B of Atari said in an earlier post.
> That *SOME* Mega ST2s can NOT be upgraded to 4 megabytes.
>
Then why didn't you say that IN your post. Be more careful.

>> --
>> Andrew Semple ads@hydra.uwo.ca
>> 2nd Year Applied Math/Computer Science Andrew.Semple@hydra.uwo.ca
> ^^
> Oh, an expert :-)
>
I'll take that as a complement.

Andrew Semple ads@hydra.uwo.ca
2nd Year Applied Math/Computer Science Andrew.Semple@hydra.uwo.ca
The University of Western Ontario Semple@uwovax.BITNET
London, Ontario
Canada "I think in the predicate calculus." - I. Newton :-)

3801. Spectre & Adobe Type Manager

Newsgroup: comp.sys.atari.st
Date: 1989-12-06 20:17:19 UTC
From: mjv@iris.brown.edu
Message-ID: <22321@brunix.UUCP>
Source record: 246073

We just received Adobe Type Manager and of course I quickly installed it on my Spectre GCR system to see if it worked. First, a little background.

Adobe Type Manager replaces the way the Mac displays fonts on screen. Noramlly, the Mac uses bitmaps that are installed into the system. To get a nice looking font on the screen, you need to have that particular size installed for it to look nice. If you don't, then the Mac's QuickDraw routines will try to scale it and most often, it looks very, very ugly. ATM catches all those font scallings and uses its own outline fonts to create nice, clean fonts in any size. This is very important for both the screen and ImageWriter (or other dot matrix and QuickDraw printers) in that all the fonts will scale smoothly.

My system is a Mega2 with a ICD host adapter and Seagate 277R 65 meg HD and the Spectre GCR. The ATM disk contains the ATM INIT (an auto file) and a control panel document (Cdev). There are two inits, one for the 68000 Macs and one for the 020/030 Macs; we, of course, use the 68000 one. The disk also contains the outline font files for 4 fonts and their bitmap fonts. For the ATM to work, you also need at least one bitmap size font installed, the more the better(10 and 12 is a good minimum). You can turn ATM on or off from the control panel and boot up in case an application will not work with it.

Here are some interesting figures I found after using ATM for a bit. Installing ATM and all the outline fonts files for the all the fonts in a LaserWriter + (Avante Garde, Bookman, Courier, Helvetica, Narrow Hel., New Century Schoolbook, Palatino, Symbol, Times, Zapf Chancery, Zapf Dingbats), took up about 1,350K on my HD. Note: I already had the bitmaps for the fonts installed before ATM, your mileage will vary.) The amount of memory that I had decreased by 200K. 100K is needed for ATM and a minimum of 64K in needed for a font cache (you can set this). The font cache holds the data for some of the scalled fonts that you have done. If you use a font that has been previously scalled and is in the cache, it appears instantaneous. The large the cache, the faster the scales are. The scales themselves are very fast if you consider what it is doing. Generating a 33 or 57 point size for example, took only a few seconds with wonderful results. The larger the point size, the longer it will take.

I tested ATM with Word 4, MacWrite 4.6, MacDraw II 1.0, MacDraw 1.9.5, both SuperPaint versions, and WriteNow 1.0. All worked.

ATM is a serious memory hog. 1meg users might want find that some of their programs no longer run in so little room (about 600K). I don't know if disabling ATM will help. However, it might be just your cup of tea since it will do very nice results on QuickDraw printers such as dot matrix printers, QuickDraw laser printers and the QD DeskJet.

BTW I didn't have time to check it out with my printer (Star NX-10) and Epstart 2.5 (Epson printer driver) but I will report on that in a bit.

Hope you find this useful.

-- mjv@iris.brown.edu

"And, oh! Father Christmas, if you love me at all,
Bring me a big, red india-rubber ball."
A.A. Milne "Now We are Six"

3802. Will there be a Jan 1990 ANALOG Magazine?

Newsgroup: comp.sys.atari.st
Date: 1989-12-06 20:35:05 UTC
From: covertr@force.UUCP
Message-ID: <474501d8.14a1f@force.UUCP>
Source record: 246075

I just got my December 1989 issue of ANALOG Magazine. I have a subscription good thru July 1990 of ST LOG which was transferred to ANALOG with the November 1989 issue. The October 1989 issue of ST LOG was the final issue. Does anyone know, has any been contacted, if ANALOG will be published next year?

The final issue of ST LOG was very clear that it was merging into ANALOG, so the publishers knew well in advance. When other ST magazines have stopped publication (died :-( ) the last issue clearly said that it was the last issue. But, there is nothing in the Dec 1989 issue of ANALOG to indicate that is the final issue. In fact, there are 2 subscription forms in it for NEW subscribers??

I wonder if I will get a free subscription to Hustler (same publisher :-))?

Anyway, while I hate to see an Atari magazine fold, I just plain don't like the December issue. It has a bunch of pages about new electronic gadgets for Christmas. While this article is nice, it is just filler in an Atari magazine. This article should have been in PopularScience or Consumers Reports or something like that. I didn't buy an Atari magazine to read about a new Sony WATCHMAN color tv!

Also, I don't care for the way 8bit and ST articles are mixed together. I would prefer that the 8bit be in a ripoff insert in the middle of the mag. Than I could discard the 8bit section and keep the ST mag intact.

I will miss Clayton Walthum's CManShip column. I hope that he is picked up by STart, but I doubt it. I will miss Ian's Quest and a few other columns. All in all, I preferred ST LOG to STart and that's why I subscribed (sigh) to ST LOG instead of STart.

If ANALOG indeed is dead, it is a sad day for us all!!

--
Richard E. Covert (covertr@gtephx)
(602) - 581-4652
| AG Communications Systems, Phoenix AZ |
UUCP: {ncar!noao!asuvax | uunet!zardoz!hrc | att}!gtephx!covertr

3803. Re: GNU C Floating Point Math

Newsgroup: comp.sys.atari.st
Date: 1989-12-06 21:11:25 UTC
From: apratt@atari.UUCP
Message-ID: <1863@atari.UUCP>
Source record: 246076

esp_05@jhunix.HCF.JHU.EDU (Stdnt 05) writes:
I just downloaded the copy of GNU C from terminator, oh, two weeks
>ago, the same time I downloaded the pml package. Maybe I should try
>drgsun.

Bammi recently put GCC 1.36 on his server -- say "gcc -v" to find out
what version you're using.

>At any rate Megamax C blew GNU C away in speed and executable size
>(GNU C took twice as long, and the executables were around twice as
>large). The only problem with it is that it doesn't have stdlib
>functions, although without those I can still improvise.

When you say "executable size" do you mean the size of the PRG file?
That's not a good indication. There can be any amount of information
in the PRG file besides the program: symbol tables, debugging
information, etc. If you use -g on the GCC command line, that's your
answer: it generates LOTS of info for the symbolic debugger GDB (and
UN*X's dbx).

The right way to find out executable size is to dump the program's header
and look at the size fields. The dump will look like this:

60 1a tt tt tt tt dd dd dd dd bb bb bb bb ...

601a is a magic number. tttttttt is the text (program) size in bytes.
dddddddd is the data segment size in bytes. bbbbbbbb is BSS. Compare
the SUM of text + data, because GCC might be putting strings in the
text segment, while Megamax might put them in the data segment. Also
make sure they're both talking about the same things: use -mshort for
your comparison (even if the program doesn't work that way) if Megamax
has 16-bit INTs.

Of course, MegaMax C has *8* bit shorts, and some required keyword
concerning modules or overlays or something, so I have no respect for
it at all...

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

3804. Word Writer format company

Newsgroup: comp.sys.atari.st
Date: 1989-12-06 21:29:13 UTC
From: gibson@trwrb.UUCP
Message-ID: <227@trwrb.UUCP>
Source record: 246077

I use Word Writer because it has a spell check and thesaurus. However, I can not get the paragraph format command to work. Does any know how to make the Word Writer paragraph format command to work? I think anyone selling a word processor without a properly working format command should be jailed for fraud.

Thank You,
Gregory Gibson

3805. Re: Still searching...

Newsgroup: comp.sys.atari.st
Date: 1989-12-06 21:58:51 UTC
From: kbad@atari.UUCP
Message-ID: <1864@atari.UUCP>
Source record: 246078

bds@lzaz.ATT.COM (Buce Szablak) writes:

| > It is important to make sure that professional programmers know how to
| > program the computers, not end users.

| Sorry, you are way off base here. Most PD software comes from end-users
[...]

I'm not way off base. I may be wrong in your case, and in fact I may be wrong in the case of every person who reads comp.sys.atari.st! But active members of online communities aren not by any means representative samples of ST owners. If the online community were more ubiquitous, I would grant that your experiences were representative, but it isn't, so I can't. My opinion is based on my experience working in a computer store, working with user groups, supporting development tools, and talking with Atari's user group and developer support people. Users, by and large, want to use their computers.

As far as supporting hobbyist programmers, I take a pragmatic stance. How much PD software comes from where is not directly important to a computer maker. It is certainly indirectly important, because a wide variety of PD tools make a computer a lot more attractive to the informed buyer. But a wide variety of professional products make a computer more attractive to the market at large. A lot of people buy the computer that runs the software that they want to run. That is why it is vital for computer makers to have a broad commercial software base for their machines. In order for that to happen, strong support for the companies that produce that software must exist.

A side effect of having strong support for professional programmers is that end users get supported as well. More books get written by the professionals, making more information available to the hobbyist than the computer maker can hope to provide. A broader base of technically competent people exist to answer the questions of hobbyist programmers. All these programmers will be happy because they can get their questions answered and they can solve their problems without having to stumble around in the dark too much.

| BESIDES, aren't I (an end-user who uses
| his ST to write programs for enjoyment) a valued customer????
| Aren't my CUSTOMER needs important??? Your attitude really bothers me.

Every customer is a valued customer. You are an espeically valued customer, because you take the time to give feedback on how you think Atari is doing. I'm sorry that my attitude bothers you, but I think that it's a practical one. I hope that I've clarified where I'm coming

from.

Please note: the opinions expressed in this article are mine and mine alone. Atari has its own.

--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

3806. Re: Shareware MAC

Newsgroup: comp.sys.atari.st
Date: 1989-12-06 22:28:27 UTC
From: nemeth@gpu.utcs.utoronto.ca
Message-ID: <1989Dec6.222827.16338@gpu.utcs.utoronto.ca>
Source record: 246079

In article <PORTUESI.89Dec4153459@tweezers.esd.sgi.com> portuesi@sgi.com (Michael Portuesi) writes:
>>>>>> On 29 Nov 89 14:30:00 GMT, greg.trice@canremote.uucp (GREG TRICE) said:
>
>greg> Why does everybody assume that a Mac emulator has to use Mac ROMs or any
>greg> Mac code at all? There are an infinite number of ways to do a given job
>greg> and it is perfectly possible for somebody to carefully read all the Mac
>greg> documentation and then sit down and write code that will do exactly the
>greg> same job as the Mac roms, but have not a byte in common with them in
>greg> code. This is the situation with most IBM compatible systems. Though
>greg> they are functionally identical to the IBM product, their ROMs contain
>greg> different, but functionally identical code.
>greg> It should be perfectly possible to produce a Mac emulator that used no
>greg> ROMs at all, but was wholly disk based (given sufficient memory to hold
>greg> the quondam ROM code in RAM).
>
>
>Go ahead and try...I'll see you in a few years.
>
>The Apple ROMS are the result of several hundred person-years of work,
>and you expect one enterprising hacker to recode them, and do all
>of the testing and revising to ensure even a reasonable amount of
>compatibilty? Obviously you've never developed software for a living.
>
> --M
>--
>__
>\/ Michael Portuesi Silicon Graphics Computer Systems, Inc.
> portuesi@SGI.COM Entry Systems Division -- Engineering
>
>He says, "Take me to your leader" -- and I say, "Do you mean....George?"

One thing a lot of people don't realize is that the amount of necessary code
in the roms is quite small. Thats because the system file contains patches
to the different revisions of mac roms that overlay buggy or outdated code.
So - all the roms have to contain is stuff found in the basic 64k roms.
/leonard

3807. Re: Form Doc's ASCII NOW HERE!

Newsgroup: comp.sys.atari.st
Date: 1989-12-06 22:47:37 UTC
From: news@tahoe.unr.edu
Message-ID: <3322@tahoe.unr.edu>
Source record: 246080

>Agreed it may have fancy math symbols, but still the ASCII TeX file could have
>been posted instead of the binary .dvi file. Then at least we, those w/o TeX,
>could have looked at some of the material.
>
>--
> Richard E. Covert (covertr@gtephx)
> (602) - 581-4652
>| AG Communications Systems, Phoenix AZ |
> UUCP: {ncar!noao!asuvax | uunet!zardoz!hrc | att}!gtephx!covertr
From: mikew@wheeler.wrcr.unr.edu (Mike Whitbeck)
Path: wheeler!mikew

OK ! I have just compiled dvitty and filtered the infamous
form.dvi into good 'ol form.asc i.e. plain ascii file. You may
have to fiddle with end of line (unix vs tos \r\n vs \n stuff)
but its done.

(well sort of done -- the dvitty driver crashed while doing the
index - jeez how many contributors give ya such a nice manual
with an index even! The last I can remember was UNITERM)

The arc'd (that ok?) file is 163K so if some ONE will give me an
I net address for anon ftp I'll put it out there where it can be
accessed.

```
_____________________________________________________________
|Mike Whitbeck | |
|Desert Research Inst. | mikew@wheeler.wrc.unr.edu |
|POB 60220 | |
|RENO, NV 89506 | 702-673-7348 |
|__________________________|_____________________________|
```

Any simple problem can be made insoluble if enough committee
meetings are held to discuss it.

3808. Re: Form Doc's

Newsgroup: comp.sys.atari.st
Date: 1989-12-06 22:50:37 UTC
From: mikew@wheeler.wrcr.unr.edu
Message-ID: <3323@tahoe.unr.edu>
Source record: 246081

In article <10157@stag.math.lsa.umich.edu| hyc@math.lsa.umich.edu (Howard Chu) writes:
|For folks who don't want to deal with it, there's a program dvitty
|that was posted to mod.sources (yeah, a long time ago) that will
|print DVI files on a dumb terminal. Somewhat ugly output, but it's
|usable. This was written for Unix, so it'll take a little work
|to get running. If there's any interest, lemme know.
|--
| -=- PrayerMail: Send 100Mbits to holyghost@father.son[127.0.0.1]
| and You Too can have a Personal Electronic Relationship with God!

dvitty is a mixed C and Pascal source code. I compiled it on a
Sun. It crashed while doing the index to form.dvi. See my
earlier post for availability of the form ascii file.

3809. Starting a New ST Magazine in the USA

Newsgroup: comp.sys.atari.st
Date: 1989-12-06 22:59:01 UTC
From: covertr@force.UUCP
Message-ID: <4745828e.14a1f@force.UUCP>
Source record: 246082

for the United States? I know that ST APPLICATIONS started
out as a small Mom and Pop limited circulation newsletter
type magazine. ST APPS grew into a very respectable full
glossy page magazine.

It seems with the availability of online services, such as
GEnie and CI$, and the DTP in the ST (PageStream, Calamus),
and the SLM804, that someone could put together a respectable
little magazine on a shoestring budget.

For example, the Phoenix Atari ST Club publishes a bimonthly
newsletter called PHAST which is developed entirely on a
Mega ST4/SLM804 system using PageStream. We do a camera ready
copy and send it out to be printed, collated, and stapled. We
then put on the mailing address labels (also done on a Mega ST4).

It would be great if the best authors of ST APPLICATIONS and
ST LOG could get together to work on the new ST magazine.

Any ideas outhere??

I mean even Current Notes, which is a nice magazine, started out
as a DC club newsletter.

Just a thought.

--
Richard E. Covert (covertr@gtephx)
(602) - 581-4652
| AG Communications Systems, Phoenix AZ |
UUCP: {ncar!noao!asuvax | uunet!zardoz!hrc | att}!gtephx!covertr

3810. PageStream and Club Newsletters

Newsgroup: comp.sys.atari.st
Date: 1989-12-06 23:04:22 UTC
From: covertr@force.UUCP
Message-ID: <47458756.14a1f@force.UUCP>
Source record: 246083

The PHAST newsletter is published entirely with PageStream.
Are there any other ST Clubs out there that would like to
share ideas about PgS and newsletters?? I would like to
see ideas about how PgS more effectively. Or what kind of
clip art you use. Or how you use PgS in making your newsletter.

I have not worked with PgS myself. A couple other PHAST clubmembers
do most of the work. BUt I would like to help them so any
info would be appreciated. Our newsletter is printed out
so that it is folded in half and then stapled (using standard
8.5" x 11" paper). The guys doing the work seem to like PgS
version 1.8 alot.

--
Richard E. Covert (covertr@gtephx)
(602) - 581-4652
| AG Communications Systems, Phoenix AZ |
UUCP: {ncar!noao!asuvax | uunet!zardoz!hrc | att}!gtephx!covertr

3811. Re: Still searching...

Newsgroup: comp.sys.atari.st
Date: 1989-12-06 23:20:48 UTC
From: daniel@pkmab.se
Message-ID: <2385@pkmab.se>
Source record: 246084

In article <1854@atari.UUCP>, kbad@atari.UUCP (Ken Badertscher) writes:

> daniel@pkmab.se (Daniel Deimert) writes:
> | I can assure you -- you won't be able
> | to sell a lot of computers if you don't tell them how to program it!
>
> I seriously doubt that the _majority_ of people who buy Atari
> computers, or any other computers for that matter, have the slightest
> desire to program their machines. The simple fact is, most people who

You might be right there - but what about the so well-known PD/SW programs?
There are a lot of goodies among these, like the Quick ST etc.
The programmers who make these programs are considered "end users", or..?

> buy computers want to _use_ their computers. They don't want to be

Yes. Of course. But _MANY_ of those have bought a computer to be able
to program it as well as use it! Otherwise they would have bought a video
game. The percentage who bought it as a business computer? Well, I guess
you can count it out. You haven't got a great reputation, you know.
The STE isn't going to do it any good either, nor the LYNX.

> | [...] it must be possible to post a minimum of information to some
> | knowledgeable people in the right places.
>
> Who is "knowledgeable"? What is "the right place"? How much
> information is "a minimum"?

"Knowledgeable" is for example the people who wrote Quick ST. And there
are more people on the net (for example). And the journalists of a
computer magazine such as the swedish one, "AtariSTen". And that is the
right place, too. It's not YOUR business -- but it is Atari Scandinavia's.

"A minimum" of information is, in this case, a list of adresses to the
new chips/enhanced chips and a _short_ explanation of what to put there.

I know you did this with early STs: They got some kind of addendum with
a list of adresses to the PSG (complete with waweform diagrams!) and
such. That's the kind of information I want. Not internal TOS behaviour.
But the most important stuff, of course stripped compared to the dev. docs.
That doesn't matter.

Like now, how easier everything would have been for me if the
source-code (in Turbo-C, I know.) to the demonstration programns would have
been there, right on the language disk. I do think you had some spare
space, huh? Not of interest to all, no. But of great importance to others.

> And what do you call the information we have been posting?
> Chopped liver?

No, I don't. And I think I mentioned the fact that I thought this
was the way to handle things. (Like the ARGV defs -- wonderful!)
I refer to my earlier postings.

> | And there're a lot of developers on the net, too.
>
> In fact, only a tiny percentage of commercial ST developers are active
> on the net.

But it just MIGHT be "cost effective" to post it to the net, then?
Fine.

> | And people from the net DO forward things to the right places.
>
> It's true that net.info gets spread around quite a bit. It's also
> true that it gets warped on the way out. People are misquoted. The
> information may be wrongly interpreted at the far end, with no chance
> of the person(s) responsible for the original post to clear up the
> mistakes.

Mostly it's correct. KERMIT don't missquote things, I think. Nor do
ZMODEM.
Maybe XMODEM does, I don't know :-)

This is no reason. If you post something of any importance (like a
program or the ARGV stuff) it's not rewritten -- it's just sent
further by file transmission.
No missquoting there...

> [interesting chain letter analogy deleted]

Oh... :-)

>
> | It should at least be "cost effective" to give this information to
> | developers without them having to ask!
>
> Registered developers get a lot of information without having to ask
> anything more than "Where's my developer kit?"

This was your words. "Just them having to ask", or something like that.
Look in you article.

Reading all the messages from developers (the LOW percentage, remember?)
who aren't satisfied with the information, I can't agree with you.
But I don't really have inside information. We better leave the subject.

> | Why should I buy a computer I can't use? Like buying a car and when
> | you ask for an explanation of the buttons getting the answer: "Sorry,
> | you have to be a registred driver to get to know this. You shouldn't
> | know about more than the gear and the wheel."
>

> Why do so many people use this analogy?

Maybe because it's a good one?

> A computer is not a car. A computer is a computer.

True, but you want to use your computer, just as you want to use your car.
And you want to program it, to drive it. At least some of us. :-)

> But, since you insist, getting technical
> information (on a level equivalent to "How do I program DMA sound?")
> from an auto manufacturer isn't all that easy either. Try it some time.

Maybe not, but I do think the auto man. would answer the question:
"Where are the ---SOMETHING---"? ("At what adress is ---?")
And the car company cooperates with people writing books about "do it yourself".

But since you're not comfortable with this analogy, we'll leave that too.

> | Have nobody thought of the possibility that there might be something
> | wrong? Why should we otherwise be bashing Atari?
>
> Okay, I'm donning my asbestos suit for this one, but here goes: I think
> the reason that people bash Atari is BECAUSE THEY CAN. Because we are
> active on the nets answering technical questions, people feel that
> their input on how Atari should run its operation will be listened to.

Oh? Since when have you been answering tech. questions from net people?
(Low end users?) Not in this case, at least. (But again, I KNOW, I KNOW,
you have done that sometimes - that's why I got surprised of these
negative answers to my humble questions!)

> | I have offered to help writing some demonstration programs to be put
> | on the STE language disk. I haven't even got a reply. Atari Corp. was
> | obviosly not interested.>
> This concerns me. To whom did you send the offer? Where did you send
> your letter? Did you send an example program along with your offer?

I sent it by electronic mail to kbad@atari.UUCP, that is YOU. (Message
dated Fri Nov 24 12:26:13 1989, subject: Questions about the STE)

And NO, I did not send an example program -- I had still got no
information about how to program the STE, remember?
Since my english is a bit strange and foreign, after all -- you might
not have understood me. But now you have, and the offer is still there.

If I write something that is better than the existing programs, is it
possible to get it distributed on the language disks?
Is it possible to write some kind of "dealer demo" that could be sent
out to dealers from Atari Corp. with a lot of stunning graphics and
sound, as they say?
I can do a lot of this myself, and I know more people who would be pleased
to help. If it's possible, well my mail adress is below.

>
> | I do not want Atari Corp. to die [...]
>
> Nor do I. I hope you are able to get the information you want to program
> your STE soon. But remember, Atari gives registered developers special
> treatment, and they deserve it, because they write the software that
> sells Atari computers.

I think you're absolutely right in giving the developers HIGHER support
than end users, but I do think you could give us end users a little
more support than you do.
We're not asking for much (are we?).

And, this is of course my opinion, and if it "awakens the beast within you",
it's not my fault. You shouldn't have read this...

Daniel Deimert, Fridstavagen 4, S-715 94 Odensbacken, SWEDEN
Internet: daniel@pkmab.se
UUCP: ...{uunet,mcvax}!sunic.sunet.se!kullmar!pkmab!daniel

3812. Re: Apple roms.

Newsgroup: comp.sys.atari.st
Date: 1989-12-06 23:57:08 UTC
From: daveh@cbmvax.UUCP
Message-ID: <8862@cbmvax.UUCP>
Source record: 246085

in article <8912020815.AB27991@ucbvax.Berkeley.EDU>, AMEIJ@vax.oxford.ac.UK (Jan Ameij) says:

> Anyone notice the collossal damage done to IBM by the availability of MS-DOS?

It really works both ways. That MS-DOS was available to anyone, and IBM PCs were real easy to clone, the IBM PC underwent a magic transformation that changed "proprietary" to "industry standard". So, at least for awhile, IBM could pawn off any pile of dross as the latest technology, and get away with it. Then they started to lose market share to the cloners, and had to start getting real. This started happening shortly after they introduced the PC-AT. And it's still going on. Sure, IBM managed to assure that the PC would be necessary and not obselete for some time to come, despite how bad it was all done. However, they also managed to lose control. IBM is no longer necessary for the success of the PC, they continue to lose market share, and they're having to sell you something that goes faster for less money than they were. That's good for the consumer, as is most competition, but it's not so great for IBM. It's hard to say what would have happened if IBM were as closed as Apple (software wise of course -- the Mac is even easier to clone in hardware than the PC, as witnessed by things like Spectre or AMAX). Certainly there never would have been a Compaq, Tandy might have continued souping up TRaSh-80s, and there might have been even more proprietary systems. Or maybe all the "other guys" would have settled on something superior to MS-DOS long ago. In any case, the effect on IBM isn't as clear cut as it might seem.

> Love, Jan
--
Dave Haynie Commodore-Amiga (Systems Engineering) "The Crew That Never Rests"
{uunet|pyramid|rutgers}!cbmvax!daveh PLINK: hazy BIX: hazy
Too much of everything is just enough

3813. Re: Prototyping board for the ST cartridge port

Newsgroup: comp.sys.atari.st
Date: 1989-12-07 00:25:03 UTC
From: jpexg@wheaties.ai.mit.edu
Message-ID: <5377@rice-chex.ai.mit.edu>
Source record: 246086

In article <8912061925.AA15057@ucbvax.Berkeley.EDU> MBERNAR@ERENJ.BITNET (Marcelino Bernardo) writes:

> Proto board Part number 33-DE40
>
> Douglas Electronics
> 718 Marina Blvd.
> San Leandro, CA 94577
> (415)483-8770
>
>Hopefully this place is still around. Let me know how it works out.

I've bought 2 of their boards--they were still around as of last summer.

3814. Problem with Uniterm 2.0e

Newsgroup: comp.sys.atari.st
Date: 1989-12-07 00:51:00 UTC
From: hedger@inmet.inmet.com
Message-ID: <30200029@inmet>
Source record: 246087

I'm using Uniterm V2.0e and I have a recurring problem....
I get put into some sort of wierd graphics mode intermittently.
I suspect this is one of the Textronix modes that the programs
supports. I can't really recognize a pattern to it.
I always assumed it was being caused by some garbage being received
at the modem and interpreted as commands, but I don't even know if
this is a feasible cause.
Any one have this problem ? Any comments ?
Do I have something setup wrong ?
If I can get some sort of answer or suggestion about this I would
appreciate it. If I don't get anywhere, I am planning to try to
get a note to Simon Poole via the net so that he will know about this.
thanks,
keith

```
=========================================================================
| |
| Keith Hedger : {...!}uunet!inmet!hedger hedger@inmet.inmet.com |
| " Tragedy plus time = comedy " |
=========================================================================
```

3815. GCR vs. Mac Plus

Newsgroup: comp.sys.atari.st
Date: 1989-12-07 00:56:56 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <891206.18562778.024049@SFA.CP6>
Source record: 246088

ERIC HOBBS writes:

" I have heard in circles that the Spectre GCR is faster than a 8MHz Mac Plus. Just how much faster is faster? I you can, maybe you could give me some benchmarks for comparison. Thanxs."

No benchmarks here, but I can tell you that SuperClock is off by about eight minutes after the Spectre has come on-line in a one hour period. By being off, I mean that it is eight minutes too fast. I wish that Dave could fix that, but it does impress MACers who wonder why my clock is always running fast.
Secondly, a good demo which shows how much faster Spectre GCR is than a real Mac is Aldus's FreeHand self-running demo. After one minute, the Spectre is about four pages ahead of a real Mac plus equipped comparably, i.e., memory, hard drive, etc.
Also, putting a Mac Plus and Spectre equipped ST will reveal that the Spectre offers a snappier screen. No doubt about it, the Spectre is just faster.

Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

3816. tv show and the Mega ST

Newsgroup: comp.sys.atari.st
Date: 1989-12-07 01:21:33 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <891206.19213238.024049@SFA.CP6>
Source record: 246089

FLASH!

I just saw on the television the sitcom, Growing Pains.
In plain view of everyone, was a Mega ST during an office scene. Wow!
Gee. Revolution???

Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

3817. Re: Form Doc's ASCII NOW HERE!

Newsgroup: comp.sys.atari.st
Date: 1989-12-07 01:55:28 UTC
From: mikew@wheeler.wrcr.unr.edu
Message-ID: <3324@tahoe.unr.edu>
Source record: 246090

I put a copy on the TERMINATOR archive in
atari/new/formdoc.arc

I also am mailing a copy for posting in the binaries newsgroup.

BTW- I fixed the index the manual is 253 pages long with index
and table of contents.

3818. Help >> COUNTRY.ARC!!!

Newsgroup: comp.sys.atari.st
Date: 1989-12-07 02:33:44 UTC
From: ehsnsr@JUPITER.NMT.EDU
Message-ID: <8912070233.AA26917@jupiter.nmt.edu>
Source record: 246091

Hi.
I recently downloaded COUNTRY.ARC. It de-arced just fine, but when I run COUNTRY.PRG, A Dialog box pops up that says: Error #008 PC>$000000.
What Happened? I ran it on a .5 Meg 520 STfm with NO accessories or AUTO progs loaded.

If it turns out that COUNTRY.ARC is messed up, Is there another archive site that has samples and a player?

Thanx.

Eric Hobbs
ehsnsr@JUPITER.nmt.edu

3819. How to read PC format?

Newsgroup: comp.sys.atari.st
Date: 1989-12-07 02:33:56 UTC
From: PMR2@PSUVM.BITNET
Message-ID: <89340.213356PMR2@PSUVM.BITNET>
Source record: 246092

What differences are there between TOS and PC-DOS 3.5" disk formats? What do I need to do to read files from an IBM disk?

Also, can anyone out there tell me what the differences between pc-ditto and pc-ditto II are? (Besides $225, of course.)

Thanks.

-Paul

3820. Absoft Fortran

Newsgroup: comp.sys.atari.st
Date: 1989-12-07 02:45:00 UTC
From: Ritzert@DMZRZU71.BITNET
Message-ID: <891207024528.958022@DMZRZU71-UNI-MAINZ--GERMANY>
Source record: 246093

> I also understand your problems. Some of them may be solved by
> using the 'script' commando from the library manager. May be, the
> linker also has cuch a command. There is still no way to do it via
> command line options.

Well, do You really have a library manager with a script command? Mine doesn't have one. At least it is not documented. There is a serious bug in the compiler (version 2.3):

If You want to use a common block only in some subroutines You have to declare it in Your main program. Otherwise You will get unpredictable results. This is the only Fortran compiler I have used which behaves this way (and I have been writing Fortran programs on many systems).

Michael Ritzert
mjr@dmzrzu71.bitnet

3821. Re: KERMIT with Uniterm v2.0?

Newsgroup: comp.sys.atari.st
Date: 1989-12-07 02:52:05 UTC
From: kar7481@cuphub.cup.edu
Message-ID: <2240@cuphub.cup.edu>
Source record: 246094

In article <8912050802.AA12678@ucbvax.Berkeley.EDU>, AMEIJ@vax.oxford.ac.UK (Jan Ameij) writes:
> I have had lotsa problems transferring binary files with Uniterm kermit, from
> a VAXCluster. The solution seems to be...SET FILE TYPE FIXED on the VAX
> (Kermit-32>) and BINARY on the ST. Both binary -> dozens of errors...
>
> I don't know why it works, but it does.
>
>
> Jan

I am on a VAX-8350 and use kermit-32> also...

I have found that 99.9% of all KERMIT up/downloads will work using UNITERM 2.0d if you issue a "SET DELAY n" command: whereas; n = number of seconds you think you'll need to select the SEND/RECV file and go into send/recv mode...

Hope this helps SOMEONE out there....

--
+---+
| Dan Karbowsky kar7481@pitt!cuphub / S U P P O R T T H E S T ! ! ! |
| 102 Lee Drive _____/Call the ATARI ELITE of PITTSBURGH'S |
| Belle Vernon, PA / BBS (Forem-ST,fnet node 19) at (412) 384-5609 at 300 |
| 15012 U.S.A. / thru 19.2k baud 24 hrs./day 7-days/week Mention this |
| / message at logon. |
+---+

JOIN THE REVOLUTION ! ! !

3822. Re: Bugs in Uniterm 2.0e

Newsgroup: comp.sys.atari.st
Date: 1989-12-07 02:56:01 UTC
From: johnb@pnet01.cts.com
Message-ID: <845@crash.cts.com>
Source record: 246095

Hmmmm... I am fairly sure that is probably what the problem I was having was then. Although I had no problems with ckermit? Does ckermit not send short breaks?

John.

UUCP: {hplabs!hp-sdd ucsd nosc}!crash!pnet01!johnb
ARPA: crash!pnet01!johnb@nosc.mil
INET: johnb@pnet01.cts.com

3823. Wanted: Restaurant Management SW

Newsgroup: comp.sys.atari.st
Date: 1989-12-07 03:27:19 UTC
From: trb@stag.UUCP
Message-ID: <1989Dec7.032719.12687@stag.UUCP>
Source record: 246096
Cross-posted to: comp.sys.atari.st,comp.sys.ibm.pc

Hi,
Does anyone know of any good restaurant management packages that exist
for the IBM PC or Atari ST (or any other computer for that matter?)
Thanks,
-Todd Burkey
pwcs!stag!trb

3824. PC DITTO QUESTIONS

Newsgroup: comp.sys.atari.st
Date: 1989-12-07 03:32:39 UTC
From: MAXG@SUVM.BITNET
Message-ID: <8912070803.AA03819@ucbvax.Berkeley.EDU>
Source record: 246097

1.
When you use PC Ditto (software version) on a 1meg ST, you have 703K of memory in PC mode. What can you do with that extra memory? Can you create a 63K ram disk, leaving you with 640K while giving you some extra speed? Can you create bigger ram disks, which will use the 63K in addition to whatever other part of the 640 you want?....I'm new to the ms-dos world, only getting into it after having gotten PC Ditto (which I really like as a software product!). So, if anyone out there has any suggestions on this topic, I'd appreciate it if you could keep it as simple as possible. Thanks!
2. I know that Avant-Garde has a RT on Genie, but does anyone out there know if they have an address on CIS (since that can be accessed via email without actually being on CIS)?
As usual, thanks in advance for info any of you may have. Email me at the addresses below, or post to the net.
-------Gerry
maxg@suvm (bitnet)
ggreenbe@rodan.acs.syr.edu (internet)

3825. Re: Atracting new Club members

Newsgroup: comp.sys.atari.st
Date: 1989-12-07 03:34:35 UTC
From: kar7481@cuphub.cup.edu
Message-ID: <2242@cuphub.cup.edu>
Source record: 246098

In article <473f18ee.14a1f@force.UUCP>, covertr@force.UUCP (Richard E. Covert) writes:

[a few paragraphs deleted]

> Our local ST sdealer doesn't have the room for us to hold our meetings in his
> store. So, we still need to find a better place to meet. The local community
> college wants $500 a day for a room, with a $500,000 insurance policy. So,
> we can't meet there. My company has a great auditorium, but we can't let
> unescorted people into the building (don't want to let out our secrets :-)).
> We want to meet on Saturday mornings as that is the most conveneint time for
> our members.
>
> I personally think that the we need a better, bigger, meeting place before we
> will attract new members. It is a Chicken and the Egg thing. We can't seat many
> more members in our current location, but without more members we can't afford
> a bigger meeting place.
>
> --
> Richard E. Covert (covertr@gtephx)
> (602) - 581-4652
> | AG Communications Systems, Phoenix AZ |
> UUCP: {ncar!noao!asuvax | uunet!zardoz!hrc | att}!gtephx!covertr

Rich,

Our Pittsburgh, Pennsylvania-based group is able to rent a room
at a Marriot Hotel near Pittsburgh (8 minutes) for only $75.00 for 4 hours!!!

Why not check into renting a conference room at a Holiday-Inn or other reputable
hotel????? I'm sure the cost wouldn't be that bad....

Our group--The Atari Elite ST Organization--has filed for and is classified
and registered in the state of Pennsylvania as a NON-PROFIT-ORGANIZATION.

Membership dues are $25.00/year and include a bi-monthly "newsdisk"(810k)

A $2.00 "donation" is made at the door by each member at each meeting (monthly)
to help defray the cost of the room...with 60-70 people, it's quite easy!!!!

I think the KEY TO AVOIDING HIGH RATES is to file for Non-Prof-Org. status

To my knowledge--many hotels have special rates for NPO's and if you can work
a contract (annual), you SHOULD be able to get a HEALTHY discount!!!

Lemme know after you do some checking!

```
+-------------------------------------------------------------------------+
| Dan Karbowsky kar7481@pitt!cuphub / S U P P O R T T H E S T ! ! ! |
| 102 Lee Drive _____________________/Call the ATARI ELITE of PITTSBURGH'S |
| Belle Vernon, PA / BBS (Forem-ST,fnet node 19) at (412) 384-5609 at 300 |
| 15012 U.S.A. / thru 19.2k baud 24 hrs./day 7-days/week Mention this |
| / message at logon. |
+-------------------------------------------------------------------------+

JOIN THE REVOLUTION IN 1990!!!!!
```

3826. Re: GNU C Floating Point Math

Newsgroup: comp.sys.atari.st
Date: 1989-12-07 04:32:28 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <4470.257da18c@uwovax.uwo.ca>
Source record: 246099

In article <3526@jhunix.HCF.JHU.EDU>, esp_05@jhunix.HCF.JHU.EDU (Stdnt 05) writes:
> I just downloaded the copy of GNU C from terminator, oh, two weeks
> ago, the same time I downloaded the pml package. Maybe I should try
> drgsun.
>
Yes, dsrgsun has slightly more up to date versions.

> At any rate Megamax C blew GNU C away in speed and executable size
> (GNU C took twice as long, and the executables were around twice as
> large). The only problem with it is that it doesn't have stdlib
> functions, although without those I can still improvise.
GNU C executables are twice as large only for small files (the library is
more complicated, and not as well organized, so it has higher overhead).
For larger files I would expect the GCC to produce smaller code. And yes,
GNU takes longer to compile; Laser is *really* fast. On the other hand,
programs compiled with GNU execute faster, and the GNU optimizer is a *lot*
smarter than Megamax's (GNU knows not only when to put things in registers,
but also how to change multiplications into additions inside of loops,
so that "for (i = 0; i < end; i++) a[i]=foo(i);" produces the same code
as "for (p = a; p < a[end]; ++p) *p++ = foo(p-a);".

One other note: the library as distributed has a serious bug in the compare
routine for floats. That should be fixed soon; a temporary workaround is
to use doubles instead of floats. This may have been causing your problems.
--
Eric R. Smith email:
Dept. of Mathematics ERSMITH@uwovax.uwo.ca
University of Western Ontario ERSMITH@uwovax.bitnet
London, Ont. Canada N6A 5B7
ph: (519) 661-3638

3827. Re: Will there be a Jan 1990 ANALOG Magazine?

Newsgroup: comp.sys.atari.st
Date: 1989-12-07 04:40:46 UTC
From: landry@enginr.dec.com
Message-ID: <6670@shlump.nac.dec.com>
Source record: 246100

I talked to the Analog subscription office. They said that
the December issue was the last and that they would be issuing
refunds. I haven't heard anything official from them yet.

The reason I was talking to them in the first place is that
they sent me the 8-bit disk for Nov and Dec. (My subscription
was transferred from ST LOG as well.) They told me they would
send out the right disks, but I haven't gotten them yet either.

chris

3828. Re: SS -> DS drive upgrade

Newsgroup: comp.sys.atari.st
Date: 1989-12-07 04:46:12 UTC
From: landry@enginr.dec.com
Message-ID: <6671@shlump.nac.dec.com>
Source record: 246001

In article <22194@brunix.UUCP>, mjv@iris.brown.edu (Marshall Vale) writes...
"
" I have two friends who both have SS drives and would like to upgrade to DS
"drives. One has an old SF 314 with a corner button eject and the other
"has a 520STfm.
"
"1. What is a reliable and cheap DS drive to buy as a replacement? Netters
" have mentioned a Toshiba model several times.
"
"2. Are there any hardware changes that need to be made? For example, if
" it can't normally recognize media changes.
"
"3. What is a good price for that drive and suggested place to purchase
" from?

Several sources can be found in the pages of Computer Shopper.
Prices seem to range in the $65 - $75 range for either Teac or
Toshiba and usually include the 5.25 mounting kit which you
won't need. I've listed a few sources below but can't advise
you good or bad on any. I have a drive on order from Gems but
I picked them mostly 'cause they had some other stuff I needed.

Gems Computers 408-988-0161
Falcon Distributing 213-390-3955 (claims to beat any advertised price)
PC Discount Center 312-390-7450
Amax Applied Technology 818-282-9992

Just noticed another one - This is a small classified ad listing
various hard and floppy drives. They list a 720k floppy for $45
or $66 with the mounting kit. No brand or model mentioned.
Digital One 216-951-8088.

chris

3829. Re: Form Doc's ASCII NOW HERE!

Newsgroup: comp.sys.atari.st
Date: 1989-12-07 05:26:58 UTC
From: gl8f@bessel.acc.Virginia.EDU
Message-ID: <2415@hudson.acc.virginia.edu>
Source record: 246002

In article <3322@tahoe.unr.edu> mikew@wheeler.UUCP (Mike Whitbeck) writes:

>(well sort of done -- the dvitty driver crashed while doing the
>index - jeez how many contributors give ya such a nice manual
>with an index even! The last I can remember was UNITERM)

Yes, when the Uniterm docs were released as a .dvi file, there were
many screams and yells. I offered to print up and sell copies at cost,
but nobody took me up on it. I must say that the Uniterm manual did
look quite nice.

Fortunately, now anyone with a SLM804 can print the .dvi files easily,
and anyone with a monochrome screen can preview them.

Greg Lindahl

3830. Re: How to read PC format?

Newsgroup: comp.sys.atari.st
Date: 1989-12-07 05:43:26 UTC
From: psurge@cs.utexas.edu
Message-ID: <7310@cs.utexas.edu>
Source record: 246003

In article <89340.213356PMR2@PSUVM.BITNET>, PMR2@PSUVM.BITNET writes:
> What differences are there between TOS and PC-DOS 3.5" disk formats? What do
> I need to do to read files from an IBM disk?
>
> Also, can anyone out there tell me what the differences between pc-ditto and
> pc-ditto II are? (Besides $225, of course.)
>
> Thanks.
>
> -Paul

as far as TOS is concerened, it sees no difference between an IBM 3.5 disk and an ST disk, unless the IBM is a 1.44 meg. The 720K ibm disks work fine on the ST.

The IBM operating system has a problem with ST formatted disks for some reason, which I am sure someone else can tell why. If you want to use both formats reguarly, then either format all your disks on an IBM, making sure it is formatting 720K and not 1.4 meg. OR use DC-formatter which will format DOS compatable disks from the ST desktop.

Troy Carpenter
Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

3831. Re: Will there be a Jan 1990 ANALOG Magazine?

Newsgroup: comp.sys.atari.st
Date: 1989-12-07 05:52:12 UTC
From: steve@thelake.UUCP
Message-ID: <1106892352123678@thelake.UUCP>
Source record: 246004

In article <474501d8.14a1f@force.UUCP>,
covertr@force.UUCP (Richard E. Covert) writes ...

>I just got my December 1989 issue of ANALOG Magazine. I have a subscription
>good thru July 1990 of ST LOG which was transferred to ANALOG with the November
>1989 issue. The October 1989 issue of ST LOG was the final issue. Does
>anyone know, has any been contacted, if ANALOG will be published next year?

I had begun to wonder about this, too. Among my reasons was this: I sold
an article (about Usenet) to ST-Log last summer, and I never saw it
published. To find the answer, I contacted Clayton Walnum directly.
His response was that December's was the final issue of Analog. There
will be no more.

(The Usenet article was scheduled for the Feb. issue of ST-Log.)

>I wonder if I will get a free subscription to Hustler (same publisher :-))?

Definitely different software.

>I will miss Clayton Walthum's CManShip column. I hope that he is picked up
>by STart, but I doubt it.

I haven't heard anything about Clay's plans. I do know that he is still
running the Atari SIGs on Delphi (a commercial on-line service). And even
though ST-Log is dead, the last time I logged onto Delphi's ST SIG I was
greeted by the old ST-Log banner.

-- Steve Yelvington at the (almost frozen enough to skate) lake in Minnesota
UUCP: ... pwcs.StPaul.GOV!stag!thelake!steve

3832. Image Systems' ultra-high-res display adaptor

Newsgroup: comp.sys.atari.st
Date: 1989-12-07 05:59:04 UTC
From: steve@thelake.UUCP
Message-ID: <1106892359043679@thelake.UUCP>
Source record: 246005

I saw a demo tonight of a Mega ST card that drives any multisynch monitor capable of 50 Khz horizontal scan. Here is the information from a product data sheet:

Image Systems Ultra-High-res Display Adaptor
1024 x 768 non-interlaced, 16 colors from a palette of 4096
1024 x 768 "Duocromatic" mode -- monochrome monitor or two colors on a color monitor.
Optional 68881 math coprocessor
BLiTTER supported
Introductory dealer price $500

Image Systems Corporation
11543 K-Tel Drive
Hopkins, MN 55343
voice (612) 935-1171
FAX (612) 935-1386
WATS 1-800-IMAGES0

The setup was demonstrated on a 16-inch Nanao FlexScan 16-inch color monitor. It happened to be sitting next to a Mega equipped with an 18-inch Viking Moniterm I. The image quality was quite comparable. The Nanao monitor was said to cost around $1,000, making the whole 16-color setup roughly equal in price to the monochrome Viking. Image systems has its own line of larger and more expensive monitors, too.

The screen driver software apparently is still in development. A couple of guys were trying to demo a program they've written to create digital embroidery masters for a computer-controlled stitching machine, but they weren't able to get the color system working with it (I did see the software work on the Moniterm). However, they were running a GEM-based assembler on the Image Systems color machine, and it worked fine.

I didn't have a chance to test the big color screen with much software. However, well-written GEM programs seem to work. LakeTerm, a very basic GEM communications program that I wrote with Sozobon C, looked fine. I would expect that the same programs that die on the Viking (such as Tempus) also would die on the Image Systems display.

MicroEMACS 2.19, jShell, UUVIEW and UUREADER all looked good. I didn't count how many lines were displayed, but the field of view was huge.

I noticed a problem on both the Image Systems setup and the Viking Moniterm when the built-in VT52 emulation routines were called upon to scroll the display. That's a LOT of pixels to move, and the rewriting of the screen was quite apparent. On the other hand, with a display that big,

you don't *need* to scroll so often.

-- Steve Yelvington at the (almost frozen enough to skate) lake in Minnesota
UUCP: ... pwcs.StPaul.GOV!stag!thelake!steve

3833. Re: part08 of form is missing

Newsgroup: comp.sys.atari.st
Date: 1989-12-07 07:20:09 UTC
From: klute@trillian
Message-ID: <1808@laura.UUCP>
Source record: 246016

Path: trillian
!klute

In article <1000@tuvie> roland@tuvie.UUCP (Roland Schreier) writes:
>my site did not receive part08 (dvi.uab) of Form.
>All my attempts to get this from someone else failed.
>Would someone p l e a s e mail it to me. Thanks very much.

No, do not mail, *repost*!

FORM part 8 did not make it to Europe and is missing
everywhere. (Steven, are you listening?)
Dipl.-Inform. Rainer Klute klute@heike.irb.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ ...uunet!mcvax!unido!klute
D-4600 Dortmund 50 |\|\ Tel.: +49 231 755-4663

3834. Re: Drachen and Mah-Jong

Newsgroup: comp.sys.atari.st
Date: 1989-12-07 07:28:37 UTC
From: logic@wet.UUCP
Message-ID: <842@wet.UUCP>
Source record: 246006

In article <891205001533507.GXJT@RAI.CC.FSU.EDU> BAILEYS@FSU.BITNET (NOLES #1) writes:
>
>Well, Shanghai and Drachen both use the same game space and rules, so they
>are identical simulations of something, but I don't think it is really
>Maj-Jong. I believe 'real' Maj-Jong has more tiles, but I am not sure.
>Being a big Shanghai/Drachen player, I would certainly like to know for sure,
>so are there any Maj-Jong players out there? Fill us in!!
>

Shanghai is to Mai Jong is what Old Maid is to Poker.

Or in other words, it's totally different except for the fact that they both
use the same images on the tiles.

--
Henry Kwan | AppleLink: D0690
FWB, Inc. | CompuServe: 71320,1034
2040 Polk St. Ste 215 | Internet: claris!wet!logic@ames.arc.nasa.gov
San Francisco, CA 94109 | UUCP: {claris,hoptoad,lamc,ucsfcca}!wet!logic

3835. Re: Shareware Mac

Newsgroup: comp.sys.atari.st
Date: 1989-12-07 07:48:44 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <24788@cup.portal.com>
Source record: 246007

Pit Capitain, the author of the ALADIN Mac emulator has replied to a lot of the questions and comments about his offer to release the ALADIN emulator as shareware...

One thing I've been wondering about though, is how exactly was the ALADIN implemented..? Obviously it's a disk based, software emulator.. but, how was the problem of needing Mac ROMs addressed..?

Was a cartridge similar to the Magic Sac offered to hold the ROMs..? Were you required to figure out something on your own to hold the ROMs..? What exactly was a running configuration of ALADIN like..?

BobR

3836. Re: FORM docs again

Newsgroup: comp.sys.atari.st
Date: 1989-12-07 07:54:33 UTC
From: JJL101@PSUVM.BITNET
Message-ID: <89341.025433JJL101@PSUVM.BITNET>
Source record: 246008

Yes, in reference to all the stuff behind the Form docs, I initially
wrote a request to see if the ASCII docs files were available.....
I am more than happy with what I know of the program, and am grateful
to Jos...
Currently, a lot of us USA'ers without hard drives have DVI displayers,
but I at least do not have all the fonts, and could not possibly have them
all available on floppy, however, I am still interested in the program (yes,
I know a hard drive is 'needed' for Form, but only when memory constraints
warrant it.) Perhaps someone out there could post just exactly what fonts,
and the sizes of such are needed to view the DVI file.

Thanks to all involved here!

****
* J.J. * JJL101@psuvm.bitnet *
* * Penn State Center for Academic Computing *
* John Lehett * Computational Mathematics *
****

3837. RatTrap?

Newsgroup: comp.sys.atari.st
Date: 1989-12-07 08:05:55 UTC
From: hv@uwasa.fi
Message-ID: <1989Dec7.080555.3093@uwasa.fi>
Source record: 246009

Do anyone know where I can ftp a PD program called
rattrap, which should allow me to use menus like in
the Mac (ie. so that they don't drop so easily).

If not ftp perhaps someone can mail it to me.

--

Harri Valkama (hv@uwasa.fi)
anon. ftp site (128.214.12.3)

3838. Modula-2 Algebra System

Newsgroup: comp.sys.atari.st
Date: 1989-12-07 08:16:14 UTC
From: JJL101@PSUVM.BITNET
Message-ID: <89341.031614JJL101@PSUVM.BITNET>
Source record: 246010

Just wondering, before I take the time to download this file, can someone
out there post a generalization of just what the Modula-2 Algebra system does?

Thanks in advance!

****
* J.J. * JJL101@psuvm.bitnet *
* * Penn State Center for Academic Computing *
* John Lehett * Computational Mathematics *
****

3839. Re: Prodigy run under Spectre GCR?

Newsgroup: comp.sys.atari.st
Date: 1989-12-07 08:32:48 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <24790@cup.portal.com>
Source record: 246011

HOward C. Johnson asked if anyone had gotten the Prodigy software for the Mac to run under Spectre emulation...

A friend of mine investigated this very question, and found that the Prodigy software, which ran perfectly on a real Mac, wouldn't run on his Spectre. I don't know exactly what the problem was, but my friend was quite disappointed. We've both used the IBM version of Prodigy under the pc-ditto emulator, and while it runs, it's far too slow to be useful.. we'd looked forward to the Mac version since Spectre runs Mac software at full speed (or better). Unfortunately, it seems destined not to be...

BobR

3840. STacey

Newsgroup: comp.sys.atari.st
Date: 1989-12-07 08:37:19 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <24791@cup.portal.com>
Source record: 246012

Good news....!

The STacey has passed its FCC type acceptance testing as of today...
according to Atari, it should be in the stores in 30 days or less.

BobR

3841. Re: The Relevance of the PD FORM docs to the PD distribution of FORM

Newsgroup: comp.sys.atari.st
Date: 1989-12-07 09:12:03 UTC
From: t68@nikhefh.nikhef.nl
Message-ID: <581@nikhefh.nikhef.nl>
Source record: 246013

Concerning the remark about `missing features' in FORM.
The manual of FORM describes the entire FORM 1.0.
The remark about the missing features concerns future
development. A symbolic manipulation program is never realy
finished. You have to stop somewhere and say: 'this is version 1.0'.
Then in later versions there will be more features.
The program as it is distributed is fully self sufficient and
can be used for a very large number of problems.
Suggestions for more features will be very welcome.

Jos Vermaseren

3842. Amiga Software by Atari!!!

Newsgroup: comp.sys.atari.st
Date: 1989-12-07 09:31:12 UTC
From: R.D.Chafer@sysc.salford.ac.UK
Message-ID: <.7.Dec.89.09
Source record: 246014

Dear Netters

I have just read in ST Format (a UK ST magazine, not bad either) that Atari are creating a new software (games) label called ARC. Now the thing is Atari claim they are going to market software for the ST, PC and AMIGA. ST and even PC I can perhaps understand, but AMIGA. I have heard this piece of news rumoured before but now it seems to be fact. Can either Ken or Allan shed any light on this strange happening. ST Format suggested it was designed to get Commodore owners used to buying Atari, seems like a vague and dodgy idea to me.

Robert

==========

From: Robert Chafer

Computing Centre Telephone: +44 61 736 5843 x 672 or x7328,
University of Salford,
Salford M5 4WT
UK

E-mail:
JANET: chafer @ uk.ac.salford.sysc
ARPANET: chafer%uk.ac.salford.sysc @ nss.cs.ucl.ac.uk
BITNET: chafer%uk.ac.salford.sysc @ uk.ac
or chafer%uk.ac.salford.sysc%ukacrl.bitnet @ cunyvm.cuny.edu

3843. info index

Newsgroup: comp.sys.atari.st
Date: 1989-12-07 09:39:48 UTC
From: magun@sun.iap.unibe.ch
Message-ID: <21*magun@sun.iap.unibe.ch>
Source record: 246015

```
info
index
```

3844. GNU C, where ??

Newsgroup: comp.sys.atari.st
Date: 1989-12-07 11:06:46 UTC
From: jackin@vehka.uta.fi
Message-ID: <762@kielo.uta.fi>
Source record: 246017

I would like to get GNU C. Could somebody please tell me
where to get it ? I can FTP.

thanks,
MM.

! Markku M{enp{{ ! University of Tampere, Finland !

3845. (none)

Newsgroup: comp.sys.atari.st
Date: 1989-12-07 11:11:57 UTC
From: FTJLH@ALASKA.BITNET
Message-ID: <8912080823.AA01262@ucbvax.Berkeley.EDU>
Source record: 246018

RE: Z-RAM mem expando
Anyone have any experience with the Z-RAM memory expansion, or Z-RAM INC
in general? They claim to supply a "30 page manual" w/ this product...
sounds good so far. Any customers satisfied or otherwise out there?

3846. Re: Absoft Fortran

Newsgroup: comp.sys.atari.st
Date: 1989-12-07 11:49:24 UTC
From: news@blackbird.afit.af.mil
Message-ID: <1440@blackbird.afit.af.mil>
Source record: 246019

In article <891207024528.958022@DMZRZU71-UNI-MAINZ--GERMANY> Ritzert@DMZRZU71.BITNET writes:
> There is a serious bug
>in the compiler (version 2.3):
>
>If You want to use a common block only in some subroutines You have to
>declare it in Your main program. Otherwise You will get unpredictable
>results. This is the only Fortran compiler I have used which behaves
>this way (and I have been writing Fortran programs on many systems).
>
>Michael Ritzert
>mjr@dmzrzu71.bitnet

This is not a bug. The FORTRAN standard does not require that a common block that is first initialized in a subroutine be saved after the subroutine is exited; although, most FORTRAN implementations do save it. (Sorry, I can't quote the Standard but you can see, for instance, Michael Metcalf's Effective Fortran 77, page 83.)

If you would like to keep the common block around and don't want to clutter up the main program by declaring it there use the save command:

```
subroutine foo(args)
real args,stuff
common/bar/stuff
SAVE /bar/
.
.
.
```

This should work (at least it does in compiler version 2.2).

(It sure is nice to finally see some discussion on a real programming language in this newsgroup :-)

David E. Bell
dbell@galaxy-43.UUCP
dbell@afit-ab.arpa

3847. Re: What Kermit/UNITERM bugs?

Newsgroup: comp.sys.atari.st
Date: 1989-12-07 14:21:58 UTC
From: aimd@castle.ed.ac.uk
Message-ID: <1333@castle.ed.ac.uk>
Source record: 246020

In article <89337.135453SML108@PSUVM.BITNET> SML108@PSUVM.BITNET writes:
>On the subject of kermits and ST's...
>
>I also use the Uniterm Kermit to transfer to and from my ST. it works fine wit
>h VAX computer systems, however weird, VERY WEIRD stuff happens with Unix sys-
>tems, both System V and 4.3bsd. It works fine transferring text files, but
>gives a potpourri of errors with binary files. This DOES NOT HAPPEN ON VAXES!
[stuff deleted]

Strange, I've downloaded loads of stuff from a Sys V UNIX machine and it
always works fine - the only time it doesn't is when I forget to set the
'-i' option on the UNIX kermit (for binary mode transfer). There's maybe
something wrong with your UNIX kermit (although I have heard of some
sort of bug in Uniterm's Kermit but it always works OK for me)...

>Scott Le Grand aka SML108@PSUVM.PSU.EDU

Mark Davidson <aimd@ed.castle>

3848. SYQUEST REMOVABLE DRIVES

Newsgroup: comp.sys.atari.st
Date: 1989-12-07 14:47:56 UTC
From: MAXG@SUVM.BITNET
Message-ID: <8912080824.AA01365@ucbvax.Berkeley.EDU>
Source record: 246021

Does anybody out there have a Syquest removable drive hooked up to their machine? or know the address/phone
of Syquest? This might be the way to go for a hard drive system...Maybe putting off getting a hard drive for so long might actually pay off?!
Thanks,
Gerry
maxg@suvm (bitnet)
ggreenbe@rodan.acs.syr.edu (internet)

3849. Let's bash something else now (not me, though)

Newsgroup: comp.sys.atari.st
Date: 1989-12-07 14:57:24 UTC
From: news@blackbird.afit.af.mil
Message-ID: <1441@blackbird.afit.af.mil>
Source record: 246022

Let's lighten up on Rich Covert. It seems we seem to spend a lot of BW on bashing him. I'm sure he has gotten whatever messages we have tried to send. And even if you still think he deserves it, it's getting old.

So, let's pick another target ... let's see we've done Atari, Rich, an occasional Amiga user, IBM (let's keep up this one up), Ken B. (poor taste on this one; bitting the hand that feeds you and all that, you know), can't do Commies right now ... gee, I'm dry right now.

Hey! Why don't we do something constructive.

Naaaaah!

:-)

Bill Hodges | Me? People who speak for the Air Force get
bhodges@blackbird.afit.af.mil | paid a lot more than I do! I just work here.

3850. Re: Shareware MAC

Newsgroup: comp.sys.atari.st
Date: 1989-12-07 15:17:50 UTC
From: covertr@force.UUCP
Message-ID: <4748eda1.14a1f@force.UUCP>
Source record: 246023

In article <4476@druwy.ATT.COM>, dlm@druwy.ATT.COM (Dan Moore) writes:
>
> No company has decided that the time and expense (at least one
> year, at least 10 or 20 programmers, plus lawyers, and Apple will
> sue when you get done) is worth the expected return.
>
>
>
> Dan Moore
> AT&T Bell Labs
> Denver
> dlm@druwy.ATT.COM

Dan, I thought that I read about a company that wrote a Mac Toolbox clone for the IBM PC. supposedly, any C code that strictly adhered to the Mac Toolbox rules could be recompiled on an IBM PC. And with suitable PC hardware (color monitor, mouse, or whatever), the application program would execute identically on the PC as on the Mac.

Now, if the ENTIRE PC market isn't big enough to warrant such a mac Toolbox clone, than maybe the USA Atari ST/TT market is! :-) :-) :-)

Anyway, I read about this about a year ago, but haven't heard any more. So, either the product didn't exist or Apple simply bought the company.

Someone could make a good profit by simply STARTING a Mac Toolbox clone, and than selling out to Apple Corp!! :-) ? :-(

--
Richard E. Covert (covertr@gtephx)
(602) - 581-4652
| AG Communications Systems, Phoenix AZ |
UUCP: {ncar!noao!asuvax | uunet!zardoz!hrc | att}!gtephx!covertr

3851. Re: ATARI sales .. going up?

Newsgroup: comp.sys.atari.st
Date: 1989-12-07 15:29:07 UTC
From: covertr@force.UUCP
Message-ID: <4748f7bc.14a1f@force.UUCP>
Source record: 246024

In article <8912061600.AA02491@ucbvax.Berkeley.EDU>, EESD11O@CALSTATE.BITNET (Ed Krimen) writes:
> > apparently the ad campaign is working.
>
> What ad campaign? The only ads I know about are the Portfolio ads in
> magazines and newspapers and the great Lynx ads in the New York area. I
> know a few dealers are taking advantage of Atari's co-op advertising,
> but I've only heard about them in Texas and, I think, North Carolina.

there aren't any ads in Phoenix either. None in the Sunday Phoenix Business section. In fact, Computer Works runs a small ad, by themseleves, but it mentions only the Commodore Amiga and not the Atari ST. So, unless you knew that CW Sells Atari stuff, you wouldn't even stop by their store.

Has *ANYONE* out there in NEtland SEEN a Real Live AD for the ST, either on TV or in print?

Just curious.

--
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UUCP: {ncar!noao!asuvax | uunet!zardoz!hrc | att}!gtephx!covertr

3852. Re: C question

Newsgroup: comp.sys.atari.st
Date: 1989-12-07 15:33:54 UTC
From: chasm@attctc.Dallas.TX.US
Message-ID: <10516@attctc.Dallas.TX.US>
Source record: 246025

In article <875@lzaz.ATT.COM>, hcj@lzaz.ATT.COM (HC Johnson) writes:
> In article <8912050802.AA12717@ucbvax.Berkeley.EDU>,
S61304@PRIME-A.POLY-SOUTH-WEST.AC.UK (Rat) writes:
> > (From "The Masked Rat Fink" "Computing and Informatics Yr4")
> >
> > Question.
> >
> > (This is probably a really silly one to any C wizards, but I'm only a BASIC
> > wizard!)
> >
> > Why wont Sozobon, Lattice or any other C compiler I've tried compile the
> > following, from K&R?
> >
> > main()
> > $
> > char fred[] = "Some string constant";
> > <rest of routine>
> >
> >
> > This has been confusing me for a while, as K&R (surely correct!) would
> > seem to indicate that this is indeed permissible!
>
> NO NO NO

Wrong, YES, YES, YES (and the compilers are wrong!)

> you can have char *fred[] = "hello";

This is not legal, a correct declaration would be:

char *fred[] = {"hello", "this", "is", "Tuesday"};

an array of pointers to strings.

> or
> char fred[] = {'h','e','l','l','o','\0'};

This is legal, and should be identical to

char fred[] = {"hello"};

or

char fred[] = "hello";

> but not
> char fred[] = "hello";

I have hundreds of examples of this code (properly compiling everywhere).

> char *fred[] is an array of pointers, the first points to the string "hello"

Here braces should be required, though.

> char fred[] is an array of chars, 6 in my example.
>
> Howard C. Johnson

K&R states that the braces are not required if a string constant is used
for initialization, otherwise, they are (Don't have my copy handy, but I'll
look up page and line if anyone is really interested).

Charles Marslett
chasm@attctc.dallas.tx.us

3853. Re: prototype cartridge board, and (A few random thoughts)

Newsgroup: comp.sys.atari.st
Date: 1989-12-07 15:42:22 UTC
From: pegram@uvm-gen.UUCP
Message-ID: <1359@uvm-gen.UUCP>
Source record: 246026

From article <1220@electro.UUCP>, by ignac@electro.UUCP (Ignac Kolenko):
writes:
(earlier comments and interesting digitizer project deleted)

> while on the subject of cartridges: does ANYONE know of where you can get
> ** real ** prototype boards for the atari's cartridge port????
> --
> =====Ignac A. Kolenko (The Ig) watmath!watcgl!electro!ignac=====
> co-author of QuickST, and the entire line of Quick Shareware!!!!
> "I don't care if I don't win, 'cause I don't care if I fail"
> from 'Youth Of Today' by SUBURBAN DISTORTION

I haven't gotten the latest E. Arthur Brown Catalog in, but they used
to carry such a board (or boards). The one I'm thinking of had the
bus completely buffered, all you needed to add was your circuit on the
rest of the board. EABCO (shorthand for the above company) may also have
had an adaptor board that allowed a Radio Shack (non-metric contact
spacing) proto-board to plug onto the bus directly. I don't have
their address, in any case it was posted here recently(2x). I don't know
if they ship overseas, but they provide *very* good service. There
were more sources for protoboards (I too wanted to use the cart port
for my Sr. EE. project, used the parallel port instead <speed wasn't a prob>
8-)), but they disappeared fast.

Bob Pegram (pegram@griffin.uvm-gen.uvm.edu)

On another topic:

P.S. Steve Yelvington: (provider of EABCO address)
I lost my flaming reply to your mention of EABCO (just as well
8-)). I buy from EABCO, I have and use WordWriter's outliner, I will
look into getting foldEd, who's name is suggestive of what I want.
I meant to say that there was a small and shrinking amt of
large *world-class* S/W applications (in the USA). Only in desktop
publishing and music does the ST have leading applications (and
healthy competition), maybe there are a few other examples. I get
envious when I see what PCs and MACs can run. We not only get no new
or updated apps, we have maybe 1 std. app for each major area (Word
Processing,<WP or WordUp> SpreadSheet,<LDW Power>, etc.)and commercial
programming languages and tools are disappearing (no Modula2 to buy,
no Forth either) without the useful/trendy new replacements (e.g. no
OOPs, see earlier queries on the net for G++). Shareware and Pd S/W
don't count, they're what sustains "dead" computers (see US Computer
Shopper's orphan computers section).
I want suggestions as to what *large* type of program do
netters (and friends) want/need that isn't available in native mode

for the ST. Naturally, we also need suggestions on how to make those dreams come true (maybe more imports??!). If there are ways that non-commercial S/W can do the job I'd like to hear about it, but I fear that we'll open Pandora's Box with that one.

RBP III (pegram@griffin.uvm-gen.uvm.edu <at U. of Vt.>)

3854. Re: Atracting new Club members

Newsgroup: comp.sys.atari.st
Date: 1989-12-07 15:44:11 UTC
From: covertr@force.UUCP
Message-ID: <47490535.14a1f@force.UUCP>
Source record: 246027

In article <19367@kuhub.cc.ukans.edu>, SHAWL@kuhub.cc.ukans.edu writes:
> The Lawrence Atari Computer Club (Lawrence, Kansas) meets in the
> public library. I would recommend trying that since it is
> centrally located, and FREE!!
>
> Steve Shawl
> bitnet: Shawl@kuhub.cc.ukans.edu

I left a message on our local Club BBS about moving to a library
and the only response I got back so far (only 2 days) is that maybe
we would be too noisy for a LIbrary. We had a GREAT demo of MIDI
equipment by ROLAND CORP in our November meeting. Roland brought
out a Sales Manager and a Local Sales Rep who were verygood.

Anyway, the comment was made that our MIDI demo would have been too
loud. But I said that we should check out the conference room before
making such a statement. Also, by meeting in the Library, we
could have publicized the MIDI Demo thru the inter-library mags
and maybe had some non-members attend.

So, I still think that meeting in a library will be a big boast.

--
Richard E. Covert (covertr@gtephx)
(602) - 581-4652
| AG Communications Systems, Phoenix AZ |
UUCP: {ncar!noao!asuvax | uunet!zardoz!hrc | att}!gtephx!covertr

3855. Seagate 296N with SH204 Host Adapter. Does it work ?

Newsgroup: comp.sys.atari.st
Date: 1989-12-07 15:45:23 UTC
From: heiden@kbomfg.enet.dec.com
Message-ID: <8912071545.AA01645@decwrl.dec.com>
Source record: 246028

Sorry if this has been answered before but ...
Did somebody succeed in getting the famous Seagate 296N drive
to work with the SH204 host adapter?
What was the transfer rate and was it possible to boot from the
harddisk? ROM Revision # ? Driver software (ICD, Supra) ?
Thanks for answers of any sort. Matthias Heiden

3856. TOS 1.4 -- thanks!!!!

Newsgroup: comp.sys.atari.st
Date: 1989-12-07 16:17:00 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <891207.10164882.024842@SFA.CP6>
Source record: 246029

Hello all,

With all the flack and so forth that I've been reading concerning
TOS 1.4... maybe I'm doing something wrong--EVERYTHING WORKS! Thanks
to Ken and the others who are and were involved in the TOS 1.4 project.
After having it now for about three weeks, I'm shocked as to how much
faster and snappier my ST. I positively *love* how much faster memory
'drains' from this four megged monster of mine after a power off. Turning
on the ST under 10 seconds after a power-off results in a clean system.
It used to take nearly a minute before. MANY THANKS!!!
File backups are easier with the archive bit installed. THANKS!!!
/AUTO/ multiple program pre-loads just flat haul. THANKS!!!!
All in all, from a "Joe End User" point of view, I feel like I
have a totally different machine. It's speed is amazing to me and I only
have one program out several that is 'broken', that is, Blood Money. I
just can't get it to work but I blame that on Psygnosis's stupid and
idiotic copy protection scheme.
To Ken, Alan, and John, and the many others involved...thanks for
a great job. If only Atari's customer relation department would march
to the beat of your drum...

Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

3857. Re: Dear Rich Covert

Newsgroup: comp.sys.atari.st
Date: 1989-12-07 16:45:05 UTC
From: covertr@force.UUCP
Message-ID: <47493bb1.14a1f@force.UUCP>
Source record: 246030

In article <8912061919.AA14595@ucbvax.Berkeley.EDU>, 01659@AECLCR.BITNET (Greg Csullog) writes:
> I agree with the netter who wondered whether or not dear old Rich actually
> understands Laser printing speed. Hey Rich, for your benefit I'll rephrase
> an earlier posting.
>
> 1. I digitized a photo of my daughter with the Migraph Hand Scanner.
>
> 2. I printed the .IMG file from a Mega 2 to an SLM804 and it took less
> than 1.5 minutes.

Greg, which program did you use? What it EasyDraw's OUTPRINT (a GDOS program), and if so did you use GPLUS, and if so which version of GPLUS (the latest is version 1.3 I believe).

>
> 3. I printed the same file from an AT at 10 MHz with an 80287 also at
> 10 MHz (overall NORTON SI = 12.4). and the pic took just over 44 minutes
> printing from GEM Paint. <<< Yeah, 44 MINUTES >>>
>
> The difference is due to transmission speed.

Greg, which printer did you use? Did you use a serial or a parallel printer port?? If serial than at what speed? And comparing a printout on different machines says NOTHING about the speed of the printer UNLESS you use the SAME printer on both machines. Are you saying that you managed to get 300 dpi printouts with the SLM804 on a MSDOS machine? WOW! I am impressed!

>
> Hey, if you really believe in this 11 ppm, 8 ppm, 6 ppm stuff, that lakefront
> property in Canada's Arctic is still for sale and has your name written all
> over it!

Greg, I said in my last post that the MAJOR reason that I sold my SLM804 was that I wanted a laser printer that works under Mac, MSDOS, and ST systems. The KXP4450 does so.

As far as speed, if you would be so kind as to email me a uuencode ZOOed (or ARCed) copy of your picture I would be HAPPY to benchmark it against my KXP4450.

In fact, if folks out there want me to benchmark the KXP4450 against the SLM804, I can do so. My friend still has the SLM804. I can test it on both my 3 year old 520ST (with a meg of RAM), and my 2 year old Mega ST2 (upped to 4 megs). On the Mega, I could test it with the Turbo16 in the Fast and Slow modes.

So, please folks, I am NOT saying that one printer is faster than another. I am simply saying that I will benchmark my new printer against the SLM804 in as identical a system as I can.

And when you are printing on systems, like the Mac and the PC, which DON'T have a FAST DMA port to the printer, the page per minute print speed of the printer is important. So, for my Mac and PC programs, the KXP4450 is faster than the HP LJII or the Brother or the Canon or the whatever.

So, please inorder for me to do a benchmark I nned to know that following:

1) What ST are you using?

2) What TOS are you using?

3) Are you printing using GDOS, GPLUS, or a non-GDOS program?

4) Which FILE are you priinting?

5) How do you time the print job?

If there is interest I will do a benchmark. But as I said, I won't argue which printer is faster. I simply want a laser printer that I can use under Spectre and MSDOS.

--
Richard E. Covert (covertr@gtephx)
(602) - 581-4652
| AG Communications Systems, Phoenix AZ |
UUCP: {ncar!noao!asuvax | uunet!zardoz!hrc | att}!gtephx!covertr

3858. Re: Who owns the ROM code?

Newsgroup: comp.sys.atari.st
Date: 1989-12-07 16:54:15 UTC
From: covertr@force.UUCP
Message-ID: <474943e8.14a1f@force.UUCP>
Source record: 246031

In article <8912061211.aa03001@benjamin.Cs.Bham.AC.UK>,
RiddCJ@computer-science.birmingham.ac.UK (Chris Ridd) writes:
> A slightly off-beat question, but I've been wondering for a while.
>
>
> For a fairly simple enhancement to GEM, how about allowing more windows, like
> 16, instead of the current meagre 8? This would allow all the DAs a window,
> and lots for the App (encouraging the use of modeless dialogues). If I ever
> designed something like the AES, I would have written #define NWINDOWS 8 or
> some such-like, so would be able to change it later.

Chris, I can't speak for Atari or the programmers there BUT the original TOS
was written on a shoestring budget in a BIG hurray. So, some things wer left out.
The new TOSes are just extensions of the original TOS. Added such features would
increase the size of the ROM code. I can see why, with all the work being done
on the TT's TOS, the ST TOS hasn't been changed dramatically.

In fact, I would rather that Atari incorporate your suggestions into the TT.
Make the TT a super multi-window multi-tasking machine. Make the TT much
more wonderful than the ST.

>
> Shades of the MS Write discussion earlier this year!
Hey, I like MS WRITE!!! I bought it a year ago and for the few letters that
I write MS WRITE is fine.

--
Richard E. Covert (covertr@gtephx)
(602) - 581-4652
| AG Communications Systems, Phoenix AZ |
UUCP: {ncar!noao!asuvax | uunet!zardoz!hrc | att}!gtephx!covertr

3859. Problem with Mega 2 Screen Dumps

Newsgroup: comp.sys.atari.st
Date: 1989-12-07 17:00:37 UTC
From: cbz@cbnewsm.ATT.COM
Message-ID: <7384@cbnewsm.ATT.COM>
Source record: 246032

A friend of mine is having trouble doing screen dumps. He has a Mega 2 and an Epson LQ510 24 pin printer. When he tries to dump a drawing from within NeoChrome, using the ALT-HELP command, the result is compressed in the vertical direction. It appears to print each line OK, but the paper does not advance enough after each scan such that the vertical height of the finished printout is only about 1 inch! When printing a text file, everything works just fine. Can anyone offer any suggestions? Thanks.

* Craig B. Ziemer %% DISCLAIMER: AT&T does not *
* AT&T Bell Laboratories %%%%%% officially support what I *
* Reading, PA %% just said, in fact, they *
* UUCP ADDRESS: alux6!cbz %% rarely do :^) *

3860. RE: INFO-ATARI16 Digest V89 #742

Newsgroup: comp.sys.atari.st
Date: 1989-12-07 17:16:00 UTC
From: BD6%MKVAX1.DECNET@MSUS1.BITNET
Message-ID: <8912080825.AA01415@ucbvax.Berkeley.EDU>
Source record: 246033

Questions ???
I wanted to know if it is possible to get a hard disk interface for
a segate 40 meg MFD drive. If so, how much and where. And Would I have any
problems with it working with my atari ???
I was also wondering if anyone was planing on getting rid of a HD. Like
someone want a new bigger faster toy for chiristmas, but need to sell the old
one first. Cause I am looking to add a HD to my atari ???? (Cheep ?)
I also wanted to know about, and where to get, the Apple][e emulator. ??
(Note: I have limited ftp access, this is hopefully going to change Friday ?)
And their was something about TCP/IP, can I get a copy for the atari.
What about that eprom TOS, is it avable ? Can someone send me more info on
it ????
More quesions, what about good chip prices. (I think they should have a
run up - down on the bottom of all computers screens so I can get an acurte and
current quote on chip prices)
Does someone have a list of all archive sites ??
Lastly, I would like info on becomming an registered atari programmer, is
their such a thing ?

Sorry for all the questions at once but I sort of let them get backed up
and the just finaly come out.

Thanks

My address is : (I think this should work, things here are differnt)
bd6%mkvax1@msus1.bitnet
Thanks again

3861. Re: Form Doc's: Good job, Jos!

Newsgroup: comp.sys.atari.st
Date: 1989-12-07 17:33:44 UTC
From: colas@falbala.inria.fr
Message-ID: <426@mirsa.inria.fr>
Source record: 246034

First, let's all support Jos Vermaseren, having a hard time with all the brain-dead Brett "he or she" Maraldos around...

In article <575@nikhefh.nikhef.nl>, t68@nikhefh.nikhef.nl (Jos Vermaseren) writes:
> It uses a customized macro package that was made
> by someone else that makes for a very booklet format when
> printed with two A5 pages on one A4 sheet in landscape
> format.

My question: do you have a program to do this from your dvi, or must I do some fancy photocopy work? Personally, I do not object to your posting of the .dvi, just to your choice of a paper format not easily found in a common laser printer.

Another point:
Richard E. Covert writes:
> Must be some form of Elitest mentatlity to post docs to a program
> in a format that 99% of the people don't use.

Well, forms is intended for maths, and math people use TeX anyways. :-)

PS: and, not all people have troff too now. Try to find a site with "pic" or -me macros... I am sure they are less numerous than TeX sites...

PPS: I distribute GWM with a LaTeX documentation, TeX seems to be really present everywhere...

Colas NAHABOO BULL Research FRANCE -- Koala Project
(GWM X11 Window Manager)
Internet: colas@mirsa.inria.fr

3862. Re: THE MAC LAPTOP and STacey

Newsgroup: comp.sys.atari.st
Date: 1989-12-07 17:37:06 UTC
From: rwa@cs.AthabascaU.CA
Message-ID: <1297@atha.AthabascaU.CA>
Source record: 246035

Larry Rymal, Z4648252@SFAUSTIN.BITNET (Z4648252) writes:
(speaking of the laptop Mac)
>that the laptop uses the same plastic as that of motorcyle helmets. Maybe
>so, but I could flex the case. It creaked and would squeak. It did not

As a motorcyclist of long standing, I would have to say that this claim is nonsense. Many, many different plastics are used in mc helmets, with varying degrees of flexibility, strength, shatter resistance, hysteresis, and what have you. If they meant lexan, or one of the engineering thermosetting compounds, then my reaction is "Ho Hum". That's what your description sounds like. They are used in bottom-of-the-line stuff. Middle-of-the-line is usually fibreglass/expoxy; top-of-the-line is generally kevlar/expoxy, and can be very expensive (I paid $440 for my kevlar/epoxy full coverage hat).

Ross

3863. Ordering Information

Newsgroup: comp.sys.atari.st
Date: 1989-12-07 17:50:00 UTC
From: FRACHEL@UMIAMI.MIAMI.EDU
Message-ID: <8912080826.AA01457@ucbvax.Berkeley.EDU>
Source record: 246036

Can someone please give me ordering information for the Spectre GCR and
PC-Ditto II

Such as phone numbers or addresses to call to order them.

Thanks.

Frank Rachel
Bitnet:Frachel@Umiami

3864. Re: Shareware MAC

Newsgroup: comp.sys.atari.st
Date: 1989-12-07 18:00:50 UTC
From: lsr@Apple.COM
Message-ID: <5663@internal.Apple.COM>
Source record: 246037

In article <1989Dec6.222827.16338@gpu.utcs.utoronto.ca> nemeth@gpu.utcs.utoronto.ca (Gabe Nemeth) writes:
>
>One thing a lot of people don't realize is that the amount of necessary code
>in the roms is quite small. Thats because the system file contains patches
>to the different revisions of mac roms that overlay buggy or outdated code.
>So - all the roms have to contain is stuff found in the basic 64k roms.

Not true. There are many routines that were added to the 128K ROMs that were never made available as disk patches. (For example, there are a lot of Resource Manager extensions and QuickDraw calls.) So a 64K ROM + System Disk does not equal a 128K ROM.

--
Larry Rosenstein, Object Specialist
Apple Computer, Inc. 20525 Mariani Ave, MS 46-B Cupertino, CA 95014
AppleLink:Rosenstein1 domain:lsr@Apple.COM
UUCP:{sun,voder,nsc,decwrl}!apple!lsr

3865. Re: ATARI sales .. going up?

Newsgroup: comp.sys.atari.st
Date: 1989-12-07 18:05:00 UTC
From: Xorg@cup.portal.com
Message-ID: <24793@cup.portal.com>
Source record: 246038

Thats good news! I've dealt with J&R a lot and they always laud the ST and its sales, their systems fly out the door and they are one of the few retailers that heavily push Atari products in full page ads every Tuesday in the New York Times. The Portfolio has been advertised by J&R every week since it was announced! Now if only Atari would keep advertising as they did earlier this year in the NY Times sales might really be something in a city of 7 million without even one authorized Atari service center <grin>.

Peter Szymonik
Xorg@cup.portal.com

3866. Re: Still searching... Gotta Flame a Little

Newsgroup: comp.sys.atari.st
Date: 1989-12-07 18:07:03 UTC
From: wilson@mfci.UUCP
Message-ID: <1155@m3.mfci.UUCP>
Source record: 246039

In article <1854@atari.UUCP> you write:
>
>daniel@pkmab.se (Daniel Deimert) writes:
>| I can assure you -- you won't be able
>| to sell a lot of computers if you don't tell them how to program it!
>
>I seriously doubt that the _majority_ of people who buy Atari
>computers, or any other computers for that matter, have the slightest
>desire to program their machines. The simple fact is, most people who
>buy computers want to _use_ their computers. They don't want to be
>bothered with "programming" the things. Where a computer company
>will lose is if there is no software available for the computers. It
>is important to make sure that professional programmers know how to
>program the computers, not end users.
>
Boy, do I hesitate to flame, but.....

FLAME ON!

I am one of the minority of end-users who DO buy in order to pro-
gram. Of course I use computers as tools, too.

Several years ago, I bought a Commodore 64 with hopes of enjoy-
ing a cheap hack. After living with it for six months, I gave
it to a university for a tax break (BTW, don't do that unless
you are prepared to receive donation-wheedling letters from
the Dean of Development for years thereafter). Why? Because
it a) wasn't well documented for development and b) didn't work
as claimed in the documentation I could get (serial port inter-
rupts weren't handled properly, among other things).

What a pleasure to have found sources like "De Re Atari" and
the Atari 800 internals manuals (including source code for the
O.S. and BASIC ROMs)! I bought an 800XL, followed by two 130XEs
that I own today. These products have more than met my expecta-
tions, granted that they share a puny processing architecture.
Within my library, I am ALWAYS sure to find definitive guidance
to the way Atari did things. This has saved me lots of trial-
and-error experimentation. It's also allowed me to write smal-
ler, faster programs, since I can, for example, see what sorts
of argument checks I do/don't have to provide before making
O.S. calls.

I've read this Newsgroup keenly for a few weeks now. I had hoped
to find some encouragement for buying into the ST world. In-
stead I've been scared off for the time being. There is too much

talk of under-powered bus fan-outs, inconsistent results with this ROM Rev. or that one, worries about loss of dealer support (BTW, it's GONE in 8-bit Land :-( ), flakey laser printers, and concern for obsolescence of currently owned STs as TTs start shipping. (Could be worse, I guess. My brother owns one of those Amiga things, and it's always crashing. I can't imagine why one would attempt to build a multiprogramming environment around insufficient hardware protection!)

I'm encouraged that Atari Engineering employees are entering this discussion. As a computer company employee myself, I know that Engineering is the soul of the organization: the Marketing guys think that they are in control, but this is a short-term delusion in a world of technology that changes so quickly (I know: I are a Marketing guy). It is worrisome that Ken B. has taken one of the traditional Marketing positions ("users want solutions, not tools or insight"), for he is an Engineering guy. The problem with this position is that it rationalizes (in my view) short-sighted customer support policies. One wonders how expedient (and ruthless?) the Atari Marketing guys must be!

I will watch the unfolding of the TT product line closely. I wonder if Atari Marketing understands in its gut how different the UNIX world's expectations may be from those in place for the ST? MOST UNIX programmers grew up on SOURCE CODE for the O.S. and utilities; they don't bother reading the `man' pages. They learned in University to be very independent and outspoken. They follow a raft of independent UNIX publications (e.g., "UNIX World"), trade shows (Uniforum, UNIX Expo, etc.), and THIS NET. They know how UNIX is "supposed to work" based on their direct prior experience. They view UNIX as an open system, not a proprietary, hardware-dependent system.

This mass market will not view the TT as "power without the price." They will look at it as just another UNIX box, but with some interesting sound and graphics capabilities. They will be very attentive to what the media channels mentioned above say about it. If it's known as an unsupported turkey early on, it won't get another chance in this very competitive marketplace. Never mind how many VARs (value-added resellers of software solutions) may be potentially available to Atari.

I ramble. The point of this is that a quality company cannot rationalize-away product support. And in the brave new world of computer glut (check the WSJ for DEC and IBM layoff news), no one need buy from a low-quality company.

Everyone on this Newsgroup has a vested interest in Atari's success. Atari, please take care of those who love you (yes, even Richard Covert :-)), and we'll take care of you at the shareholders' meetings. We'll make the individual buying decisions that add up to considerable revenue and profit.

I'll meet Ken B. halfway and agree that for products such as the Portfolio and STacey, the simplifying no-support assumption is appropriate and consistent with the long-term health of Atari's business.

So, could there ever be such a thing as a registered ST/TT USER?

FLAME OFF! Replies by email encouraged to conserve bandwidth.

BTW, I agree heartily with Ken B.'s suggestion to write paper letters. Email is ephemeral, but an in-basket of letters is hard to duck and must be explained to The Boss sooner or later.

Jeff

3867. Re: Soz C V1.2 Upgrade help required

Newsgroup: comp.sys.atari.st
Date: 1989-12-07 18:28:15 UTC
From: pegram@uvm-gen.UUCP
Message-ID: <1362@uvm-gen.UUCP>
Source record: 246040

From article <1852@atari.UUCP>, by kbad@atari.UUCP (Ken Badertscher):
> steve@thelake.UUCP (Steve Yelvington) writes:
> | In addition to providing a proper environment string, Gulam (or any other
> | competent shell) will pass arguments to the Sozobon compiler and utilities
> | without mangling them. GEM Desktop uppercases everything [...]

> The Desktop stopped doing that as of Mega TOS. Rainbow TOS doesn't mangle
> args in the TTP box either. Yet Another Reason To Get Rainbow TOS.
> --
> ||| Ken Badertscher (ames!atari!kbad)
> ||| Atari R&D System Software Engine
> / | \ #include <disclaimer>

One good thing came from that original bug in the Desktop, Dan Wilga
wrote Neodesk. It still supports a proper environment string (which
you have to set up) and probably could run Soz C. So people with and
without TOS 1.4 can run good stuff from a<n excellent> desktop.

Damn news posting program wants more original input, so here's
a short description of NeoDesk. ND replaces the desktop with an
enhanced version, it can remain resident (about 230K) and function
just like the desktop, or it can leave only 21k in Ram as programs
execute, reloading afterwards (slow! w/o pinhed 8-)). It supports
icons for every possible program name or extension, which can be
created in its own icon editor. It improves on the desktop in many
subtle ways: printer icon for printing with spooling, so double clicking on
a non executable icon immediately shows its contents on the screen - it
can run a command interpreter on batch files - it does a correct application
install - allows "program icons" to be placed on the desktop, so you
don't have to shuffle through all your hard drive folders to execute
those programs, has keyboard equivalents for many menu and desktop
operations, and more that I forget (improved disk and file copy,
formatting to real IBM, sets date and time correctly, allows file MOVES...
8-)).

Speaking of reloading and such can anyone tell me why the Laser C (2.1)
shell loads external programs so fast? I run it with Pinhed,
TurboSt 1.6, and TurboDos 1.05, and it beats the desktop and NeoDesk
(2.03) all to pieces.

On speedups and the reverse, I pulled out my HabaWriter 1.1 (the debugged
version) and ran it with TurboST. Very amused to find that TurboST
makes it acceptably fast, but it still won't do double spacing.
TurboSt 1.6 slows one program drastically, Opus 1.? (from STLog), the
lines dividing the cells take forever to draw. TurboST 1.6 (on Monochrome)
also blows up if it's in Multidesk and Neodesk runs afterwards.

Bob Pegram (pegram@griffin.uvm-gen.uvm.edu <@ U.of Vt.>)

3868. hard disks and Minix ST

Newsgroup: comp.sys.atari.st
Date: 1989-12-07 18:32:54 UTC
From: mpsimon@phoenix.Princeton.EDU
Message-ID: <12032@phoenix.Princeton.EDU>
Source record: 246041
Cross-posted to: comp.os.minix,comp.sys.atari.st

In article <17411@rpp386.cactus.org> you (mark@rpp386.UUCP) write:
>...
>I just got Minix yesterday. The ST documentation talks about certain
>drive partitions "/dev/hd?" (where ? stands for 1-3). My problem is that
>I do not have that type of partition information in the Supra Format
>Utitlity. Could someone tell me what I would need to do to give MINIX a
>10Mb partition on my hard drive? At the current time, I am unfamiliar
>on how to dedicate a disk partition in such a way that MINIX can use it.
>
>Also, a good source told me that I will have problems getting MINIX to
>use my Supra drive because of sector sizes. Does anyone know of a fix
>for this. Thanks a lot.

I have a hard disk from Toad Computers, which uses an ICD interface and ICD
software, hooked up to my ST, so I am not sure how much of my experience
will apply to your case. Assuming your hard disk is SCSI device 0,
controller 0, you should be able to get Minix to work without recompiling
the sources. You need to know what partition you want to devote to Minix.
If you don't know, and none of the Supra utilities will tell you how your
hard disk is partitioned, I suggest getting the January, 1989 issue of
STart Magazine, which has a partition lookup program by David Small and/or
Dan Moore. This program runs under GEM, and saved me alot of grief when
I was trying to hook up my hd to minix because the documentation that came with
my hd was incorrect about which SCSI device my drive was set up as.
Once your hard disk is formatted, and you know what partition
you want to use, you need to "mkfs /dev/hd? NNNN", where NNNN is the
number of sectors in that partition divided by 2 (assumes 512 byte sectors),
e.g. NNNN = length of partition in kbytes (1 kbyte = 1024 bytes), and hd?
is hd1,2,3,or4 depending on whether you want to dedicate partition 1,2,3,or4.
The ICD formatting software automatically created 512 byte sectors (I would
assume this is standard for Atari ST hd's, but I could be wrong), and this
worked fine with Minix. If mkfs says it can't do what you ask, it probably
means that your hard disk is not SCSI device 0, but you should already know
whether that's true before you get to this stage (when you find out the
partition info, you should also find out what SCSI device and controller).
If your hd is
not SCSI device 0, controller 0, then you will have to re-compile the
Minix sources to allow for multiple hd's (change NR_DRIVES in kernel/stwini.c)
to be >= number of drives (each SCSI device counts as 2 drives because it
can have 2 controllers). There is also
a note in the ST Minix manual which modifies what I said about NNNN slightly,
so please check there before attempting mkfs.

>I hope I don't sound like a fool.

You don't. I had even more fun than you are going to because I needed to recompile Minix from floppy to look for multiple hard disk drives. In addition to the modification to stwini.c above, I also modified kernel/stdma.c to have all the dmaxxxx subroutines' arguments explicitly declared. Other useful changes on a multiple drive hd system include changing fs/main.c constant RAM_IMAGE to your hd drive,controller # and changing subroutine load_ram to default load the ram disk from hard disk. There are also some modifications that need to be made to Makedev in /dev if you have multiple drives or a drive other than SCSI 0, but these are fairly obvious from the current entries in Makedev and the stwini.c source.

>Mark Lehmann

Good luck,
--Patrick Simon mpsimon@phoenix.princeton.edu 12-7-89

Standard disclaimer applies

3869. Re: LYNX Development System

Newsgroup: comp.sys.atari.st
Date: 1989-12-07 18:41:00 UTC
From: hedger@inmet.inmet.com
Message-ID: <30200030@inmet>
Source record: 246042

Where did you get this little tidbit ????

```
=====================================================================
| |
| Keith Hedger : {...!}uunet!inmet!hedger hedger@inmet.inmet.com |
| 'It is a sad, but beautiful world.........' |
=====================================================================
```

3870. Re: Problem with Uniterm 2.0e

Newsgroup: comp.sys.atari.st
Date: 1989-12-07 18:47:00 UTC
From: hedger@inmet.inmet.com
Message-ID: <30200031@inmet>
Source record: 246043

Addendum:

Currently, the way I recover from this is to move the mouse until the
'I' cursor appears, click the right mouse button, select reset.
This resets the terminal and puts me back in the right mode.

I am using a Mega2 ST, stock, with a Megafile 30 HD and a color monitor.

==
| |
| Keith Hedger : {...!}uunet!inmet!hedger hedger@inmet.inmet.com |
| 'It is a sad, but beautiful world.....' |
==

3871. Late-breaking Atari news!

Newsgroup: comp.sys.atari.st
Date: 1989-12-07 18:47:00 UTC
From: rehrauer@apollo.HP.COM
Message-ID: <4749a8d5.20b6d@apollo.HP.COM>
Source record: 246044

Just in case some of you haven't heard yet, Richard Covert sold his SLM804 Atari laser printer. He replaced it with a Panasonic KXP4450 laser printer. He likes the latter much better.

There, can we PLEASE drop the laser-war? I believe we're all sufficiently educated on the issue by now to make our own decisions intelligently.
--
>>"Aaiiyeeee! Death from above!"<< | Steve Rehrauer, rehrauer@apollo.hp.com
"Flee, lest we be trod upon!" | The Apollo System Division of H.P.

3872. Re: ATARI sales .. going up?

Newsgroup: comp.sys.atari.st
Date: 1989-12-07 18:51:20 UTC
From: mjv@iris.brown.edu
Message-ID: <22391@brunix.UUCP>
Source record: 246045

In article <4748f7bc.14a1f@force.UUCP> covertr@force.UUCP (Richard E. Covert) writes:
> Has *ANYONE* out there in NEtland SEEN a Real Live AD for the ST, either
> on TV or in print?
>
> Just curious.

I did, ONCE. I was in the east San Francisco bay area about 3 years ago at my grandfathers house. We were watching TV and an ad came on showing the IBM PC. I talked about its bad user interface. Then a Mac Plus was shown and they made a point about its high price and no color. They then showed an ST using Supra's picture blaster program, pointing out its use of color and low price. Very nice actually, but alas, the only way to see it now is to get to Alpha Centuri before it does.

-- mjv@iris.brown.edu

"And, oh! Father Christmas, if you love me at all,
Bring me a big, red india-rubber ball."
A.A. Milne "Now We are Six"

3873. Re: Optical ST Mouse

Newsgroup: comp.sys.atari.st
Date: 1989-12-07 19:02:09 UTC
From: bobw@hpsad.HP.COM
Message-ID: <750034@hpsad.HP.COM>
Source record: 246046

>Has anyone heard of an optical mouse that can be used with the ST.

$100. from E. Arthur Brown Company

Orders: 800-322-4405
Questions: 612-762-8847

-Bob "I just happen to have brought the catalog to work today"

3874. NeXT compared to TT

Newsgroup: comp.sys.atari.st
Date: 1989-12-07 19:18:00 UTC
From: rehrauer@apollo.HP.COM
Message-ID: <4749c4bb.20b6d@apollo.HP.COM>
Source record: 246047

In article <2401@hudson.acc.virginia.edu> gl8f@bessel.acc.Virginia.EDU (Greg Lindahl) writes:
>Actually, it seems kind of silly to me. MOST ST's don't have the memory
>or disk needed to run GCC, and MOST ST buyers don't know C. NeXT puts
>GCC with their machine because it's a workstation.

I don't suppose the TT is aimed at the workstation market, but on the other hand, what IS it aimed at? It seems likely that a TT system will cost $3K or more. In the U.S. at least, I guess beyond us hackers who have money to spend I don't see who the buyer is. The ST doesn't have the software base (or at least, it doesn't have the marketing presense) or "pedigree" here to attract many business buyers. $3K is far more than Joe Average Consumer is willing to spend on a computer. And if it isn't bundled with a decent & attractive set of goodies, it might not attract the wealthy hackers either. So who buys it? I'm curious.
--
>>"Aaiiyeeee! Death from above!"<< | Steve Rehrauer, rehrauer@apollo.hp.com
"Flee, lest we be trod upon!" | The Apollo System Division of H.P.

3875. Re: FORM, nice but...

Newsgroup: comp.sys.atari.st
Date: 1989-12-07 19:31:54 UTC
From: fischer-michael@CS.YALE.EDU
Message-ID: <7851@cs.yale.edu>
Source record: 246048

In article <34894@grapevine.uucp> koreth@panarthea.ebay.sun.com (Steven Grimm) writes:
>>On a (sort of) related subject, does anybody else find the shar'ed source
>>code in comp.sources.atari.st to be a constant source of trouble?
>>UUDecoding a .ZOO file
>>is *so* much simpler.
>
>When I started moderating comp.sources.atari.st, I put all the sources in
>uuencoded arcfiles (check the early volume 1 entries on panarthea). I got
>about twenty complaints from people at various sites, demanding that I
>use shar instead for various reasons. Since that seemed to be what the
>public wanted, I switched over. Frankly, shar is often more of a pain for
>me, too, as (posting rules notwithstanding) sources are frequently sent to
>me as arc or zoo files, which I have to repack as sharfiles. (Such sources
>tend to sit in my queue for a while.)
>
>What do people think? Should I switch back to uue'd sources?

I'd much rather have a UUD encoded .arc or .zoo file. They're much
easier to decode, and I can do the decoding reliably on my ST, whereas
I generally decode shar files on a Unix machine. Also, I am another
person that goes through the nuisance of pulling the sources off
comp.sources.atari.st, the binaries off of comp.binaries.atari.st,
decodes them both, and finally combines the result into a single .arc
or .zoo file. It would be nice if this process could be streamlined.

==
| Michael Fischer |
| Arpanet: <fischer-michael@cs.yale.edu> |
| Bitnet: <fischer-michael@yalecs.bitnet> |
| UUCP: <fischer-michael@yale.UUCP> |
==

3876. Re: ATARI sales .. going up?

Newsgroup: comp.sys.atari.st
Date: 1989-12-07 19:54:19 UTC
From: powers@harpo.enet.dec.com
Message-ID: <6698@shlump.nac.dec.com>
Source record: 246049

In article <4748f7bc.14a1f@force.UUCP>, covertr@force.UUCP (Richard E. Covert) writes:

> Has *ANYONE* out there in NEtland SEEN a Real Live AD for the ST, either
> on TV or in print?
>

Yes, in "Keyboard" magazine, and "Electronic Musician" magazine.

Bill Powers

Digital Equipment Corp. - Advanced Service Delivery Systems - Stow MA
The opinions expressed above are my own, not my employers, so there.
TELEPHONE - (508) 496 - 8725
E-MAIL - powers@harpo.enet.dec.com
- ...!decwrl!harpo!powers

3877. Re: How to read PC format?

Newsgroup: comp.sys.atari.st
Date: 1989-12-07 19:58:46 UTC
From: apratt@atari.UUCP
Message-ID: <1866@atari.UUCP>
Source record: 246050

PMR2@PSUVM.BITNET writes:
>What differences are there between TOS and PC-DOS 3.5" disk formats? What do
>I need to do to read files from an IBM disk?

Ideally, the answer is "zero: there is no difference." In practice, you can
always read PC disks on ST's, but you can't always read ST disks on PC's.

This assumes that the disk is readable at all on the ST: PC 1.44MB
disks aren't. Use a format which gives 720K or less.

>Also, can anyone out there tell me what the differences between pc-ditto and
>pc-ditto II are? (Besides $225, of course.)

PC Ditto I is all software: the 68000 runs a program which attempts to
do all the same things as an 8086 and some PC hardware. It's like a
BASIC interpreter, only it's an 8086-machine-code interpreter.

PC Ditto II is hardware: there's actually an 8086 out there to execute
the 8086 instructions. The ST is used for I/O: disk, screen, keyboard,
serial, parallel, etc.

(All this from a man who's never used either product... Informative,
I hope, but not authoritative.)

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

3878. Re: Help >> COUNTRY.ARC!!!

Newsgroup: comp.sys.atari.st
Date: 1989-12-07 20:07:36 UTC
From: covertr@force.UUCP
Message-ID: <4749f0c5.14a1f@force.UUCP>
Source record: 245951

In article <8912070233.AA26917@jupiter.nmt.edu>, ehsnsr@JUPITER.NMT.EDU (Eric Hobbs) writes:
> Hi.
> I recently downloaded COUNTRY.ARC. It de-arced just fine, but when I run
> COUNTRY.PRG, A Dialog box pops up that says: Error #008 PC>$000000.
> What Happened? I ran it on a .5 Meg 520 STfm with NO accessories or AUTO
> progs loaded.
>
> If it turns out that COUNTRY.ARC is messed up, Is there another archive
> site that has samples and a player?
> Eric Hobbs

Eric, I d/led COUNTRY.ARC some time ago to my Mega ST at home and it worked fine. If you need another copy let me know and I will be happy to send it out to you.

It is a really nice country/western song.

I haven't tried it on a 1/2 meg system.
.
.
.
.
.

--
Richard E. Covert, Lead Engineer of Software Tools Group
AG Communications Systems, Phoenix AZ (602) - 581-4652
TCP/IP: covertr@gtephx
UUCP: {ncar!noao!asuvax | uunet!zardoz!hrc | att}!gtephx!covertr

3879. Re: Shareware MAC

Newsgroup: comp.sys.atari.st
Date: 1989-12-07 20:16:10 UTC
From: esp_05@jhunix.HCF.JHU.EDU
Message-ID: <3566@jhunix.HCF.JHU.EDU>
Source record: 245952

Although Apple's DOS is really (IMHO) messed up, you have to hand it to them for doing a really, really nice job with their graphics and user interface routines. Anyone who suggests that creating an Apple clone would be like creating an IBM clone, do-able by a small group of hackers in their spare time, probably hasn't programmed a Mac. Once you program a Mac, you can really appreciate the time put into that part of their OS when you realize that maintaining windows on the screen in virtually EFFORTLESS. I find myself quite impressed by many aspects of the toolbox, and I realize why the original low-powered Macs were awkward to use and am surprised why it took them so long to implement their OS on a better machine, the Mac II.

If I were writing a clone of the MAC OS, I wouldn't know where to begin.

Eric Ruck

3880. Re: Atracting new Club members

Newsgroup: comp.sys.atari.st
Date: 1989-12-07 20:17:29 UTC
From: covertr@force.UUCP
Message-ID: <4749f99b.14a1f@force.UUCP>
Source record: 245953

In article <2242@cuphub.cup.edu>, kar7481@cuphub.cup.edu (Dan Karbowsky;AtariEliteOfPghPa
bbs412-384-5609) writes:
> In article <473f18ee.14a1f@force.UUCP>, covertr@force.UUCP (Richard E. Covert) writes:
>
> Rich,
>
> Our Pittsburgh, Pennsylvania-based group is able to rent a room
> at a Marriot Hotel near Pittsburgh (8 minutes) for only $75.00 for 4 hours!!!
>
> Why not check into renting a conference room at a Holiday-Inn or other reputable
> hotel????? I'm sure the cost wouldn't be that bad....
>
> Our group--The Atari Elite ST Organization--has filed for and is classified
> and registered in the state of Pennsylvania as a NON-PROFIT-ORGANIZATION.
>
> Membership dues are $25.00/year and include a bi-monthly "newsdisk"(810k)
>
> A $2.00 "donation" is made at the door by each member at each meeting (monthly)
> to help defray the cost of the room...with 60-70 people, it's quite easy!!!!
>
> I think the KEY TO AVOIDING HIGH RATES is to file for Non-Prof-Org. status
>
> To my knowledge--many hotels have special rates for NPO's and if you can work
> a contract (annual), you SHOULD be able to get a HEALTHY discount!!!
>
> Lemme know after you do some checking!

Dan, we are in the process of getting a Non-Profit status for our club also.
In fact, the previous officers left that for me to do in Jan (thanks :-)).
I have found that Phoenix has a great deal for the use of Library Conference
rooms. We can reserve a room that seats 60 with full AC power and air conditioning
for only five bucks for the morning!!! Quite a deal. If our club grows to your
size I might look into renting space at a Hotel. Thanks for the suggestion.

Our membership dues are $20 per year and include our monthly newsletter and
of course our meetings!! :-)

Good luck with your club. I will send out a copy of our PHAST newsletter to you!

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--
Richard E. Covert, Lead Engineer of Software Tools Group
AG Communications Systems, Phoenix AZ (602) - 581-4652
TCP/IP: covertr@gtephx
UUCP: {ncar!noao!asuvax | uunet!zardoz!hrc | att}!gtephx!covertr

3881. Re: STacey

Newsgroup: comp.sys.atari.st
Date: 1989-12-07 20:23:28 UTC
From: covertr@force.UUCP
Message-ID: <4749fef3.14a1f@force.UUCP>
Source record: 245954

In article <24791@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
> Good news....!
>
> The STacey has passed its FCC type acceptance testing as of today...
> according to Atari, it should be in the stores in 30 days or less.
>
> BobR

That's great news!!

I was at my local Atari store last weekend when a lady came in that
wanted to buy the STacy with a Spectre-GCR.

I hope that CW gets some of the STacy Spectre-GCRs in soon. Lord Only
Knows that he needs more products!! Henry@CW does OK but I would like
to see him stay in business (so he'll support my Mega :-)). And it
looks like the STacy could be another winner for Atari!!

Hurray!!

P.S. Now if only we could get some more Spectre-GCRs from GBS!!

--
Richard E. Covert, Lead Engineer of Software Tools Group
AG Communications Systems, Phoenix AZ (602) - 581-4652
TCP/IP: covertr@gtephx
UUCP: {ncar!noao!asuvax | uunet!zardoz!hrc | att}!gtephx!covertr

3882. George Ng stpics to gif

Newsgroup: comp.sys.atari.st
Date: 1989-12-07 20:48:46 UTC
From: eldorado@EN.ECN.PURDUE.EDU
Message-ID: <8912072048.AA16197@en.ecn.purdue.edu>
Source record: 245955

Keywords: gif

Sorry I had to post this but mail could not be delivered.

Yes!! I am interested in your program to convert pics to GIFs. If you could just arc the program i would be greatly appreciative. I have been searching through several atari ST FTP sites but couldn't find one program to do the job. I don't know if you already know of these but maybe they could be a type of reimbursement for your troubles. The list of ftp sites I searched are:
dsrgsun.ces.cwru.edu
him1.cc.umich.edu
terminator.cc.umich.edu
ssys.ucsc.edu

If you don't already know of these help yourself to the atari stuff there.

I'll be waiting for the program. Thanks!

3883. Wanted: Nethack 3

Newsgroup: comp.sys.atari.st
Date: 1989-12-07 20:54:34 UTC
From: pgs@cs.brown.edu
Message-ID: <22411@brunix.UUCP>
Source record: 245956

I would very much appreciate an executable copy of Nethack 3. I have had lousy luck assembling the binaries posted to the net. If someone has an assembled, ARC'ed version of the game lying around, I'd REALLY appreciate a copy.

Failing that, I'd be willing to foot the long distance bill and download the files from someone directly.

Thanks in advance.

==
Peter Sarrett | PO Box 439 | "So much time and so little to
pgs@cs.brown.edu | Brown University | do. Stop. Strike that.
uunet!brunix!pgs | Providence, RI 02912 | Reverse it."
pgs@browncs.bitnet | (401)863-6977 | - W. Wonka

3884. Re: Once again: Seagate ST296N and Interleave 1:1

Newsgroup: comp.sys.atari.st
Date: 1989-12-07 21:05:12 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440091@hplsla.HP.COM>
Source record: 245957

Ritzert@DMZRZU71.BITNET writes:

|So, if You are looking for a cheap and big harddisk and don't mind
|running it at interleave 1:2, the 296 might be interesting. But the
|st277n, 65 MB, is cheaper and faster (to my knowledge, the st296n is
|the only Seagate SCSI drive which has problems at interleave 1:1).
|So I really would recommend not to consider the st296n anymore unless
|You get a VERY excellent price (You should figure out how much the size
|advantage of the 296 over the 277 compensates for its speed disadvantage
|in Your opinion.)

I have the ST77N, ROM8, and it also has the same problems at interleave 1:1.
At 1:2 interleave, I get the same performance as your ST296N.

Disclaimer: The opinions expressed herein are those solely of the author,
who has no pecuniary interest in the companies, products,
or publications mentioned above.

%%%

3885. So what do we really need?

Newsgroup: comp.sys.atari.st
Date: 1989-12-07 21:06:23 UTC
From: esp_05@jhunix.HCF.JHU.EDU
Message-ID: <3568@jhunix.HCF.JHU.EDU>
Source record: 245958

So what is it exactly that we really need? I've heard mention of De Re Atari and OS listings and all sorts of good stuff, shadows from the past. Which brings to mind...

APX. Anyone remember the Atari Program Exchange? From it's demise it could hardly be construed that it was a bad idea--I see its failure as the beginning of the end for the 8-bits. But it was a great thing in its time, and it produced a lot of quality software for a machine that didn't attract much development (sound familiar?).

So what we need is the Atari Program Exchange reincarnated, probably more mature (and thrifty) than it had been in the past.

Any comments on this?

Eric Ruck

3886. Re: Comments on STE -- (un)known facts

Newsgroup: comp.sys.atari.st
Date: 1989-12-07 21:25:55 UTC
From: dag@per2.UUCP
Message-ID: <881@per2.UUCP>
Source record: 245959

In article <1842@atari.UUCP>, kbad@atari.UUCP (Ken Badertscher) writes:
> Yes, there is a new OS service offered in the ROM, beginning with
> STE TOS, called the Cookie Jar. The startup code in the new ROM versions
> set up an area of memory with "cookies" which describe various system
> configuration options, and with values for the cookies that describe
> what's actually there.

The "Cookie Jar" sounds to be similar to the "WIMP" directive that
was (is?) in P/OS running on the DEC Professional series (325, 350, 380).
WIMP stood for "What's In My Professional?". I'm glad that you folks
have finally caught up with 1982 in that area, though you're still back
in the mid-to-late 70's with most of TOS, and the early to mid 80's with GEM.

Will the "Cookie Jar" ever appear in a revision to TOS for the older machines?
Is there a reasonable way to detect that there is no cookie jar on a machine
which a program can use? If it is a new XBIOS style function, the return
value from the call to the system service would be a value indicating that
an illegal function was called, which is enough to tell the program that
there are no cookies. If calling this function on an older OS causes a
buss error or similar unpredictable or unacceptable behavior, I'll be VERY
dissapointed.
--

Daniel A. Glasser One of those things that goes
uwvax!per2!dag "BUMP!!!(ouch)" in the night.
---Persoft, Inc.---------465 Science Drive-------Madison, WI 53711----------

3887. TeX and professional documentation for the ST

Newsgroup: comp.sys.atari.st
Date: 1989-12-07 21:55:00 UTC
From: JOHNBARNES@ENH.NIST.GOV
Message-ID: <8912080827.AA01524@ucbvax.Berkeley.EDU>
Source record: 245960

The recent ruckus about the docs for FORM program has brought to light a lot of misconceptions about TeX. I personally view *.TeX files as a preferred form of documentations for the following reasons:

1). They can be read with any ASCII text editor.

2). They are the ONLY method that an Atari ST user has available to typseset mathematics.

3). The structure of a TeX document as described by the relationships of its parts with one another is rigorously defined.

4). The output on an SLM804 laser printer is simply beautiful.

4). It is the only package on the ST that is capable of printing documents of any significant length without stopping for anything but reloading paper.

5). They can be output on a wide variety of other engines if the user does not have the requisite tools at his/her Atari workstation

No other combination of desktop publishing and word processing software for the ST can make a similar claim.

I must, however, agree with those who feel that Jos. Vermasern should have distributed the .TEX file rather than the .DVI file. Mr Vermasern's comment on this matter indicates that he somehow allowed himself to get dragged into some situations that represent poor publishing practice, whether done with TeX, Publisher ST, or Calamus.

I think it would be desirable to encourage further publication of documentation in TeX form. Simon Poole's Uniterm manual was an excellent example of what can be achieved this way. In doing so, however, the authors should think of the following guidelines:

a). Keep it simple. Don't use any more special constructs than you have to. If you need to modify the basic LaTeX constructs do so sparingly.

b). Always provide the TeX source so that users can, when necessary, adapt the manuscript to the limitations of their environments. Paper size is one trivial example. Type fonts are another.

I have printed out several documents that I obtained from local mathematicians to test the TeX implementation being distributed by Current Notes. I have found that sticking to the above prescriptions results in something that is really no more difficult to use than ARC

or ZOO. With this implementation of TeX the Atari ST can hold its head high in some very sophisticated company.

People who squawk about the amount of disk space required by TeX should realize that it is not really any worse than that tied up by Ultrascript and it is not too much worse than what you have to go through to bring up Publisher ST.

3888. Spectre Sound

Newsgroup: comp.sys.atari.st
Date: 1989-12-07 22:36:00 UTC
From: FRACHEL@UMIAMI.MIAMI.EDU
Message-ID: <8912080827.AA01541@ucbvax.Berkeley.EDU>
Source record: 245961

Can the Spectre GCR handle mac sound? SUch as Digitized sounds from
SoundCap or SoundEdit?

Frank Rachel
Bitnet:FRACHEL@UMIAMI

3889. E-mail to Sozobon (once again)

Newsgroup: comp.sys.atari.st
Date: 1989-12-07 22:44:00 UTC
From: mj@myrias.com
Message-ID: <629073841.17187@myrias.com>
Source record: 245962

Ok, this is official. ;-) My offer to serve as relay in case of troubles
still stands. Answers for a question about Arkenoid - please mail to
a real author of this message. Arkenoid? What is that?
--mj
mj@myrias.COM
...{uunet,alberta}!myrias!mj
>>>
Sozobon authors can be reached at the following mail addresses. If
you have been having problems, try mailing again; 'wldrdg' has been
having problems getting mail. These problems are (I think) fixed now.
Also, note that 'tony' has moved (as in changed jobs).

Tony Andrews (top, cc, ar, stevie)
uunet!dunike!onecom!raid5!tony
Johann Ruegg (hcc, ld)
uunet!dunike!onecom!wldrdg!hans
Joe Treat (jas)
uunet!dunike!onecom!wldrdg!joe

P.S. Does anyone know the fix for Arkenoid with Rainbow TOS??

Johann Ruegg
Sozobon Ltd.

3890. Re: Shareware MAC

Newsgroup: comp.sys.atari.st
Date: 1989-12-07 23:05:04 UTC
From: tim@brspyr1.BRS.Com
Message-ID: <6555@brspyr1.BRS.Com>
Source record: 245963

covertr@force.UUCP (Richard E. Covert) writes:
>Dan, I thought that I read about a company that wrote a Mac Toolbox clone
>for the IBM PC. supposedly, any C code that strictly adhered to the Mac
>Toolbox rules could be recompiled on an IBM PC. And with suitable PC
>hardware (color monitor, mouse, or whatever), the application program
>would execute identically on the PC as on the Mac.
>--
> Richard E. Covert (covertr@gtephx)

Don't know if this is what you are referring to or not, but in the 6/13/88
issue of InfoWorld was an article on work on Intermedia at Brown University.
I think they used a "Toolbox Emulator" like the one you mention. The
text reads, in part:

"The system originally was created for the IBM RT PC under
Unix 4.2 (with a Macintosh-like user interface) using Cadmac,
a Mac application framework from Cadmus. However, with the
advent of Apple's A/UX and multitasking, the Brown team
was able to move part of the system to the Macintosh II."

So, Cadmac may be the product you were referring to.
--
Tim Northrup +---+
+---------------------------------+ GEnie: T.Northrup |
UUCP: uunet!crdgw1!brspyr1!tim | Air Warrior: "Duke" |
ARPA: tim@brspyr1.BRS.Com +---+

3891. Re: ATARI sales .. going up?4814

Newsgroup: comp.sys.atari.st
Date: 1989-12-07 23:39:31 UTC
From: AIN1496E@merrimack.edu
Message-ID: <14796@merrimack.edu>
Source record: 245964

In article <4748f7bc.14a1f@force.UUCP>, covertr@force.UUCP (Richard E. Covert) writes:
> In article <8912061600.AA02491@ucbvax.Berkeley.EDU>, EESD11O@CALSTATE.BITNET (Ed Krimen) writes:
>> > apparently the ad campaign is working.
>>
>> What ad campaign? The only ads I know about are the Portfolio ads in
>> magazines and newspapers and the great Lynx ads in the New York area. I
>> know a few dealers are taking advantage of Atari's co-op advertising,
>> but I've only heard about them in Texas and, I think, North Carolina.
>
> there aren't any ads in Phoenix either. None in the Sunday Phoenix
> Business section. In fact, Computer Works runs a small ad, by themseleves,
> but it mentions only the Commodore Amiga and not the Atari ST. So, unless
> you knew that CW Sells Atari stuff, you wouldn't even stop by their store.
>
> Has *ANYONE* out there in NEtland SEEN a Real Live AD for the ST, either
> on TV or in print?
>
> Just curious.
>
>
> There were quite a few 1/2 page ads for the 1040 and Mega in the Boston Globe this spring, (these were Atari Ads, not dealer ads)

3892. Re: ATARI sales .. going up?

Newsgroup: comp.sys.atari.st
Date: 1989-12-07 23:55:54 UTC
From: stephen@oahu.cs.ucla.edu
Message-ID: <29835@shemp.CS.UCLA.EDU>
Source record: 245965

In article <4748f7bc.14a1f@force.UUCP> covertr@force.UUCP (Richard E. Covert) writes:
`
`Has *ANYONE* out there in NEtland SEEN a Real Live AD for the ST, either
`on TV or in print?
`
`Just curious.
`

There were lots of them in print. I saw them... in 1985. They had a great
big American Flag on the screen too. Kind of ironic, isn't it?

Actually, I saw some TV ads about a year ago on an independent station. Not
lately, though.

` Richard E. Covert (covertr@gtephx)
` (602) - 581-4652
`| AG Communications Systems, Phoenix AZ |
` UUCP: {ncar!noao!asuvax | uunet!zardoz!hrc | att}!gtephx!covertr

--
Steve Whitney "It's never _really_ the last minute" ())_-_())
UCLA Comp. Sci. Grad. Student | (* *) |
Internet: stephen@cs.ucla.edu UCLA Bruin--> { _@_/ }
GEnie: S.WHITNEY `-----'

3893. Re: Comments on STE -- (un)known facts

Newsgroup: comp.sys.atari.st
Date: 1989-12-08 00:08:50 UTC
From: stephen@oahu.cs.ucla.edu
Message-ID: <29836@shemp.CS.UCLA.EDU>
Source record: 245966

In article <881@per2.UUCP> dag@per2.UUCP (Daniel A. Glasser) writes:
>The "Cookie Jar" sounds to be similar to the "WIMP" directive that
>was (is?) in P/OS running on the DEC Professional series (325, 350, 380).
>WIMP stood for "What's In My Professional?". I'm glad that you folks
>have finally caught up with 1982 in that area, though you're still back
>in the mid-to-late 70's with most of TOS, and the early to mid 80's with GEM.

<stepping up onto my soapbox now...>

You know, I try to ignore stuff like this, but I just can't this time. I'd send you nasty mail, but I want the people likely to be offended by this to see the response.

First of all, the ST is a personal computer. The "Cookie Jar" is relatively new to that arena. Secondly, how do you know it's 1982 technology if you don't know how it's implemented or even the extent of what it does. I do, by the way but I have been asked not to disclose it until it's made public by Atari and I intend to honor that request. (Even thought I haven't signed the new non-disclosure agreement yet :-) It's quite well done, believe me.

The REAL reason I replied to your posting is that it's offensive. If you ever expect to see more upgrades to TOS, you shjouldn't be discouraging those whose sweat and enthusiasm it will take to make it happen. _SOME_ of us appreciate the things Atari's doing of late (like TOS 1.4, HDX 3.x, cookie jar) and we'd like to continue to see improvements.

If you want to scare Ken B. and others off the net, continue to offend them this way. Remember, they have constraints to work within, not the least of which is compatibility. The three enchancements I mentioned above are fine examples of how Atari (read Atari's engineers) has provided enhancements which increase the value of older machines without being incompatible with old software.

<off the soapbox and back to comp.sys.atari.st>

(more dross deleted)
> ____
> Daniel A. Glasser One of those things that goes
> uwvax!per2!dag "BUMP!!!(ouch)" in the night.
> ---Persoft, Inc.---------465 Science Drive-------Madison, WI 53711-----------

--
Steve Whitney "It's never _really_ the last minute" (())_-_(())
UCLA Comp. Sci. Grad. Student | (* *) |
Internet: stephen@cs.ucla.edu UCLA Bruin--> { _@_/ }
GEnie: S.WHITNEY `-----'

3894. information on prolog?

Newsgroup: comp.sys.atari.st
Date: 1989-12-08 00:58:16 UTC
From: david@batserver.cs.uq.oz
Message-ID: <2346@moondance.cs.uq.oz>
Source record: 245967

Hi there,
I am looking for a prolog system for my ST (1040, mono monitor,
no hard disk) but have little idea of what is available and its cost.
I would prefer a `Clocksin and Mellish' compatible implementation,
and some kind of external database facility (such as in Turbo Prolog)
would be useful.
Any recommendations, anyone?
Many thanks,

David Duke.

Any opinion expressed above is merely an illusion on the part of the reader.

3895. Re: KERMIT with Uniterm v2.0?

Newsgroup: comp.sys.atari.st
Date: 1989-12-08 01:14:35 UTC
From: mwjester@wsucsa.uucp
Message-ID: <8316@wsucsa.uucp>
Source record: 245968

In article <2240@cuphub.cup.edu>, kar7481@cuphub.cup.edu (Dan Karbowsky;AtariEliteOfPghPa
bbs412-384-5609) writes:
> In article <8912050802.AA12678@ucbvax.Berkeley.EDU>, AMEIJ@vax.oxford.ac.UK (Jan Ameij)
writes:
>> I have had lotsa problems transferring binary files with Uniterm kermit, from
>> a VAXCluster. The solution seems to be...SET FILE TYPE FIXED on the VAX
>> (Kermit-32>) and BINARY on the ST. Both binary -> dozens of errors...
>>
>> I don't know why it works, but it does.
>>
>>
>> Jan
>
> I am on a VAX-8350 and use kermit-32> also...
>
> I have found that 99.9% of all KERMIT up/downloads will work using UNITERM 2.0d
> if you issue a "SET DELAY n" command: whereas; n = number of seconds you think
> you'll need to select the SEND/RECV file and go into send/recv mode...
>
> Hope this helps SOMEONE out there....
>
> --
> +---+
> | Dan Karbowsky kar7481@pitt!cuphub / S U P P O R T T H E S T ! ! ! |
> | 102 Lee Drive _____/Call the ATARI ELITE of PITTSBURGH'S |
> | Belle Vernon, PA / BBS (Forem-ST,fnet node 19) at (412) 384-5609 at 300 |
> | 15012 U.S.A. / thru 19.2k baud 24 hrs./day 7-days/week Mention this |
> | / message at logon. |
> +---+
>
> JOIN THE REVOLUTION ! ! !

I also work with a VAX (or VAXen) - an 8650 and a 750. I had problems with
a few versions of Kermit when downloading binaries, due to delays in escaping
to local mode and starting the receive. What worked for me was setting the
VAX Kermit to server mode and using GET from Uniterm's Kermit server command
menu (both Kermits having been set to binary type). I could never do that
previously, as other Kermit versions (including CKermit from terminator) did
not do a reliable job when taking the VAX Kermit out of server mode, but the
Uniterm Kermit does so with no trouble at all.

Hope this helps!

--Max
(no clever sig's tonight)

3896. Re: Mono Games??????

Newsgroup: comp.sys.atari.st
Date: 1989-12-08 01:51:11 UTC
From: scott@cs.odu.edu
Message-ID: <SCOTT.89Dec7205111@oswine.cs.odu.edu>
Source record: 245969

> Can anyone out there in net land give me a list of good PD games
>that can run in monochrome? Oh, BTW, tell me where I can get them.

Yes! and I am looking for a REAL old game... it is called ``Omega Race''
I really loved that game and I was wondering if there was anything like
it for the Atari ST (mono preferred!)

--

Scott D. Yelich scott@cs.odu.edu [128.82.8.1]
After he pushed me off the cliff, he asked me, as I fell, ``Why'd you jump?''

3897. New Comp.sys.atari.st.xxxx --- Lets Discuss

Newsgroup: comp.sys.atari.st
Date: 1989-12-08 03:49:04 UTC
From: rdr@mdavcr.UUCP
Message-ID: <696@acrux.mdavcr.UUCP>
Source record: 245970

[sorry Canada - should have dist = world first time around]

[Sorry about skipping "keywords"]

I have noticed that Comp.sys.atari.st, probably like most sys newsgroups,
serves as a multi-purpose forum.

A. Discussion of Atari St Past, Present, and Future.
B. Off the cuff advice on hardware/software/etc.
C. Pearls of wisdom which should be saved for all time.
D. Etc.

I would like to purpose that we (the readers of Comp.sys.atari.st)
divid the newsgroup up into an unmoderated discuss group and a
moderated advice group (with, maybe, and question and answer group
on the side). The advice group would be intended for
those pearls of wisdom, and would be archived, index, etc, for
the masses and the years.

Perhaps we could name the new groups

Comp.sys.atari.st.d = discuss and unmoderated
free forum

Comp.sys.atari.st.a = advice and moderated
archived, index, etc
maybe
Comp.sys.atari.st.h = help and unmoderated
qustion and answers

This not an offical call for discuss for creation and renaming of
newsgroups becuase there is a few issues to be worked out.

1) Who is to moderate
2) Where can we archive
3) What are the newsgroup names to be
4) Whether this is a good idea
5) etc.

I am not an expert on any facet of Atari St, but, since I am not one
of those talkers (and not doers) I will volunteer to be moderator of
the new newsgroup. I suggest that I am not the bestperson for this
job. If you think you would do better, please volunteer. (Really,
someone from Atari should do this - but they (Atari) would have to
promise not to bias the newsgroup towards Atari's own add-on products).

I can not archive the newsgroup.

If there is enough feed make on this issue - I will put together
a proper usenet proposal.
--
~~~~~~
It's not the size of your signature that Randy Roesler
counts - it's how you use it! MacDonald Dettwiler & Assc.
email ...!uunet!van-bc!mdavcr!rdr BC Canada 604-278-3411
~~~~~~

3898. Re: Prodigy run under Spectre GCR?

Newsgroup: comp.sys.atari.st
Date: 1989-12-08 04:39:38 UTC
From: pa1323@sdcc13.ucsd.edu
Message-ID: <5637@sdcc6.ucsd.edu>
Source record: 245971

In article <24790@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>HOward C. Johnson asked if anyone had gotten the Prodigy software for the
>Mac to run under Spectre emulation...
>
>A friend of mine investigated this very question, and found that the
>Prodigy software, which ran perfectly on a real Mac, wouldn't run on
>his Spectre. I don't know exactly what the problem was, but my friend was
>quite disappointed. ...

I ran Prodigy on my friend's GCR, and it worked fine--AFTER we put
the GCR into MacPlus mode (alternate- +).

It also needs system 4.1 or newer, I believe.

Tim Mensch.
(Waiting for the local computer store to get in some more GCR's...
They ran out QUITE fast...)

3899. Re: NeXT compared to TT

Newsgroup: comp.sys.atari.st
Date: 1989-12-08 04:41:44 UTC
From: ramsiri@blake.acs.washington.edu
Message-ID: <4807@blake.acs.washington.edu>
Source record: 245972

In article <4749c4bb.20b6d@apollo.HP.COM> rehrauer@apollo.HP.COM (Steve Rehrauer) writes:
>other hand, what IS it aimed at? It seems likely that a TT system will
>cost $3K or more. In the U.S. at least, I guess beyond us hackers who
>have money to spend I don't see who the buyer is. The ST doesn't have
>the software base (or at least, it doesn't have the marketing presense)
>or "pedigree" here to attract many business buyers. $3K is far more
>than Joe Average Consumer is willing to spend on a computer. And if
>it isn't bundled with a decent & attractive set of goodies, it might
>not attract the wealthy hackers either. So who buys it? I'm curious.
>--
>>>"Aaiiyeeee! Death from above!"<< | Steve Rehrauer, rehrauer@apollo.hp.com

Get the TT in university students' hands for $1500.
Support developers.. information and docs always available..
Students graduate.
They get jobs :-)
THey LOVE the TT and progeny.
They want and demand the TT in the workplace because the TT is the
platform they know and love..
THe [ ] community accepts the ATARI.

-kevin
ramsiri@blake.acs.washington.edu

3900. 2600 track=mouse conversion

Newsgroup: comp.sys.atari.st
Date: 1989-12-08 05:18:19 UTC
From: psurge@cs.utexas.edu
Message-ID: <7315@cs.utexas.edu>
Source record: 245973

On November 27, 1989, Bruce Blaner gave instructions for changing the 2600 trackball to a mouse on the ST.

Here is an update to that modification:

I assume he was refering to the CX22 trackball, which I just modified using his instructions. However, it was noted that only the left button would be usable with the trackball. What follows is a description on how to modify the right button on the trackball to be the right mouse button.

First, cut the RED wire that leads from the left button to the right. if you notice, both buttons are connected through a black and a red wire, cut only the red one and cut it close to the left button.
Lead that wire out the back of the trackball and
close the case, we are now through with the internal modifications.

Now you must cut open the connector on the other end, being carful not to cut any of the wires. Inside you should find a plastic block with all the wires running in. You will be inserting the wire (you will need to extend it) into hole number nine. Looking at the CONNECTOR, not the port, the holes are as follows:

```
-------------
\ 5 4 3 2 1 /
\ 9 8 7 6 /
---------
```

There might be some kind of plastic plug going into that hole. BE CAREFUL, don't pull out any of the other wires, you might not be able to put them back in! If in doubt, look in any reference manual such as ST Internals. Remember to check if you are look at the PORT or the CONNECTOR. You want to get the wire to hook to the PORTS pin 9.

Now when you have room, shove your wire (with bare end, of course!) as far as it will go into that hole. Tape everything back up with electrical tape as tight as you can, then tape the extra wire along the cord back to the trackball unit to keep it from being pulled out. Plug in your trackball and see if the right button will now work (Interlink uses the right button extensively, but from the desktop you use it to access something in a window other than the active window.)

Normal disclaimers apply, I did this mod in 5 minutes after I modified my trackball, so it really isn't that hard, just be sure not to force any wires out of the jack when cutting it open. Please don't blame me if you screw up your connector, Use this mod at your own risk.

Feel free to write if you have any questions about this mod. I thank Bruce Blanar for his original description on modifying the trackball, it makes an excellent "remote" mouse. Now you can use those program which require the right button also.

Troy Carpenter
Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

3901. Zmag & STReport

Newsgroup: comp.sys.atari.st
Date: 1989-12-08 08:38:08 UTC
From: stevem@katmandu.Solbourne.COM
Message-ID: <1989Dec8.083808.25332@Solbourne.COM>
Source record: 245974

After just having changed Jobs I need an address to get my
subscription back on-line.

Anyone........?

--
E-mail == stevem@Solbourne.COM
"FRODO LIVES" "COLORADO!!"

Support the formation of a World Space Agency.

3902. Re: Absoft Fortran

Newsgroup: comp.sys.atari.st
Date: 1989-12-08 08:48:28 UTC
From: t19@nikhefh.nikhef.nl
Message-ID: <582@nikhefh.nikhef.nl>
Source record: 245975

In article <891207024528.958022@DMZRZU71-UNI-MAINZ--GERMANY>, Ritzert@DMZRZU71.BITNET writes:
> Well, do You really have a library manager with a script command? Mine
> doesn't have one.
>
> If You want to use a common block only in some subroutines You have to
> declare it in Your main program. Otherwise You will get unpredictable
> results.
>
> Michael Ritzert

Ad 1). An input redirection from a decent shell should do the trick
(my makefiles do something like 'echo "a $whatever" > aap;
f77lib lib < aap')

Ad 2). This is as defined in the Standard, though Absoft seems to be the
only one taking the liberty. The 'SAVE' option might work, I always
have a main program with all common blocks which just calls the former
main as a subroutine. Much easier debugging too.

New). I cowrote a little linker for Absoft which is ~30 times faster than
theirs and does not have the EXTERNAL bug. It is commandline oriented
because I use 'make' all the time. The only feature lacking is support
for BLOCK DATA in libraries.
Would there be interest in this as a shareware product?

Geert Jan van Oldenborgh,
NIKHEF-H

3903. GCC times(2) & #define HZ tech query

Newsgroup: comp.sys.atari.st
Date: 1989-12-08 12:38:37 UTC
From: gjh@otter.hpl.hp.com
Message-ID: <570049@otter.hpl.hp.com>
Source record: 245976

Can anyone enlighten me on the following technical query?

The C system call "times(2)" -- my SysV manual states:

"The times are in units of 1/HZ seconds, where HZ is processor dependent (see <sys/param.h>)."

The sys/param.h from J.Bammi's port of GCC to the ST doesn't have a definition for HZ.

My local Sun's sys/param.h file defines it as:

```
#define HZ 60
/* ticks/second according to syscalls that return values in ticks */
```

My HP9000/350 defines it as:

```
#define HZ 50
/* Ticks/second of the clock (in kernel land) */
```

Can anyone provide me with an appropriate value for HZ for an (unaccelerated) ST?

Background ...

I have a Prolog benchmark indicating a (literally) incredibly slow ST performance level and here there's a caveat, the benchmark README file contains the following warning:

```
WARNING: Naive reverse is the classical benchmark for
computing "LIPS" (Logical Inferences Per Second),
but it's such a small benchmark that LIPS numbers
so obtained may not necessarily reflect overall system
performance, and should be taken with a large pinch of salt.
```

However -- on my HP9000/350, the same benchmark (run by the same Prolog) indicates a performance level of 30KLips whereas the ST can apparently run only 1.5KLips!. I was surprised at (and suspicious of) the size of the difference in apparent performance. I know they said "should be taken with a large pinch of salt", but this requires a cartload!

Crude stopwatch timing indicates that the ST performs the benchmark in ~40 secs, the HP9000/350 in ~10 secs. From those crude timings, the ST benchmark indicator should be around 5 to 6KLips, not 1.5KLips. So, perhaps a problem with times(2) ??

The Prolog is SUNY/UArizona's StonyBrook Prolog, GCC-cross-compiled to ST. The benchmark relies upon a "cputime" function ---

```
int msec;
struct tms t;
times(&t);
msec = t.tms_utime * 1000 / 60;
```

which is supposed to return the cpu time in millseconds.

Can anyone tell me is this appropriate for GCC for the ST? --- it *looks*
plausible, but the times don't seem to pan out properly?

If I can fix this, I'll make the ST port of Stony Brook Prolog available.

Cheers,

Graham
======

Graham Higgins | Phone: (0272) 799910 x 24060
Hewlett-Packard Labs | gray@hpl.hp.co.uk
Bristol | gray%hplb.uucp@ukc.ac.uk
U.K. | gray@hplb.hpl.hp.com

Disclaimer: My opinions above are exactly that, mine and opinions.

3904. PLEASE COMMENT THE BINARIES !!!

Newsgroup: comp.sys.atari.st
Date: 1989-12-08 14:02:54 UTC
From: markhof@exunido.uucp
Message-ID: <1817@laura.UUCP>
Source record: 245977

Hi!

It's nice to get PD Software through the net. But it's not very nice
the all you know about the things in COMP.BINARIES.ATARI.ST is their
titel. - Until you copy them to your ATARI, decode and unpack them.
This is a lot of work. After that, you might see that you're not interested
in that you got. :-(

So, please all you people which put Software in COMP.BINARIES.ATARI.ST,
please comment them! A few word may be enough. Better: Put the (usually
existing) READ.ME or .DOC File in front of the binaries!

Thanks!

3905. Re: Problem with Uniterm 2.0e

Newsgroup: comp.sys.atari.st
Date: 1989-12-08 14:30:00 UTC
From: hedger@inmet.inmet.com
Message-ID: <30200032@inmet>
Source record: 245978

Thanks to Mark Storin for help on this problem.
The solution was to go to the settings menu and turn off
Tektronix graphics mode. I hadn't been in that screen before and
didn't know the switch was there.

```
=========================================================================
| |
| Keith Hedger : {...!}uunet!inmet!hedger hedger@inmet.inmet.com |
| 'It is a sad, but beautiful world.........' |
=========================================================================
```

3906. Re: Problem with Uniterm 2.0e

Newsgroup: comp.sys.atari.st
Date: 1989-12-08 15:03:12 UTC
From: nelson@kodak.UUCP
Message-ID: <2227@kodak.UUCP>
Source record: 245979

Under the settings menu item, select disabled for 4010 mode. Then save your defaults. Modem noise won't bother the graphics mode anymore.

Bruce Nelson

3907. Stacey Display

Newsgroup: comp.sys.atari.st
Date: 1989-12-08 15:09:15 UTC
From: fohler@freal.cs.umass.edu
Message-ID: <7464@dime.cs.umass.edu>
Source record: 245980

Has anybody had the possibility of working with the Stacey display? I heard that it is pretty bad and that it is better to wait for an upgrade. Is this true?

3908. WordWriter Paragraph format

Newsgroup: comp.sys.atari.st
Date: 1989-12-08 15:10:00 UTC
From: 01659@AECLCR.BITNET
Message-ID: <8912090807.AA21724@ucbvax.Berkeley.EDU>
Source record: 245981

If you have hard returns at the end of lines (i.e, you hit return to end each line rather than auto wrap or you imported an ascii file) then the format (F10) will not work.

There is a PD program called 1ST_CVRT which will read ascii files and add soft returns in place of hard returns. Once you have soft returns, the paragraph format will work fine. I used WordWriter for over two years and can say with all honesty that paragraph format DOES work.

I switched to 1ST Word Plus because WW lacked a goto page and WW popped to the top of a doc on a save operation. However, I miss WW's dictionary - I've used Word 4.0 on a Mac, WordPerfect on a PC and 1ST Word Plus on the ST and none of them have the spell check capability of WW.

3909. Re: Let's bash something else now (not me, though)

Newsgroup: comp.sys.atari.st
Date: 1989-12-08 15:18:26 UTC
From: covertr@force.UUCP
Message-ID: <474df5a7.14a1f@force.UUCP>
Source record: 245982

In article <1441@blackbird.afit.af.mil>, news@blackbird.afit.af.mil (News System Account) writes:
> Let's lighten up on Rich Covert. It seems we seem to spend a lot of BW on
> bashing him. I'm sure he has gotten whatever messages we have tried to send.
> And even if you still think he deserves it, it's getting old.
>
> So, let's pick another target ... let's see we've done Atari, Rich, an
> occasional Amiga user, IBM (let's keep up this one up), Ken B. (poor taste
> on this one; bitting the hand that feeds you and all that, you know),
> can't do Commies right now ... gee, I'm dry right now.
>
> Hey! Why don't we do something constructive.
>
> Naaaaah!
>
> :-)
>
> ---
> Bill Hodges | Me? People who speak for the Air Force get
> bhodges@blackbird.afit.af.mil | paid a lot more than I do! I just work here.
> ---

Thanks Bill, but I have been trying to change things. First, since I was so unhappy with my SLM804 I sold it and bought a laser printer that I am happy with. This eliminates a lot of aggrevations in my life, with Spectre 128 (which I have ALWAYS loved, I just hated not having a printer for it!), and other stuff.

I have also been elected Prez of the Phoenix Atari ST club, in which I hope to encourage other STers in Phoenix to join. A good friend is now Vice President. We are planning to have an Atari Rep
visit soon, either this month or in January. We are planning to move (well I am anyway :-)), and than start a membership drive. We are planning to incorporate as a non-profit organization in January.

I will be having more fun using Spectre 128 now, and may even buy pc ditto II when it comes out. Jim Allen is waiting to see if pc ditto II works with his Turbo16 accelerator. I hope that pc ditto II works with the T16.

I am returning my WERCs disk + $5 to Michtron for an update. WERCS is an excellent Resource Editor, but I bought an old version last year, which has since been updated by HiSoft (and distributed by Michtron). Thanks Michtron.

I am returning my Calamus for the update to version 1.10, which should be out soon. I am still waiting for my PageStream 1.8, and need to write Softlogik a letter about that. My update check cleared my bank over a month ago, but I still haven't

received my PgS 1.8.

And I am writing a couple of new programs, one of which I hope to sell commerically. It is a utility similar to a Mac program that I saw.

So, while I am still not happy with the specs of the TT, I am much more satisfied with my ST now that I changed laser printers.

so, have fun out there and have a good holiday.

--
Richard E. Covert, Lead Engineer of Software Tools Group
AG Communications Systems, Phoenix AZ (602) - 581-4652
TCP/IP: covertr@gtephx
UUCP: {ncar!noao!asuvax | uunet!zardoz!hrc | att}!gtephx!covertr

3910. Detecting Mark Williams' redirect

Newsgroup: comp.sys.atari.st
Date: 1989-12-08 15:39:46 UTC
From: rogers@ncrcce.StPaul.NCR.COM
Message-ID: <1777@ncrcce.StPaul.NCR.COM>
Source record: 245983

Does anybody know how I can detect (from within a Mark Williams' C program)
that standard input has been redirected (i.e., I need something like UNIX'
isatty()).

Thanks.
--

Bob Rogers rogers@stpaul.ncr.com or rogers@pnet51.cts.com
NCR Comten, St. Paul, MN GEnie: R.C.ROGERS

3911. Printing speed

Newsgroup: comp.sys.atari.st
Date: 1989-12-08 15:45:00 UTC
From: 01659@AECLCR.BITNET
Message-ID: <8912090808.AA21805@ucbvax.Berkeley.EDU>
Source record: 245984

Rich:

The printout on the PC was to an HP LaserJet II via a parallel port. That's why I said that transmission speed was the determining factor. The point I wanted to raise was that unless you are sending ascii characters to a laser printer via a parallel port and using the printer's fonts (soft or hard) that pages per minute is a useless value to quote. Pages of graphics per minute (bitmapped or PostScript/UltraScript) is the topic of speed to discuss.

Apparently, Tramiel squashed the idea of putting out a board for the PC that would allow the PC to use the SLM804 because he did not want to support PCs - then again, that makes no sense for a company that markets PC clones.

The order of speed for the ST environment is

1. GDOS + ST + SLM804
2. UltraScript + ST + SLM804
3. PostScript + ST + HP LaserJet with PS board via parallel or serial
4. bitmapped + ST + HP Laserjet without PS support

4. is so far behind the others (that was the 44 minute job I referred to) that it is not an option you want to consider.

3912. Rainbow Tos availability to people without dealers

Newsgroup: comp.sys.atari.st
Date: 1989-12-08 15:47:44 UTC
From: ttensfeldt@eagle.wesleyan.edu
Message-ID: <4796@eagle.wesleyan.edu>
Source record: 245985

>Date: 4 Dec 89 20:28:27 GMT
>From: imagen!atari!kbad@ucbvax.Berkeley.EDU (Ken Badertscher)
>Subject: Rainbow Tos Porblems
>Message-ID: <1851@atari.UUCP>

>gilmore@vms.macc.wisc.edu (Neil Gilmore) writes:
>| What's a local dealer?
>| (this prevents me from even thinking about the upgrade)

>Think again. Atari has a service in place for users who don't have
>dealers near them to get the Rainbow TOS upgrade installed. Call Atari
>Customer Service for information on how to get the upgrade.

>--
> ||| Ken Badertscher (ames!atari!kbad)
> ||| Atari R&D System Software Engine
> / | \ #include <disclaimer>

Ken and John,

Before I say anything else.... THANK YOU for being here so that we get SOME information about hardware, software, new stuff, etc. The magazines all seem to be disappearing but some of us want to continue using our machines and need up to date info on them. Again thanks...

That out of the way....

I just called Atari Customer Relations, (4:00 pm 12-6-89) after reading this message. I reached a very pleasant voice (sorry I didn't get her name), that informed me that NOWHERE in the NORTHEAST can I buy the Rainbow TOS upgrade and could not buy it direct ... only from a dealer. She rattled off a list that included a place in KANSAS CITY. I am not likely to be going there soon and don't want to travel there to buy computer equipment. To be fair she did mention a place in CORAM NY, which from the 516 area code sounds like it is upstate somewhere.

I am in eastern Connecticut and there are no dealers near here. The only shop that I guess WAS a registered dealer at one time is about 60 miles from here. That is not a problem. He informs me, however, that Atari told him that he could not get the Rainbow TOS unless it was with Desktop Publishing Systems. That really is too bad because he runs a very good place, stocks a fair bit of software, has a few pieces of hardware and continues to do hardware repair for the machines. I think though that he has lost interest in doing business with Atari.

I am not here to bitch about Atari and its problems however. I just wanted to let you know that there doesn't seem to be a way to distribute

the new TOS to people who do not have dealers near them. I don't really expect you to be able to do anything about it. I doubt that that is in your job description. I just wanted to let you know that your previous posting seems inaccurate.

By the way, I happened to think my Atari 520ST is real useful. I have added a 50Mb drive and just today bought an Aerco memory upgrade for it from my "LOCAL" dealer. It was worth the 60 mile drive. The machine is not the be all and end all of computers, but fits my needs for the moment.

P.S. It is EXTREMELY gratifying to see professionally wrought software being produced for the Atari ST. In light of this thanks to Jos Vermaseren for FORM. I wish I could figure out a way to get the local dvi to alw (apple laserwriter) program to process this. It seems to need a preamble or postamble or something like that. Hey.. I am just learning TeX and it is slow going.

==========
Tom Tensfeldt Bitnet: TENSFELDT%Eagle.WESLYN@Wesleyan.Bitnet
Internet: TTENSFELDT@Eagle.Wesleyan.Edu or

4 Laurel Avenue, Ledyard, CT 06339 (203)-464-9009
Pfizer, Inc., Box 100, Groton, CT 06340 (203)-441-4835
Chemistry Dept, Wesleyan Univ, Middletown, CT (203)-347-9411 X2635
==========

3913. Re: Trash, Disks, etc.

Newsgroup: comp.sys.atari.st
Date: 1989-12-08 16:04:32 UTC
From: pegram@uvm-gen.UUCP
Message-ID: <1363@uvm-gen.UUCP>
Source record: 245986

From article <929@uhnix2.uh.edu>, by uace0@uhnix2.uh.edu (Michael B. Vederman):
(text deleted here, maybe I can post this without too much extra verbiage!)

>Double Click Software (us) is about to release a new product called DC DESKTOP
(deleted text here....)
> This AUTO folder program will *not* replace, but _enhance_ the GEM desktop so
> much, you won't believe your eyes!
(more deleted text here....)
> - mike
> --
>Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 77274
> --
>Support BBS: (713)944-0108 | SHADOW | DC FORMATTER | DC UTILITIES | and others

Hey Mike V., Will we be able to set up a "proper environment string"
with DC DESKTOP??

Bob Pegram (pegram@griffin.uvm-gen.uvm.edu <@ U. of Vt.>)

3914. Re: LYNX Development System

Newsgroup: comp.sys.atari.st
Date: 1989-12-08 16:40:13 UTC
From: 2FHDBEAK@kuhub.cc.ukans.edu
Message-ID: <19467@kuhub.cc.ukans.edu>
Source record: 245987

In article <30200030@inmet>, hedger@inmet.inmet.com writes:
> Where did you get this little tidbit ????
>
>
> ==
> | |
> | Keith Hedger : {...!}uunet!inmet!hedger hedger@inmet.inmet.com |
> | 'It is a sad, but beautiful world.........' |
> ==

Terribly sorry, Keith. I thought I'd put that in the posting but I guess I forgot.

A friend of mine is an Amiga developer, and he told me that Commodore/Amiga people were telling their developers on the BIX developer's conference that the Amiga is the LYNX development system. This was only a few days ago.

What I know for sure is that some of the Epyx people working on the LYNX used to work on the Amiga for Commodore, and when Atari saved the LYNX from going under with Epyx'x demise, the project was set in stone.

I do not know if it was someone employed by Commodore who posted this information, or just someone on the closed developer's conference on BIX.

I don't mean to make the Atari we all know and love to look bad, I just thought it was kinda interesting.

--Jim

3915. Re: Word Writer format company

Newsgroup: comp.sys.atari.st
Date: 1989-12-08 17:00:16 UTC
From: fischer-michael@cs.yale.edu
Message-ID: <7941@cs.yale.edu>
Source record: 245988

In article <227@trwrb.UUCP>, gibson@trwrb.UUCP (Greg Gibson) writes:
> I use Word Writer because it has a spell check and thesaurus. However, I
> can not get the paragraph format command to work. Does any know how to
> make the Word Writer paragraph format command to work? I think anyone
> selling a word processor without a properly working format command should
> be jailed for fraud.
>
> Thank You,
> Gregory Gibson

Paragraph format works, but you may not understand what Word Writer
thinks is a paragraph. If you type carriage return, that marks the
end of the paragraph. Just type in your text without hitting carriage
return and let Word Writer break the lines for you.

By the way, the carriage returns it puts in are followed by a space,
so Word Writer can distinguish its line breaks from the carriage returns
that mark the ends of paragraphs. If you delete the space
after a carriage return, you will turn the line break into a paragraph
end.

==
| Michael Fischer |
| Arpanet: <fischer-michael@cs.yale.edu> |
| Bitnet: <fischer-michael@yalecs.bitnet> |
| UUCP: <fischer-michael@yale.UUCP> |
==

3916. Testing

Newsgroup: comp.sys.atari.st
Date: 1989-12-08 17:34:10 UTC
From: Cassius_Gaius_Longinus@CC.SFU.CA
Message-ID: <1961155@cc.sfu.ca>
Source record: 245989

```
Sorry to waste bandwidth, but his is my first attempt.
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
~ BITNET: usereaxe@sfu; INTERNET/ARPA: cassius_longinus@cc.sfu.ca ~
~ UUCP:..!ubc-cs!cc.sfu.ca!cassius_longinus; or a1254@mindlink.uucp ~
~ CIS: 73040,2210; ~
~ Standard disclaimer: ~
~ Since I work for myself, I stand behind my words! SO there... ~
~ Standard cute remark: ~
~"Delay in the use of force, and hesitation to accept responsibility~
~for its employment when the situation clearly demands it, will ~
~always be interpreted as a weakness. Such indecision will encourage~
~further disorder and will eventually necessitate measures more ~
~severe than those which would have sufficed in the first instance" ~
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

3917. Appraisal of FORM (was Re: The Relevance of the FORM)

Newsgroup: comp.sys.atari.st
Date: 1989-12-08 17:37:54 UTC
From: bmaraldo@watserv1.waterloo.edu
Message-ID: <346@watserv1.waterloo.edu>
Source record: 245990

I have been learning FORM and I must say that it is absolutely
wonderful. I can't believe it was released PD. For a little over 100K,
FORM is *very& powerful. I have been using it to manipulate some simple
gravitational field tensor equations. One question concerning the
wildcard ?: if we have n defined as a symbol and v defined as a function,
does n? mean any symbol and v? mean any function? If do, declaring
n and s to be symbols, does n? = s? ?

Brett L Maraldo

--
-------- Unit 36 Research ---------
"Alien Technology Today"
bmaraldo@watserv1.UWaterloo.ca
{uunet!clyde!utai}!watserv1!bmaraldo

3918. Day One with my new KXP4450 laser printer

Newsgroup: comp.sys.atari.st
Date: 1989-12-08 17:48:00 UTC
From: covertr@force.UUCP
Message-ID: <474e7b5f.14a1f@force.UUCP>
Source record: 245991

TO GREG LINDAHL: PRESS 'n' NOW AND SAVE YOURSELF SOME GRIEF AS I AM GOING TO TALK MORE ABOUT MY NEW PANASONIC KXP445 LASER PRINTER, AND I KNOW THAT YOU DON'T WANT TO READ THIS MESSAGE. REC.

Before Day One Or the Day of the Panasonic KX-P4450

I checked around and found a mail order company in San Jose CA that had both the Panasonic KX-P4450 laser printer and the 1 meg memory board for it in stock at a lower price than I could buy locally in Phoenix. So, on Monday Before Day One I ordered the KXP4450. I ordered it COD and had it routed to a friendly local Mail Boxes Etc USA store. I than eagerly awaited my new laser printer.

Thursday, Day One
Imagine my excitement when at 11:15 am on Thursday I got a call from Mail Boexes Etc. that my KXP4450 ad arrived. I rush over to pick it up during lunch. It came in two boxes, with the printer in one big box, and the paper trays and supplies in a smaller box. I open the small box and retrieve the Operating Instructions Manual, which I took back to work.

Day One 5 P.M.
I get off work and go home to play with the laser printer. The manual indicates that I have to install the Developer Drum, the Optical Drum ,and some toner. The manual is very clear, and the internal mechnical layout of the XKP4450 leaves no doubt as how to install the two drums. They simply slide in; very nice. The toner is poured from a bottle, with a nice little spout, into a reservoir on the top of the printer. The memory board is installed inside the top of the printer and requires a Phillips type screwdriver. The memory board uses the 256K SIMM DRAM chips. After fifteen minutes, I have the KXP4450 buttoned up and powered on.

Before attaching the KXP4450 to my Mega I do a Status SelfCheck, which confirms that everything is operational. I than attach the printer thru a parallel port cable to the Mega ST. I set the printer to Epson emulation, and do a screen dump. Imagine my shock when nothing prints out. I wonder, is the parallel cable bad, is the parallel interface in the printer bad? So, I locate a text file, and PRINT it from the Desktop. I notice activity on the printer indicator, so I know that the printer is getting data. After about 30 seconds the mouse is active again and I start getting paper printed. And was it FAST. I printed 20 pages amost as quick as they could be layed down. Now, when I printed text with my SLM804, I could count between pages. With this printer, once the data reaches the printer and starts printing the pages are dumped noticably quicker than the SLM804.

Other things I noticed once I got the KXP4450 is that it is slightly larger than my SLM804 so I need to rearrange my computer room. I may buy a different

printer stand for it. But as the KXP4450 interfaces to my STs via a parallel port, I can use a Centronics A-B Switch box to allow both of my STs to print to the 4450. That is something that I couldn't do with my SLM. So, I shop for a new printer stand this weekend.

Word Perfect is supposed to have a printer driver for the KXP4450, and has downloadable soft fonts for it. I am still investigating this. I may switch from MS WRITE to WP now that I have a printer that is supported by WP. The downloadable soft fonts would allow me to make text printouts from the desktop in various fonts as well. That is something I could only do with GDOS with the SLM804 laser printer. Hey, you can't download fonts to a laser printer which doesn't have a cpu and memory, right?

So, what elese is there for me to learn about the 4450? Well, I used a program called FRONT&BACK to print out double sided text, and the 4450's builtin font isn't 66 line per page. Or soemthing, because we I tried to use F&B to print out a text file, the page breaks didn't agree with the printer. I need to check this.

I also need to see about a good GDOS printer driver for the 4450. I need either a Panasonic KXP4450 driver or a LaserjetPlus driver. A 4450 driver that knows about the dual paper trays would be nice. Anyway, once I get a LJ+ GDOS printer driver I can use Manual Maker (by Craig Daymon on GEnie) and IMG CAT again.

I need to reinstall Calamus and PageStream because would I last installed them I deleted all of the unnecessary (such as LJ+) printer drivers, and left only the SLM804 drivers on my hard disk. So, time to reinstall and then try them out.

I also want to try out the 4450 in my Mac Spectre. I need to buy a LJ+ printer driver for my Spectre. Once I do that I can print at 300 dpi under Spectre. I am looking for a place to buy a program called Mac Flow. Mac Flow is a flow charting program which my friends tell me is great. With my new printer I can finally use some of these mac programs and still get great printouts. I am very excited about Spectre 128/Spectre GCR now that I can finally get decent printouts.

And finally I need to see if pc ditto II ever comes out. I know that most MSDOS programs support the LJ+ printer, so I am in business with my 4450!

All in all, my first evening, with all of the hints of the power and flexibility of my new printer, was very exciting. The fact that I can emulate both macs and pcs, and that now I can finally print in full laser quality, on both systems is very exciting. makes me want to keep my ST around for awhile longer!

Now, if the TT were to come out, and Dave Small could emulate the Mac IIci on it with the new Mac IIci QuickDraw ROMs and the new Mac System 7 operating system and MultiFinder, maybe the TT could have a slight future. Imagine, the TT as a Mac IIci clone!! WOW! And if Jim Allen were to provide an accelerator for the TT, maybe bumping it up to 32 MHZ, we could have a killer Mac clone!!

--
Richard E. Covert, Lead Engineer of Software Tools Group
AG Communications Systems, Phoenix AZ (602) - 581-4652
TCP/IP: covertr@gtephx
UUCP: {ncar!noao!asuvax | uunet!zardoz!hrc | att}!gtephx!covertr

3919. Re: Shareware MAC

Newsgroup: comp.sys.atari.st
Date: 1989-12-08 18:20:36 UTC
From: mjv@iris.brown.edu
Message-ID: <22472@brunix.UUCP>
Source record: 245992

In article <6555@brspyr1.BRS.Com> tim@brspyr1.BRS.Com (Tim Northrup) writes:
> Don't know if this is what you are referring to or not, but in the 6/13/88
> issue of InfoWorld was an article on work on Intermedia at Brown University.
> I think they used a "Toolbox Emulator" like the one you mention. The
> text reads, in part:
>
> "The system originally was created for the IBM RT PC under
> Unix 4.2 (with a Macintosh-like user interface) using Cadmac,
> a Mac application framework from Cadmus. However, with the
> advent of Apple's A/UX and multitasking, the Brown team
> was able to move part of the system to the Macintosh II."
>
> So, Cadmac may be the product you were referring to.

Did someone mention Intermedia?? Why that's made by IRIS at Brown, and by golly that's where I work!
A company called Cadmus reverse enginered the toolbox, the product called CadMac. Upon completing that task, they soon went out of business and Apple bought up all the rights to it. IRIS was the only place that still has the rights to use CadMac (though we don't anymore).
The product that I think Tim was talking about was a cross compiling system that emulated toolbox routines on the IBM PC. By taking legal-working
Mac C source code and compiling it with this special compiler, you could get it to run on the PC. I'm assuming that they wrote their own windowing system and look and such but basically used the same names and arguments in their toolbox as in the Mac. It was big about a 1 year ago and haven't heard much since.

disclamer: words are my own and no one else's.

-- mjv@iris.brown.edu

"And, oh! Father Christmas, if you love me at all,
Bring me a big, red india-rubber ball."
A.A. Milne "Now We are Six"

3920. Re: STacey

Newsgroup: comp.sys.atari.st
Date: 1989-12-08 19:08:31 UTC
From: saj@chinet.chi.il.us
Message-ID: <1989Dec8.190831.9614@chinet.chi.il.us>
Source record: 245993

In article <4749fef3.14a1f@force.UUCP> covertr@force.UUCP (Richard E. Covert) writes:
>In article <24791@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
>> Good news....!
>>
>> The STacey has passed its FCC type acceptance testing as of today...
>> according to Atari, it should be in the stores in 30 days or less.
>>
>> BobR
>
>That's great news!!
>
Maybe, maybe not. A 'usually reliable source' told me the STacy passed class A certification, but not class B. This would mean it could be sold for business (including musical performance) use, but not for home use. Anyone know for sure? Steve J.

3921. New Atari Developers Package

Newsgroup: comp.sys.atari.st
Date: 1989-12-08 19:33:14 UTC
From: Mrhyner@sed.huachuca-emh1.army.MIL
Message-ID: <8912081500.aa01816@FHP2.HUACHUCA-EMH1.ARMY.MIL>
Source record: 245994

I was wondering if any 'new' developers out there could explain what
is included as part of the developer's kit?

Atari's introductory information is nebulous at best.

Email to mrhyner%sed@huachuca-emh1.army.mil

OR

asqb-sep-a@huachuca-emh2.army.mil

Thanks.

Mark Rhyner
Computer Systems Engineering

3922. Re: Xenon2 and Blood Money vs. TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1989-12-08 19:40:47 UTC
From: cstein@jarthur.Claremont.EDU
Message-ID: <3483@jarthur.Claremont.EDU>
Source record: 245995

In article <891125.23055881.010913@SFA.CP6> Z4648252@SFAUSTIN.BITNET (Z4648252) writes:
>
> Has anyone been able to get Xenon2 and Blood Money to work with
>TOS 1.4, including the magazine version of Blood Money?
> I've had no luck here. Other games, such as Dungeon Master and
>Air Ball work just fine. Spectre GCR works fine with this particular
>ST and TOS 1.4.
> It's just that the two aforementioned games don't work at all for
>me. Surely European programmers follow Atari's undocumented rules
>and holy TOS paramaters better than this! Am I the only one or are these
>two games incompatible with TOS 1.4?
>
>Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

I don't have TOS 1.4 yet. The biggest problem I have with European
games is a lot of them only work in 50 Hz mode. The older color monitors
can handle both 50 and 60 Hz signals, but my Atari color monitor, one
of the newer ones with the power button on the front, apparently
cannot handle.
Does anyone have a little patch program that runs in the background
and constantly puts the computer in 60Hz mode. I've tried writing
one with no luck. I guess, though, that if it did work, the game
would start running into timing problems.

WHY DID ATARI DO THIS WITH THE MONITORS?

---Clifford Stein
--
cstein@jarthur.claremont.edu | "Cops and women don't mix. It's like
cstein@jarthur.uucp | eating a spoonful of Draino: sure it'll
...uunet!jarthur!cstein | clean you out, but it'll leave you
cstein@hmcvax.bitnet | feeling hollow inside."-- Naked Gun

3923. GNU-C configuration info wanted

Newsgroup: comp.sys.atari.st
Date: 1989-12-08 20:22:32 UTC
From: dag@per2.UUCP
Message-ID: <882@per2.UUCP>
Source record: 245996

I've recently FTP'ed the binaries for GNU-C 1.35 and the 1.36 executable zoo from the Terminator archive and have attempted to use it for building NetHack 3.0 pl 3 according to the makefile and other docs (makefile.tos and install.dos) and have come up with a few problems: (The notation [*] is used when a given number (1=[*], 2=[**], etc.) of bombs accompanied the failure)

The compiler does not seem to like "#include <sys/whatever>"
I had to change these all to "#include <sys\whatever>".

Makedefs.prg does not work correctly -- it appears to be a problem with the printf function in the gcc library on terminator which makes %d (in the 16 bit library) display (and consume from the stack) long values. Also, the freopen seems always to fail [**]. I hacked around this problem and then came to problem # 3 --

The make dies about 2/3 of the way through do to file-not-found's from #include directives. Restarting the make with appropriate changes to the makefile got me through to having all of the files compiled. Then

Gld died (***) when invoked from the makefile. Some of this seems to be because of too many arguments on the command line. I searched the sources for an older version of gld and discovered that I could create a file containing the names of objects to be linked and use "@linkfile" on the gld command line to use it.

Once I finally got a nethack.ttp file out of all of this (after several days of hair pulling and head banging), attempting to run that file didn't work (**).

Has anybody put together a configuration of GCC running on an ST that works?

My set-up is a Mega ST-4 with 68 meg of hard disk, TOS 1.2 and a Mono-monitor. I have FOLDR400.PRG in my auto directory, and I run gnu-make from under a modified MWC shell.

I've read of an improved and fixed library available on "bammi's machine", but my FTP site has never heard of it by the name I have for it, and no number was given for that site. Someone should put the updated libraries on terminator with the other ST specific GNU stuff. The "\" vs "/" stuff seems to be a difference in CPP versions. I can find no documentation on gld, gas, or the GNU C library. I have TeX/LaTeX and texinfo.tex, a laser printer and the associated DVI-to-laser program so I can print out any documentation from the .texinfo sources, if they exist.

Can anyone give me pointers, descriptions, how-to's or other advice?
I've got TOS 1.4 on order, and will install it sometime in the next two
weeks (I hope).

I can be reached directly via uucp mail at uwvax!per2!dag. uusend does
not work to this site, so please don't try it. I have FTP access through
a guest account on a machine nearby.

Thanks in advance --
Daniel A. Glasser
--

____
Daniel A. Glasser One of those things that goes
uwvax!per2!dag "BUMP!!!(ouch)" in the night.
---Persoft, Inc.---------465 Science Drive-------Madison, WI 53711----------

3924. ST version of Mac Flow??

Newsgroup: comp.sys.atari.st
Date: 1989-12-08 20:32:40 UTC
From: covertr@force.UUCP
Message-ID: <474f0e9f.14a1f@force.UUCP>
Source record: 245997

One program that I haven't seen for the ST that is available for the Mac is a good software flowcharting program. I have talked to a Mac friend who described Mac Flow to me. It is a true flowchart drawing program. You can bundle objects together, such as a decision diamond and its input and answer arrows, so that if you move the decision diamond, all of its arrows move with it.

It would be nice if the flowcharting program could draw flowcharts from my C code as well. I know that there are MSDOS programs to do this.

So, does anyone in Europe (Germany) know of a good ST flowcharting program?

--
Richard E. Covert, Lead Engineer of Software Tools Group
AG Communications Systems, Phoenix AZ (602) - 581-4652
TCP/IP: covertr@gtephx
UUCP: {ncar!noao!asuvax | uunet!zardoz!hrc | att}!gtephx!covertr

3925. Nethack from c.b.a.st on Mega ST 4

Newsgroup: comp.sys.atari.st
Date: 1989-12-08 20:36:50 UTC
From: dag@per2.UUCP
Message-ID: <883@per2.UUCP>
Source record: 245998

A month ago I purchased an Atari Mega ST-4 to replace my VERY OLD
(June 1985) 520ST (expanded to 1 megabyte). I am very pleased with
the greater memory and better packaging, however I cannot get some
programs to run on the Mega.

I understand this in programs that access undocumented locations in
low RAM or in the ROMs, and for programs that run off the end of memory
in funny ways, but the this (the following problem) has me baffled --

I can't run the nethack.ttp posted to comp.binaries.atari.st
last summer.

More accurately, I can run it, but when it gets past the preliminary
(set-up) dialog, I get an address error (or is it a buss error, I can't
remember right now). I've running with all sorts of different setups
of auto and driver programs, but to no avail. If I unplug the hard drive
from my mega and plug it into the old 520, nethack.ttp runs fine.

Are there any known problems with Mega TOS w.r.t. the C runtime library
used in building this nethack executable which did not exist in the
older ROM TOS versions? Is this also a problem with TOS 1.4? I've
attempted to rebuild nethack from sources with GCC, but to no avail
(see a previous posting about this problem).

Daniel A. Glasser
--

Daniel A. Glasser One of those things that goes
uwvax!per2!dag "BUMP!!!(ouch)" in the night.
---Persoft, Inc.---------465 Science Drive-------Madison, WI 53711----------

3926. Re: File transferring...

Newsgroup: comp.sys.atari.st
Date: 1989-12-08 20:37:34 UTC
From: bright@ccu.umanitoba.ca
Message-ID: <1989Dec8.203734.15738@ccu.umanitoba.ca>
Source record: 245999

In article <1027891443342110@thelake.UUCP> pwcs.StPaul.GOV!stag!thelake!steve writes:
>> Does anyone out there know of or use a background uploading/downloading
>>program that is either shareware or public domain. I get on the net and
>>download ALOT of things and it takes incredible amounts of time with a
>>1200 baud modem and background downloading would really be great. Thanks
>>in advance for any help.
>
>A "crippleware" program called STALKER was distributed on this network
>many months ago; it may be available at the archive sites. The demo
>version was limited to uploading (from you to a remote computer). To get
>downloading capabilities, you had to send money to the programmer.

I've been using STalker for all my communications for a year
or so, and recently upgraded to v2.03. STalker is a desk
accessory terminal emulator (vt52/100) which features a very
flexible background autodialer (handy when you don't want to tie
up your system trying to get onto a busy system), a scrollable
virtual screen which is configurable to any size you want,
limited function key macros, and ASCII/Xmodem/Xmodem-1K uploads
and ASCII/Xmodem/Ymodem-batch downloads in the background with
any GEM application. The most recent version also includes
STeno, a basic text editor accessory with hooks into STalker. (I
don't use it myself, since I spend most of the day in Word
Perfect.) The main reasons I use STalker are: I really like
having my communications program a mouse-stroke away; being able
to view my terminal session in one window while using Word
Perfect in another (as I'm doing now) is great; and being able to
download large files without tying up my machine for hours is a
godsend. I think I paid $35 Cdn for the original version, and
$15 for the upgrade.
A couple of comments on Steve's comments:

>It looked pretty good. However, the background operation was based on
>GEM pseudomultitasking. This means that any non-AES operations will bring
>the background task to a screeching halt. For example, I could upload to a
>BBS quiet easily while running GEM First Word, but as soon as I fired up
>MicroEMACS, a compiler, or even a command shell, the system halted because

Right; STalker will not work in the background with most non-GEM
applications. (It _will_ run in the background with the most
recent version of MicroEMACS, however; I can't remember the
version number, but it's the one that uses the mouse. Not sure
we can generalize here, but any application which uses the mouse
should be a good bet for use with STalker.) This isn't really a
problem for me, since as I mentioned, I spend most of the day in

Word Perfect. But be forewarned.

>STALKER is a desk accessory, with all the limitations that accrue thereto.
>As I recall, the size of the file to be transferred was limited by a static
>buffer. The reason for this is that a GEM DA doesn't own any file handles;

Nope. I think you must be confusing STalker with Shadow,
Double Click Software's background transfer utility. Shadow
requires you to allocate a fixed amount of buffer space at
startup, and writes to disk only when the transfer is complete.
This has the advantage of making transfers "reset-proof", but the
disadvantage of tying up large amounts of memory, particularly
when you anticipate downloading large files. By contrast,
STalker writes to disk whenever its transfer buffer is full, and
can be configured with a transfer buffer as small as 4K. (BTW,
the most recent version of STalker takes advantage of Shadow's
hooks, so you can use Shadow's background routines with STalker
if you really want to. It also supports Double Click's multiple
rs232 port gizmo, so if you've got a pair of modems you can
install two copies of STalker, and have two terminal sessions
running in the background at the same time! It can also be
configured to work with the midi port, though whether this would
allow hanging an additional modem off the midi port is beyond
me.)
As an accessory, STalker does use memory. A minimum
configuration burns about 90K. This still allows me to allocate
a 200K ramdisk at startup and run Word Perfect with room to spare
on my unadorned 1040ST, so I can't complain.
SO: If you spend a lot of time in non-GEM applications and
don't mind setting aside a large chunk of RAM at startup, check
out Shadow. If you use mostly GEM applications and like the idea
of having background communications at your fingertips, I highly
recommend STalker. Make no mistake: STalker is nowhere near as
full-featured as Uniterm or even Flash. I used to be a die-hard
Uniterm user, and never thought I'd be tempted to use anything
else; but STalker is so damn handy (for me!) that I haven't
dusted off my Uniterm disk in months. STalker is written by Eric
Rosenquist and marketed by:

Strata Software
94 Rowe Drive
Kanata, Ontario, Canada
K2L 3Y9 (613) 591-1922

Needless to say, I have no pecuniary interest in Strata Software
(or anything else for that matter, if my bank account is an
indication).
BBB

Bob Bright <bright@ccu.umanitoba.ca>
Dept. of Philosophy

452A University College
University of Manitoba
Winnipeg, Manitoba R3T 2N2
(204) 474-9680

3927. Re: Still searching...

Newsgroup: comp.sys.atari.st
Date: 1989-12-08 20:50:53 UTC
From: matthews@umd5.umd.edu
Message-ID: <5756@umd5.umd.edu>
Source record: 246000

In article <474003ce.14a1f@force.UUCP> covertr@force.UUCP (Richard E. Covert) writes:
>Ken, that just isn't so!! *ALL* STers are hackers and coders!
>The ST is soo much easier to program than an IBM PC or a Mac that naturally
>*ALL* Real Programmers Program on STs!!
>
>
>--
> Richard E. Covert (covertr@gtephx)

I know of several ST owners who have no desire to even THINK about programming their STs. The fact that the ST is easy to program does not mean people will always program it.

And, PLEASE, do not assume your limited experience (this is not a flame; I have limited experience in this matter also, as does just about everybody) on people who own STs represents the whole. Sure, the ST might have a larger percentage of programmers, but percentages don't count -- numbers do.

Mike

3928. Re: Help >> COUNTRY.ARC!!!

Newsgroup: comp.sys.atari.st
Date: 1989-12-08 21:31:36 UTC
From: jvance@ics.uci.edu
Message-ID: <25802838.25520@paris.ics.uci.edu>
Source record: 245901

In article <8912070233.AA26917@jupiter.nmt.edu> ehsnsr@JUPITER.NMT.EDU (Eric Hobbs) writes:
>Hi.
> I recently downloaded COUNTRY.ARC. It de-arced just fine, but when I run
>COUNTRY.PRG, A Dialog box pops up that says: Error #008 PC>$000000.
>What Happened? I ran it on a .5 Meg 520 STfm with NO accessories or AUTO
>progs loaded.
>
I got the same thing on a .5 Meg 520 ST (original).
Maybe it needs one meg.

Joachim

--
Joachim
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~ What do my .sig and UCI have in common? |
| jvance%bonnie@ics.uci.edu | - - - - - - - - - |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~ They're both Under Construction Indefinately.|

3929. Re: Comments on STE -- (un)known facts

Newsgroup: comp.sys.atari.st
Date: 1989-12-08 21:47:40 UTC
From: kbad@atari.UUCP
Message-ID: <1871@atari.UUCP>
Source record: 245902

dag@per2.UUCP (Daniel A. Glasser) writes:

| I'm glad that you folks have finally caught up with 1982 in that area [...]

Thank you for slamming us about something which you admit you don't
know about.

| Will the "Cookie Jar" ever appear in a revision to TOS for the older machines?

Not necessary. It's not a function call, it's a service provided by
the startup code, and it isn't necessary on existing machines, because
the services they provide are known. It is possible for people with
exotic devices on older machines to have the drivers for said devices
install a cookie jar in the auto folder, for example.

| Is there a reasonable way to detect that there is no cookie jar on a machine
| which a program can use?

Yes. If the new system variable which points to the Cookie Jar is
zero, you're on an old machine.

| If calling this function on an older OS causes a
| buss error or similar unpredictable or unacceptable behavior, I'll be VERY
| dissapointed.

(Warning, sarcasm ahead)
As everyone knows well from following this news group, it is always our
policy when enhancing the OS to make it as incompatible as we can. If
it was hard to code, it should be hard to use. It was a tough decision
to leave out of the Cookie Jar spec the feature which would have caused
the machine to reboot on older TOS versions, but somehow we resisted
the temptation.
--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

3930. Re: Question: Saving the Menu Bar

Newsgroup: comp.sys.atari.st
Date: 1989-12-08 22:28:48 UTC
From: kbad@atari.UUCP
Message-ID: <1872@atari.UUCP>
Source record: 245903

gl8f@bessel.acc.Virginia.EDU (Greg Lindahl) asks:
| what's the best way to save the menu bar?
The menu bar area is the area of the screen _outside_ of that returned by wind_get(0, WF_WORKXYWH, ...). This is in the AES manual, section 11.2 "Using The Window Library", page 11-7.

--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

3931. Re: 2600 track-mouse

Newsgroup: comp.sys.atari.st
Date: 1989-12-08 23:39:24 UTC
From: BGB100@PSUVM.BITNET
Message-ID: <89342.183924BGB100@PSUVM.BITNET>
Source record: 245904

Thanks, Troy, for the nice comments.

On the subject of adding the right mouse button:
I know adding the right mouse button is not difficult, I just did
not want to include the description in the plans because it involves a
little bit more work and I wanted to keep the post short. Another way
to add the functioning of the 2nd button is to get a joystick extension
cord from somewhere like Radio Shack. That cord brings all nine wires
through so it can be used to replace the one already on the trackball
and connect the right button to the ST. Plus, the cord is longer...
makes a real nice _extension_ mouse.

But, hey, If it works, it works!!! That's all that matters!

Bruce Blanar

=-=-=-

3932. Re: Amiga Software by Atari!!!

Newsgroup: comp.sys.atari.st
Date: 1989-12-08 23:50:52 UTC
From: 2FHDBEAK@kuhub.cc.ukans.edu
Message-ID: <19499@kuhub.cc.ukans.edu>
Source record: 245905

In article <.7.Dec.89.09:31:12.A10419@UK.AC.SALF.C>, R.D.Chafer@sysc.salford.ac.UK writes:
> Dear Netters
>
> I have just read in ST Format (a UK ST magazine, not bad either) that Atari
> are creating a new software (games) label called ARC. Now the thing is
> Atari claim they are going to market software for the ST, PC and AMIGA.
> ST and even PC I can perhaps understand, but AMIGA. I have heard this piece
> of news rumoured before but now it seems to be fact. Can either Ken or
> Allan shed any light on this strange happening. ST Format suggested it was
> designed to get Commodore owners used to buying Atari, seems like a vague
> and dodgy idea to me.
>
> Robert
>
> ===
> From: Robert Chafer
>
> Computing Centre Telephone: +44 61 736 5843 x 672 or x7328,
> University of Salford,
> Salford M5 4WT
> UK
>
> E-mail:
> JANET: chafer @ uk.ac.salford.sysc
> ARPANET: chafer%uk.ac.salford.sysc @ nss.cs.ucl.ac.uk
> BITNET: chafer%uk.ac.salford.sysc @ uk.ac
> or chafer%uk.ac.salford.sysc%ukacrl.bitnet @ cunyvm.cuny.edu

Years ago, Atari (Warner) created Atarisoft to publish the same sort of things.

Basically, they just wanted to sell games they had the home rights to,
like Pac-Man, on Apples, 64s, and PCs.

--Jimbo

3933. MAIL TO CIS AND MCIMAIL

Newsgroup: comp.sys.atari.st
Date: 1989-12-09 01:37:39 UTC
From: MAXG@SUVM.BITNET
Message-ID: <8912090811.AA22017@ucbvax.Berkeley.EDU>
Source record: 245906

I got the following information from info-mac. It might be useful to some of you out there as well. Please note that the info is old, which seems to mean that the set up has been in place for a while now. I have not used these pathways myself, but based on what others say, they seem to work.

****

To clear up some confusion and squash several dozen rumors which have been floating around since sometime this past Wednesday or thereabouts, I'm telling people about this now, although more official (officious? :-) announcements will be forthcoming sometime Real Soon Now.

CompuServe is email-accessible. The machinery to do so has actually been in place for some months, but there has been an arbitrarily large number of reasons why official, live status has not yet been granted to the gateway. Technically, this is true, even as I write this.

To reach a CompuServe subscriber account of the form
7xxxx,yyy
swap the `,' for `.' and add @compuserve.com:
7xxxx.yyy@compuserve.com
This is necessary for RFC compliance. To reach employees of CompuServe, they have somewhat more typical usernames inside the csi.compuserve.com subdomain.

CompuServe subscribers can reach people Out Here from CompuServe's mailers via the specification:
>internet:user@host.domain
The use of ">stuff:" is CompuServe's general gateway-access syntax; it does not appear in anything on the Internet side of the gateway, but rather RFC-compliant headers are generated.

Internet nameservers for compuserve.com are alive and responding, and pathalias data for a (fictitious) host "compuserve" has been published since last fall. Internet mailers must support MX records in order to reach CompuServe. The MX host is saqqara.cis.ohio-state.edu, a.k.a. osu-cis. I understand that there is some magic that must be performed on BITNET VM hosts in order to get there due to lack of MX support; details from other BITNETters, not me.

[That's 7xxxx.yyy%compuserve.com@saqqara.cis.ohio-state.edu - Ed.]

Saqqara speaks with CompuServe approximately half-hourly, though this will probably change as load is observed.

There are NO charges accrued to ANYBODY on either side of the gateway
for its use. CompuServe subscribers are charged their usual hourly
rates, but there is no gateway-specific surcharge.

The reason for this posting is that the gateway was mentioned rather
casually to info-nets@think.com, resulting in a rather impressive
flurry of queries, explanations, and test notes through the gateway.
The load has been, ah, remarkable. There were quite a number of
misconceptions about it (notably regarding charging, there being none
but others claiming that there would be), and I am hoping to prevent
further rumor-mongering. Vint Cerf presented this on CompuServe's
behalf to FRICC just this past Monday; there is "agreement in
principle" on the gateway's existence, but the formalities of the
situation have yet to be finalized.

Disclaimer: I speak for myself, not CompuServe.

Questions about the gateway => karl@cis.ohio-state.edu
Questions about CompuServe => postmaster@compuserve.com

Cheers,
--Karl Kleinpaste
Personification of the Mailer Daemon
Ohio State Computer Science
Instigator of the Internet/CompuServe mail gateway
no longer acting "postmaster@compuserve.com"

The Internet<->MCI Mail Gateway is an experimental mail system being
developed by the Corporation for National Research Initiatives (NRI),
a non-profit research organization. NRI is currently researching
interconnecting various mail services.

Currently, there is no charge for sending mail from the Internet to MCI Mail.
In order to send mail to users on MCI Mail, use one of the following
addresses:

accountname@mcimail.com
-or-
mci_id@mcimail.com
-or-
full_user_name@mcimail.com

For instance, I have a mailbox on MCI Mail. You could send mail to me
via either dely@mcimail.com or 379-3286@mcimail.com or David_Ely@mcimail.com.

Users on MCI Mail can also send messages to the Internet. At the "Command:"
prompt, type "create <carriage return>. Then the user performs the following:
(NOTE the "TO:", "EMS:" and "MBX:" strings are prompts provided by MCI Mail.

Command: create <return>
TO: David K. Ely (EMS)
EMS: INTERNET
MBX: dely@NRI.Reston.VA.US

This address is translated to:
"David K. Ely" <dely@NRI.Reston.VA.US> by the Gateway.

Mail sent from MCI Mail to the Internet is charged by MCI Mail.

One final note: Feel free to use the gateway as often as you'd like, but
be forewarned: The gateway is still not considered fully
operational; sometimes mail will be delayed (usually less
than 24 hours.)

If you have any more questions, or if I can be of further assistance, please
feel free to email me.

David K. Ely
Manager, EMS Systems
Corporation for National Research Initiatives (NRI)
Phone: US: (703) 620-8990
Internet Mail: dely@NRI.Reston.VA.US
MCI Mail: dely

3934. Current Notes Magazine

Newsgroup: comp.sys.atari.st
Date: 1989-12-09 02:30:43 UTC
From: matthews@umd5.umd.edu
Message-ID: <5758@umd5.umd.edu>
Source record: 245907

[pre-note: I am not the author of the following message; I'm just passing it on... I'm also not sure how to post an original message on the net, so I'm just posting a follow-up with a new subject. -Mike Matthews]

Note to Internet Users: This information is derived from that posted on the General Electric Information Exchange (GENie) Atari ST Roundtable. For further information contact the magazine at the address given below. Category 15 of the GENie ST Roundtable is devoted to things by and about Current Notes.

Current Notes Magazine
Your Monitor on the World of Atari

In 1981 several Atari User groups in the Washington DC Metropolitan area banded together to produce a joint newsletter in the hope of realizing economies of scale in postage and production. Software reviews and other news of the Atari community soon became such an attractive feature of the magazine that it outgrew this original purpose. Readers all over the nation asked for copies and Atari dealers began to stock it in their stores.
Today over 60 user groups in 29 states and Canada offer Current Notes to their members at special subscription rates and approximately 120 retail outlets from Alaska to Florida offer it to their Atari customers.
The feature of the magazine that has made it so widely accepted is its orientation toward the consumer. Current Notes has a reputation for telling it like it is in software reviews. CN's reporters ferret out solid news to help Atari computer users understand events at home and around the world. Current Notes' regular stable of columnists like Dave Small and Andrzej Wrotniak bring readers the human side as well as the technical side of Atari computing. There are also special features for beginning users.
Current Notes' disk library is one of the most comprehensive sources available for basic and advanced software titles. Special effort is put into making these programs usable by everyone.
For the Current Notes contributor the magazine is a labor of love. It is our way of sharing the joy and the agony of Atari computing with everyone.
GENie and Current Notes have now joined together to provide this Category in the ST Roundtable as a forum for letting others in the community contribute to our work. Letters to the editor are especially welcome. Give us your thoughts for issues that need to be addressed. Use GEMail to submit articles that you think might be worth publishing. Ask us questions.

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There are occasional publication delays due to a backlog of material or because there are unresolved technical issues.

3935. Re: STE vs ST Shifter

Newsgroup: comp.sys.atari.st
Date: 1989-12-09 03:29:41 UTC
From: jwt@atari.UUCP
Message-ID: <1873@atari.UUCP>
Source record: 245908

neil@cs.hw.ac.uk (Neil Forsyth) writes:
>I'm not bothered about SHIFTER, it's MMU I want replaced. No palette changes
>just better hardware scrolling.

The scrolling features required revisions to both the MCU (since if you
are not word-aligned you need to send (at least) one more set of words
to the shifter per line) and the Shifter (so it could decide which pixel
of the word to start on).

Neither the STe shifter nor the new combined MCU/Glue can be directly
plugged into an ST.

Jim Tittsler, Systems Engineer (and alleged hardware type), Atari Corp.

3936. How to quiet a 1040ST

Newsgroup: comp.sys.atari.st
Date: 1989-12-09 05:32:33 UTC
From: hugh@dgp.toronto.edu
Message-ID: <1989Dec9.003233.28485@jarvis.csri.toronto.edu>
Source record: 245909

Recently 880139h [is that a first or last name?] at aucs asked what he could do about his noisy 1040ST. I sent him this, but he apparently doesn't know that netiquette requires him to post a summary.

Anyway, I got the following from Atari Canada's BBS a few years ago. It worked for me. Note: these are not guaranteed by Atari or by me.

Hugh Redelmeier
{utcsri, yunexus, utzoo, hcr}!redvax!hugh
When all else fails: hugh@csri.toronto.edu
+1 416 482-8253

Does your 1040 whine? When you boot up do you get the mosquito repellent? If so, this is for you. It is the "official" Atari 1040 power supply fix for 1040's that have a high pitched whine emitting from them. The problem is the switching power supply that is used for the RS-232 port. It is supposed to switch at around 18 Khz, but due to parts tolerances, it sometimes falls lower than that, the result being a irritating "whine". It has falsely been decribed as "drive whine", and defective power supply modules. The circuitry is actually on the motherboard. This mod also cures a video "flutter" that sometimes occurs. Faint horizontal bars float up and down the screen. If you are not faint of heart, here are the instructions for the modification.

Note: I _do not_ recommend this if you are not familiar with electronics!

You will be playing with the power supply, and if done incorrectly, could fry your ST! I am providing this info so that the folks that are out of warranty can do it themselves. Also some dealers may not be familiar with the problem (well, Dave Groves was also twisting my arm!).

I do not accept reponsibility for any permanent mushroom clouds that you may cause, though I will be happy to help out if things go wrong (advice!).

Ok, here goes:

Take the case off of your 1040. Remove the power supply module. It's pretty straightforward, as there is a plug for the wires. Untwist the grounding tabs on the shield and lift the shield off of the PC board.

The parts to change are on the motherboard, below where the power supply was, and to the right of the ROMS. Change:

Part no. From To
R17 1 ohm 5 ohms
L4 100 uh 220 uh
C28 100 pf 330 pf

Now, looking at the 1040 from the front, here is where the stuff is:

R17 is one ohm (brown - black - black), and is below C26 (yes, that _is_ a capacitor!). L4 is the resistor looking thingy to the right of the I.C., a TL497. It's color code is brown - black - brown. C28 is located to the left of the I.C., next to a larger black capacitor. It's color code is also brown - black - brown. While these locations should be accurate, please note that they could, and may change at any time! It is very important that you replace the correct components.
You will need a good soldering iron, and solder of course. A desoldering bulb, pump or solder wick is also needed.

Parts should be +/- 5 % . Be sure and check the voltage at JP2 and JP3 (red and blue wires) for +/- 12 volts, +/- 15%. If not, it's time for the service center!

The only part that is usually hard to find is the inductor L4. It is available from Newark Electronics (they have branches all over the place!). The part no. is 35F1885 and is called a Deci-Ductor. They cost around $4.00.

Well, that's about it. Hopefully after this point you will power up to blissful silence (and saved some $$$ to boot!). Good luck!

Mark Sloatman 74206,356

3937. Re: ATARI sales .. going up?

Newsgroup: comp.sys.atari.st
Date: 1989-12-09 08:18:53 UTC
From: mfolivo@sactoh0.UUCP
Message-ID: <2212@sactoh0.UUCP>
Source record: 245910

> What ad campaign? The only ads I know about are the Portfolio ads in
> magazines and newspapers and the great Lynx ads in the New York area. I
> know a few dealers are taking advantage of Atari's co-op advertising,
> but I've only heard about them in Texas and, I think, North Carolina.

(sigh)
You know, it's always something. I am amazed at all the negative trash people still post about Atari and the marketing in the US. I mean, haven't we had our fill?? Moan moan moan, bitch bitch bitch.

We hear about how well Atari has done in Europe, and I feel that that is keeping Atari viable at this time (not to mention that the stock price is alright...)

Atari just doesn't have the resources to do an Apple type campaign- what do you want??! They decide to concentrate some advertising in certain markets, and in some areas, are selling out of STs and Megas, and now I see someone bitch that they haven't seen it??

SO WHAT! Perhaps you live in a smaller market, where it wouldn't be as cost effective as New York, about the largest market area in the US.

You have to consider that Atari is not the half billion dollar company anymore, and is reasonably successful. Anyone in the US can tell you it is not about to displace IBM, or even Apple in the real world (of business). Atari just can't spend millions in smaller markets, so wake up people.

Constructive critisisms, fine. The same old moan and bitch story, knock it off.

If you guys are so negative, and vindictive about Atari, why even waste time on this group? I suppose there are some nerds that get off on this kind of thing, but I thought that the users here have some kind of life.

Mark Newton-John

--
Sakura-mento, CA

mmsac!sactoh0!mfolivo mfolivo@sactoh0
pacbell!sactoh0!mfolivo (they're worth a try...)

3938. Saving the menu bar

Newsgroup: comp.sys.atari.st
Date: 1989-12-09 12:53:18 UTC
From: MEGGIN@vm.epas.utoronto.ca
Message-ID: <89Dec9.080019est.57438@ugw.utcs.utoronto.ca>
Source record: 245911

In response to the question about saving the menu bar:

The menubar disappears when you execute a TOS program from a GEM program
and then return (using the VDI escape functions to get a TOS screen).
There are a couple of ways to save the menu bar. First, if your application
is actually an application (ie. it owns the menu bar), just use menu_bar()
to hide the menu before you run a program, and use it to redisplay the
menu afterwards. If it is an accessory (be careful here!), call wind_get()
with window handle 0 (DESK) to get the working area of the desktop, and
you should be able to presume that everything from 0 to X with width Y
is the menu bar (use the VDI raster functions to save it!). Good luck.

David Megginson, Centre for Medieval Studies, Toronto

3939. Hey, you she/he!

Newsgroup: comp.sys.atari.st
Date: 1989-12-09 13:11:38 UTC
From: MEGGIN@vm.epas.utoronto.ca
Message-ID: <89Dec9.082033est.57440@ugw.utcs.utoronto.ca>
Source record: 245912

OK. Let's see if I can end the debate. A few hundred years ago, people in English started using 'ye/you' (//French vous), which is plural, to address a single person politely. Now we barely ever use 'thou/thee' (//French tu/te) except in special religious contexts, and we use the plural 'you' (we have lost 'ye') for everyone. For my children or grandchildren, 'they/them' for a single person will be normal, as in "Every user should check their computer."
That sounds terrible to me, but in 50 years I'll be dead anyway, and none of the people using it will care. He/she and s/he are just temporary crutches for people like me who don't like a singular 'they', but the English language has changed and will change, like it or not.

David Megginson, Centre for Medieval Studies, Toronto

3940. TOS 1.4 Incompatibilities

Newsgroup: comp.sys.atari.st
Date: 1989-12-09 13:34:55 UTC
From: MEGGIN@vm.epas.utoronto.ca
Message-ID: <89Dec9.084059est.57396@ugw.utcs.utoronto.ca>
Source record: 245913

Please stop posting arbitrary incompatibility lists for TOS 1.4. Most of the problems posted come from using a disk-based version of the TOS. First, the disk-based version is a BETA version, with many bugs still in it; second, the disk-based version takes up RAM and changes the location where some poorly-written, non-portable games expect to find things in your computer; finally, the disk-based version takes up about 200k, so your big GDOS program (like DTP) may not be able to run correctly.

Even if you have the chip set for TOS 1.4, take everything off your computer (QuickST, accessories, other auto programs, _everything_!), do a _cold_ boot, and then try it again. There has been way too much mis-information floating around about TOS 1.4.

David Megginson, Centre for Medieval Studies, Toronto

3941. TeX and Calamus

Newsgroup: comp.sys.atari.st
Date: 1989-12-09 13:52:55 UTC
From: MEGGIN@vm.epas.utoronto.ca
Message-ID: <89Dec9.085925est.57401@ugw.utcs.utoronto.ca>
Source record: 245914

TeX is not the only package which can typeset mathematics, nor is it the only package which can print out long documents without stopping. It is very simple in Calamus to set mathematical formulas, since you can use the arrow keys to move individual characters around on the display (when PKS Write comes out, you will find it even easier). Calamus can also print out about 100 pages (or more, depending on the complexity of the graphics) on an SLM804 in under half an hour. You can include various combinations of text, alignment, attributes _and_ kerning in Calamus macros, so mathematic formulas would take only seconds!

All said, it is still smarter to distribute in TeX because 1) TeX is free and 2) TeX exists on different machines.

David Megginson, Centre for Medieval Studies, Toronto

3942. cartridge port

Newsgroup: comp.sys.atari.st
Date: 1989-12-09 16:49:56 UTC
From: ramsiri@blake.acs.washington.edu
Message-ID: <4840@blake.acs.washington.edu>
Source record: 245915

Considering all the discussion about cartidges lately,
I was wondering what the prospects are for building
an inexpensive multi-port extension that would allow
those who need the port for more than one application
to not have to turn the machine off.. reinstall "another"
cartridge or dongle etc.. Doing this on a regular basis
will only ask for problems.. guarranteed damage to the
port and to the cartridge or dongle.

Specifically, I would like to get the GCR.. I also use
NOTATOR on a very regular basis. There are other
commercial products requiring the use of the cartridge port,
obviously... I assume building a cartridge extender is
difficult and costly.. otherwise there would be one on the
market... C-LAB puts out "The Combiner" for $349.00.
Seems a bit pricey to me!

Does anyone know of another in development.. or already available
that is reasonably priced?

-kevin
ramsiri@blake.acs.washington.edu

3943. NOTATOR

Newsgroup: comp.sys.atari.st
Date: 1989-12-09 17:02:46 UTC
From: ramsiri@blake.acs.washington.edu
Message-ID: <4841@blake.acs.washington.edu>
Source record: 245916

NOTATOR currently does NOT work with
either the moniterm nor with Jim ALlen's
accelerator.

The Moniterm support will take about two weeks of
software work (according to the US national rep)..

TO work with the Turbo16 accelerator or with the TT,
a change in the timing of the read of the dongle has
to be implemented... another software change.

Regarding the accelerator: I am told that there
is a German board that does work with NOTATOR.. however,
the cache has to be disabled.. and as a result, there are
no real noticeable improvements in scrolling ..

However, as the update to NOTATOR will include a full page
preview among other things.. it would be nice to have
MONITERM support. As it is now, one needs to do a lot
of verticle scrolling when viewing and editing more than
6 tracks. This gets very time consuming.

POINT: THe US rep Mikhail Graham tells me that C-LAB won't
support the MONITERM unless they get a few hundred calls
requesting it. SO far there has been few. So, if any of you
NOTATOR users are simply waiting for MONITERM support.. it won't
be there unless we call in our request.

Here's the name and number of the C-LAB rep. A very nice guy
i might add:

Mikhail Graham
1-916-265-6484

He's always receptive to ideas and encourages users to make
suggestions for improving the already awesome NOTATOR.

-kevin
ramsiri@blake.acs.washington.edu

3944. SIGNOFF INFO-ATARI16

Newsgroup: comp.sys.atari.st
Date: 1989-12-09 17:21:00 UTC
From: SPRINZL@EGH780.UNA.AT
Message-ID: <8912110803.AA07316@ucbvax.Berkeley.EDU>
Source record: 245917

```
SIGNOFF INFO-ATARI16
```

3945. Re: WordWriter Paragraph format

Newsgroup: comp.sys.atari.st
Date: 1989-12-09 17:52:48 UTC
From: esp_05@jhunix.HCF.JHU.EDU
Message-ID: <3590@jhunix.HCF.JHU.EDU>
Source record: 245918

Regarding the good spelling checker in Word Writer and lacking in First Word Plus: I don't know if it's still available, but Thunder from Batteries Included is THE BEST spelling checker I've seen on any computer. And I've seen a few, since I was involved in evaluating packages for use with Stedman's Medical Dictionary for Stedman's owners. It didn't use that much memory, and it was fantastic at finding the correct spelling of misspelled words. It ran in the background so it could check spelling while you type, and it would work with just about any GEM program (eg NOT ST Writer).

I think BI is out of business, however, and I don't know if ayone is still marketing it. You may be able to find an old copy left over. If it's not being produced anymore that's a shame.

Eric

3946. TimeWork's DeskTop Publisher version 1.1 help

Newsgroup: comp.sys.atari.st
Date: 1989-12-09 18:11:28 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <891209.12112692.027270@SFA.CP6>
Source record: 245919

Hello all,

From Panarthea, I just downloaded the converted Macintosh fonts
that are in the encoded file. Inside the file were a nice selection of
fonts with an accompanying ASSIGN.SYS.
I substituted my ASSIGN.SYS with the file's ASSIGN.SYS, ran the
WIDTH.APP program and received an "Error Loading Driver File" message
or something to that effect.
Instead of trying to fight this thing, I'd like to ask others
on the net, "What are the ground rules for using a different
ASSIGN.SYS?" Obviously, the generous contributor included the
appropriate ASSIGN.SYS with these fonts as an aid to keep us from
having to edit our former ASSIGN.SYS. Help? Comments, anyone?

Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

3947. Hard drive kits. Which one?

Newsgroup: comp.sys.atari.st
Date: 1989-12-09 19:10:56 UTC
From: Cassius_Gaius_Longinus@CC.SFU.CA
Message-ID: <1963352@cc.sfu.ca>
Source record: 245920

Hi. How that I know I can send to the list, and hope that it makes
it to the usenet as well, I have a couple questions.

First, I have managed to put together enough $$ for a hard drive.
What I would like to know is, which of the kits is better, the ICD,
the Supra, or the BMS one. I realize thatit is somewhat difficult
to say if you only had one of them, but what is the general feeling
on the net. Also, what about drives. I think I want a seagate "ST296N",
but the "ST277R" also looks good.OY(K which one do you people think
it would be better - appart from the 20 meg extra storage of the 296,
which I might not really need, but it's nice to have. Also, if the
277 is the choice, do I get the "XT" or the "AT" kit, or just the
bare drive?

Second, after having received all the parts (all 21 of them) for the
GNUemacs from the Panathrea server, I found out that the 'emacs' file
was corrupted. All other 'unzooed' ok, and even the emacs one did,
but gave me a warning, and wouln't load. So, would a kind sould mail
but gave me a warning, and wouln't load. So, would a kind soul mail
me the 'emacs' file. Also, is there a better editor that I should
perhaps look at?

Thanks, and sorry to have gone on for so long but this IS my first
'real' post.
~~~~~~
~ BITNET: usereaxe@sfu; INTERNET/ARPA: cassius_longinus@cc.sfu.ca ~
~ UUCP:..!ubc-cs!cc.sfu.ca!cassius_longinus; or a1254@mindlink.uucp ~
~ CIS: 73040,2210; ~
~ Standard disclaimer: ~
~ Since I work for myself, I stand behind my words! SO there... ~
~ Standard cute remark: ~
~"Delay in the use of force, and hesitation to accept responsibility~
~for its employment when the situation clearly demands it, will ~
~always be interpreted as a weakness. Such indecision will encourage~
~further disorder and will eventually necessitate measures more ~
~severe than those which would have sufficed in the first instance" ~
~~~~~~

3948. v03INF3: Change to posting format

Newsgroup: comp.sys.atari.st
Date: 1989-12-09 20:07:42 UTC
From: koreth@panarthea.ebay.sun.com
Message-ID: <34935@grapevine.uucp>
Source record: 245922
Cross-posted to: comp.sys.atari.st,comp.sources.atari.st

The votes are in on changing from shar to uue-{zoo,arc} format, and the uues have it.

I'll try to regularly (once per volume) post pointers to source code for the various archiving and decoding programs, and make sure that they're available on the panarthea archive.

Some notable comments:

>From: tim@brspyr1.brs.com (Tim Northrup)
>
>Both ZOO and ARC are now commonly available on Unix systems (much more so
>than when comp.sources.atari.st was started), so why bother with a shar
>file?

>From: Ron Abramson <rona@hpdml93.hp.com>
>
>It seems to me that if uuencoded arc files are good enough for
>comp.binaries.atari.st, then they ought to be good enough for
>comp.sources.atari.st
>
>I don't understand why a person (be it a he or she :~}) should need
>to learn a new technique to retrieve source files.

>From: sluka@stoch.fmi.uni-passau.de (Bernd Sluka)
>
>I always un-shar your sources and repack them as arc- or zoo-archives
>on my sun before transfering them to the st via an PC-clone.
>So in my point of view it would be better to use uue'd arc- or zoo-files
>for the sources, too.

And one of the few dissenting votes,

>From: saj@chinet.chi.il.us (Stephen Jacobs)
>
>I like to keep sources in readable form. What you might do is dictate a
>particular shar format, and provide tools to create and disassemble those
>files in the monthly posting.

" !" - Marcel Marceau
Steven Grimm Moderator, comp.{sources,binaries}.atari.st
koreth@ebay.sun.com ...!sun!ebay!koreth

3949. Re: NOTATOR

Newsgroup: comp.sys.atari.st
Date: 1989-12-09 20:13:39 UTC
From: gl8f@bessel.acc.Virginia.EDU
Message-ID: <1989Dec9.201339.352@news.acc.Virginia.EDU>
Source record: 245923

In article <4841@blake.acs.washington.edu> ramsiri@blake.acs.washington.edu (Enartloc Nhoj) writes:

! TO work with the Turbo16 accelerator or with the TT,
! a change in the timing of the read of the dongle has
! to be implemented... another software change.

ANOTHER victory for copy-protection. Long live copy-protection.

Greg Lindahl

3950. Re: What Kermit/UNITERM bugs?

Newsgroup: comp.sys.atari.st
Date: 1989-12-09 21:32:12 UTC
From: mpsimon@phoenix.Princeton.EDU
Message-ID: <12091@phoenix.Princeton.EDU>
Source record: 245924

In article <1333@castle.ed.ac.uk> aimd@castle.ed.ac.uk (M Davidson) writes:
>In article <89337.135453SML108@PSUVM.BITNET> SML108@PSUVM.BITNET writes:
>>On the subject of kermits and ST's...
>>
>>I also use the Uniterm Kermit to transfer to and from my ST.it works fine wit
>>h VAX computer systems, however weird, VERY WEIRD stuff happens with Unixsys-
>>tems, both System V and 4.3bsd. It works fine transferring text files, but
>>gives a potpourri of errors with binary files. This DOES NOT HAPPEN ON VAXES
>[stuff deleted]
>
>Strange, I've downloaded loads of stuff from a Sys V UNIX machine and it
>always works fine - the only time it doesn't is when I forget to set the
>'-i' option on the UNIX kermit (for binary mode transfer). There's maybe
>something wrong with your UNIX kermit (although I have heard of some
>sort of bug in Uniterm's Kermit but it always works OK for me)...
>
>>Scott Le Grand aka SML108@PSUVM.PSU.EDU
>
>Mark Davidson <aimd@ed.castle>

I have also had difficulties with Kermit in Uniterm (v2.0b). Downloading
works fine, even in binary mode, but uploading does not work fine if there
is a communication server present (e.g. something that forces kermit to
use 8th bit prefixing, or whatever that's called). I know this is a bug
in Uniterm's implementation of kermit because another kermit I have for the
ST will do those same uploads correctly. From the discussion here, it does
not sound as if this bug has been fixed in later versions.

--Patrick Simon mpsimon@phoenix.princeton.edu

p.s. I had even more difficulties with transfer until I set the Unix end
kermit's parity correctly. This can be done in the kermit initialization
file, so you don't need to check it each time.

p.p.s. I use uniterm all the time, and really appreciate the effort Simon Poole
has put into this program.

3951. Re: tv show and the Mega ST

Newsgroup: comp.sys.atari.st
Date: 1989-12-09 21:45:31 UTC
From: matthews@umd5.umd.edu
Message-ID: <5759@umd5.umd.edu>
Source record: 245925

In article <891206.19213238.024049@SFA.CP6> Z4648252@SFAUSTIN.BITNET (Z4648252) writes:
>FLASH!
>
> I just saw on the television the sitcom, Growing Pains.
>In plain view of everyone, was a Mega ST during an office scene. Wow!
>Gee. Revolution???
>
>Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

I KNEW I wasn't imagining things!!!!

Yeah, I saw it too. My girlfriend just said I was "cute."

Mike

3952. Re: Spectre Sound

Newsgroup: comp.sys.atari.st
Date: 1989-12-09 22:18:14 UTC
From: dsmall@well.UUCP
Message-ID: <14881@well.UUCP>
Source record: 245926

The base note asks if Spectre GCR can handle Mac sound. (I'll condense it for space reasons).

Yes, it can. If selected, the Spectre software will produce sound using the same 370-byte digitized sound buffer the Mac uses. So it bleeps, blonks, and whatnot. SoundMaster works, so you can tie various MacSounds to Mac events (keyclick, beep, disk eject, etc.) Talking Moose works, if you're into that. I'm embarrassed to report that even MacPlaymate sound works (it's not that good, really!).

Only exception: the latest Systems (6.0.2/3/4) did sound a different way, and we have some bug that prevents them from thinking they're running on a Mac Plus. It's in the process of being fixed. Sys 3.2 and such work just fine. The "Sound" CDEV will only appear in Mac Plus mode, by the way (ALT +; see manual).

-- thanks, Dave / Gadgets by Small
"I wish I could come up with something clever to put at the bottom of my messages."

3953. Re: SYQUEST REMOVABLE DRIVES10643

Newsgroup: comp.sys.atari.st
Date: 1989-12-09 22:51:00 UTC
From: 2FHDBEAK@kuhub.cc.ukans.edu
Message-ID: <19554@kuhub.cc.ukans.edu>
Source record: 245927

In article <8912080824.AA01365@ucbvax.Berkeley.EDU>, MAXG@SUVM.BITNET ("Gerry Greenberg: 315-443-5378") writes:
> Does anybody out there have a Syquest removable drive hooked up to their
> machine? or know the address/phone
> of Syquest? This might be the way to go for a hard drive
> system...Maybe putting off getting a hard drive for so long might
> actually pay off?!
> Thanks,
> Gerry
> ggreenbe@rodan.acs.syr.edu (internet)

Atari makes a Syquest drive, the MegaFile 44. I've never used one, but
I know a few dealers supposedly have them .

--Jimbo

3954. Mr. Covert (PageStream and Calmus)

Newsgroup: comp.sys.atari.st
Date: 1989-12-09 23:01:11 UTC
From: 2FHDBEAK@kuhub.cc.ukans.edu
Message-ID: <19555@kuhub.cc.ukans.edu>
Source record: 245928

Mr. Covert:

You mentioned briefly in your last message that you own both Calmus and PageStream.

Why?

I have the old (OLD) version of Publishing Partner. I now have the money to blow on an upgrade, and was wondering what someone who owned both of the leading desktop publishing packages thought of them.

--Jim Sisul
The University of Kansas
(Our basketball team could beat the @#$% out of <your favorite team here>)

3955. Re: Shareware Mac

Newsgroup: comp.sys.atari.st
Date: 1989-12-09 23:42:25 UTC
From: dsmall@well.UUCP
Message-ID: <14883@well.UUCP>
Source record: 245929

Hmmm .. shareware Aladin, eh?

I'm also surprised to hear that I've been quoted as saying anything negative about Aladin. The only thing I recall was a comparison between it and Spectre 128, and that is an apples-and-oranges comparison (no pun meant). I use the 128K ROMs, and get the benefits of that; Aladin uses the 64's, and gets the bugs in those. For those that don't know, the reason Spectre runs all the Mac programs that Aladin can't has nothing to do with our relative programming skill, etc; it's just the 64K ROMs are obsolete and much software doesn't run on them.

I'll say it again -- while the makers of Aladin and I had different ideas about how things should be done, I feel the Aladin was implemented quite well according to their vision. I don't happen to agree with the vision, but I can agree with the competence, ok?

Since both the MagicSac 6.1 and Aladin 3.0 use 64K ROMs, it is at least fair to compare them. Both have strong and weak points. The Aladin does a superior job with serial ports (SERD) by far! The Magic Sac doesn't require a patcher program to "fix up" Mac programs before running them. And so forth and so on ... by the time you end up comparing strong and weak points, I think they come out equal -overall-, more or less.

The Magic Sac at one time sold for $149. The price declined to $79, then to $49, in ads in START magazine. I am repeatedly told that the unitit now offered at $40, $20, or free with purchase of Translator. Essentially, that's the U.S. market for a 64K ROM based Mac emulator. And it's my opinion that the Aladin-shareware will meet much the same response, alas.

It's too easy to slip into the "features trap", when in reality both Magic Sac and Aladin are "icing" on the ROM "cake". The truth is, using 64K ROMs automatically breaks a large amount of Mac software. Even Apple doesn't support them anymore; they gave up fixing bugs on bugs. Very quickly, Hypercard, Quark X-Press, MacWrite 5 & II, MacPaint 2, MultiFinder, Systems & Finders past Finder 5.3 / System 3.2 (obsolete in anyone's book; we're at Finder 6.1 / System 6.0.4 now), CDEV's, Adobe Illustrator, Aldus Freehand ... well, I could fill up a few pages with this, but I think I've made my point. Apple and its developers have abandoned the 1983 64K ROMs, and with good reason.

These programs are what make a Mac into a useful tool that people are wiling to spend money for. To me, it is irrelevant that Aladin does a nicer job on the serial port, or RESET button, or whatever, if it won't run the software I want to run. The icing on the cake doesn't matter, be it Magic Sac, Aladin, or chocolate.

At the moment, I feel the state of the art in Mac emulation, on both Amiga and ST, is a 128K ROM emulator that is capable of directly read/writing Mac disks. Things have progressed a long way since the original 64K ROM emulators debuted in 1986.

I do hope that if this product is made availabl as shareware, that people do not expect it to do what Spectre / AMAX can -- and thus end up turned off to the newer products.

As for Apple, I've always been square with them, and they've treated me with the same courtesy. There's nothing to tell there that hasn't been told sixty times -- we agreed not to name the product MacCartridge and not to sell Mac ROMs. (Now, if you want to look at something *interesting*, delve into the court documents surrounding the origins on the Microsoft-Apple look&feel lawsuit; Data Pacific's name is all over them. I think they are online on BIX; at least, I was sent them from there.)

If I may ask -- can the story of the development of Aladin be told? I remember the name Mathias Greve, and something about two brothers who did the original product; I'm not familiar with the shareware offerer's name. I'd like to hear it if you'd care to tell it.

Again, if you'll check through several interviews and articles, you'll find I have said good things about Aladin -- and that I've maintained that comparing 64K ROMs to 128K ROMs is unfair. And I thought doing sound through the parallel port was really a neat idea; the overhead of doing it through the sound chip was pretty hairy.

Anyway, I guess that's my comment on the "shareware Mac". Please, be very careful, for your own sakes, that Apple is aware that you're not putting ROMs on disk and don't allow EPROMS. And be very very careful of "derivative work" issues surrounding patching software to run on the Aladin, ok? There's some real minefields there to be cautious of.

If any of the makers of Aladin ever make it to Denver, please give me a call, okay? Let's go get a beer.

-- thanks, Dave Small / "I drink Foster's, personally / Gadgets

3956. Re: THE MAC LAPTOP and STacey

Newsgroup: comp.sys.atari.st
Date: 1989-12-09 23:59:34 UTC
From: dsmall@well.UUCP
Message-ID: <14885@well.UUCP>
Source record: 245930

I'm writing this on a Stacy - 4 (4 mb RAM / 40 meg hard disk) in Mac mode, using a Spectre GCR.

Good News! FCC has approved Stacy, Atari announced Wednesday night online. While I am under nondisclosure and must limit what I say, I think it's safe to say that Atari has really pushed hard to get Stacy out the door and in a good, usable form. Atari has also done things to help us here at Gadgets ensure that all is well with the GCR on Stacy, up to & including the Tramiels.

THIS IS NOT AN OFFICIAL PRICE, AND DON'T SAY I SAID SO, but I was told the pricing on a 4/40 unit, like this one, might be $2500. You can do the math yourself to figure how many Stacys you can buy for one Mac portable.

I also have to say that as cynical as I am, after years of Atari-watching, that there have been good things happening there that I wouldn't have dreamed of happening even six months ago. Yes, there are problems and weak points. However, there are good things happening as well, which to me show signs of maturity and acknowledgement that US software developers are essential to Atari's future. We could be witnessing the end of Atari's troubled adolescence.

On the Stacy: I find the screen very nice to work with. The much overhyped "mouse movement" stuff is no big deal; it just takes getting used to, just like getting used to a mouse in the first place. The Conner hard disk is very fast indeed, and the machine seems 100% compatible with everything.
Obviously, this is a musician's dream for MIDI applications.

I found it *highly* entertaining that Apple put up very bright tracklights above their Mac Portable display at Comdex. Anyone who's tried it in normal to dim light knows why. Atari made the right move offering backlighting; as a Toshiba 1200 HB owner, I'm hooked.

Apple went for a meg of static RAM(!) (!!!!!!!), whereas Atari uses the more power-hungry dynamic RAMs, which cost a heck of a lot less. The down side, of course, is reduced battery life. After testing, I do not recommend batteries for a 4 meg / hard disk unit *at all*; those d-rams pull some kinda amps. (Maybe a Gates lead-acid battery would be up to it?) I'd expect the 1-meg floppy units to do pretty well. But look, I almost always use this thing where AC is available, just like one of the higher powered Toshiba units; the advantage is portability. No monitor to lug, no drives to lug, cables, etc. If you want a battery-portable, go 1 meg /floppy; if you want what I've got, go 4 meg/hard disk. The price is *really* right.

Atari has also announced that developers get a 50% discount.

This is beginning to look like one of the great deals in computerdom.
I expect that *very shortly* we'll get the T-16 accelerator on this, so
we can get around true 12 mhz throughput; we'll get pc-Ditto or PC-Speed;
and then we have a killer laptop.

Good job, Atari. Keep it up!

-- thanks, Dave / Gadgets

p.s. I want to publicly deny the rumour that Ken Badertscher is planning on
asking out Cindy Claveran (now back with Atari for a bit (!!)). (hi ken!)

3957. Re: Prodigy run under Spectre GCR?

Newsgroup: comp.sys.atari.st
Date: 1989-12-10 00:15:13 UTC
From: dsmall@well.UUCP
Message-ID: <14886@well.UUCP>
Source record: 245931

The base question asks if Mac Prodigy online software runs on Spectre.
[I hope no one minds me quickly summarizing the question like this,
rather than quoting 15 lines with indenting. If I'm breaking a custom,
let me know, okay? I'm no USENET whiz].

Right now, at this second, at present, not in the future,
Prodigy doesn't work on the Spectre. The reason is that it is closely tied
to the Mac hardware architecture, and breaks numerous Mac programming rules.
For instance, it "lives" at IPL=7 (the eyebrows of everyone at Atari just
went up) and thus ignores keyboard interrupts. We've spent quite some time
chasing it with the Zax incircuit emulator, since nothing else can
penetrate it.

That's the bad news. The good news is that it DOES work on the AMAX
if you hack a memory location. If memory serves, you need to change _SCSIflag
to $80. (Memory may not serve -- I would call ReadySoft). This means it
has to be very close to working on Spectre.

So please don't take this to mean it will never work. For all I know,
it may come up tomorrow. In fact, I think it's time for me to give Simon
Douglas at AMAX a call, and see if he can tell me what's wrong....

We will announce it when it starts working.

-- thanks, Dave / Gadgets by Small

p.s. I've wondered if the numerous replies I write are getting obnoxious to
other Net users, many of which could care less about Mac emulation. Those
I can answer by mail, I do, but many are of public interest and need
posting here. Would you prefer if I "batched them up" and answered several
questions at once? Of course, that would break the subject thread that "rn"
uses ... any other solutions / suggestions / comments are more than welcome!

Send to the above address ...

3958. Re: A LEGAL Mac emulator!

Newsgroup: comp.sys.atari.st
Date: 1989-12-10 00:27:12 UTC
From: dsmall@well.UUCP
Message-ID: <14888@well.UUCP>
Source record: 245932

The note-thread discusses the legality of purchasing Mac ROMS, System, and Finder.

I have no comment. See next paragraph.

People, please, please be careful about giving legal judgements as anything but your own personal opinion ("..in my personal opinion .."). Even that may not be enough. I was told in no uncertain terms that only attorneys can render legal opinions, and if someone gets upset about what you write, they can use it against you.

I am not giving you this advice to advocate restraint of free speech, which I very much favor, nor to mindlessly irritate you. As many people know, Gadgets is currently involved in a "replevin" action against Data Pacific, and a "libel" action against Happy Computers, plus their respective presidents. Many of the comments I have made online are included as exhibits in those suits and are the actual subjects of those suits. (Curious? Look at the GEnie conference, May '88, in which I discussed whether or not to do the 128K Mac emulator.) I am just giving you this advice from some rather bad personal experience; while expressing your opinion online, *be careful*. I would recommend spending the bucks to get a legal opinion from a computer literate attorney (they're broken out by category in the yellow pages) on how you should word your comments.

I have no comment on ROM procurement / System-Finder procurement.
It is my personal opinion that I made very sure, to the tune of large lawyer fees, that the ROMs could be had -- call up Pre-Owned Electronics and see. Still, if you see a license and are bound by it, I think you should stick to it.

Personally, the thought of someone telling me what I may or may not do with chips I paid big dollars for is ... you can imagine. I can just see Radio Shack:"What is your intended use for this 74LS04? An assault weapon?".

Please be careful. While it is one of the first cases, you can *bet* that more libel actions will be brought by manufacturers whose products are criticized online, as manufacturers realize the power of the medium. USENET may be the biggest of them all.

-- thanks, Dave / Gadgets by Small

Suggestions for what toputin a witty address line are welcome. I'm senile.

3959. Re: Blitz copy cable and utility

Newsgroup: comp.sys.atari.st
Date: 1989-12-10 01:22:19 UTC
From: dsmall@well.UUCP
Message-ID: <14889@well.UUCP>
Source record: 245933

The basenote contains info about the BLITZ disk copier cable.

This is essentially an analog copier. The "read-data" wire coming from drive "A" is connected directly to the "write-data" wire coming from drive B -- hence, whatever magnetic flux shows up on the track gets plopped onto the destination drive. This makes for a powerful copier indeed.

I used to *sell* a copier extremely like this, called the L.E. Systems FDC system, back in '82 or so, for the Atari 8-bit. With 8 drives (1 master, 7 slaves) it would produce 7 exact copies of a very copy protected disk in around 17 seconds. I will attest that thousands of 8-bit disks from Synapse, Broderbund, Origin Systems, Paradise Software, Epyx, and others I can't recall 7 years later were produced on this system, and were very reliable. It finally went away during the big slump of the 8 bits.

Now, I'm supposed to be anti-pirate, right? Why do I like this system? Bit-shift. See, when you write disks, if I've had it explained to me correctly, you're writing a bunch of small bar magnets on the disk. If the bits are north south south north, those two bits repel each other, and physically move away. Similarly, north south north south attract, and move closer. This makes them move away from the "window" that the data seperator uses to determine if a bit is there or not.

As I understand it, "write precompensation" is the science of moving repelling bits closer together at write-time so they end up, after repelling, where they should be, and more or less the same for attracting bits.

Now, when you analog copy, the bits start drifting, since there is no write precomp. My personal experience with both single and double density disks (heh! and even Commodore 64) is that you have no problems on first generation clones. Second generation, the innermost tracks, where things are the hairiest, start to glitch, and third generation is hopeless.

Hence, this is a backup device that works best when you put a master disk in the "from" drive. It doesn't work at all well when copying a copy, in my experience. That tends to step on the copy-of-copy-of-copy piracy. (Sure, it doesn't affect BBS's, but that's another issue).

The other nice thing about BLITZ is its simplicity. I have looked over the docs and it looks like 20 minutes with a soldering iron, nothing hard. Parts are a DB-25 connector from Radio Shack and a disk cable from your local Atari dealer (or Best Electronics). There does not seem to be a copyright on the supplied software.

Thus, your major cost is the download. Even ST-World is offering the documentation on its monthly shareware disk.

BLITZ copied, with no problems, literally every copy protected
disk I own. I know people who use it for a formatter! (I don't recommend
that, as it's a second-generation copy w/o verify). It is extremely fast.

Technically, the big problem is syncing up index pulses. On both
drives, they have to occur at the same time. If you just copy, you'll likely
have a sector end up straddling the index pulse, and the 1772 automatically
generates a CRC error if it sees an IP in the sector (bug in the chip, WD
says). Thus the BLITZ has to get the drives spinning together, which is
a matter of toggling the MOTORON line on and off at high speed to slow one
drive until they sync. Doubtlessly the DB-25 printer port is used to supply
both the index inputs and output motoron, drive select, step, and so on.

It is also probably helpful if drive B runs slightly more slowly than
A:, so A:'s track "finishes" at index pulse before drive B, just a little.
That was the case for the L.E. copier.

I understand an outfit in Las Vegas is already advertising and selling
BLITZ cables and software, pre-made, ready to run. I know several people in
Denver who have built them and they work, plus those on GEnie.

Now, if we could just make pirate BBS copies of programs degenerate
each time they're copied ... <wistful sigh>.

I hope this information about BLITZ is of interest.

-- thanks, Dave / Gadgets

3960. BBS Announcement

Newsgroup: comp.sys.atari.st
Date: 1989-12-10 01:29:39 UTC
From: ROEDERT@ARIZVM1.BITNET
Message-ID: <8912100807.AA01043@ucbvax.Berkeley.EDU>
Source record: 245934

Having finally received an update to the BBS program that I wish to use, I am once again going to bring up my ST Binaries BBS.

For those who don't recall my posting a couple of months ago, this BBS will carry the programs from the comp.binaries.atari.st group. The purpose of this is to make the contents of the binaries available to those who do not have access to the Net. As such, please pass this announcement on to any local ST BBS's so that the existence of this service can be widely advertised.

The BBS will operate from 10PM to 6AM, Mountain Standard Time, 7 Days a week. The number for the BBS is:

602-578-9115

The first day of operation will be Monday, 11 December 1989.

Currently, files from Volumes 1-5 are available. The other volumes will be added until it is as up to date as possible.

Thank you for your time.

Timothy Roeder - SYSOP

Internet: troeder@mis.arizona.edu
Bitnet: roedert@arizvm1.bitnet

3961. Re: Still searching for a TIMECLOCK cart!

Newsgroup: comp.sys.atari.st
Date: 1989-12-10 01:33:47 UTC
From: jdg@elmgate.UUCP
Message-ID: <1166@elmgate.UUCP>
Source record: 245935

In article <1576@bnlux0.bnl.gov> atc@max.UUCP writes:
>Hello ATARI,
>
> Do you know of any vendors that make a timeclock cartridge
>for the 1040ST?
>
>Thanks,
>

Deskcart! from QMI has a clock on board. In addition, it is a package
of desk accessories that do all sortsa nifty things. It does, however
require some 80K bytes of RAM for everything to be "nominal". ie: it
has a resident spooler/ramdisk that requires ram, if you use them.
Included are a calculator acc, a card file, address book, disk utils,
ramdisk,spooler,notepad,macro keys (including the ability to launch
the DA's by hot keys),typewriter,vt52 emulator,appointment scheduler
w/ alarms, control panel, Degas (tm) compatible printer driver auto loader
and a few other tidbits. It is really one of the better kept secrets
for the ST (I should know, I helped code it). And did not get rich doing so.
It has been deemed by certain magazine reviews in Start & computer shopper
and a few others as the best add-on product for the ST... <blush>

--
Jeff Gortatowsky-Eastman Kodak Company .....rochester!kodak!elmgate!jdg
(use uuhosts or such to find path to rochester)
Eastman Kodak makes film not comments. Therefore these comments are mine
not theirs.

3962. LASERJET IIp AND ATARI S/WARE: WHAT WORKS 'n HOW

Newsgroup: comp.sys.atari.st
Date: 1989-12-10 01:58:26 UTC
From: ia4@CUNIXD.CC.COLUMBIA.EDU
Message-ID: <8912100158.AA25054@cunixd.cc.columbia.edu>
Source record: 245936

WILL HP LASERJET IIp WORK UNDER SPECTRE?

A posting by Richard Corvet (did I get that right?) about the Panasonic Laser printer Kx-P 4450 mentions that printer will work under the Spctre

But I am told the Panasonic is much more expensive than the <$1000 Laserjet IIp.....so I am getting a IIp....if it works with the ST 1040. Does it?

I guess I will have to buy Wordperfect for /processing with the IIp but how will I get graphic output for other programs like Music Studio 88 or Dr. T's KCS v1.5?

Are 3rd party drivers available to enable use of such programs with the Laserjet IIp?

Your input appreciated.....

Thanks

Imran Anwar

3963. LASERJET IIp AND ATARI S/WARE: WHAT WORKS 'n HOW

Newsgroup: comp.sys.atari.st
Date: 1989-12-10 02:08:54 UTC
From: ia4@CUNIXD.CC.COLUMBIA.EDU
Message-ID: <8912100208.AA25391@cunixd.cc.columbia.edu>
Source record: 245937

I NEED HP LASERJET IIp DRIVERS FOR WORDPERFECT FOR THE ATARI ST
- - - - - - - - - -
(and for any other ST s/ware also!)

Imran

3964. LASERJET IIp DRIVERS FOR ATARI ST S/WARE: IGNORE MESSAGE BEFORE THIS

Newsgroup: comp.sys.atari.st
Date: 1989-12-10 02:10:14 UTC
From: ia4@CUNIXD.CC.COLUMBIA.EDU
Message-ID: <8912100210.AA25446@cunixd.cc.columbia.edu>
Source record: 245938

I NEED HP LASERJET IIp DRIVERS FOR WORDPERFECT FOR THE ATARI ST
- - - - - - - - - -
(and for any other ST s/ware also!)

Imran

3965. FLAMES and SUPPORT IN THE MINUS REALM

Newsgroup: comp.sys.atari.st
Date: 1989-12-10 02:11:15 UTC
From: kar7481@cuphub.cup.edu
Message-ID: <2369@cuphub.cup.edu>
Source record: 245939

In article <1864@atari.UUCP>, kbad@atari.UUCP (Ken Badertscher) writes:
> bds@lzaz.ATT.COM (Buce Szablak) writes:
>
.....

> I'm not way off base. I may be wrong in your case, and in fact I may be
> wrong in the case of every person who reads comp.sys.atari.st! But
> active members of online communities aren not by any means
> representative samples of ST owners. If the online community were more
> ubiquitous, I would grant that your experiences were representative,
> but it isn't, so I can't. My opinion is based on my experience working
> in a computer store, working with user groups, supporting development
> tools, and talking with Atari's user group and developer support people.
> Users, by and large, want to use their computers.
>
> As far as supporting hobbyist programmers, I take a pragmatic stance.
> How much PD software comes from where is not directly important to a
> computer maker. It is certainly indirectly important, because a wide
> variety of PD tools make a computer a lot more attractive to the
> informed buyer. But a wide variety of professional products make a
> computer more attractive to the market at large. A lot of people buy
> the computer that runs the software that they want to run. That is why
> it is vital for computer makers to have a broad commercial software
> base for their machines. In order for that to happen, strong support
> for the companies that produce that software must exist.
>
> A side effect of having strong support for professional programmers is
> that end users get supported as well. More books get written by the
> professionals, making more information available to the hobbyist than
> the computer maker can hope to provide. A broader base of technically
> competent people exist to answer the questions of hobbyist programmers.
> All these programmers will be happy because they can get their
> questions answered and they can solve their problems without having to
> stumble around in the dark too much.
>
> Every customer is a valued customer. You are an espeically valued
> customer, because you take the time to give feedback on how you think
> Atari is doing. I'm sorry that my attitude bothers you, but I think
> that it's a practical one. I hope that I've clarified where I'm coming
> from.
>
> Please note: the opinions expressed in this article are mine and mine
> alone. Atari has its own.
>

> --
> ||| Ken Badertscher (ames!atari!kbad)
> ||| Atari R&D System Software Engine
> / | \ #include <disclaimer>
--

*** * **** **** **** **** **** *** * **** **** # / ### ### #
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* * * * * * * *** *** * * * * *** * #\ # # # #
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BUT HAVEN'T YOU REALIZED THAT THE GENERAL CONSENSUS OF PERSONS ON THIS

NEWSGROUP SEEM TO BE ***QUITE PISSED OFF*** AT ATARI FOR NOT GIVING

ANY REALISTIC SUPPORT IN ANY WAY TO ANY ST USERS/PROGRAMMERS/WHATEVERS

AND YOU HAVE (in the past 3 weeks since our site has had this newsgroup,anyway)

NOT REALLY _STRENGTHENED_ ATARI'S OVERALL PICTURE IN THE EYES OF AT LEAST

THIS PROGRAMER/USER/etc... AND MORE THAN LIKELY--A ((FEW)) OTHERS TOO!!!

[hell couldn't be this hot]

+---+
| Dan Karbowsky kar7481@pitt!cuphub / S U P P O R T T H E S T ! ! ! |
| 102 Lee Drive _____/Call the ATARI ELITE of PITTSBURGH'S |
| Belle Vernon, PA / BBS (Forem-ST,fnet node 19) at (412) 384-5609 at 300 |
| 15012 U.S.A. / thru 19.2k baud 24 hrs./day 7-days/week Mention this |
| / message at logon. |
+---+

3966. Re: Word Writer format company

Newsgroup: comp.sys.atari.st
Date: 1989-12-10 02:21:46 UTC
From: mark@rpp386.cactus.org
Message-ID: <17426@rpp386.cactus.org>
Source record: 245940

In article <7941@cs.yale.edu> fischer-michael@cs.yale.edu (Michael Fischer) writes:
>In article <227@trwrb.UUCP>, gibson@trwrb.UUCP (Greg Gibson) writes:
>> I use Word Writer because it has a spell check and thesaurus. However, I
>> can not get the paragraph format command to work. Does any know how to
>> make the Word Writer paragraph format command to work? I think anyone
>> selling a word processor without a properly working format command should
>> be jailed for fraud.
>>
>> Thank You,
>> Gregory Gibson

Because of this very reason, I wrote a C program to analyze regular text files and determine where the paragraphs end and then convert the text file into a Word Writer (also First Word) file. I can send it to anyone who wants it. It is just a short C program (written in Laser C, but ports to UNIX, so should be able to port to any C language for the ST).

I don't have my code available now (just reformated the hard drive for MINIX, and the Laser C code is backed up on floppy) but from memory, I think that all blank spaces (ASCII 32) gets converted to ASCII character 30. There is a ASCII character 30 before every newline (ASCII 10). And the end of a paragraph has no ASCII 30 before the newline.

Kind of an interesting format. When the Word Writer format is displayed all the blank spaces will appear to have disappeared, but really, they are just represented as ASCII character 30, which doesn't show up on the Atari ST screen (at least it doesn't in TOS/GEM).

Mark Lehmann
--
+-----------------------------------+----------------------------------+
Mark Lehmann	
mark@rpp386.cactus.org	
{bigtex|texbell}!rpp386!mark	

3967. ST Dealer favors MAC Money...

Newsgroup: comp.sys.atari.st
Date: 1989-12-10 02:23:58 UTC
From: kar7481@cuphub.cup.edu
Message-ID: <2370@cuphub.cup.edu>
Source record: 245941

Dealer support DOES seem to be dying....

The primary ST dealer here in the Pittsburgh area has sold off
ALL EXISTING ATARI HARDWARE/SOFTWARE INVENTORY AND REFUSES TO STOCK ANYTHING
UNTIL "Atari gets their marketing act together..."

Gee...I thought AUTHORIZED ATARI DEALERS WERE *REQUIRED* TO KEEP DISPLAY
MODELS >>ON DISPLAY<<!!!???

Anyway, he INSISTS he is NOT dropping his Atari-Certification.

Hmmph. An AUTHORIZED ATARI DEALER WHO DOESN'T ADVERTISE ATARI'S BUT

HAS (Are you listening "Atari-network-ears"?) AN ENTIRE SHOWROOM OF MAC'S
AND APPLE][and //gs products!!!!!!!!!! Again... NO ST STUFF VISIBLE!!!!!

--
+---+
| Dan Karbowsky kar7481@pitt!cuphub / S U P P O R T T H E S T ! ! ! |
| 102 Lee Drive _____/Call the ATARI ELITE of PITTSBURGH'S |
| Belle Vernon, PA / BBS (Forem-ST,fnet node 19) at (412) 384-5609 at 300 |
| 15012 U.S.A. / thru 19.2k baud 24 hrs./day 7-days/week Mention this |
| / message at logon. |
+---+

3968. Re: Still searching...

Newsgroup: comp.sys.atari.st
Date: 1989-12-10 08:17:15 UTC
From: clubok@husc4.HARVARD.EDU
Message-ID: <3387@husc6.harvard.edu>
Source record: 245942

Ken B. says:
>A side effect of having strong support for professional programmers is
>that end users get supported as well. More books get written by the
>professionals, making more information available to the hobbyist than
>the computer maker can hope to provide. A broader base of technically
>competent people exist to answer the questions of hobbyist programmers.
>All these programmers will be happy because they can get their
>questions answered and they can solve their problems without having to
>stumble around in the dark too much.
>--
Sorry Ken, but I can't accept this. Mostly, I've avoided getting
involved with the flame wars against Atari, since a lot of the comments
have been overly negative if not inaccurate. Also, I really appreciate
your taking the time to participate in the net, and the other Atari
employees as well. But this last comment of yours makes no sense when
you consider that developers must sign a non-disclosure agreement that
prevents developers from legally releasing a good deal of important
information contained in the developers' kit. It seems as if Atari is
intentionally trying to restrict the flow of information, although I
could hardly guess why. Before I can believe that Atari intends for
developers to take its role in educating the hobbyist, it will have to
change this unexplicable policy.
> ||| Ken Badertscher (ames!atari!kbad)
> ||| Atari R&D System Software Engine
> / | \ #include <disclaimer>

Ken Clubok
Clubok@husc4.bitnet
Clubok@husc4.harvard.edu

3969. Re: Lattice C v5

Newsgroup: comp.sys.atari.st
Date: 1989-12-10 11:47:21 UTC
From: dac@ukc.ac.uk
Message-ID: <2687@gos.ukc.ac.uk>
Source record: 245943

In article <31162@pbhya.PacBell.COM> dbsuther@PacBell.COM (Daniel B. Suthers) writes:
[About HiSoft taking over Lattice C.]
>
>Is there any confirmation on this rummor?
>I have spent a lot of time getting Lattice to be relatively bug free, and don't
>wish to switch compilers now.
>
>Does anyone have the address for HiSoft? Are they American, or de we have
>to put up with the six week trans atlantic mail delay?
>
>Last question: is HiSoft V5 an upgrade to lattice, or just a replacement? The
>difference is obvious to those who have extensive private code libraries.
>

I got a newsletter from HiSoft in October. This is what it said about
Lattice C:

-- START --

HiSoft & Lattice get together!

HiSoft is delighted to announce the forthcoming release of the Lattice C
compiler on the Atari ST.

Lattice C 5 is currently only available on the Amiga, where is has received
high praise - its code generation is one of the fastest and most compact yet
seen on microcomputers.

Now, HiSoft and Lattice are porting the package to the Atari ST and taking the
opportunity to add extra features to produce a product that will bring the very
latest C compiler technology to the Atari ST, generating the best code ever
seen from any Atari C compiler.

The version 5 compiler has many improvements over Lattice 3, including:

+ Powerful compiler generating native code, with complete ANSI conformance.

+ High performance global optimiser for removing redundant code from your
programs.

+ Standard assembler for including assembly language in compiled code.

+ Fast linker with many features including automatic branch extension (for
out of range branches).

+ Librarian for examining and constructing libraries quickly and easily.

+ Disassembler so you can check the code the compiler has generated and hand optimise if needed.

+ Complete time sliced profiler for locating the `hot-spots' in your code.

+ Fully integrated HiSoft environment, with complete configurability.

+ Lattice 3, Lattice 5, ANSI, UN*X, AES, VDI, BIOS, XBIOS, GEMDOS and Line A libraries, the most complete libraries ever.

Lattice C 5 on the Atari ST will be released in November 1989 at an introductorary price of 99.95 (pounds sterling) inclusive. We expect a high demand for this product and will process orders strictly by date received - place your orders now.

--END --

I don't know about HiSoft in other countries, but in the UK, their address is:

HiSoft,
The Old School,
Greenfield,
Bedford,
MK45 5DE,
UK.

From UK:
Tel: (0525) 718181
Fax: (0525) 713716

From elsewhere:
Tel: +44 525 718181
Fax: +44 525 713716

Oh yes,

1. I have no connection to HiSoft - I'm just a registered user of their DevpacST assembler.

2. I don't know if Lattice 5 has been released yet. Maybe when I can afford a memory upgrade I'll start thinking about C programming on the ST.

3. The 99.95 introductorary price may still hold - I really don't know. Nor do I know the US cost.

4. I don't know much, do I :-)

Disclaimer:
I just read all that stuff from a newsletter and my eyesight and typing aren't faultless. So don't blame me if Lattice 5 turns out to be Xenon III :-(

Dave.

--
% cc life.c | David Clear <dac@ukc.ac.uk>
% a.out | Computer Science, University of Kent,
Segmentation fault (core dumped) | Canterbury, England.

3970. Re: Who owns the ROM code?

Newsgroup: comp.sys.atari.st
Date: 1989-12-10 13:37:42 UTC
From: RiddCJ@computer-science.birmingham.ac.UK
Message-ID: <8912101337.aa07879@benjamin.Cs.Bham.AC.UK>
Source record: 245944

In digest #770 Richard Covert writes:
>In article <8912061211.aa03001@benjamin.Cs.Bham.AC.UK>,
> RiddCJ@computer-science.birmingham.ac.UK (Chris Ridd) writes:
>>For a fairly simple enhancement to GEM, how about allowing more windows, like
>>16, instead of the current meagre 8?
>
> {stuff deleted}
> ... Added such features would increase the size of the ROM code.
>
> In fact, I would rather that Atari incorporate your suggestions into the TT.

My point was Richard, that the enhancement could be easily made IMHO and would improve life on the basic STs. Adding such features would NOT increase the size of the ROM code, but would eat at a little RAM (how much RAM does GEM need for a window, by the way? can't be more than a couple of 100 bytes)

TOS '030 has a limited future in my book, with the release of a real Unix TT with X-Windows (or something) sometime in the 90's. As we've heard before, a multi-tasking TOS is probably out of the question.

>Hey, I like MS WRITE!!! I bought it a year ago and for the few letters that
>I write MS WRITE is fine.

I agree! Lots of people don't have working copies of Write here in the UK although I do. Nice design. Shame Microsoft didn't sell Atari the sources, just the binaries...

Chris

```
/*
* Snail mail address:
* Chris Ridd, "Wave after wave, each mightier than the last
* School of Computer Science, 'Til last, a ninth one, gathering half the deep
* Birmingham University, And full of voices, slowly rose and plunged
* UK Roaring, and all the wave was in a flame"
*
*/
```

3971. Document distribution policy (was: FORM, nice but...)

Newsgroup: comp.sys.atari.st
Date: 1989-12-10 14:22:44 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <2828@water.waterloo.edu>
Source record: 245945

In article <34894@grapevine.uucp> koreth@panarthea.ebay.sun.com (Steven Grimm) writes:

>Heck, I couldn't even print the thing out on my Sun. Distributing straight
>TeX documentation would be fine, as the TeX source is at least very human-
>readable, but DVI struck me as a bit silly as well.

Please, let's distribut either plain text docs or source in some
markup language such as TeX or TROFF or (gasp) GML.

I resent having to cut down a tree to find out what the docs are about.
For large documents I find it easier to use regular expressions in a
text editor or with something like "grep" to find references to some
particular subject.

I further resent the fact that to reproduce the examples in the docs,
one has to re-type them by hand.

The author's claim for efficeincy may be right for one person
only, and that is the one who uses the pages to print hundreds
of copies on small paper. It does not make sense for people who
print pages on paper that is A4 size or 8.5 by 11 inches. There
is a lot of white space there!

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@water.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

3972. Re: Lattice V v5

Newsgroup: comp.sys.atari.st
Date: 1989-12-10 14:28:22 UTC
From: RiddCJ@computer-science.birmingham.ac.UK
Message-ID: <8912101428.aa07925@benjamin.Cs.Bham.AC.UK>
Source record: 245946

In digest #785 Dan Suthers wrote:
>In article <8911301233.aa02350@benjamin.Cs.Bham.AC.UK>
> RiddCJ@computer-science.birmingham.ac.UK (Chris Ridd) writes:
>>{stuff deleted}
>> HiSoft have taken over Lattice C - v5
>{stuff deleted}
>Is there any confirmation on this rummor?

It is not a rumor, it is absolute fact! I have seen the HiSoft adverts in
ST World (UK magazine) and have seen the HiSoft packaging. Haven't seen
the program yet :-) Cross my heart, hope to be flamed :-) The package
contains completely new compiler, linker, optimiser, libraries, cli,
environment (probably like Devpac), and it is claimed, produces faster code
than Turbo C! (>2000 Dhrystones for Turbo's 1690).
They are a UK company, but their stuff (WERCS etc) is distributed in the US
by Michtron.
HiSoft,
The Old School,
Greenfield,
Bedford MK45 5DE
ENGLAND
The upgrade price is 59 pounds sterling, the new price is 99.95 pounds
sterling. Phone them on 0525 718181 for more details.

Chris

/*
* Snail mail address:
* Chris Ridd, "Wave after wave, each mightier than the last
* School of Computer Science, 'Til last, a ninth one, gathering half the deep
* Birmingham University, And full of voices, slowly rose and plunged
* UK Roaring, and all the wave was in a flame"
*
*/

3973. Re: FORM, nice but...

Newsgroup: comp.sys.atari.st
Date: 1989-12-10 14:48:42 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <2829@water.waterloo.edu>
Source record: 245947

In article <17700@dartvax.Dartmouth.EDU> dav@eleazar.dartmouth.edu
a sensible fellow named William David Haas writes:

| But.... you shouldn't distribute the .dvi. If someone can print the dvi
| file
| he probably can create it given the .tex file. I would suggest including
|
| raw text doc file - ain't pretty but it works.
| .tex file - those who want to create and print the dvi file can
|
| this makes the distribution smaller and is just as useful
^^^^^^^^^^^^^^^^^

This makes it MORE useful.

It is a big advantage to be able to extract examples of code from the text.

A second advantage (for me) is that if I chose to do so, I may select
a style that prints a different size of page, more closely approximating
a size of paper available to me. (A5 is not one of them).

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@water.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

3974. laser C question

Newsgroup: comp.sys.atari.st
Date: 1989-12-10 16:30:50 UTC
From: depeche@CALVIN.CS.MCGILL.CA
Message-ID: <8912101630.AA29327@calvin.cs.mcgill.ca>
Source record: 245948

Yes, I am still suffering with Laser C... I notified the company of the
many annoying bugs which are in their latest verision (2.1) but they
haven't responded in any way whatsoever, so until I get myself PC-Speed
so I can run Turbo C 2.0, I gotta make do with what I got...

Since there is no mem.h library of routines, I use strncpy to copy the
contents of one-dimensional arrays. Does anyone know if there is another
function which does a really fast memory copy of Two-Dimensional arrays?
At the moment all I can do is nested loops of assign statements (or maybe
I could do loops of strncpys), but this is stupid. Strncpy
won't allow me to copy n*n bytes starting at the location of the [0][0]th
byte even though I know that is where the stuff I want to copy is.

If anyone can help me here, I'd appreciate it.

And if you do reply, please send me the reply in PRIVATE mail as our
newsfeed is temporarily down and I can't read news easily...

--
S. Alan Ezust depeche@calvin.cs.mcgill.ca
McGill University Department of Computer Science - Montreal, Quebec, Canada

3975. 40 Folder Bug *BACK* in TOS 1.4?!

Newsgroup: comp.sys.atari.st
Date: 1989-12-10 17:12:15 UTC
From: canada@crash.cts.com
Message-ID: <876@crash.cts.com>
Source record: 245949

The following message appeared on the San Diego Atari Computer Enthusiast's BBS. The originator of the message is quite a competent programmer/developer for the ST, so I gave his message more ``weight'' than if just anyone had posted it. Can anyone confirm or dismiss this bug report:

Message : 974 [Open] 12-10-89 12:01am
From : John Sudikatus
To : All
Subject : TOS 1.4 bugs
Sig(s) : 1 (General news)

A WARNING TO ALL TOS 1.4 USERS!!!

Despite what Atari has said about the 40 folder bug being fixed in TOS 1.4, IT ISN'T! Actually, the "40 folder" problem in previous versions of TOS may have indeed been fixed, but in reducing the amount of low memory used by TOS (in attempt to be more compatible with TOS 1.0) another bug was introduced. It seems that the directory buffers now overlap slightly with the dynamic memory pointer list. This means that when you have accessed more than about 35 folders and then try to allocate memory, there is a good chance that the program will bomb horribly. This is most likely to occur in programs that search all subdirectories on your disk (like a utility I wrote does).

I STRONGLY recommend using FOLDRXXX.PRG or CACHENNN.PRG in your AUTO folder. FOLDRXXX.PRG seems to work since the added buffers are put at the head of the list, meaning that they will be used before the original 40 (80 actually, since each folder requires 2 buffers). But one thing to note is that the size of disk buffers in TOS 1.4 has increased slightly over that of TOS 1.0 & 1.2. To get the requested number of buffers you must multiply the number of extra folders you want by about 1.06 (70/66 to be exact) and rename FOLDRXXX with that number.

Fix a bug, create a bug. That's Atari for you. Oh, well....
--
Diane Barlow Close
{nosc, ucsd}!crash!canada
canada@crash.cts.com
Free Canada -- Trade Mulroney

3976. SCROLLING DOWN THE SCROLLBAR

Newsgroup: comp.sys.atari.st
Date: 1989-12-10 17:17:11 UTC
From: MAXG@SUVM.BITNET
Message-ID: <8912110804.AA07496@ucbvax.Berkeley.EDU>
Source record: 245950

I was wondering if someone out there would be so kind as to take a second to explain something to me about scrolling on the ST. The fact that you could not simply hold down the mouse button on a scroll arrow was one of the first, and biggest, differences I noticed between the Mac and the ST long ago when I first got my ST. Recently, however, I seem to notice that you can indeed scroll down a scroll bar in this manner in the file selector (and perhaps only sometimes?). After asking about technical support at WordUp about scrolling in the document window, they explained that this is due to TOS 1.0 and that TOS 1.4 will allow scrolling. If this is true, then why can I scroll in the File Selector? Could someone out there explain whether there is a difference between TOS's in this regard, and why I seem to be able to scroll sometimes, but not others? Thanks--
Gerry
maxg@suvm (bitnet)
ggreenbe@rodan.acs.syr.edu (internet)

3977. Re: Drachen and Mah-Jong

Newsgroup: comp.sys.atari.st
Date: 1989-12-10 18:36:54 UTC
From: dal@syntel.mn.org
Message-ID: <111089A0009@syntel.mn.org>
Source record: 245851

> Well, Shanghai and Drachen both use the same game space and rules, so they
> are identical simulations of something, but I don't think it is really
> Maj-Jong. I believe 'real' Maj-Jong has more tiles, but I am not sure.
> Being a big Shanghai/Drachen player, I would certainly like to know for sure,
> so are there any Maj-Jong players out there? Fill us in!!

I haven't played either of the above games, but I've been a real Mah-Jong
player for quite a few years. The Mah-Jong tile set consists of:

TOTAL
Bamboo 4 each 1 2 3 4 5 6 7 8 9 36
Characters 4 each 1 2 3 4 5 6 7 8 9 36
Coins 4 each 1 2 3 4 5 6 7 8 9 36
Dragons 4 each Red White Green 12
Winds 4 each North South East West 16
Seasons 2 each Winter Spring Summer Fall 8

TOTAL TILES 144

\\ / Dale Schumacher 399 Beacon Ave.
\\ / (alias: Chung, the Red Dragon) St. Paul, MN 55104-3527
>< ..!nic.mr.net!bungia.mn.org!syntel!dal United States of America
/ \\ "The power of accurate observation is commonly called cynicism
/ \\ by those who have not got it." -George Bernard Shaw

3978. Re: Still searching...

Newsgroup: comp.sys.atari.st
Date: 1989-12-10 18:55:27 UTC
From: daniel@pkmab.se
Message-ID: <2390@pkmab.se>
Source record: 245852

In article <1864@atari.UUCP> kbad@atari.UUCP (Ken Badertscher) writes:
> [...] My opinion is based on my experience working
>in a computer store, working with user groups, supporting development
>tools, and talking with Atari's user group and developer support people.
>Users, by and large, want to use their computers.

OK. I have to tell you that my opinion differ from yours (You didn't know that, did you? :-) a great deal. I'm working in a TOY STORE right now, selling computers (Amigas! They won't sell the ST: They can't get any help from Atari, then - why bother? The amigas sells better.) If Atari continues doing like this, that's the way it will be. And not only here in Sweden...
The impression I have of people buying computers is that they want to learn programming, if they don't know how to do already.
People who just want's to USE software (games in my case) simly buy a video game (ie sega or nintendo).
But, the situation MIGHT be different in the US; I don't know.

>Please note: the opinions expressed in this article are mine and mine
>alone. Atari has its own.

Fine. Where can we learn ATARI's so called opinion, then? By ordinary mail to whom, say?

3979. rsrc_gaddr() question

Newsgroup: comp.sys.atari.st
Date: 1989-12-10 19:41:24 UTC
From: kclenden@silver.bacs.indiana.edu
Message-ID: <31216@iuvax.cs.indiana.edu>
Source record: 245853

I'm uploading this for a friend. I'll relay any replies to him. Thanks.

Conf : Atari ST Programming
Msg# : 272 Lines: 13 Read: 7
Sent : Dec 8, 1989 at 8:20 PM
To : ALL
From : LEN LOGTERMAN
Subj : rsrc_gaddr()

I need a little help with the use of the function rsrc_gaddr(). As I understand it, I should be able to use it to get the address of various objects in a tree. Say I have a tree, ATREE, which has an editable text field in it called MYTEXT. Here is what I normally to do to get the address of the text field:

```
OBJECT *atree;

rsrc_gaddr(0, ATREE, &atree);
text_ptr = ((TEDINFO *)atree[MYTEXT].ob_spec->te_ptext;
```

I should be able to get text_ptr with a call to rsrc_gaddr. What are the arguments that I should use?

---
kclenden@silver.bacs.indiana.edu Kevin Clendenien
BLoomington Atari ST users group BLAST, President
BLAST BBS - (812) 332-0573 FNET node #141

"Of course any opinions or views stated above do not necessarily represent the official position of any person, or organization other that of Kevin Clendenien."

3980. Re: Wanted: Restaurant Management SW

Newsgroup: comp.sys.atari.st
Date: 1989-12-10 20:02:00 UTC
From: kmcvay@oneb.UUCP
Message-ID: <1036@oneb.UUCP>
Source record: 245854
Cross-posted to: comp.sys.atari.st,comp.sys.ibm.pc

In article <1989Dec7.032719.12687@stag.UUCP>, trb@stag.UUCP (Todd Burkey) writes:
> Hi,
> Does anyone know of any good restaurant management packages that exist
> for the IBM PC or Atari ST (or any other computer for that matter?)

There are bunches listed in McGraw-Hill's Datapro manual....here are a few vendor/publishers you may wish to contact....

Advanced Analytical Inc - 11777 San Vicente Blvd Ste 525, LA CA 90049
(213) 207-0488 (CharterHouse Rest. A/P, Inventory, Menu, Cost Control)

Computron Business Solutions Inc, 701 7th. Ave STE 9W, NY NY 10036
(212) 221-2517

Here are some phone numbers of vendors listed in the "Food & Beverage Systems" section....the info should be current:

Bottom Line Software - 503-484-0520
Practorcare Inc - 619-450-0553
Diversified Data - 602-792-3250
Techwerks - 404-426-4791
Monitor Systems Group - 800-972-1313 (or 703-556-8705)

There are more - if the ones above don't have what you need, call me voice and I will read the remaining vendors out to you (604-758-7414, 9-5 PST) - the manuals mentioned are a commercial product, and may be purchased from McGraw Hill - we have a few here on spec (they are an amazingly rich source of info for dealers and businesses needing info on hardware, software, you name it)

No, we have no connection with any of the above, MH, etc. (Just a satisfied customer :-))

--
"The number of things in a given class is the class of all classes that are similar to the given class." (Sprague de Camp)

3981. Re: A LEGAL Mac emulator!

Newsgroup: comp.sys.atari.st
Date: 1989-12-10 21:36:07 UTC
From: forbes@aries.scs.uiuc.edu
Message-ID: <1989Dec10.213607.21807@ux1.cso.uiuc.edu>
Source record: 245855

In article <14888@well.UUCP> dsmall@well.UUCP (David Small) writes:
> Personally, the thought of someone telling me what I may or may not
>do with chips I paid big dollars for is ... you can imagine. I can just see
>Radio Shack:"What is your intended use for this 74LS04? An assault weapon?".
>

Many semiconductor companies have disclaimers that their semiconductors
(of any type) may not be used in medical lifesupport equipment, unless certain
conditions are met.

Jeff

3982. Re: tv show and the Mega ST

Newsgroup: comp.sys.atari.st
Date: 1989-12-10 22:02:18 UTC
From: sale5312@fredonia.UUCP
Message-ID: <1694@fredonia.UUCP>
Source record: 245856

In article <891206.19213238.024049@SFA.CP6> (Z4648252) writes:
>FLASH!
> I just saw on the television the sitcom, Growing Pains.
>In plain view of everyone, was a Mega ST during an office scene. Wow!

I've seen a 1040ST used on the Canadian-produced show T & T on the
Global Television Network (stars Mr. T). I believe that something like
"Computers supplied by Atari" is included in the credits too.

Also, just this past week I saw a 1040 (or a 520STFM) used on the
show "War of the Worlds". I was running through the channels and
saw a someone in a dark van typing on one. Too bad the display was *not*
coming from the ST...

Now, if we can only get them included on such shows as the Nightly
Business Report, M/L Newshour, or Wall Street Week...:^)

--
Marty Saletta The above has been in a mayonnaise jar on
Fredonia State University Funk and Wagnalls porch since noon today...
Fredonia, New York Maple Leafs:28 pts,4th place
UUCP:...{rutgers,ucbvax}!sunybcs!fredonia!sale5312 Hi Lorie!

3983. Re: Doesn't work

Newsgroup: comp.sys.atari.st
Date: 1989-12-10 22:08:47 UTC
From: rwa@cs.AthabascaU.CA
Message-ID: <1303@atha.AthabascaU.CA>
Source record: 245857

stephen@oahu.cs.ucla.edu (Steve Whitney) writes:

>In article <8912050807.AA13706@ucbvax.Berkeley.EDU> V053QHYX@UBVMSC.CC.BUFFALO.EDU
writes:
>>
>>Add to the list of programs that dont work with tos 1.4 :
>>DBMAN 5.02 and Timeworks destop publisher....
>I don't know what version of Timeworks DTP you're using, but mine works _fine_
>with TOS 1.4. I bought mine last Spring so perhaps they fixed it.
And my 2 year old version runs fine, as well (ROM 1.4 TOS, 2.5 Mbytes,
Revision D mainboard). Try turning off all your .acc's for a starter.

Ross

3984. Re: Rainbow Tos availability to people without dealers

Newsgroup: comp.sys.atari.st
Date: 1989-12-11 05:55:24 UTC
From: ajy2208%ritcv@cs.rit.edu
Message-ID: <1433@cs.rit.edu>
Source record: 245858

In article <4796@eagle.wesleyan.edu> ttensfeldt@eagle.wesleyan.edu writes:
> I am in eastern Connecticut and there are no dealers near here. The only
> shop that I guess WAS a registered dealer at one time is about 60 miles
> from here. That is not a problem. He informs me, however, that Atari told
> him that he could not get the Rainbow TOS unless it was with Desktop
> Publishing Systems. That really is too bad because he runs a very good
> place, stocks a fair bit of software, has a few pieces of hardware and
> continues to do hardware repair for the machines. I think though that he
> has lost interest in doing business with Atari.
>
I am also from Eastern Connecticut.. There are no dealers near Groton (I'm
from New London), however there used to be a dealer in Rhode Island...
I haven't been there in a while though (since I go to school in Rochester
New York). I think it is near the Warwick Mall (or in it??).

The place you mentioned sounds like Derek's Electronics right above
New Haven. A good friend of mine bought his first ST there (520), and
later purchased a Mega ST2 system from Derek's also. That's the only
Atari dealer I've been to in CT!!! (unfortunately). At least we have
ONE Atari dealer here in Rochester, but it's more like a IBM/Amiga
dealer that also happens to have STs (they'd much rather sell you
an Amiga). I recently visited Cleveland and had the opportunity to
visit two ATARI ONLY stores. Something I can only dream of around
here.

> Pfizer, Inc., Box 100, Groton, CT 06340 (203)-441-4835
^^^^^^^^^^^^
How's the air over there? :-) (I used to drive by Pfizer's every day
to get to work at the CG R&DC at Avery Point)..

____
Albert Yarusso, Rochester ajy2208@ritvax.bitnet,ajy2208@ultb.isc.rit.edu
Institute of Tech. ____
Computer Science /___ / {rutgers, ames}!rochester!ritcv!ajy2208
_____________________/ / ajy2208@ritcv.cs.rit.edu GEnie: A.Yarusso

3985. MODULA-2 Factor Help!!

Newsgroup: comp.sys.atari.st
Date: 1989-12-11 08:00:00 UTC
From: V053QHYX@UBVMSC.CC.BUFFALO.EDU
Message-ID: <8912120804.AA00539@ucbvax.Berkeley.EDU>
Source record: 245859

Hi...This is sort of the correct place to post this because it is being
done on an ST?!

anyway here goes:
I have a project to write which is causing me great deals of pain any help
would be appreciated..please send me mail..It is in modula-2..Here goes

The program accepts a sequence of Cardinal valuies and classifies each as
abundant(sum of the factors is greater than the number),perfect(the sum of
all the factors equal the number),abundant when the number is niether perfect
of abundant..The program displays the factors of the number.

How can I figure out the factors of a given number x..???
If I'm given the number 12738 (just a number I picked) how can I get the
computer to factor it???? Any help will be greatly appreciated!!! Ken
are you listeninmg

????? Tg
this shouldnt be quite as hard as some other things you've writen!!(I HOPE!)

Jeremy
****
Jeremy Berger
Department of Computer Science
University At BUFFALO 716-636-4767

WILL I EVER GET OUT OF THIS PLACE???!WILL I EVER PASS CSxxx?????
****

3986. Re: INFO-ATARI16 Digest V89 #784

Newsgroup: comp.sys.atari.st
Date: 1989-12-11 08:04:34 UTC
From: AKISUJAR@NUSVM.BITNET
Message-ID: <8912110804.AA07439@ucbvax.Berkeley.EDU>
Source record: 245860

REF: Stacy Laptop
Hello Dave, Your message on Stacy is sure a good news. I also ordered one from the local Atari Distributor. I plan to put Spectre 128 inside the Stacy as well as installing J. Allen's Turbo16. Recently there was a message that one Lady wanted to get Stacy for using with Spectre GCR and Apple/local talk. You did mentioned that Local talk requires a high speed communication hardware which doesn't exist in Atari. TOPS has a Flash Card designed to be installed in the IBM PC slot allowing the PC to communicate with Apple/Local Talk. How about making something similar plugging to the Atari DMA port?

Thanks, S.Suthipuntha, School of Architecture, National University of Singapore

3987. Re: INFO-ATARI16 Digest V89 #785

Newsgroup: comp.sys.atari.st
Date: 1989-12-11 08:04:42 UTC
From: AKISUJAR@NUSVM.BITNET
Message-ID: <8912110804.AA07455@ucbvax.Berkeley.EDU>
Source record: 245861

Ref: Mac Shareware
In response to David Small's comment on the Ref. I do not think that the Mac Shareware will take away the potential Spectre user. I bought my first Mac Emulator (Magic Sac V3.0) since December 1986 and follow by V 5.9 up to V.6.1 I also bought Aladin V 1.3e. I recalled that Dave did make few quite favorable comments about Aladin in GENIE BBS sine 1987. He did mentioned about its nice Graphics, its ability to format disk within the Mac environment, etc. IMHO I think that ounce the users of this forthcoming Shareware discover the limitation of 64K ROM emulator, they will definitely go for the 128K ROM Mac Emulator At present I also own Spectre 128 and Spectre GCR. My Magic Sac and Aladin are now among my collector items. However it may be of interest to the netter that the Sun Remarketing Co. selling LISA bundles with "Mac Work Plus" which make the 64K ROM LISA to run Hypercard, newer Macintosh programs an Sysem/Finders. I am now using the Spectre GCR but I want the Mac Shareware too. Suthipuntha.

3988. Re: INFO-ATARI16 Digest V89 #779

Newsgroup: comp.sys.atari.st
Date: 1989-12-11 08:04:49 UTC
From: AKISUJAR@NUSVM.BITNET
Message-ID: <8912110804.AA07472@ucbvax.Berkeley.EDU>
Source record: 245862

Ref: Richard E Covert Message: Panasonic Laser Printer Day One
Hello Richard, I also just got my HP Laser Jet IIp on December 8th. Due to the limited lines on my BITNET mailing system I am unable to share my experience with the IIp with Spectre GCR, PC-Ditto, TimeWorks DTP and Calamus and DynaCAD in greater detail with the netter as what you have done. While waiting for the IIp to print Calamus Documents (Only 1/2 page at a time as I bought mine with only 512K) one thing flash to my mind. As you all know that the SLM804 uses the RICOH engine but stripped all the RAM and making use of the Atari RAMs for printing thus required a minimum of 2MB computer (MEGA2) to print. However, RICOH also marketing the printer with their own brand name with internal RAMs. Would it be possible to modify the SLM804 printer interface box to fit to your Panasonic and my HP IIp so that they can be connected to the Atari DMA port. We then do not have to wait when using Atari Prg. A switch to select between DMA and Parallel/Serial will make them versatile & inexpensive printers. Suthipunth

3989. Games for ST

Newsgroup: comp.sys.atari.st
Date: 1989-12-11 08:27:00 UTC
From: EDGINGTC@Wabash.BITNET
Message-ID: <8912120804.AA00584@ucbvax.Berkeley.EDU>
Source record: 245863

I can't decide what game I should ask for for Christmas for my ST. Tell me what your favorite games are and why so I can make the best choice.

```
-------------------------------------------------------------------------------
| ______ | ATARI IS NO. 1 | Chris Edgington |
| / \ / \ | * * * | Wabash College '92 |
| | | | . | * * * | (Purdue next year.) |
| | | | __ | * * * | Computer Science Major |
| | |/--\ |-- | |__ | ** * ** | Math Minor |
| \______/ / \ / \ / \ __| | *** * *** | |
| | *** * *** | edgingtc@wabash.bitnet |
-------------------------------------------------------------------------------
```

3990. looking for bolo

Newsgroup: comp.sys.atari.st
Date: 1989-12-11 08:55:14 UTC
From: rwilson@uvicctr.UVic.CA.UUCP
Message-ID: <871@uvicctr.UVic.CA.UUCP>
Source record: 245864

Is bolo available anywhere? I can't find it at terminator or panarthea.
It exists on my local BBS, but I can't get it to run. It just bombs.
I tried it with no ramdisk or DA's. I have a 1meg mono 1040. Any
suggestions? Thanks.

Rich (rwilson@uvicctr.UVic.CA)

3991. Re: part08 of form is missing

Newsgroup: comp.sys.atari.st
Date: 1989-12-11 10:24:56 UTC
From: bernd@actisb.UUCP
Message-ID: <727@actisb.UUCP>
Source record: 245873

klute@trillian writes:
>In article <1000@tuvie> roland@tuvie.UUCP (Roland Schreier) writes:
>>my site did not receive part08 (dvi.uab) of Form.
>>All my attempts to get this from someone else failed.
>>Would someone p l e a s e mail it to me. Thanks very much.

>No, do not mail, *repost*!

>FORM part 8 did not make it to Europe and is missing

We have part 8 of FORM here at our archive-server. But because of
the communication problems between tub and unido we cannot send
it to sites that are not in Berlin.

All requests which go through (or to) unido will be saved and
executed when the problems are gone.

Bernd.
--
Bernd-Gunter Nitzler VoiceNet: 49 / (30) 8 84 44-224
ACTIS in Berlin GmbH UUCP from USA: pyramid\
Kurfuerstendamm 65 from elsewhere: mcvax!unido!tub!actisb!bernd
D-1000 Berlin 15, W. Germany

3992. Anybody tried to compile SOZOBON C under MS-DOS ?

Newsgroup: comp.sys.atari.st
Date: 1989-12-11 10:59:45 UTC
From: remco@tnoibbc.UUCP
Message-ID: <1362@tnoibbc.UUCP>
Source record: 245865
Cross-posted to: comp.sys.atari.st,comp.sys.ibm.pc

```
Hello,

Has anybody tried to compile Sozobon C under MS-DOS ? Compiling
with Microsoft C 5.0 seems to work on first sight, but when you
run the compiler the following error occurs:

in main.c (from HCC):
if(sizeof(NODE) & 3) {
printf("sizeof NODE not mult of 4\n");
exit(1);
}

Any ideas? Please respond via email, because I don't read comp.sys.ibm.pc.

Thanks in advance, Remco Bruijne
--
---------------------------------------------------------------------
Remco Bruijne USENET: remco@tnoibbc PHONE: +31 15 606437
---------------------------------------------------------------------
```

3993. Missing AR.H from Sozobon C

Newsgroup: comp.sys.atari.st
Date: 1989-12-11 11:02:15 UTC
From: remco@tnoibbc.UUCP
Message-ID: <1363@tnoibbc.UUCP>
Source record: 245866

Hello,

I got Sozobon C from the Panarthea mail server, but AR.H from the tools
directory appears to be missing. Would anybody be so kind to mail it
to me ?

Thanks in advance, Remco
--

Remco Bruijne USENET: remco@tnoibbc PHONE: +31 15 606437

3994. Re: Shareware MAC

Newsgroup: comp.sys.atari.st
Date: 1989-12-11 11:58:30 UTC
From: RiddCJ@computer-science.birmingham.ac.UK
Message-ID: <8912111158.aa09824@flopsy.Cs.Bham.AC.UK>
Source record: 245867

If Aladin has gone public domain, why is it still being sold by the UK
distributors Signa? They are still advertising it!
It was mentioned that the authors were taken to court in Germany by Apple -
as far as I know, to avoid this, Proficomp have moved to Holland.

Chris (a Spectre 128 owner, and proud of it!(but awaiting a GCR))

```
/*
* Snail mail address:
* Chris Ridd, "Wave after wave, each mightier than the last
* School of Computer Science, 'Til last, a ninth one, gathering half the deep
* Birmingham University, And full of voices, slowly rose and plunged
* UK Roaring, and all the wave was in a flame"
*
*/
```

3995. TOS 1.4 in oz

Newsgroup: comp.sys.atari.st
Date: 1989-12-11 12:01:51 UTC
From: <>
Message-ID: <1209@diemen.cc.utas.oz>
Source record: 245868

Any ideas on when TOS 1.4 will become available in Australia, and how much it will cost? A friend of mine was most disappointed recently when he bought a new 1040ST and discovered that the OS had not been upgraded. Will new STs get the new ROMS?

John M Williams
ACSnet: jmw@tasis.utas.oz ARPA: jmw%tasis.utas.oz@uunet.uu.net
UUCP: {enea,hplabs,mcvax,uunet,ukc}!munnari!tasis.utas.oz!jmw

3996. AES bug?

Newsgroup: comp.sys.atari.st
Date: 1989-12-11 12:08:04 UTC
From: harryk@bucsb.UUCP
Message-ID: <138@bucsb.UUCP>
Source record: 245869

Have I found an AES's bug or i don't know what i'm doing?

Here is the problem:

I'm writing an ST application which is supposed to use KEYBORD-
EQUIVALENTS for almost every entry of the menus. So, (naturaly?)
i'm using the function evnt_multi() in order to handle MESSAGE
and KEYBOARD events. The thing works ok except one annoying pro-
blem:
If i press a key-equivalent, while any of the pull-down
menus is open, i'm getting the action that corresponds to
that keyboard-equivalent(i.e using the mouse i open the 'File'
menu and i place the mouse pointer on the entry 'Open', which
is becoming "selected"....now, instead of clicking on 'Open',
I press Ctrl-A (which is the equivalent for 'About xxxx' under
the menu title 'Desk'). Well, what happens is that the dilogue
box for the 'About' selection appears on the screen; and after
I exit the dialogue box, i'm getting the file selector). The
correct response should be NEITHER dialogue-box NOR file selector!

The code i'm using is the following:

```
int dummy, keypressed, msg_buffer[8], event;
OBJECT *menutree;

.
.
.
for(;;){
menu_bar(menutree, 1); /* enable the menu bar */
event = evnt_multi( MN_SELECTED | MU_KEYBD,
0,0,0, /* clicks, button, state */
0, 0,0,0,0, /* inrec, x1, y1, w1, h1 */
0, 0,0,0,0, /* outrec,x2, y2, w2, h2 */
msg_buffer, /* message buffer */
dummy, dummy, /* lowtime, hightime */
&dummy, &dummy, /* mouse coordinates */
&dummy, &dummy, /* bptr, kptr */
&keypressed, /* i want this one */
&dummy /* times */
);

menu_bar(menutree, 0); /* disable the menu bar */
if ( event & MU_KEYBD )
switch (keypressed){
........
```

```
/* case quit: rsrc_free(); appl_exit(); exit(0); */
}
else if (event & MN_SELECTED){ /* or just ... else */
switch (msg_buffer[4]){
........
/* case quit: rsrc_free(); appl_exit(); exit(0); */ */
}
} /* for */
```

The C compiler i'm using is MWC v3.0.9 but i don't think it matters
A friend of mine has Laser C v2.0 which has some AES examples in one
of the original disks! We tried to see what happens with 2 of these
examples, and we found out that the problem ALSO exists in both of them.
We also recompiled my program with Laser C, and nothing good happened!
This makes me think that it may be an undocumented AES bug(?).
On the other hand, all the programs i've seen using keyboard equi-
valents, do not have this problem!
The strange part is, that this is exactly what evnt_multi() is
supposed to do! When a menu is opened (but no entry has been selected)
the application sends NO message to the buffer..so evnt_multi() is
still active, waiting for a KEYBOARD or MENU event to occur! Thus if
a key is pressed, even if the menu is still opened, evnt_mutli()
writes the keyboard message to the buffer and terminates. ....And how
the heck am i supposed to change this behavior? How do the others do
it? You, guys, are my last hope! If i don't get any answer i'm gonna
remove the keyboard equivalents from the program (or i may leave it as
it is right now)...
Anyway, if someone out there knows the answer, PLEAAAAASEEEEE, let me
know.....I may give him a free copy of my program (what a guy, he?)

And something else. What's your reaction on the file selector? Why am
I getting the file selector after the dialogue box? I cannot give any
logical explanation. I mean, i just talked about evnt_multi() and key-
equivalents..but why is it giving me the file selector? It should be
done after the dialogue box, right? (note that the file selector is
supposed to be activated with the entry 'Open', but still i cannot
explain it!)

thanks a lot!!!!

Harry Karayiannis
3rd Year Computer Science
Boston University

---------- SORY FOR ANIE MISPELSS----------
I'm just another Greek!!

3997. Re: GNU C Floating Point Math

Newsgroup: comp.sys.atari.st
Date: 1989-12-11 12:39:18 UTC
From: piet@cs.ruu.nl
Message-ID: <2150@ruuinf.cs.ruu.nl>
Source record: 245870

```
In article <4470.257da18c@uwovax.uwo.ca>, 7103_2622@uwovax (Eric Smith) writes:
`
`One other note: the library as distributed has a serious bug in the compare
`routine for floats. That should be fixed soon; a temporary workaround is
`to use doubles instead of floats. This may have been causing your problems.
`--
I published a patch for this problem a month or so ago.

Here is the new source for ___cmpsf2:

.text
.even
.globl ___cmpsf2
___cmpsf2:
movel sp@(4),d0 | get a
movel sp@(8),d1 | get b

bpl cmpsf2_p
tstl d0
bpl cmpsf2_p
cmpl d1,d0
bgt cmpsf2_m
blt cmpsf2_1
cmpsf2_z:
clrl d0
rts
cmpsf2_p:
cmpl d1,d0
bgt cmpsf2_1
beq cmpsf2_z
cmpsf2_m:
movel #-1,d0
rts
cmpsf2_1:
movel #1,d0
rts | sigh
--
Piet* van Oostrum, Dept of Computer Science, Utrecht University,
Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands.
Telephone: +31-30-531806 Uucp: uunet!mcsun!hp4nl!ruuinf!piet
Telefax: +31-30-513791 Internet: piet@cs.ruu.nl (*`Pete')
```

3998. Re: Lattice C v5

Newsgroup: comp.sys.atari.st
Date: 1989-12-11 13:15:42 UTC
From: D.C.Halliday@newcastle.ac.uk
Message-ID: <1989Dec11.131542.24034@newcastle.ac.uk>
Source record: 245871

As far as I know Lattice c v5 is out and about, It has been advatised
in ST world (the serious only mag from the UK).

3999. 40 folder bug

Newsgroup: comp.sys.atari.st
Date: 1989-12-11 13:43:40 UTC
From: MEGGIN@vm.epas.utoronto.ca
Message-ID: <89Dec11.084735est.57401@ugw.utcs.utcs.utoronto.ca>
Source record: 245872

In both TOS 1.2 and TOS 1.4, I have noticed that if a program allocates _all_ of RAM to itself, the ST will die on disk i/o with a system shutdown message. Perhaps this is the problem that Diane Barlow Close has mentioned.

David Megginson, Centre for Medieval Studies, Toronto

4000. Ham Radio Applications for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1989-12-11 15:08:44 UTC
From: carlo@electro.UUCP
Message-ID: <1228@electro.UUCP>
Source record: 245874
Cross-posted to: rec.radio.shortwave,rec.ham-radio,comp.sys.atari.st

The following is relayed for john@polygen.com, who cannot post messages from his site.

David Sharpe inquires:

> I am trying to locate ham radio related software to run on my
> Atari 520 ST. Any leads in this regard are well appreciated.

Carlo Sgro asks:

> On that note, does anyone know of any shortwave listener's or ham radio
> software out there for the ST?

Sure, there is software available for

Morse Code
RTTY
a Packet Radio BBS
Color Slow Scan Television (see 73 Magazine, Dec '89 and Jan '90)
WEFAX
Satellite Tracking
etc.

The following user groups have program libraries which specialize in ham radio applications for Atari computers:

Atari Microcomputer Network
John Adams, KC5FW
17106 Happy Hollow
San Antonio, TX 78232
U.S.A.

ASTUR (Atari ST Users on Radio)
GEERAERT Michel
W. Elsschotlann 21
B-8460 Koksijde
Belgium

John Langner, WB2OSZ
mit-eddie!polygen!john

--

Carlo Sgro Vote for your favorite .signature!
watmath!watcgl!electro!carlo Call 1-900-GOODONE ($2 on your phone bill).

4001. Re: tv show and the Mega ST

Newsgroup: comp.sys.atari.st
Date: 1989-12-11 15:41:14 UTC
From: joeg@polygen.uucp
Message-ID: <608@hepburn.UUCP>
Source record: 245875

In article <1694@fredonia.UUCP> sale5312@fredonia.UUCP (Marty Saletta) writes:
>In article <891206.19213238.024049@SFA.CP6> (Z4648252) writes:
>>FLASH!
>> I just saw on the television the sitcom, Growing Pains.
>>In plain view of everyone, was a Mega ST during an office scene. Wow!
...
> Also, just this past week I saw a 1040 (or a 520STFM) used on the
>show "War of the Worlds". I was running through the channels and
>saw a someone in a dark van typing on one. Too bad the display was *not*
>coming from the ST...

and don't forget "Friday the 13th, the series". This last episode where
'Curious Goods' was invaded by a demon or some-such...

Joe Gaudreau @ Polygen Corporation, Waltham, MA 02254 (617)890-2888
UUCP: {princeton,mit-eddie,bu.edu,sunne}!polygen!joeg

4002. Unexpandable megas

Newsgroup: comp.sys.atari.st
Date: 1989-12-11 15:45:00 UTC
From: STJLHI33@WATSON.BITNET
Message-ID: <8912120805.AA00886@ucbvax.Berkeley.EDU>
Source record: 245876

This is not directed at Ken or Allen, OK?

My family followed Atari's upgrade path and got a Mega2 after we sold our 1040. We love it and use it for more than we ever though we would. Now I'm trying to decide on a computer to take to school with me. I've really been leaning toward the ST, especially since I have the Spectre 128 (If I get an ST I'll probably upgrade to the GCR).
*** BUT ***
Now I find out that Atari crippled the Mega2s in an effort to rip off it's customers. I can stand bad support, but that's outrageous! I'd rather not buy a computer from a company that does stuff like that. Planned obsolescence was _supposed_ to be a joke.

Will Atari's support improve?
Will they quit making computers with unnecessary limitations?
Will they be around long enough for me to buy a STACY4? (I've given up on the ATW)
Will I have to get an Ameoba with A-MAX instead?

stay tuned next week...

Jason Steiner STJLHI33@WOOSTER.BITNET | In my opinion my
"This country ain't got no problems that a few | opinions are
plastic explosives won't cure!" - Steve Taylor | just opinions.

4003. Re: New Atari Developers Package

Newsgroup: comp.sys.atari.st
Date: 1989-12-11 15:51:00 UTC
From: rehrauer@apollo.HP.COM
Message-ID: <475d287b.20b6d@apollo.HP.COM>
Source record: 245877

In article <8912081500.aa01816@FHP2.HUACHUCA-EMH1.ARMY.MIL>
Mrhyner@sed.huachuca-emh1.army.MIL writes:
>I was wondering if any 'new' developers out there could explain what
>is included as part of the developer's kit?

I suppose I should wait for the response, but: I'd also like to know if registering as a developer is an all-or-nothing package? Last I heard, Mark Williams C was part of the $300 deal. I already have a C compiler that I'm happy with (Laser C); is there a lesser-priced option that omits MWC? I'd think there'd be more than a handful of people that like to know the answer to that.
--
>>"Aaiiyeeee! Death from above!"<< | Steve Rehrauer, rehrauer@apollo.hp.com
"Flee, lest we be trod upon!" | The Apollo System Division of H.P.

4004. Re: Blitz copy cable and utility

Newsgroup: comp.sys.atari.st
Date: 1989-12-11 15:53:59 UTC
From: paulm@ccicpg.UUCP
Message-ID: <50911@ccicpg.UUCP>
Source record: 245878

In article <14889@well.UUCP>, dsmall@well.UUCP (David Small) writes:
[....]
> your local Atari dealer (or Best Electronics). There does not seem to be a
> copyright on the supplied software.
>
> Thus, your major cost is the download. Even ST-World is offering
> the documentation on its monthly shareware disk.
>
[....]
> -- thanks, Dave / Gadgets

Does anyone know where I can find a copy of the BLITZ software?
I've checked my local BBS's and it's not on any of them.
If somebody could please EMAIL me a copy I'd greatly apreciate it.

Thanx in advance, Paul Moreau.

.==.
UUCP: ...ccicpg!dl2!paulm	Paul L. Moreau
or ...ccicpg!dl1!paulm	Diagnostics Software Eng.
or ...ccicpg!paulm	Irvine, California
`=='

4005. Re: WordWriter Paragraph format

Newsgroup: comp.sys.atari.st
Date: 1989-12-11 16:10:00 UTC
From: rehrauer@apollo.HP.COM
Message-ID: <475d39cc.20b6d@apollo.HP.COM>
Source record: 245879

In article <3590@jhunix.HCF.JHU.EDU> esp_05@jhunix.UUCP (Stdnt 05) writes:
> I don't know if it's still available, but Thunder
>from Batteries Included is THE BEST spelling checker I've seen
> [...]
> It ran in the
>background so it could check spelling while you type, and it would
>work with just about any GEM program (eg NOT ST Writer).

Not even the latest versions? The most recent ST Writer I've seen
(2.something) has a GEM mode, in which you can use the mouse, file
selectors, etc. Does Thunder still not like ST Writer, or perhaps
did you have an older (pre-2.0) copy of the latter?

--
>>"Aaiiyeeee! Death from above!"<< | Steve Rehrauer, rehrauer@apollo.hp.com
"Flee, lest we be trod upon!" | The Apollo System Division of H.P.

4006. Re: Shareware MAC

Newsgroup: comp.sys.atari.st
Date: 1989-12-11 16:31:49 UTC
From: covertr@force.UUCP
Message-ID: <475d4d9a.14a1f@force.UUCP>
Source record: 245880

In article <22472@brunix.UUCP>, mjv@iris.brown.edu (Marshall Vale) writes:
> The product that I think Tim was talking about was a cross compiling
> system that emulated toolbox routines on the IBM PC. By taking
> legal-working
> Mac C source code and compiling it with this special compiler, you could
> get it to run on the PC. I'm assuming that they wrote their own windowing
> system and look and such but basically used the same names and arguments
> in their toolbox as in the Mac. It was big about a 1 year ago and haven't
> heard much since.
>

That is the tool that I was referring to. It was a special 'C' library
that allowed you to compile Mac C code on an IBM PC. Then the new PC code
would execute EXACTLY the same as the Mac code. it seems like a simple enough
idea.

And it seemed like a real neat idea. Because you could port the 'C' Library
to other machines, such as the Atari ST. Then, MicroSoft could recompile their
MS WORD for the ST. It would open up a whole world of Mac software for the
ST. And the PC. And the Amiga.

It is a shame that the library isn't readily available.

--
Richard E. Covert, Lead Engineer of Software Tools Group
AG Communications Systems, Phoenix AZ (602) - 581-4652
TCP/IP: covertr@gtephx
UUCP: {ncar!noao!asuvax | uunet!zardoz!hrc | att}!gtephx!covertr

4007. Re: Still searching...

Newsgroup: comp.sys.atari.st
Date: 1989-12-11 16:34:34 UTC
From: markr@seqp4.ORG
Message-ID: <324@seqp4.UUCP>
Source record: 245881

And furthermore, Atari's new developers program appears to cut off
the PD/shareware community from access to internal documentation.
If the "non-professional" developers had to rely on the wealth of
information available from book publishers on programming the ST
we would all be out buying Macs, Amigas or (gasp) IBM clones.

Why don't you guys just cut your own throats and get it over with :-?

--
-Mark Roddy
seqp4!markr@m2c.org
m2c!seqp4!markr

4008. The Cabbage Patch Doll of Christmas 1989!!

Newsgroup: comp.sys.atari.st
Date: 1989-12-11 16:40:20 UTC
From: covertr@force.UUCP
Message-ID: <475d5540.14a1f@force.UUCP>
Source record: 245882

My local PBS TV station had COMPUTER CHRONICLES on last night. CC had a special Christmas show where they were showing thigns to buy for XMas gifts for IBMs and Macs.

Anyway, at the end of the normal show they have a segment called "Random Acess" where they announce latebreaking news. They had a small announcement of the Atari LYNX. The segment had the Atari name and Fuji logo on the screen. they compared the Lynx to the Ninetendo Gameboy and liked the Lynx more. Anyway, CC said that since 'only' 70,000 Lynxes were being shipped before Christmas that the Lynx may be the "Cabbage Patch Doll" of this season!!!

so, anyhow it was nice seeing Atari in the press. Did anyone happen to catch this announcement??

P.S. The first season that the Cabbage Pacth Dolls were sold, they were sold out weeks before Christmas!! And folks were hunting for them everywhere!!

--
Richard E. Covert, Lead Engineer of Software Tools Group
AG Communications Systems, Phoenix AZ (602) - 581-4652
TCP/IP: covertr@gtephx
UUCP: {ncar!noao!asuvax | uunet!zardoz!hrc | att}!gtephx!covertr

4009. Re: Printing speed

Newsgroup: comp.sys.atari.st
Date: 1989-12-11 16:47:12 UTC
From: covertr@force.UUCP
Message-ID: <475d5b67.14a1f@force.UUCP>
Source record: 245883

In article <8912090808.AA21805@ucbvax.Berkeley.EDU>, 01659@AECLCR.BITNET (Greg Csullog) writes:
> Rich:
>
> The order of speed for the ST environment is
>
> 1. GDOS + ST + SLM804
> 2. UltraScript + ST + SLM804
> 3. PostScript + ST + HP LaserJet with PS board via parallel or serial
> 4. bitmapped + ST + HP Laserjet without PS support
>
> 4. is so far behind the others (that was the 44 minute job I referred to)
> that it is not an option you want to consider.

Greg, I *HATE* to admit that you are correct (because that implies that I was wrong and I am *NEVER* wrong :-)) but I ran some more tests and the bottleneck in printing speed is definitely the parallel interface. ISD on Genie says that their file "printer.cdk" takes 34 seconds on an ST/SLM804 combo. The same file took over 4 minutes on my souped up MegaST4/T16/Fast hard drive/KXP4450 system. Quite a bit of difference!!

Thank God I don't do much DTP work on my machine. The SLM804 is definitely the way to go for ST-only DTP work. And with the new PageStream 1.8 you can put together a great magazine entirely on the ST.

so, while I am still happy to have the KXP4450, for others the ST/SLM804 will be a better system. Each to their own, that's what makes the ST so great.

Thanks for your comments.

--
Richard E. Covert, Lead Engineer of Software Tools Group
AG Communications Systems, Phoenix AZ (602) - 581-4652
TCP/IP: covertr@gtephx
UUCP: {ncar!noao!asuvax | uunet!zardoz!hrc | att}!gtephx!covertr

4010. Re: Uniterm 2.0e

Newsgroup: comp.sys.atari.st
Date: 1989-12-11 16:49:31 UTC
From: krieg@jupiter.uucp
Message-ID: <1709@mrsvr.UUCP>
Source record: 245884

Is Uniterm 2.0e available on any of the archives? I have 2.0c and would like
to upgrade to the latest and greatest version.
--

= Andrew Krieg The Marvel Historian =
= G.E. Medical Systems - CT - New Berlin, WI =
= USENET: krieg@jupiter.med.ge.com =

= "Maybe Christmas," he thought, "doesn't come from store." =
= "Maybe Christmas...perhaps...means a little bit more!" - The Grinch =

4011. Re: LASERJET IIp AND ATARI S/WARE: WHAT WORKS 'n HOW

Newsgroup: comp.sys.atari.st
Date: 1989-12-11 17:05:10 UTC
From: ron@argus.UUCP
Message-ID: <1385@argus.UUCP>
Source record: 245885

In article <8912100208.AA25391@cunixd.cc.columbia.edu> ia4@CUNIXD.CC.COLUMBIA.EDU (Imran Anwar) writes:
>
> I NEED HP LASERJET IIp DRIVERS FOR WORDPERFECT FOR THE ATARI ST
>- - - - - - - - - -
>(and for any other ST s/ware also!)
>
>Imran

Call Word Perfect. The Atari Support Line is 1-800-321-3271

More companies should have customer support like WP!

--
Ron DeBlock N2JSO
Net: ...!rutgers!galaxy!argus
US Mail: 42 Davis Street, Phillibsburg, NJ 08865 USA

4012. Re: FLAMES and SUPPORT IN THE MINUS REALM

Newsgroup: comp.sys.atari.st
Date: 1989-12-11 17:34:18 UTC
From: jjung@sal-sun10.usc.edu
Message-ID: <6983@chaph.usc.edu>
Source record: 245886

In article <2369@cuphub.cup.edu> kar7481@cuphub.cup.edu (Dan Karbowsky;AtariEliteOfPghPa
bbs412-384-5609) writes:
>In article <1864@atari.UUCP>, kbad@atari.UUCP (Ken Badertscher) writes:
>> I'm not way off base. I may be wrong in your case, and in fact I may be
>> wrong in the case of every person who reads comp.sys.atari.st!...
[text deleted]
>> Users, by and large, want to use their computers.
[more text deleted]
>["No defense, Ken", deleted]
> BUT HAVEN'T YOU REALIZED THAT THE GENERAL CONSENSUS OF PERSONS ON THIS
> NEWSGROUP SEEM TO BE ***QUITE PISSED OFF*** AT ATARI FOR NOT GIVING
> ANY REALISTIC SUPPORT IN ANY WAY TO ANY ST USERS/PROGRAMMERS/WHATEVERS
> AND YOU HAVE (in the past 3 weeks since our site has had this newsgroup,anyway)
> NOT REALLY _STRENGTHENED_ ATARI'S OVERALL PICTURE IN THE EYES OF AT LEAST
> THIS PROGRAMER/USER/etc... AND MORE THAN LIKELY--A ((FEW)) OTHERS TOO!!!

But why should Atari support the end-users/public domain programmers? Most people who own computers have absolutely no desire whatsoever to program it. They just want to _use_ it and possibly play games one it. _THAT'S_ it. They don't give a damn if Turbo C is available for their machine, they just care that WordPerfect's available for it. All the people who've been sending flames to Ken _are_ way off base. comp.sys.atari.st is by no means an accurate representation of all Atari end-users out there.

However, I do wish Atari would make some of the ST's technical specs available for any end-user who wants it, but doesn't have the money to get the Developers' Package. So, I humbly suggest to Atari, to allow us end-users who _want_ to program, but don't have the money, to let us pay for the tech specs, but not get the full fledge Developers' Package.

In other words, what I simply want Atari to do, is allow for something similar to De Re Atari for the 8-bits. If we (end-users) really want the technical info on the ST's, we can order them from Atari, without having to become a developer. And for those 90% end-users who don't _care_ about programming, they won't be affected.

How about it, Ken? A little extra money to be spent, but it'll sure help out all the public domain authors a lot.

John

4013. Re: SYQUEST REMOVABLE DRIVES10643

Newsgroup: comp.sys.atari.st
Date: 1989-12-11 17:38:51 UTC
From: wyant@eplrx7.uucp
Message-ID: <1989Dec11.173851.24474@eplrx7.uucp>
Source record: 245887

From article <19554@kuhub.cc.ukans.edu>, by 2FHDBEAK@kuhub.cc.ukans.edu:
> In article <8912080824.AA01365@ucbvax.Berkeley.EDU>, MAXG@SUVM.BITNET ("Gerry Greenberg: 315-443-5378") writes:
>> Does anybody out there have a Syquest removable drive hooked up to their
>> machine? or know the address/phone
>> of Syquest? This might be the way to go for a hard drive
>> system...Maybe putting off getting a hard drive for so long might
>> actually pay off?!
>> Thanks,
>> Gerry
>> ggreenbe@rodan.acs.syr.edu (internet)
>
> Atari makes a Syquest drive, the MegaFile 44. I've never used one, but
> I know a few dealers supposedly have them .
>
> --Jimbo

A small outfit near Baltimore called Toad Computers makes the
same 44 Mbyte removable cartridge for less than Atari charges.
They put an ICD disk controller and a Syquest drive in your choice
of boxes with power supply and SCSI interface. We have been using
one with our ST for three months and it works well so far.

Patrick Wyant
*!uunet!eplrx7!wyant

--
The UUCP Mailer

4014. Timeworks DTP version

Newsgroup: comp.sys.atari.st
Date: 1989-12-11 17:58:54 UTC
From: jalkio@cc.helsinki.fi
Message-ID: <1628.2583eadf@cc.helsinki.fi>
Source record: 245888

Could you please tell me what is the newest version of the Timeworks DTP. If you are not sure, tell anyway. Thanks.

Jouni Alkio

4015. Atari students discount?

Newsgroup: comp.sys.atari.st
Date: 1989-12-11 18:00:14 UTC
From: jalkio@cc.helsinki.fi
Message-ID: <1629.2583eb2e@cc.helsinki.fi>
Source record: 245889

Does atari offer any kind of students discount? As far as I know Apple can give 40%.

Jouni Alkio

4016. Re: LYNX Development System

Newsgroup: comp.sys.atari.st
Date: 1989-12-11 18:19:00 UTC
From: hedger@inmet.inmet.com
Message-ID: <30200033@inmet>
Source record: 245890

Oh, I agree, it is very interesting......thanks for the info.
keith

```
=========================================================================
| |
| Keith Hedger : {...!}uunet!inmet!hedger hedger@inmet.inmet.com |
| " Tragedy plus time = comedy " |
=========================================================================
```

4017. Cart adptor plug..

Newsgroup: comp.sys.atari.st
Date: 1989-12-11 18:28:49 UTC
From: ins_bac@jhunix.HCF.JHU.EDU
Message-ID: <3624@jhunix.HCF.JHU.EDU>
Source record: 245891

I noticed some talk about cartridge port add-ons etc.
I bought the one offered by EABCO and have subsequently used it and
am pretty much finished with it.
If anyone would like it, I'll let it go for 5.00
It adapts the cart port to a 22 pin edge connector suitable for
plugging a prototyping board onto it..
anyway I paid 14.95 plus postage..so its a good deal I guess.
Nothing has been done to it and it is in perfect condition.
call or e-mail me at my sig addresses..
-Ajay CHoudhri

ins_bac@jhunix.UUCP
ins_bac@jhunix.HCF.JHU.EDU ins_bac@jhuvms.bitnet C&P 301-467-4223

4018. Re: New Atari Developers Package

Newsgroup: comp.sys.atari.st
Date: 1989-12-11 18:46:27 UTC
From: brazil@pawl.rpi.edu
Message-ID: <GL=44$@rpi.edu>
Source record: 245892

In article <475d287b.20b6d@apollo.HP.COM> rehrauer@apollo.HP.COM (Steve Rehrauer) writes:
>
>I suppose I should wait for the response, but: I'd also like to know if
>registering as a developer is an all-or-nothing package? Last I heard,

Last I heard, it is possible to purchase a docs only developers
package for considerably less than the full package. Last time I checked,
it was something like $99.

-Tim Onders
brazil@pawl.rpi.edu

4019. Re: intermittent mouse - keyboard problem on old 520

Newsgroup: comp.sys.atari.st
Date: 1989-12-11 18:58:12 UTC
From: pegram@uvm-gen.UUCP
Message-ID: <1365@uvm-gen.UUCP>
Source record: 245893

I have an old (1985, Rev B??) 520 ST. Sometimes, after an afternoon of "mouseing around", the keyboard and mouse stop working completely (no response to either, programs wait quietly for input). A reboot effects a temporary cure, but communication between computer and keys-mouse is rapidly lost again. I have removed and cleaned the IKBD processor, but it hasn't helped. Only shutting down for a while fixes the problem for any period of time. I have some questions:

1) Is this a known problem? If so,

a) Am I correct in thinking that it is a loss of the serial link between the keyboard and processor board, due to heat?

---> b) Which end is the culprit - motherboard receiver i.c., or the
---> socketed IKBD (easy to replace 8-)) processor?

c) If the problem is heat related, can I fix it by adding a heat sink of some sort?

Email replies if possible. Sorry to waste bandwidth if this has come up before. Thanks in advance for any help.

Bob Pegram (pegram@griffin.uvm-gen.uvm.edu)

4020. Great Games for ST

Newsgroup: comp.sys.atari.st
Date: 1989-12-11 19:30:50 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <891211.13293081.028979@SFA.CP6>
Source record: 245894

Chris Edgington writes:

"I can't decide what game I should ask for for Christmas for my ST. Tell me what your favorite games are and why so I can make the best choice."

I'll mention graphics-type games. My number one favorites by order of preference:

1. Xenon2 -- -- -- MirrorSoft (why go to an arcade anymore?)
2. DungeonMaster -- -- FTL
3. TimeBandits -- -- MichTron

My personal requirement for a game is its duration of keeping me interested, graphics, sounds, and user interface. TimeBandits is the old MichTron classic. It is awesome and I've been playing it since 1986. I've yet to finish it. It is an old friend, has great scrolling abilities and fine graphics.
DungeonMaster will cause you to fail your classes, call in sick, and go without eating. Graphics are great and the sound, though repititous, quite good.
Xenon2 is my new toy. It is so good that it should be banned. The graphics are of the calibre of "You mean you can do THAT on an ST?"
All three of the above games have a user interface that allows not only the beginner but also pro to survive and have an enjoyable session.
Descriptions:

1. Xenon2 -- Space type shoot'em up. But it ain't nuthin like you've experienced before. BREATHLESS
2. DungeonMaster -- Dungeon exploration game.
3. TimeBandits -- Also an exploration game, but with many themes. Has multiple "games" and themes. SO VERY GREAT.

Potential great game:

1. BloodMoney -- awesome graphics, great scrolls. Has the same great graphics as Xenon2.
PROBLEM: -- Has stupid copy protection. It may or may not work on your ST. Insane if not criminal copy protection method will kill this fantastic game.
ADVICE: -- Try this one out first before you buy.

All three of the first mentioned games will work on TOS 1.4, at least on my Mega2 with a four-meg memory upgrade and newly installed TOS 1.4. I can't speak for 520K STs, though, whatever those are (grin).

Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

4021. Re: 40 Folder Bug (*NOT* back in TOS 1.4)

Newsgroup: comp.sys.atari.st
Date: 1989-12-11 19:47:14 UTC
From: apratt@atari.UUCP
Message-ID: <1876@atari.UUCP>
Source record: 245895

Mr. John Sudikatus, quoted by Diane Barlow Close, suggests that the 40-folder limit has returned with a vengeance in TOS 1.4.

He is wrong.

He says that the space where memory block descriptors are maintained and the space where directory node descriptors are maintained overlap. This is true. But this is no bug: both data structures, and some other things, are dynamically allocated out of the same pool of memory (called "the OS pool").

He says that using FOLDRXXX.PRG will alleviate the problem. He is right, but not for the reason he thinks.

The root of all this evil is that the OS pool itself is statically allocated. There is only so much room there, for directory descriptors, memory block descriptors, and open-file descriptors. Using FOLDRXXX.PRG adds more memory to be used for these things.

The original problem with the pool was that it was not only statically allocated, but it was also managed poorly: once a piece of the pool was used as (say) a memory descriptor, it was forever tagged as a memory descriptor, and could never be used as a directory descriptor. Starting with TOS 1.4, this is no longer the case. When something allocated from pool is freed, the memory becomes available for any other data structure which is allocated from the pool.

Furthermore, once a directory descriptor was allocated from the pool, IT WAS NEVER FREED. It stood forever, recording its place in the directory structure, even if you never used that directory again. And it was allocated if you even so much as SAW the name of the directory in a window, let alone actually opened that directory. I fixed that, too, so only "active" directories take up memory in the pool, and others can be freed when the memory is required for something else.

That's why I say that TOS 1.4 pushes the limits of the admittedly-evil static OS pool farther away than previous OSes. And using FOLDRXXX.PRG adds pool (for all its uses, not just folders), so you can push the limits arbitrarily far.

Finally, CACHEXXX.PRG has nothing to do with any of this. CACHEXXX.PRG adds sectors to the sector cache which GEMDOS uses, and therefore saves disk accesses. The cache is managed with a "global least-recently used" algorithm, which means that the last N sectors you used are in the cache. You can see this most dramatically if you use "Show Info" from the desktop on a hard disk drive with lots of subdirectories and files. "Show Info" goes down the entire directory tree and reads each

sector of the FAT. Do it once, and the disk light will stay on for a while. Do it again, and the same thing happens. Now run CACHE080.PRG and try "Show Info" twice: the first time, the same thing happens. The second time, the disk light doesn't come on at all, because all the sectors are already cached. This speedup is even more dramatic with floppies!

Sectors are eligable for this cache when they are read by GEMDOS itself (like directory and FAT sectors) or when they are not read in whole-sector blocks. Disk reads which span entire sectors are transferred directly from disk to their destination in user memory.

Please feel free to pass this message along, especially to the place where Mr. Sudikatus' message appeared.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

4022. no Mas

Newsgroup: comp.sys.atari.st
Date: 1989-12-11 20:09:51 UTC
From: themod@blake.acs.washington.edu
Message-ID: <4868@blake.acs.washington.edu>
Source record: 245896

Maybe I just missed it, or maybe it wasn't posted, but does anybody out there in net.land have a complete version of the Modula-2 Algebra System? I have the first five parts (or so) but I didn't see any more posted to comp.binaries. Anybody? Help?

```
*************************************************************************
* Chris Hinton * "Not much of a cheese shop, is it?" *
* themod@blake.acs.washington.edu * "Finest in the district, squire." *
* Mod Software Systems * "Explain the logic underlying that *
********************************** conclusion, pray." *
* Largent - Canton - 1995 * "Why, it's so clean." *
* See you there! * "Certainly uncontaminated by cheese." *
*************************************************************************
```

4023. Re: 40 Folder Bug *BACK* in TOS 1.4?!

Newsgroup: comp.sys.atari.st
Date: 1989-12-11 20:22:03 UTC
From: hcj@lzaz.ATT.COM
Message-ID: <879@lzaz.ATT.COM>
Source record: 245897

>
> A WARNING TO ALL TOS 1.4 USERS!!!
>
> Despite what Atari has said about the 40 folder bug being fixed in TOS
> 1.4, IT ISN'T! Actually, the "40 folder" problem in previous
> versions of TOS may have indeed been fixed, but in reducing the amount
>
> I STRONGLY recommend using FOLDRXXX.PRG or CACHENNN.PRG in your AUTO
> folder. FOLDRXXX.PRG seems to work since the added buffers are put at
>
> Fix a bug, create a bug. That's Atari for you. Oh, well....
> --
> Diane Barlow Close
> {nosc, ucsd}!crash!canada
> canada@crash.cts.com
> Free Canada -- Trade Mulroney

Diane, ATARI has stated from the beginning the 40 folder bug was being reduced to levels of improbability, not removed.
Further, in the Developer docs (I know, you didn't buy them; I did) it further states that lots of recursion in subdirectoried will definitely require using FOLDRXXX.PRG.

Someone once said that any program larger than a page is never fully debugged. I'm sure that there still reside bugs with TOS 1.4, but its reality, not the "ATARI" syndrom that will cause them.

Howard C. Johnson
ATT Bell Labs
att!lzaz!hcj
hcj@lzaz.att.com

4024. Re: Comments on STE -- (un)known facts

Newsgroup: comp.sys.atari.st
Date: 1989-12-11 20:25:28 UTC
From: dag@per2.UUCP
Message-ID: <884@per2.UUCP>
Source record: 245898

In article <29836@shemp.CS.UCLA.EDU>, stephen@oahu.cs.ucla.edu (Steve Whitney) writes:
> In article <881@per2.UUCP> dag@per2.UUCP (Daniel A. Glasser) writes:
>> [extract from my posting omitted]
> <stepping up onto my soapbox now...>
>
> First of all, the ST is a personal computer. The "Cookie Jar" is relatively
> new to that arena.

Actually, the DEC Professional series machines were also classified as
"personal computer". Also, I never said that personal computers used
up-to-date technology. It is just that said technology was introduced
before, and was in common use by, 1982. Since this technology was available
before the ST and TOS were on the drawing boards, I might expect product
designers to have seen it as a possibility when they were specifying the
functionality for the ST operating system. The people at fault here
are mostly the DRI designers and programmers who had their heads stuck
firmly in the sand of the CP/M world and had too little time to even do
CP/M right for the ST platform.

> Secondly, how do you know it's 1982 technology if you
> don't know how it's implemented or even the extent of what it does. I do,
> by the way but I have been asked not to disclose it until it's made public
> by Atari and I intend to honor that request. [comment deleted]
> It's quite well done, believe me.

See the above about the age of the technology. I have a fairly good
background in these things and have seen at least two systems where you
not only get a list of what options and versions you've got installed
on your system and the modes they may be in, but also pointers to routines
that allow a program to hook itself onto the device with inclusive or
exclusive access, etc. I won't go into detail here. The IBM-PC BIOS
has had a very limited version of this feature since its introduction.

> The REAL reason I replied to your posting is that it's offensive. If you ever
> expect to see more upgrades to TOS, you shjouldn't be discouraging those whose
> sweat and enthusiasm it will take to make it happen. _SOME_ of us appreciate
> the things Atari's doing of late (like TOS 1.4, HDX 3.x, cookie jar) and we'd
> like to continue to see improvements.
>
> If you want to scare Ken B. and others off the net, continue to offend them
> this way. Remember, they have constraints to work within, not the least of
> which is compatibility. The three enchancements I mentioned above are fine
> examples of how Atari (read Atari's engineers) has provided enhancements
> which increase the value of older machines without being incompatible with
> old software.

> <off the soapbox and back to comp.sys.atari.st>

Well, I'm not privy to the cookie jar info at this time, but I believe
that Allan Pratt can vouch for my credentials in the area of ST development.
I've been developing software for the ST since 1985, and although Atari
has lost track of my Registered Developer status over the years, I was
a registered developer. In my previous position with the Mark Williams
Company, I assisted and encouraged ST developers and end-users alike,
helping them to program in the ST environment both through the development
of the (IMHO) most complete and easy-to-port-from-other-systems-to C language
programming system available (including a major hand in the documentation),
but in long hours of phone support and hand-holding. I also used to
talk with the Atari people via. telephone on a fairly regular basis.

I've spoken in the past with various software people at Atari about
changes and fixes to TOS which would maintain a high level of compatibility
with previous versions but offer new and extended functionality to newer
applications. I have always encouraged the development and improvement
of the ST environment, and will continue to do so even now that I'm not
actively developing commercial software for the ST.

My comments to the network were to prod a bit more information out of
the overworked and overloaded Ken B. and Allan P. and to let them know
I'm still around. I don't believe that my comments will either discourage
or even overly annoy those folks. I know what kind of constraints they
are working under, and I understand why the evolution of TOS has been so
slow, but the fact that I know these things inside and out does not
prevent me from having an opinion and expressing it.

Please don't take what I say in my rare critical postings as a damning
of what the programmers and engineers at Atari are doing. Most people who
have been on the net for more than a year know that I generally post
constructive, positive and helpful information. I've been rather quiet
for the last year, but that's because I have limited network access
and not very much time to spend reading or posting messages.

This reply is being made to the newsgroup because your flame at me
was made to the newsgroup and I don't want people putting me in a
class with the Atari-bashing denizens of this group.

Please direct all flames in response to me via mail.
--

Daniel A. Glasser One of those things that goes
uwvax!per2!dag "BUMP!!!(ouch)" in the night.
---Persoft, Inc.---------465 Science Drive-------Madison, WI 53711-----------

4025. Addendum: ATM & Spectre

Newsgroup: comp.sys.atari.st
Date: 1989-12-11 20:52:51 UTC
From: mjv@iris.brown.edu
Message-ID: <22615@brunix.UUCP>
Source record: 245899

First I will take Dave Small's advise and make this small (no pun intended, well, ok maybe some) statement:

In a previous article I made some comments about legally obtaining Apple products. Those comments were just In My Humble Opinion and I do not have any legal expertise in which to say they are fact. Please take those words as opinion and not fact. In other words, don't try it at home kiddies.

Nice to see you on the Net Dave S.!

Well, on with the show:

I've found out some more things about the Adobe Type Manager. The only fonts that you can use are Type 1 Adobe _Encrypted_ fonts. Type 3 fonts will not work. Type 3 is the general PostScript font format used by most third parties. Type 1 Encrypted is a special format that has hints in it to produce more legible type at lower pritner resolutions (read: 300dpi). This practically kills the PD Postscript market for ATM so make note of this before you buy fonts. Also, Bitstreams PS fonts which ARE Type 1 format will NOT work either. Bitstreams says they will fix this soon. So basically for now, you are limited to the Adobe catalog of fonts ($$$) and the Linotype library.
The area where people will see the best results from ATM will be the 3rd party laserprinter and ink jet owners such as the HP laserjet and inkjet. These printers will be able to produce outstanding fonts at low point size. Low point size fonts on dot matrix printers will look about the same. High point size fonts will look good on both printers. (this fact has made a lot of ImageWriter owners mad since ATM was originally pushed on them.) Basically, it looks like people who have the ink jet and other laserprinters (like Rich Covert's Panasonic) will do wonderful job mostly since there are printer drivers available for them. (the Panasonic emulates an HP laserjet if I remeber correctly.)
The speed of ATM starts to really bog down when you have a large variety of fonts that it calculated on screen at once. Most this will only happen when using desktop publishing software and especially when zooming in really close on files.
On a stranger note, a friend reported to me that when he printed out the logo for his company on his imagewriter with ATM installed, the logo printed slighty different each time. This was a small SuperPaint 2 file. I'm going to look into this a bit more. The changes in the logo were subtle but enough to be noticeable.

Enjoy!

-- mjv@iris.brown.edu

[all words are IMHO and not representative of my employeers. I don't work for HP or Panasonic, though I once lived in a town where HP had site, and I do proudly own a Spectre GCR and would recommend David Small's work to anyone.]

"And, oh! Father Christmas, if you love me at all,
Bring me a big, red india-rubber ball."
A.A. Milne "Now We are Six"

4026. CYBER VCR

Newsgroup: comp.sys.atari.st
Date: 1989-12-11 22:45:08 UTC
From: mike@pixar.UUCP
Message-ID: <8070@pixar.UUCP>
Source record: 245900
Cross-posted to: rec.video,comp.sys.atari.st

This is a followup on my earlier request for information on using the Atari ST as an edit controller.

Many thanks to Patrick (patrick@hpmcaa.mcm.hp.com) for providing the name "CYBER_VCR". I was able to discover this product at several loacl Atari Dealers, and bought a copy at Berkeley's MicroWorld ~$60 after a 15% discount.

The product consists of a disk an adapter that connects the ST's parallel port to a SONY control-L socket. Being me, I popped open the connector and found an NPN transistor and a couple of resistors.

I couldn't tell from the connector whether communication with the computer is two way or not. I suspect the software sits in a loop and noodles a data or control bit to send packets. I'd much prefer communication via a standard serial port instead of the parallel port, both for portability to other machines and for efficiency.

The software, written by Tom Hudson, wastes no time on pretty icons but is still pretty nifty, allowing a color Atari ST to record a sequence of images to video tape. Unfortunately, you must have a system with al least 1 meg of memory, AND the ability to generate a composite video output. Can you say oxymoron? I have both a 1040 and a 512st and neither one will run the software. However they do give a list of folks who provide 520 memory upgrades and/or 1040/Mega RGB to composite converters.

I haven't used the product yet, but it claims to be able to display animation loops, stills, and wipes, sourcing a long list of ST image formats (neochrome, degas, CYBERPAINT0. Alas, no spectrum 512.

The manual is written in Tom Hudson's usual direct, lively style, and contains some good historical "anecdotes". I must mention that the definition of composite video he gives is only approximately correct but good enough for software folks. (Composite really means that sync and picture information are mixed, and does not refer to mixing of color channel information).

Thoughts on Control-L:

CYBER VCR's timing is in units of frames, and this got me wondering if single frame record is possible using control-L. I suspect, however, that the ST simply moves the video base address around to accomplish frame accurate timing, and uses control-L to manage the less time-critical functions of pausing the recorder.

So - I have some exploring and experimenting to do here. The idea of
using a personal computer talking control-L to control video equipment
is something I bet we're going to hear a lot more about in the near future.
Maybe this will do for video what MIDI did for synths.
--
Mike Russell ucbvax!pixar!mike When the vark gets ard,
the ard get varking.

4027. Message (sorry to all the other people)

Newsgroup: comp.sys.atari.st
Date: 1989-12-11 23:02:27 UTC
From: S61304@PRIME-A.POLY-SOUTH-WEST.AC.UK
Message-ID: <8912120806.AA01010@ucbvax.Berkeley.EDU>
Source record: 245801

(From "The Masked Rat Fink" "Computing and Informatics Yr4")

This is a message to WARWICK GRIG (grigw@uk.co.datlog).

Warwick,
I tried to mail you but my mailer is so brain damaged it cannot get
through to you. Can you send me your snail mail address and we can
communicate in the old fashioned way, like mom and pop used to :-)

Many thanks,

TMRF

PS Glad you got the right-left double click sussed, I did try to Email
you on the subject, but ...

%%%

4028. INFO ON THESE 'CRIPPLED' MEGA2's

Newsgroup: comp.sys.atari.st
Date: 1989-12-11 23:46:12 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <891211.17461024.029783@SFA.CP6>
Source record: 245802

Been reading about these 'crippled' Mega2's that can't be upgraded.
Was it that I was lucky? My Mega2 had the areas for extra ram
chips, etc. My Mega2, bought in October of 1987, is now a Mega4 and
has TOS 1.4 to boot.
Was I just lucky to get this particular series?

Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

4029. Xenon 2 and TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1989-12-11 23:47:54 UTC
From: steveg@SAIC.COM
Message-ID: <8912112347.AA10073@NARNIA.SAIC.COM>
Source record: 245803

FYI, I have the magazine demo version of Xenon 2
(From October '89 ST Format). It works fine on my Mega 4 w/TOS 1.4

Of course, the demo isn't copy protected....

Stephen Goldstein steveg@saic.com
My first Atari system? A 24K Atari 800, Rev. A ROMS, C(not G)TIA graphics
Disclaimer: That's not what I said.

4030. Re: Trash, Disks, etc.

Newsgroup: comp.sys.atari.st
Date: 1989-12-12 00:08:26 UTC
From: alex@athertn.Atherton.COM
Message-ID: <15155@laurel.athertn.Atherton.COM>
Source record: 245804

Thanks for the plug (gee, I kinda _liked_ some of those early icons... :-)
There was also a commercial version of the Icon Editor, called PiE, which
used to be available through The Catalog (Antic magazine). Dunno if it still
is, but I haven't seen it in there in a long time...

--alex leavens

(The commercial version had a lot more stuff in it, including the ability to
generate source code for inclusion in Resource construction set files...)

4031. (None)

Newsgroup: comp.sys.atari.st
Date: 1989-12-12 01:09:00 UTC
From: Bob_Schulze@the_land
Message-ID: <89Dec12-1
Source record: 245805

>
First, thanks to Ken and Allen @Atari for being here (RCSU, BRSU). Second, to either: What is the format of the new TT screens, where can one get this info? Related subject: I heard rumors of lower cost docs to developers; true/false? Have you considered one-shot sales of a developer style package, meaning you don't provide any additional update info without more cash? This would hopefully be even cheaper, and maybe within my range.

4032. Technical Documentation (where??)

Newsgroup: comp.sys.atari.st
Date: 1989-12-12 01:28:50 UTC
From: S61304@PRIME-A.POLY-SOUTH-WEST.AC.UK
Message-ID: <8912120806.AA00934@ucbvax.Berkeley.EDU>
Source record: 245806

(From "The Masked Rat Fink" "Computing and Informatics Yr4")

This is mostly in reply to Ken.B's comments but is also available for
the rest of you to comment upon.

Ken,
I would like to say that just because a large number of users do not want to
program on their ST's this is no reason to provide almost zero information
with them. When I bought my ST I was expecting to get a nice user manual
with it, but instead I find a flimsy pamphlet which almost but not quite
describes the use of the desktop. The only technical information supplied
is in the manual for ST BASIC and if my memory serves correctly, the actual
quantity of hard facts or system information is the square root of nothing!

I don't know whether you non-British folks have heard of the BBC Micro
manufactured by Acorn (of Archimedies fame!) but this came supplied with one
of the best manuals that I have ever seen for a micro computer. It had loads
of system information, by which I mean things like memory maps, and system
call vector addresses. They even put a small paragraph in the manual about the
system routines, saying that they were not trying to hide the OS from the
programmer, infact they were being as open as they could be, whilst allowing
for future expansion. The use of vectors allowing the OS authors to
completely change the inside of the ROM anytime they liked without affecting
well written software! This meant that BBC Micro software was very robust, and
that no one really worried too much about OS versions, unless they specifically
wanted the extra facilities offered by it.

If a BBC Micro developer wanted to get all the information they could about
the machine there were (still are! :-) three other manuals available at about
20 pounds each (translate to dollars yourself). One for advanced programmers,
one for basic disk drive information and one for advanced disk information.
That was it! You didn't need anything else!

My point is that if that much information can be supplied for a machine that
was in its day what the ST is now, why was no technical information supplied
with the ST? Sure teach someone to use the desktop, but after that they are
locked into just using packages. Alright so packages are important, but they
don't all get written by professional developers. Many of the ST programmers
are like me, enthusiastic amateurs (sp?) who develop software for pleasure/
fun/the_hell_of_it ! I can't afford to pay the developers license inorder
to get the docs, but I would like a few basic facts about my machine!

I personally think that the attitude you take as far as non-professional
programmers is concerned is arrogant (sp?) and not what I would expect
from an engineer. Heck, most engineers (software or otherwise!) can't shut
up when you ask them about their 'baby' and they can never go to too much

trouble to be of assitance. To use your least-favorate analogy, it's like
a car salesman telling you that you can't find out what's under the bonnet
until you get your advanced drivers certificate!

This not really a flame, as I don't hate anybody, just an observation on
a lamentable ommision! However, constructive debate on this matter would
serve a useful purpose.

And if Ken would be so kind as to tell me an address I could write to, then
I will write another version of the above and send by Snail Mail in order to
make my feelings know to Atari UK/USA.

As a parting shot, I intend to stick with the ST, despite the lack of support,
because it is a good machine, but it doesn't mean that I have to like having
no docs. If DEC or IBM tried to sell a machine without docs they'd be laughed
out of the business!

<Gets off soapbox before audience gets bored>

TMRF (who just _LOVES_ the heat! :-)

| Simon Chappell (The Masked Rat Fink)
| Computing and Informatics (Final Year), Polytechnic South West (Plymouth)
|
|"Better the pride that resides, in a citizen of the world,
| than the pride that divides, when a colourful rag is unfurled." - RUSH
|
| JANET S61304@uk.ac.psw.pa BITNET S61304@pa.psw.ac.uk
| INTERNET S61304%uk.ac.psw.pa@nsfnet-relay.ac.uk
|
| Disclaimer: 'And you believed ME?' <falls on floor laughing>

4033. High resolution monitors

Newsgroup: comp.sys.atari.st
Date: 1989-12-12 01:54:42 UTC
From: w-darekm@microsoft.UUCP
Message-ID: <9409@microsoft.UUCP>
Source record: 245807

Quick ST has been updated to handle high resolution monitors.
It now supports any sized monitor, whether 1280x960 or 640x400 or some other size. To get this free update, reply to this message, and include your name and address. Only registered users of Quick ST can receive this update. Also state the kind of monitor you will be using. I am interested in finding out what is most common:
- Viking Moniterm
- Hyperscreen
- Bigscreen (hi res emulator)
- other (???)

Unlike earlier versions of Quick ST which support hi res monitors, there is no speed loss when using the non-standard resolution. For example, the Viking Moniterm gets a 1200% boost in the speed of text printing, and almost 100% in GEM operations, the same as with the standard 640x400 screen.

- Darek

|| Branch Always Software || Darek Mihocka
|| PO Box 2624, Station B || (519)-747-0386
|| Kitchener, Ont N2H 6N2 || CIS: 73657,2714 BIX, GEnie, Delphi: DAREKM
|| Canada (519)-570-4340 || Quick Utilities on every desk in every home

4034. parts missing in comp.binaries.atari.st

Newsgroup: comp.sys.atari.st
Date: 1989-12-12 01:58:27 UTC
From: roland@tuvie
Message-ID: <1002@tuvie>
Source record: 245812

Thank you, I have just got form/part08 from Chris Forkner in
return for form/part06 which he was missing.

Chris Hinton writes that he has only the first five parts of the
nine part Modula-2 Algebra System.
The last four parts have not arrived here too.

Who is eating the bytes...?

Roland Schreier _ Technical University of Vienna
Gusshausstrasse 27-29 |_) _ | _ _ _| +43 (222) 58801 3838
A-1040 Wien | \ (_) | (_| | | (_| SCHREIER@EAECL1.UNA.AT
Oesterreich - Europe roland@tuvie.at

4035. Need Mailing Label Program

Newsgroup: comp.sys.atari.st
Date: 1989-12-12 02:03:01 UTC
From: cbz@cbnewsm.ATT.COM
Message-ID: <7481@cbnewsm.ATT.COM>
Source record: 245808

I need a program which will allow me to maintain a file of, and print
out mailing labels. I'd prefer a good PD or shareware program, but
any suggestions are appreciated. Thanks!

* Craig B. Ziemer %% DISCLAIMER: AT&T does not *
* AT&T Bell Laboratories %%%%%% officially support what I *
* Reading, PA %% just said, in fact, they *
* UUCP ADDRESS: alux6!cbz %% rarely do :^) *

4036. Re: TimeWork's DeskTop Publisher version 1.1 help

Newsgroup: comp.sys.atari.st
Date: 1989-12-12 02:42:17 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <10310@stag.math.lsa.umich.edu>
Source record: 245809

In article <891209.12112692.027270@SFA.CP6> Z4648252@SFAUSTIN.BITNET (Z4648252) writes:
>Hello all,
>
> From Panarthea, I just downloaded the converted Macintosh fonts
>that are in the encoded file. Inside the file were a nice selection of
>fonts with an accompanying ASSIGN.SYS.
> I substituted my ASSIGN.SYS with the file's ASSIGN.SYS, ran the
>WIDTH.APP program and received an "Error Loading Driver File" message
>or something to that effect.
> Instead of trying to fight this thing, I'd like to ask others
>on the net, "What are the ground rules for using a different
>ASSIGN.SYS?" Obviously, the generous contributor included the
>appropriate ASSIGN.SYS with these fonts as an aid to keep us from
>having to edit our former ASSIGN.SYS. Help? Comments, anyone?
>
>Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

Howdy. I submitted those fonts and the accompanying ASSIGN.SYS file.
I put in the opening comments "This file was written for use with
G+Plus" ... I've never tried to use it with Atari's GDOS, so that'd
be the first thing I would suspect.

I guess my advice to you is to merge what's in the provided file with
the ASSIGN.SYS you've already been using. The CodeHead guys included a
file GDOS.DOC with their stuff that describes the ins'n'outs of writing
an ASSIGN.SYS file. I think it's freely distributable, I'll send it to
you (or post) if you want.
-- Howard
--
-=- PrayerMail: Send 100Mbits to holyghost@father.son[127.0.0.1]
and You Too can have a Personal Electronic Relationship with God!

4037. ST Advertisments on TV!

Newsgroup: comp.sys.atari.st
Date: 1989-12-12 02:54:59 UTC
From: S61304@PRIME-A.POLY-SOUTH-WEST.AC.UK
Message-ID: <8912120810.AA01337@ucbvax.Berkeley.EDU>
Source record: 245810

(From "The Masked Rat Fink" "Computing and Informatics Yr4")

With regard to the existance or non-existance of commercials for ST's,
there is currently a two minute (approx) commercial running on our
commercial television networks. This displays the ST in the manner of
a general purpose computer, showing it capable of colour graphs,
full colour graphics with animation, games and something else that
escapes my memory for now!

But it is near Crimbo after all, so as soon as December is over, so, I
imagine, will be the advertisment campaign!!

Just thought you'd all like to know

TMRF

| Simon Chappell (The Masked Rat Fink)
| Computing and Informatics (Final Year), Polytechnic South West (Plymouth)
|
|"Better the pride that resides, in a citizen of the world,
| than the pride that divides, when a colourful rag is unfurled." - RUSH
|
| JANET S61304@uk.ac.psw.pa BITNET S61304@pa.psw.ac.uk
| INTERNET S61304%uk.ac.psw.pa@nsfnet-relay.ac.uk
|
| Disclaimer: 'And you believed ME?' <falls on floor laughing>

4038. booting from floppy

Newsgroup: comp.sys.atari.st
Date: 1989-12-12 03:30:35 UTC
From: parker@vlsic2
Message-ID: <101870@ti-csl.csc.ti.com>
Source record: 245811

Boot from floppy with ICDBOOT software

I am having a problem trying to boot from the floppy disk while
using the latest (at least I think the latest, less than 2 mths old)
ICDBOOT software with my hard drive.

According to the manual, if I depress Ctrl/Shift/Alt while booting, the
computer will boot from the floppy instead of autobooting from the
hard-drive. I have a copy of ICDBOOT.prg in A:\AUTO folder but not in
C:\AUTO as instructed in the docs.

Well....no luck.
I have tried all combinations of softboot/hardboot, wait till the floppy
lite comes on and goes off, and so on as recommended in the ICD docs
that I got with the kit...and all I get is the default ROM desktop.
It doesn't autoboot from the hard-drive, but it doesn't read the floppy
either, it just comes up with the ROM 2-icon desktop.

The whole point was so I could boot from floppy on those rare occasions when
I wanted to use a GDOS application. I have a stock 1040ST with TOS 1.4.
Can anyone shed any light on this situation? (And I don't mean get G+PLUS!).

Thanx for any replies.

james parker

4039. Re: New Atari Developers Package

Newsgroup: comp.sys.atari.st
Date: 1989-12-12 04:58:09 UTC
From: saj@chinet.chi.il.us
Message-ID: <1989Dec12.045809.828@chinet.chi.il.us>
Source record: 245813

In article <475d287b.20b6d@apollo.HP.COM> rehrauer@apollo.HP.COM (Steve Rehrauer) writes:
>
>I suppose I should wait for the response, but: I'd also like to know if
>registering as a developer is an all-or-nothing package? Last I heard,
>Mark Williams C was part of the $300 deal. I already have a C compiler
>that I'm happy with (Laser C); is there a lesser-priced option that omits
>MWC?

I did just what was suggested above. I forget the price, but the main issue is
that some of the most useful Atari utilities are normally considered a bundle
with the C compiler. Stuff like MADMAC, Atari db and aln. I presume there
would be no problem re-selling MWC if you REALLY don't want it. The hassle
of getting the important stuff without the compiler just isn't a good bargain.
(Note: everyone I've ever spoken with at Atari is very helpful, and wants to
solve problems. This seems to be an inherently confusing situation.)
Steve J.

4040. Re: MIDI and LANS

Newsgroup: comp.sys.atari.st
Date: 1989-12-12 05:03:53 UTC
From: akenning@pico.oz
Message-ID: <448@pico.oz>
Source record: 245814
Cross-posted to: comp.dcom.lans,comp.sys.atari.st

In article <32333@auc.UUCP> dag@auc.UUCP (Daniel Gibson) writes:
>Help!!!!!!
>I am looking for any information on building a communication network
>using MIDI. If you know of any work being done in that area let me know.
[...]
>Dan Gibson
[...]

Back in 1985-1986 when I was in Kentucky, I remember there was an awful lot of talk about using the MIDI port of the Atari ST for a LAN. I haven't read the newsgroup for a while, because it has too many items per day, but I reckon that if it can be done, then they should have worked it all out by now. 4 years should have been enough.

A
l
a
n

Kennington.

4041. Atari ST Basic, Compiler ?????

Newsgroup: comp.sys.atari.st
Date: 1989-12-12 06:05:28 UTC
From: ben@cit5.cit.oz
Message-ID: <1989Dec12.060528.1239@cit5.cit.oz>
Source record: 245815

This may be some what of an ignorant question BUT here goes.

Having written in ST Basic (I KNOW, DON'T FLAME ME) some engineering programs for antennae design and helical filter design, i was wanting to improve (with ST Basic, HA!) the programs and produce runtime only code rather than having to rely on the interpreter environment.

So, is there available (?) a compiler, even PD for ST Basic. If not i will have to rewrite the programs in GFA Basic V3.0 (after i buy it) or even in Hisoft Power Basic (also if i buy it). Any help or even enlightenment would be most appreciated.

---
* Nino Benci. ben@cit5.cit.oz * Some times i wonder, Why do we do it *
* Internet. * But then i,m resigned to the fact *
* ben%cit5.cit@munnari.cs.oz.au (??) * that we control our own destiny *
* Chisholm Institute of Technology * *
* School of Digital Technology * *
* 900 Dandenong Rd, Caulfield East * *
* VIC, 3145. Tel (03) 573 2355/2519 * *
* AUSTRALIA * *

4042. Re: Blitz copy cable and utility

Newsgroup: comp.sys.atari.st
Date: 1989-12-12 06:56:23 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <24928@cup.portal.com>
Source record: 245816

Dave Small sez...
>I hope this information about BLITZ is of interest.

>-- thanks, Dave / Gadgets

Geez, Dave.. you're one of the few members of our little Atari world whose info is *always* of interest..!

You've managed, in one short message, to clear up a lot of the mystery about how the BLITZ system works... much more so than all of the other messages I've read, anywhere else about it..!

I still remember the night you demonstrated your Z-80 based parallel bus disk drive for the 8-bit Atari at a MACE meeting... hard drive speed from a floppy..!

In short.. *anything* you want to write is of interest..!

BobR

4043. 6 MONTH OLD ATARI 1040 ST+COLOR MONITOR+2400 MODEM:URGENT SALE

Newsgroup: comp.sys.atari.st
Date: 1989-12-12 07:03:04 UTC
From: ia4@cunixb.cc.columbia.edu
Message-ID: <2432@cunixc.cc.columbia.edu>
Source record: 245817
Cross-posted to: comp.sys.atari.st,misc.forsale

1040 ST with color monitor bought on 7/1/89 with modem for immediate sale as
I am upgrading to Mega 2 with 30M hard disk and Laserprinter.

Must sell by 12/19/89 to get the new machines.

Bought for $1100......yours for $900. Will ship within US / original cartons.
Works perfectly....no problems.

Can also sell items as follows:

A= 1040 ST (with Mouse and w/proc s/ware + builtin 720K 3.5" disk) $500

B= "A" as above with color monitor $790

Please send me email or call me at (212) 749-1155

Regards

Imran Anwar

4044. Re: no Mas

Newsgroup: comp.sys.atari.st
Date: 1989-12-12 07:03:54 UTC
From: steve@thelake.UUCP
Message-ID: <1112890103544351@thelake.UUCP>
Source record: 245818

In article <4868@blake.acs.washington.edu>,
themod@blake.acs.washington.edu (Chris Hinton) writes ...

>
> Maybe I just missed it, or maybe it wasn't posted, but does anybody out
>there in net.land have a complete version of the Modula-2 Algebra System?
>I have the first five parts (or so) but I didn't see any more posted to
>comp.binaries. Anybody? Help?
>

Same here, and we're pretty widely separated. Perhaps parts 6-9 should be
reposted?

--
Steve Yelvington at the (frozen enough to skate!) lake in Minnesota
UUCP: ... pwcs.StPaul.GOV!stag!thelake!steve

4045. Re: ST Dealer favors MAC Money...

Newsgroup: comp.sys.atari.st
Date: 1989-12-12 07:06:38 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <24929@cup.portal.com>
Source record: 245819

Dan Karbowsky mentions:

>The primary ST dealer here in the Pittsburgh area has sold off
>ALL EXISTING ATARI HARDWARE/SOFTWARE INVENTORY AND REFUSES TO STOCK ANYTHING
>UNTIL "Atari gets their marketing act together..."

Perhaps *that's* why Atari Corp only has about 130 dealers in the
entire United States..?

Consider that there are quite a few dealers left in California, and I know
we've got maybe half a dozen here in the Michigan area... that means that
there are *entire States* which don't have an Atari dealer...

Pretty pitiful, eh..?

BobR

4046. Re: Richard, Richard, Richard! (was Re: Mega chips & drive questions)

Newsgroup: comp.sys.atari.st
Date: 1989-12-12 08:06:00 UTC
From: dsmall@well.UUCP
Message-ID: <14929@well.UUCP>
Source record: 245820

Steve, I know what you mean. I've found a solution in a shell script
that's run by my cron process after UUCP and UUXQT have done their thing
in the middle of the night. (Since this is a single-user 7300, it's not
like censorship or anything...)

Try:

cd /usr/spool/news/comp/sys/atari/st (get to ST notes storage)
rm `grep -il "covert" *` (remove all covert notes)

Put that into an executable shell script (remove.sh?, say, with the
execute bit set), then add a crontab entry to call it once after the night's
downloads are done. Be sure to allow plenty of time for UUXQT to unpack all
the
individual notes.

The "-i" option makes it ignore upper/lower case, and the "-l"
option makes it generate a list of filenames, which in turn are fed to rm.
Note the symbols around the expression are not single quotes...

-- Hope this helps, Dave Small / Gadgets by Small, Ink.

p.s. This note should only be read with tongue firmly planted in cheek.

4047. Something Clever... GBS

Newsgroup: comp.sys.atari.st
Date: 1989-12-12 08:06:09 UTC
From: U009@CCIW.BITNET
Message-ID: <8912120806.AA00898@ucbvax.Berkeley.EDU>
Source record: 245821

> -- thanks, Dave / Gadgets by Small
> "I wish I could come up with something clever to put at the bottom of my
> messages."

Dave... Dave... Dave... "Gadgets by Small" is sufficient. Thank YOU!

Regards, Stu Beal, VE3MWM, (U009@CCIW.BITNET),
National Water Research Institute,
Burlington, Ontario, Canada.

The future lies ahead... and behind us lies... lies... lies.

4048. Re: Seagate 296N, 277N

Newsgroup: comp.sys.atari.st
Date: 1989-12-12 08:13:42 UTC
From: dsmall@well.UUCP
Message-ID: <14930@well.UUCP>
Source record: 245822

The basenote discusses the 277N drives and interleaves.

Steve, I have both the 277R and 277N; the 277R runs with an OMTI 3527 controller, that I recommend without reservation, at 1:1.

As you may know, the Spectre v.1.51 had a problem with the 277N. File copies to the 277N, when the drive was formatted at 1:1, would sometimes fail. We *finally* tracked it down to the Seagate onboard controller board. The board was not capable of accepting SCSI commands immediately after transferring data; a delay was needed. This is the first drive we'd seen that required this delay, out of many. (And heck, maybe *we* are the ones out of SCSI spec).

My 277N worked fine under TOS at 1:1 interleave, so my guess is that Atari is using different I/O code with a delay, or the natural overhead of GEMDOS is adding sufficient delay. It doesn't take much to make the 277N start working with 1:1 -- just turning on Spectre's disk monitor will do it.

I've been told repeatedly that Seagate has done many different revisions of the controller ROM, some to try to fix this problem, by manufacturers who buy the Seagate products in quantity. (It drives them up the wall, too.) Hence, my 277N experience may not apply to you, so you know.

Nowadays, we recommend "Slow SCSI" or 1:2 format on Seagate 277N, 296N, and 157N drives. I think possibly the 4096 80 mb unit wanted it, but can't recall.

Hope this helps some.

-- thanks, Dave / Gadgets

(!hplabs!boulder.edu!tcr!gadgets!dsmall)

4049. Re: Prodigy run under Spectre GCR?

Newsgroup: comp.sys.atari.st
Date: 1989-12-12 08:22:59 UTC
From: dsmall@well.UUCP
Message-ID: <14931@well.UUCP>
Source record: 245823

The basenote talks about Prodigy not working under Spectre.

Bob, don't give up hope on Prodigy. It's already running under AMAX, the Amiga Mac emulator; tweaking a flag called SCSIflag to a different value is required. We've been chasing it with our in-circuit emulator, the only equipment that will penetrate Prodigy, and trying to figure what's wrong.

The program basically boots, then freezes. The ZAX tells us the interrupt level has been set to 7, which locks out all interrupts, and it stays there. Not very many ROM calls are made -- they are mostly "what time is it?" calls. I *think* --I don't know -- that Prodigy takes over the whole machine, polling for keyboard input, serial input, doing serial output.

Prodigy has been most helpful with us and we've dug our way through management there to some of the programmers. I imagine what it'll boil down to is determining exactly what part of the Mac's architecture they're dependent on, and hacking around it.

So, please don't say it's not ever going to happen, ok? It might even be up by the end of the year; it's been a priority project here.

-- thanks, dave / Gadgets

"The only people who don't follow the Mac programming rules are those that made up the rules."

4050. Re: Apple roms.

Newsgroup: comp.sys.atari.st
Date: 1989-12-12 08:38:37 UTC
From: dsmall@well.UUCP
Message-ID: <14933@well.UUCP>
Source record: 245824

The basenote is discussing Apple ROMs and what happened when IBM was cloned.

I had an interesting talk with an Apple market-intelligence person at Comdex. What it boiled down to is there's a third factor here: 3rd party software developers. If there were a cheap clone-Mac available, those developes would probably see an increase in their sales, and this would thus benefit them.

Yes, it's not 1985, when Mac developers were starving. However, the Mac is still having to compete with reams of MSDOS Clones, and there's plenty of companies who look at installed base (Mac vs. MSDOS), ease of development (the learning "cliff"), and potential market, and don't do Mac products ... or do limp ports of PC products.

Obviously I'm not unbiased in this. However, I would like to see Apple license out its 64K, possibly its 128K technology, to clone makers under tight control, to produce an inexpensive Mac. Given that Tramiel can sell a 520 ST for under $300 (if I have that right -- if not, it's close), this would help encourage third party software development for the Mac. A case history would have to be the Commodore 64. Get enough installed, and development
will happen, as developers see the potential market.

Probably such a machine would have to be configured not to compete with "classic" Mac products like the SE. (I have been told the Plus has gone out of manufacture, so it's irrelevant). Perhaps limits on the clock speed,
RAM availability, or no System 7 compatibility would reassure Apple that clone sales would not damage Mac sales. And those clone royalty checks certainly are not going to hurt anything -- if I heard right, Apple made a mint off Adobe stock.

Obviously this is tentative and speculative. What's interesting is that these were the opinions of the person I was talking to!

Maybe, perhaps Apple is realizing there's more than one way to "have it all".

-- thanks, Dave / Gadgets

4051. mas -- Modula-2 algebra system

Newsgroup: comp.sys.atari.st
Date: 1989-12-12 09:47:51 UTC
From: klute@trillian
Message-ID: <1826@laura.UUCP>
Source record: 245827

Path: trillian
!klute

Kuerzlich wurde ein Programm namens "mas" (Modula-2 algebra
system) nach comp.binaries.atari.st gepostet. Teil 3 fehlt hier
immer noch. Ist er vielleicht irgendwo anders hier in
Deutschland angekommen?

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4052. Re: Stacey Display

Newsgroup: comp.sys.atari.st
Date: 1989-12-12 10:45:49 UTC
From: jackin@vehka.uta.fi
Message-ID: <766@kielo.uta.fi>
Source record: 245825

Well, I've read two magazine reviews that tell us a whole different story. In december issue of ST-magazin (W-Germany) the reviewer said that Stacey will not have a backlighted display (plain LCD, not good). On the other hand, in December issue of PCW (Personal Computer World, UK) Stacey was a cover article and the reviewer said it has a back-lighted display, which is one of the best he has seen. In fact he had two different machines (both had backlighted LCDs). Also David S. wrote how good the display was (a few articles back, here).

I believe that Stacey has a backlighted display, which is very good.

MM.

!Markku M{enp{{ ! University of Tampere, Finland !

4053. Gnu C (again)

Newsgroup: comp.sys.atari.st
Date: 1989-12-12 11:14:55 UTC
From: jackin@vehka.uta.fi
Message-ID: <767@kielo.uta.fi>
Source record: 245826

I've asked this once, but to no avail. So I'll ask it again.

Where can I find Gnu C for ST ? I can FTP.

Thanks,

! Markku M{enp{{ ! University of Tampere, Finland !

4054. Re: FLAMES and SUPPORT IN THE MINUS REALM

Newsgroup: comp.sys.atari.st
Date: 1989-12-12 12:54:33 UTC
From: daniel@pkmab.se
Message-ID: <2391@pkmab.se>
Source record: 245828

In article <6983@chaph.usc.edu> jjung@sal-sun10.usc.edu (John Jung) writes:
>In article <2369@cuphub.cup.edu> kar7481@cuphub.cup.edu (Dan Karbowsky;AtariEliteOfPghPa
bbs412-384-5609) writes:
>>In article <1864@atari.UUCP>, kbad@atari.UUCP (Ken Badertscher) writes:
>>> I'm not way off base. I may be wrong in your case, and in fact I may be
>>> wrong in the case of every person who reads comp.sys.atari.st!...
[a lot of text deleted]
>> BUT HAVEN'T YOU REALIZED THAT THE GENERAL CONSENSUS OF PERSONS ON THIS
>> NEWSGROUP SEEM TO BE ***QUITE PISSED OFF*** AT ATARI FOR NOT GIVING
>> ANY REALISTIC SUPPORT IN ANY WAY TO ANY ST USERS/PROGRAMMERS/WHATEVERS
>
> But why should Atari support the end-users/public domain programmers? Most
>people who own computers have absolutely no desire whatsoever to program it.
>They just want to _use_ it and possibly play games one it. _THAT'S_ it. They

One of the most common _uses_ for any kind of computer IS programming!

And the reason for supporting is _very_,_very_ simple: WE, THE END-USERS
ARE C U S T O M E R S ! [And The Customer is _always_ right, remember? :-)]

What Atari Corp.]_not_ Ken personally] should care about is keeping
their customers satisfied. Rule One in any serious business!

>
> However, I do wish Atari would make some of the ST's technical specs
>available for any end-user who wants it, but doesn't have the money to get the

That's what it's all about...

4055. Atari Portfolio

Newsgroup: comp.sys.atari.st
Date: 1989-12-12 13:47:53 UTC
From: grs@ingr.com
Message-ID: <7955@ingr.com>
Source record: 245829

I don't read this group (at all) but I'm looking for a net group where I might find people knowledgeble on the Atari "Portfolio" pocket computer. Has this machine been discussed/reviewed on this group? If so, could someone email me a synopsis of the messages?

Basically, I'm looking for someone who may have one. Is it worth having? Is the keyboard acceptable? What kind of info is available on non-ROM software. Will there be user programmability in some form?

Sorry if this is the wrong group. If so, could someone point me in the right direction. Thanks.

G.Smith
...uunet!ingr!b17c!gsmith!grs

4056. Re: 40 Folder Bug *BACK* in TOS 1.4?!

Newsgroup: comp.sys.atari.st
Date: 1989-12-12 14:01:21 UTC
From: matthews@umd5.umd.edu
Message-ID: <5768@umd5.umd.edu>
Source record: 245830

In article <876@crash.cts.com> canada@crash.cts.com (Diane Barlow Close) writes:
>
>The following message appeared on the San Diego Atari Computer Enthusiast's
>BBS. The originator of the message is quite a competent
>programmer/developer for the ST, so I gave his message more ``weight'' than
>if just anyone had posted it. Can anyone confirm or dismiss this bug
>report:
>
[message about TOS 1.4 bug deleted]
>Diane Barlow Close

Well.. TOS 1.4 *did* crash on me once, when I tried to access a folder (not sure of how many I had accessed before). I at the time had cachexxx, and now I have foldrxxx (foldr100 to be exact), and haven't had the problem happen since.

Mike

4057. Re: A LEGAL Mac emulator!

Newsgroup: comp.sys.atari.st
Date: 1989-12-12 14:03:30 UTC
From: matthews@umd5.umd.edu
Message-ID: <5769@umd5.umd.edu>
Source record: 245831

In article <1989Dec10.213607.21807@ux1.cso.uiuc.edu> forbes@aries.scs.uiuc.edu (Jeff Forbes) writes:
>Many semiconductor companies have disclaimers that their semiconductors
>(of any type) may not be used in medical lifesupport equipment, unless certain
>conditions are met.
>
> Jeff

Is that because of moral arguments, or just plainly they know their ICs aren't reliable enough for medical life support equipment, and the certain conditions are backup stuff?

Mike

4058. Compuserve

Newsgroup: comp.sys.atari.st
Date: 1989-12-12 14:30:00 UTC
From: 0C109@AECLCR.BITNET
Message-ID: <8912130805.AA23678@ucbvax.Berkeley.EDU>
Source record: 245832

I am thinking about signing up on Compuserve and would like to know what kind of software libraries it has for the ST (and the 8-bit as well). Also, do anyone know if they have a phone number you could call for infomation and to sign up? If anyone out there uses it any general comments would be welcome. Please reply to me direct as I am having trouble receiving the digests. Thanks in advance.

##
With mystical divinity of unashamed felinity ## Donald Simmons 0C109@AECLCR
Round the cathedral, cry 'Viva!' ## Chalk River Nuclear Labs
Life to the everlasting cat. ## Chalk River, Ontario
##

4059. Re: Shareware MAC

Newsgroup: comp.sys.atari.st
Date: 1989-12-12 14:42:00 UTC
From: greg.trice@canremote.uucp
Message-ID: <89122619395637@masnet.uucp>
Source record: 245833

Yes I have, lots of it. What you don't realize is that just because Apple needed 128k of code, and N man-years of work doesn't necessarily mean that the task at hand needs that. Depending on the skill - and more important - insight - of programmers, the same task may result in solutions that are very different in code size and time taken. I have examples at hand of functionally identical programs, one of which is twenty times the size of the other. And the large one probably took fifty times as long to debug. I've never disassembled a Mac ROM, so I can't give any views on the quality of the code therein, but knowing (a) how slow a Mac is and (b) that some at least of the code was written in Pascal (probably by some structured programming fetishist) I suspect that most of the code is pretty awful.
Of course I wasn't necessarily advocating that anybody actually try it; knowing Apple's penchant for suing everybody, I'd have every incentive to make any machine I designed as unlike a Mac as possible.
Anyway, is there really any genuinely indispensable program available only on the Mac? Even if there were, it would probably be an easier task to patch the program to run on the ST than create an (even slower) Mac emulator.
---
* Via ProDoor 3.2aR

4060. ICD AUTO BOOTING FLOPPY BLUES

Newsgroup: comp.sys.atari.st
Date: 1989-12-12 14:52:05 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <891212.08520448.030620@SFA.CP6>
Source record: 245834

James Parker writes:

"I am having a problem trying to boot from the floppy disk while
using the latest (at least I think the latest, less than 2 mths old)
ICDBOOT software with my hard drive."

No luck here either. I also, when using methods described by
James and my own, get only the 'standard' desktop. The problem also
applies to any floppy that has a program in the /AUTO/ folder. The
only way that I can boot off floppy is during a power off of the
hard drive... Not good.
Interestingly, copy protected games ignore the hard drive and
allow the floppy to autoboot.

Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

4061. Re: New Comp.sys.atari.st.xxxx --- Lets Discuss

Newsgroup: comp.sys.atari.st
Date: 1989-12-12 15:44:07 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <2832@water.waterloo.edu>
Source record: 245835

In article <696@acrux.mdavcr.UUCP> rdr@mdavcr.UUCP (Randolph Roesler) writes:

> I have noticed that Comp.sys.atari.st, probably like most
> sys newsgroups, serves as a multi-purpose forum

and he proposes that we divide the group into several parts.
I think I would like this. I am tired of sifting through
the muck, and would support the sort of division he suggest.
(Of course certain "KILL" commands in "rn", like

/obnoxious person/h:j
/ unsubscribe/:j
/ Vapourware/:j

have been helpful in the past, but it is not everything.)
Yes, there are details to work out, but let's discuss them.

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@water.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

4062. Paper jams with Atari SLM804

Newsgroup: comp.sys.atari.st
Date: 1989-12-12 16:04:00 UTC
From: 0C109@AECLCR.BITNET
Message-ID: <8912130808.AA23955@ucbvax.Berkeley.EDU>
Source record: 245836

My company branch has an Atari Mega 2 system with a FaST hard disk and an SLM804 laser printer for our printing purposes. However, ever since we got the laser printer, we have had problems with the paper constantly jamming inside it. We have tried using different type of paper, but it seemed to have little effect. Has anyone else seen this problem. If it matters (can't see how) we have been running Ultrascript to print PostScript files.

Donald Simmons 0C109@AECLCR Chalk River Nuclear Labs

4063. where can i get these?

Newsgroup: comp.sys.atari.st
Date: 1989-12-12 16:10:00 UTC
From: STJLHI33@wooster.BITNET
Message-ID: <8912130809.AA24046@ucbvax.Berkeley.EDU>
Source record: 245837

I downloaded bolo from compuserve & it's great! The about game sez there's a song that plays on startup if you have 1 meg/double. I have both but no song. What other files do I need & where can I get them?

Where can I get Sozoban C, GNU C and GULAM? I read somewhere (and long, long ago) that GNU C++ existed. Same query. Please give bitnet addresses as internet gateway support here is iffy at best.

Thanks much.

Jason Steiner STJLHI33@WOOSTER.BITNET | In my opinion my
"This country ain't got no problems that a few | opinions are
plastic explosives won't cure!" - Steve Taylor | just opinions.

4064. vdist.prg version 3.3

Newsgroup: comp.sys.atari.st
Date: 1989-12-12 16:18:37 UTC
From: powers@harpo.enet.dec.com
Message-ID: <6822@shlump.nac.dec.com>
Source record: 245838

Has anyone been using vdist.prg version 3.3 from the desktop,
and are getting it to work on TOS 1.4? When I run it, it loads
the file to view, and all the fonts, but the window that it is
supposed to be displayed in, is shaded gray. The same symptoms
appear, when I run it from Neodesk. The odd thing is, it works
fine, if I first run MSH, and then do a 'gem vdist' from within
msh. Anyone have any ideas/clues as to why this is?

Bill Powers

Digital Equipment Corp. - Advanced Service Delivery Systems - Stow MA
The opinions expressed above are my own, not my employers, so there.
TELEPHONE - (508) 496 - 8725
E-MAIL - powers@harpo.enet.dec.com
- ...!decwrl!harpo!powers

4065. Re: Detecting Mark Williams' redirect

Newsgroup: comp.sys.atari.st
Date: 1989-12-12 16:21:54 UTC
From: dag@per2.UUCP
Message-ID: <885@per2.UUCP>
Source record: 245839

In article <1777@ncrcce.StPaul.NCR.COM>,
rogers@ncrcce.StPaul.NCR.COM (Bob Rogers) writes:
> Does anybody know how I can detect (from within a Mark Williams' C program)
> that standard input has been redirected (i.e., I need something like UNIX'
> isatty()).

I think that you might find that there is such a function hiding in the
Mark Williams libc.a, but I don't remember for sure. I know that various
MWC tools use one internally (I used to work there). If there isn't
one in the distributed library, it is fairly simple to write one.
Unfortunately I'm not at home (where all my ST stuff is), but I'll give
you some pointers from memory. I'd suggest looking at the entry for
crts0.o in the Mark Williams C manual.

Assuming that the program is started from the Mark Williams (or some
compatible) shell or some program which uses the Mark Williams execv()
or execve() functions, something like the following should work:

```
------ Begin example code --------
#include <stdio.h>
int fisatty(fp) /* function to determine if FILE is a TTY */
FILE *fp; /* the file to look at. */
{
extern char *_iovector; /* see crts0.o entry in MWC manual */
register int c; /* a place to store a character */

if (fp == NULL) /* don't die on unopened files */
return 0; /* and don't call them ttys */

c = _iovector[fileno(fp)]; /* Get the stream type from the IO Vector */
return (c == 'C' /* true if console (keyboard/screen) */
|| c == 'A'); /* true if serial (AUX) port */
/* false if anything else. */
}

int isatty(fd) /* function to determine if a file descriptor */
int fd; /* refers to a tty. fd is the file descriptor. */
{
extern char *_iovector; /* see crts0.o entry in MWC manual */
register int c; /* a place to store a character */

if (fd < 0) /* make sure we've a valid fd */
return 0; /* if not it can't be a tty. */

c = _iovector[fd]; /* Get the stream type from the IO Vector */
return (c == 'C' /* true if console (keyboard/screen) */
|| c == 'A'); /* true if serial (AUX) port */
```

```
/* false if anything else. */
}
------ End of example code --------

If you want the printer to be a TTY, add an "|| c == 'P'" to the returned
expressions. If you don't want AUX to be a tty, remove the "|| c == 'A'"
from the returned expressions. If you want anything but known disk files
to be called TTYs, replace the returned expressions with "(c != 'F')".
(These routines can be optimized. I'm just trying to illustrate how to
do it.)

I believe that the range checking on the isatty parameter value should
include " || fd > MAX_FD_VALUE", but I don't know what defined symbol
to put in place of MAX_FD_VALUE, and I don't know its value off the
top of my head.

I hope this helps.
Daniel A. Glasser
--
_____________________________________________________________________________
Daniel A. Glasser One of those things that goes
uwvax!per2!dag "BUMP!!!(ouch)" in the night.
---Persoft, Inc.---------465 Science Drive-------Madison, WI 53711-----------
```

4066. Re: Hooking up a MONO monitor

Newsgroup: comp.sys.atari.st
Date: 1989-12-12 16:31:00 UTC
From: st.chairman@canremote.uucp
Message-ID: <89122619395687@masnet.uucp>
Source record: 245840

Recently I been wondering about hooking up a MONO monitor to my ATARI ST system, since I have only the ATARI SC1224 (Color) monitor. --- I know I can run out and buy a ATARI SM124 (Mono) monitor and hook it up, but I have been wondering since I own many other monitors for my different computers, if there was a way to hook up a monitor like a TTL one on a IBM. ---- Since I knew a lot about electronics I decided to try a hook up to the TTL IBM monitor I have, but all I got was a black screen. ---- Looking at the wiring I could not see why it didn't work, unless the SYNC levels are not matched to the TTL type. ---- Does anyone out there know how to hook up a third-party monitor to the ATARI ST?

__________ ___ ___ ___ ___ ___ ___ ___ ___
/ // / _ /__//__/_/ /__// // //__ /__ /__/
/___ // /__// // \ / /__//__/ \/\/___//__ / \
/ // MTST Metro Toronto ST User Group Librarian
___/ // CRS ATARI Chairman 416-960-0925 9am-11pm

---
* Via ProDoor 3.2aR

4067. Disk Param

Newsgroup: comp.sys.atari.st
Date: 1989-12-12 16:32:00 UTC
From: MARKS@ENH.NIST.GOV
Message-ID: <8912130810.AA24074@ucbvax.Berkeley.EDU>
Source record: 245841

Can someone tell me where I can (without a modem) find a copy of "Disk Param," useful with the Spectre?

Roger

4068. Directory node descriptors and AHDI

Newsgroup: comp.sys.atari.st
Date: 1989-12-12 17:02:41 UTC
From: MALCOLM@tower-vax.city-poly.ac.UK
Message-ID: <8912130812.AA24281@ucbvax.Berkeley.EDU>
Source record: 245842

Thanks to Allan Pratt for his clear description of the 40-folder bug and what TOS 1.4 does about it. No flame intended, but I think this is the first *real* description of the problem that I've seen. Which brings me to my question. When I disassembled AHDI (version 1.7 I think) I noticed that it contained identical pool-extension code to FOLDRXXX. So am I right in thinking that if AHDI extends the pool by a large enough number of directory node descriptors I can throw away FOLDRXXX? I could add code to AHDI to make the extnension variable (duplicating the functionality of the 'XXX' in 'FOLDRXXX').

--
JANET: malcolm@uk.ac.clp.tvax
Internet/EARN/Bitnet: malcolm@tvax.clp.ac.uk

4069. Re: vdist.prg version 3.3

Newsgroup: comp.sys.atari.st
Date: 1989-12-12 17:57:43 UTC
From: powers@harpo.enet.dec.com
Message-ID: <6827@shlump.nac.dec.com>
Source record: 245843

In article <6822@shlump.nac.dec.com>, powers@harpo.enet.dec.com (Bill Powers) writes:
> Has anyone been using vdist.prg version 3.3 from the desktop,

I meant DVIST.PRG, not vdist.prg

sorry for any confusion

Bill Powers

Digital Equipment Corp. - Advanced Service Delivery Systems - Stow MA
The opinions expressed above are my own, not my employers, so there.
TELEPHONE - (508) 496 - 8725
E-MAIL - powers@harpo.enet.dec.com
- ...!decwrl!harpo!powers

4070. Re: booting from floppy

Newsgroup: comp.sys.atari.st
Date: 1989-12-12 18:14:26 UTC
From: wallace@oldtmr.dec.com
Message-ID: <1377@engage.enet.dec.com>
Source record: 245844

In article <101870@ti-csl.csc.ti.com>, parker@vlsic2 (James Parker) writes...
>I am having a problem trying to boot from the floppy disk while
>
>hard-drive. I have a copy of ICDBOOT.prg in A:\AUTO folder but not in
Remove ICDBOOT.PRG from a:\auto then cold boot the system with
contol/shift/alt. Desktop.inf, DA's and \auto programs will all come from the
floppy. If you want access to the HD then manualy run ICDBOOT.PRG.

Ray Wallace
(INTERNET,UUCP) wallace@oldtmr.enet.dec.com
(UUCP) ...!decwrl!oldtmr.enet!wallace
(INTERNET) wallace%oldtmr.enet@decwrl.dec.com

4071. Re: ST Dealer favors MAC Money...

Newsgroup: comp.sys.atari.st
Date: 1989-12-12 18:34:28 UTC
From: gl8f@bessel.acc.Virginia.EDU
Message-ID: <2455@hudson.acc.virginia.edu>
Source record: 245845

In article <24929@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:

>Perhaps *that's* why Atari Corp only has about 130 dealers in the
>entire United States..?

They do?

Could you be bothered to post a source for this? Reading Atari's annual report would lead you to believe that they sold at least $100,000,000 of ST's in the US last year... a million dollars per storefront?

Methinks your numbers are a bit low.

Greg Lindahl

4072. shel_put()

Newsgroup: comp.sys.atari.st
Date: 1989-12-12 18:39:18 UTC
From: ignac@electro.UUCP
Message-ID: <1232@electro.UUCP>
Source record: 245846

i've got an interesting problem that's been driving me nuts over the last few days. i've written an accessory that uses the AES calls shel_get() and shel_put(). both calls work fine when i compile this program as a standard .PRG file (ie: run the program, get the AES environment using shel_get(), monkey around with it, and restore it using shel_put().)

when i compile it as an accessory, strange things begin to happen. firstly, if i run a gem application, say, tempus.prg, and go to the desk menu bar entry and choose my accessory, it does the usual shel_get(), then i change the AES environment, and save it normally using the shel_put() call. i exit tempus.prg (or whatever application i was using) and lo and behold, the changes i made while using my accessory in tempus.prg are visible back in the desktop.

fine and dandy. this is to be expected. but here comes the weird behaviour. when i'm in the desktop itself, and choose my accessory, do the shel_get(), it gets the current desktop info no problem. now, i change things around, (like the drive masks, etc) and save it using shel_put(). nothing changes at all. its as if the shel_put() call did not work, even though according to developer docs, shel_put() did NOT return an error condition. i call my accessory again, and sure enough, it shows the old information, not what i had edited.

according to the docs, there are NO restrictions on when and where you do the AES calls shel_get() and shel_put(). does the AES detect that you're in the desktop, and ignore shel_put() calls???? this is not pleasing to me since i want to be able to change drive masks, and other desktop.inf things that the desktop can't change itself from the desktop, but its not letting me.

what does atari's control panel do to change the desktop.inf parameters that it monkeys around with. i know that it at least does a shel_get call since a trap 2 monitor i tried once showed that shel_get was called. is there some secret communication protocol between control panel and the desktop to update the desktop.inf information?????

what's the scoop here ken? anything illegal i'm doing?? care to divulge the secrets behind control panel? (that's thirty million for the contol panel secret ...) (take off of the caramilk commercial!) :-)

(btw, the accessory i'm describing is the latest revision of the registered owner version of Quick Inf.

i might as well say that the Quick Utilities updates are now shipping, so come on people, get your disks in for your updates!)

--
=====Ignac A. Kolenko (The Ig) watmath!watcgl!electro!ignac=====
co-author of QuickST, and the entire line of Quick Shareware!!!!
"I don't care if I don't win, 'cause I don't care if I fail"
from 'Youth Of Today' by SUBURBAN DISTORTION

4073. Re: AES bug?

Newsgroup: comp.sys.atari.st
Date: 1989-12-12 19:12:46 UTC
From: mui@atari.UUCP
Message-ID: <1877@atari.UUCP>
Source record: 245847

```
in article <138@bucsb.UUCP>, harryk@bucsb.UUCP (_harryk) says:
>
> Have I found an AES's bug or i don't know what i'm doing?
>
> Here is the problem:
>
> I'm writing an ST application which is supposed to use KEYBORD-
> EQUIVALENTS for almost every entry of the menus. So, (naturaly?)
> i'm using the function evnt_multi() in order to handle MESSAGE
> and KEYBOARD events. The thing works ok except one annoying pro-
> blem:
> If i press a key-equivalent, while any of the pull-down
> menus is open, i'm getting the action that corresponds to
> that keyboard-equivalent( i.e using the mouse i open the 'File'
> menu and i place the mouse pointer on the entry 'Open', which
> is becoming "selected"....now, instead of clicking on 'Open',
> I press Ctrl-A (which is the equivalent for 'About xxxx' under
> the menu title 'Desk'). Well, what happens is that the dilogue
> box for the 'About' selection appears on the screen; and after
> I exit the dialogue box, i'm getting the file selector). The
> correct response should be NEITHER dialogue-box NOR file selector!
>
>
> The code i'm using is the following:
>
>
> int dummy, keypressed, msg_buffer[8], event;
> OBJECT *menutree;
>
> .
> .
> .
> for(;;){
> menu_bar(menutree, 1); /* enable the menu bar */
> event = evnt_multi( MN_SELECTED | MU_KEYBD,
> 0,0,0, /* clicks, button, state */
> 0, 0,0,0,0, /* inrec, x1, y1, w1, h1 */
> 0, 0,0,0,0, /* outrec,x2, y2, w2, h2 */
> msg_buffer, /* message buffer */
> dummy, dummy, /* lowtime, hightime */
> &dummy, &dummy, /* mouse coordinates */
> &dummy, &dummy, /* bptr, kptr */
> &keypressed, /* i want this one */
> &dummy /* times */
```

```
> );
>
> menu_bar(menutree, 0); /* disable the menu bar */
> if ( event & MU_KEYBD )
> switch (keypressed){
> ........
> /* case quit: rsrc_free(); appl_exit(); exit(0); */
> }
> else if (event & MN_SELECTED){ /* or just ... else */
> switch (msg_buffer[4]){
> ........
> /* case quit: rsrc_free(); appl_exit(); exit(0); */ */
> }
> } /* for */
>
>
```

I don't exactly know what is going on in your program. But I could see there are some logical errors in the control loop. First of all, you should wait for event keyboard and event message (MU_MESAG|MU_KEYBD) in the evnt_multi(). However, your code suggest that you wait for Mouse Rectange 2 and Keyboard because you pass in (MN_SELECTED|MU_KEYBD) which has a value of 11 instead of 17. MN_SELECTED should not be used at here.

After you regain control from the evnt_multi(), you need to check to see if the event is Message. If so, what kind of Message is it?

The code should look something like this:

```
menu_addr( menu, ON );

for( ; ; )
{
event = evnt_multi( MU_MESAG|MU_KEYBD,
0,0,0,
0,0,0,0,0,
0,0,0,0,0,
msg_buffer,
dummy,dummy,
&dummy,&dummy,
&dummy,&dummy,
&key,
&dummy
);

wind_update( TRUE ); /* block out everybody else */

if ( event & MU_KEYBD )
{
do sonething....
}
```

```
if ( event & MU_MESAG )
{
if ( msg_buf[0] == MN_SELECTED )/* menu is selected */
{
if ( msg_buf[3] == XXXXX ) /* check for which menu */
{
if ( msg_buf[4] == YYYYY ) /* check for which item */
{
do something ....
}
}
}
}

wind_update( FALSE );
}

menu_bar( menu, OFF );
appl_exit();
```

I hope this can help to clear up some of your confusions.
Good Luck!

Derek Mui
Atari Corp

Disclaimer: Opinions expressed here are my own.

4074. Re: GNU-C configuration info wanted

Newsgroup: comp.sys.atari.st
Date: 1989-12-12 19:17:04 UTC
From: bobw@hpsad.HP.COM
Message-ID: <750036@hpsad.HP.COM>
Source record: 245848
Body handling: HTML body converted to readable text

>Has anybody put together a configuration of GCC running on an ST that
>works?

I'm attempting to setup a system to use GCC as well. You seem to be
a bit further than I, so I have no answers to your questions. I am
posting this to show that there are people out here trying to use the
GNU stuff and having trouble. Those in the know, please respond to
this basenote. My specific questions is below.

>My set-up is a Mega ST-4 with 68 meg of hard disk, TOS 1.2 and a Mono-monitor.
>I have FOLDR400.PRG in my auto directory, and I run gnu-make from under
>a modified MWC shell.
I have a 520ST w/2.5M and color screen, ICD Host Adaptor with 44M of disc
space. I'm using the Gulam shell.

I've been attempting to get gdb going but have not been able to get it
to allow me to debug at the source level.

I have to link in a second step after compiling because I don't have
gnugdb.olb. I don't want to get all the the gnu sources to compile my
own copy. Could someone please send me one?

A question about when using gdb. First what I'm doing.

```
>cc -c -gg hello.c
>sym-ld -r -o hello.sym c:\bin\gnu\lib\crt0.o
>cc hello.o -o hello.ttp

>gdb
(gdb) sym hello.sym

(gdb) exec hello.ttp
(gdb) run

(gdb) list
Listing source requires symbols.

(gdb) step
```

What do I need to do to have it step through and show me the source code?
I want to use gdb at the highest level, after all, I'm just learning this
stuff.

>Can anyone give me pointers, descriptions, how-to's or other advice?
Yes, please do this.

> Daniel A. Glasser

-Bob

---------- ----------
Bob Waltenspiel	e-mail: bobw@hpsad (hplabs!hpsad!..)
ATE Software Team	Telnet: 794-3091
HP Signal Analysis Division	AT&T: (707) 794-3091
1212 Valley House Dr.	HPDesk: Bob WALTENSPIEL/HP5300/A0
Rohnert Park, CA 94928-4999	HP Mailstop: 1UR-M
---------- ----------

Although Pooh's head was stuffed with fluff, he was a cheerful fellow.

4075. Re: Unexpandable megas

Newsgroup: comp.sys.atari.st
Date: 1989-12-12 19:51:07 UTC
From: cbdougla@uokmax.ecn.uoknor.edu
Message-ID: <1989Dec12.195107.12491@uokmax.ecn.uoknor.edu>
Source record: 245849

> *** BUT ***
>Now I find out that Atari crippled the Mega2s in an effort to rip off it's
>customers. I can stand bad support, but that's outrageous! I'd rather not buy
>a computer from a company that does stuff like that. Planned obsolescence was
>_supposed_ to be a joke.
>
>Will Atari's support improve?
>Will they quit making computers with unnecessary limitations?
>Will they be around long enough for me to buy a STACY4? (I've given up on the
>ATW)
>Will I have to get an Ameoba with A-MAX instead?
>
>stay tuned next week...
>--------
> Jason Steiner STJLHI33@WOOSTER.BITNET | In my opinion my
>"This country ain't got no problems that a few | opinions are
>plastic explosives won't cure!" - Steve Taylor | just opinions.

How has Atari crippled your machine?

Collin Douglas

cbdougla@uokmax.ecn.uoknor.edu

4076. A few questions on CAD 3D II and Cyber-animation

Newsgroup: comp.sys.atari.st
Date: 1989-12-12 20:13:19 UTC
From: jalkio@cc.helsinki.fi
Message-ID: <1632.25855bdf@cc.helsinki.fi>
Source record: 245850

Can the CAD 3D II use more than 1 meg of memory? That is, can I use more and/or more complicated objects if I have over 1 MB of memory?

Is there some way to play Cyber-animations from Hard Disk? In that way I could have even 80 MB (or over) of continuous Cyber-animation. Is this possible?

Please, inform me because I am going to buy a hard disk and a memory upgrade.

Jouni Alkio

4077. THANKS Dave Small for doing legal calls -- Adobe Type Manager

Newsgroup: comp.sys.atari.st
Date: 1989-12-12 20:34:36 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <891212.14343434.031382@SFA.CP6>
Source record: 245751

Hello all,

The fact that David Small's Spectre GCR is so very legal while doing calls is such a blessing. His emulator greatly extends the power of the Atari ST.
I have spent all morning using Adobe Type Manager on the Spectre GCR. This one package has stopped most of my thoughts of selling my HP DeskJet for a laser (in spite of slower speed, water soluable ink, etc.). Amazingly, the Spectre GCR can run Adobe Type Manager and very well, thank you.
With the Atari ST, Spectre GCR, HP DeskJet, and Adobe Type Manager, I just collected some nice Christmas money by preparing flyer masters using fonts that measure over 2 1/2" tall!!! The fonts for these monsters have absolutely NO jaggies. Nope, none at all.
Being the simpleton that I am, my needs are slight. I don't need Type 3 fonts and so forth. In fact, the fonts supplied by Adobe are more than adequate for my needs. Indeed, for $57.00 from Mac Zone software, I was able to get Adobe Type Master and fonts for TIMES, HELVETICA, COURIER, and SYMBOL.
And it all WORKS! The speed is not that bad either, whether we are talking about the printer or the screen. Of course, I am on a four megged MegaST, so that might make a difference.
More postive strokes... in the room with me, as I type, are several Macintoshers. They are seeing this ST running FullWrite (document processor--memory hog), RedRyder (terminal program that I'm typing on now), and StuffIt (an archive utility) all by way of MultiFinder. All of these programs are on-line, right now, on my ST as I type this letter.
Sorry about occuping net space and your time but experiences like this cause some enthusiasm and a need to share it with others, albeit all over the planet. THANKS to David Small for making this possible.

Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

4078. STOS Basic

Newsgroup: comp.sys.atari.st
Date: 1989-12-12 21:04:20 UTC
From: daroloson@watmath.waterloo.edu
Message-ID: <32556@watmath.waterloo.edu>
Source record: 245752

I mailed Mandarin concerning a bug with window titles containing blanks and they mailed me a disk labelled STOS 2.5 which seems to work on the new roms.

The STOS Club had the disk to update to 2.4 in its library so they might also have a new rom update.

Maybe someone in the UK could phone both of them and ask if the update is generally available and for how much.

Also, has anyone seen the new packages (Musician, Vidi, & 3D), the new book by Stephen Hill, the new gamespak, or any of the stuff from Shadow Software?

I host the STOS special interest group for KWEST (Kitchener-Waterloo Eight Sixteen Thirty-Two), have written 2 STOS columns for our newsletter "The Hard Copy", and am working on several incomplete projects so I would like to hear from other STOS Basic users.

Dani Roloson
KWEST

4079. .

Newsgroup: comp.sys.atari.st
Date: 1989-12-12 21:52:00 UTC
From: UK8Y@DKAUNI2.BITNET
Message-ID: <"89-12-12-13:52:08.76*UK8Y"@DKAUNI2.BITNET>
Source record: 245753

```
help
```

4080. Re: question SPECTRE GCR

Newsgroup: comp.sys.atari.st
Date: 1989-12-12 21:55:55 UTC
From: marclaan@neabbs.UUCP
Message-ID: <260934@neabbs.UUCP>
Source record: 245754

To: David Small (GBS)
From: Marc H. Laan, newspaper Het Parool, Amsterdam, Holland.

Dave,
We tried to contact you by fax several times. Seems{to be no succes.
we just had a simple question: since we laid hand on one of the
(pre-)production models of Stacy, we'd like to test it as a portable
Mac, with GCR. Until now we didn't hear of GCR overhere in Europe.
Give us some clue please. (with ourpectre 1.9 Stacy performs allright,
but probably you tested that too).
Friendly greetings, Marc H. Laan, Amsterdam-Diemen, Hollan

4081. Re: FLAMES and SUPPORT IN THE MINUS REALM

Newsgroup: comp.sys.atari.st
Date: 1989-12-12 22:15:01 UTC
From: rdr@mdavcr.UUCP
Message-ID: <702@acrux.mdavcr.UUCP>
Source record: 245755

> But why should Atari support the end-users/public domain programmers? Most
>people who own computers have absolutely no desire whatsoever to program it.
>They just want to _use_ it and possibly play games one it. _THAT'S_ it. They
>don't give a damn if Turbo C is available for their machine, they just care
>that WordPerfect's available for it. All the people who've been sending flames
>to Ken _are_ way off base. comp.sys.atari.st is by no means an accurate
>representation of all Atari end-users out there.

Don: Hello Randy, I am looking for a personal computer for use
at home. You know, games, a spreadsheet or two.

Randy: Well ....

Don: I thought I would ask you about which type of computer to buy,
you being a computer person, working for a great big company,
you guys must have all kinds of good information. What computer
do you have ?

Randy: I have an Atari ST Mega 2 and and older IBM.

Don: What kind of things can it do. Can it play games, talk to IBMs,
can my kid learn to program on it.

Randy: Well, to tell you the truth, its hard to program. Harddisks are
expensive because no one know how to build the silly things.
Public domain games are hard to find, as there are not too many
hackers. Programs are reasonable priced, but ...

Not realistic ? Why not ? I am a computer "person", I do not want to
program by Mega 2. But I do want to play around with it. I need reasonable
technical support, either from Atari or from the book store (like IBMs
provide). By not making it fun for us high end users, Atari is creating
a lot of bad press for itself.

Would I really say those things to Don. No. Would I lie to him. No. What he
will hear is what really is. Atari supports only professional developers !

--
~~~~~~
It's not the size of your signature that Randy Roesler
counts - it's how you use it! MacDonald Dettwiler & Assc.
email ...!uunet!van-bc!mdavcr!rdr BC Canada 604-278-3411
~~~~~~

4082. What's wrong with Atari Canada?

Newsgroup: comp.sys.atari.st
Date: 1989-12-12 23:42:07 UTC
From: johns@maccs.dcss.mcmaster.ca
Message-ID: <25858CCF.26616@maccs.dcss.mcmaster.ca>
Source record: 245756

Please don't read this as a flame. I am genuinely concerned about what is going on here in Canada at Atari.
Here in Hamilton we now have 3 computers stores that carry Atari, plus other music stores. I am in contact with 2 of the stores, and I get the picture that they cannot get any more 520s and 1040s. Haven't been able to for a few weeks now, since they sold out. And it's Christmas. Yet I hear (consistent) rumours about wharehouses chok full of STEs in Toronto. Two dealers each have an STE, as a demo, but can't get more. And they both tell me that they have the only one in Canada. Other sources say that there are 6 in showrooms across Canada. What's going on? Am I just putting too much stock in rumours? Please say yes.
Another story.
Some time during the summer, June or July, our club president made an appointment with someone at Atari Canada. They were going to come in and do a little show for us. Great! We put it in our newsletter, but not before confirming several times during the summer and the fall that they were actually going to show. Beginning of October, our prez calls one last time just before making final plans for November like this: 'We know it's your busy time of year, are you sure you can make it? We still have time to change plans.' Of course they would come.
Just 2 short measly weeks before the meeting, they cancelled. Even sent a note of apology. A little time before that they had gotten rid of all their sales staff. Why? You have to have salespeople to sell, right? Have I got the picture right? I'd like to think I'm mislead.
Does anyone @ atari, Allan, Ken, John, anyone, know anything? I'm curious.
--
"After all is said an done, John Schmitt
a lot more is said than done." johns@maccs.dcss.mcmaster.ca
Don't blame anybody for what I say. SCHMITTJ@SCIvax.mcmaster.ca

4083. MEGA problems

Newsgroup: comp.sys.atari.st
Date: 1989-12-12 23:51:27 UTC
From: ron@nluug.nl
Message-ID: <112@hku.nluug.nl>
Source record: 245757

Hi,

Last week I finally traded in my old machine and bought a brand new MEGA 2.
Now for the bad part: it resets on its self now and then (and continues to
do this until power is off), windows are destroyed, parts of windows use
to stay on the same place, although the window itself is moved and programs
tend to bomb (or windows within programs are destroyed).

Has anyone experienced this problems too?

Ron ROozendaal
Utrecht School of Arts

Utrecht, The Netherlands
mcvax!hku!ron

4084. Re: booting from floppy

Newsgroup: comp.sys.atari.st
Date: 1989-12-13 01:03:02 UTC
From: bobw@hpsad.HP.COM
Message-ID: <750037@hpsad.HP.COM>
Source record: 245758

>According to the manual, if I depress Ctrl/Shift/Alt while booting, the
>computer will boot from the floppy instead of autobooting from the
>hard-drive. I have a copy of ICDBOOT.prg in A:\AUTO folder but not in
>C:\AUTO as instructed in the docs.

This works for me. Are you sure the docs say to put icdboot.prg in the
AUTO folder on A:? When I want to boot from floppy, I don't care to
have access to the hard disc, so I don't have it on my A:. Holding C/S/A
will boot from the floppy, not holding will autoboot from the hard disc.

>I have tried all combinations of softboot/hardboot, wait till the floppy
>lite comes on and goes off, and so on as recommended in the ICD docs
>that I got with the kit...and all I get is the default ROM desktop.
>It doesn't autoboot from the hard-drive, but it doesn't read the floppy
>either, it just comes up with the ROM 2-icon desktop.

Have you saved a different desktop on your A:? Make sure your computer is
turned completely off. I've noticed funny stuff when touching the reset
button when Ihave the ICD hard driver stuff loaded. It seems to boot from
the hard disc much faster.

>Thanx for any replies.
>james parker

Your welcome. Hope this helps.

-Bob

---------- ----------
Bob Waltenspiel	e-mail: bobw@hpsad (hplabs!hpsad!..)
ATE Software Team	Telnet: 794-3091
HP Signal Analysis Division	AT&T: (707) 794-3091
1212 Valley House Dr.	HPDesk: Bob WALTENSPIEL/HP5300/A0
Rohnert Park, CA 94928-4999	HP Mailstop: 1UR-M
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Although Pooh's head was stuffed with fluff, he was a cheerful fellow.

4085. Re: booting from floppy

Newsgroup: comp.sys.atari.st
Date: 1989-12-13 02:21:06 UTC
From: mui@atari.UUCP
Message-ID: <1878@atari.UUCP>
Source record: 245759

in article <101870@ti-csl.csc.ti.com>, parker@vlsic2 (James Parker) says:
>
>
> Boot from floppy with ICDBOOT software
>
> I am having a problem trying to boot from the floppy disk while
> using the latest (at least I think the latest, less than 2 mths old)
> ICDBOOT software with my hard drive.
>
> According to the manual, if I depress Ctrl/Shift/Alt while booting, the
> computer will boot from the floppy instead of autobooting from the
> hard-drive. I have a copy of ICDBOOT.prg in A:\AUTO folder but not in
> C:\AUTO as instructed in the docs.
>

Try this:

Turn off the machine, wait for 10 seconds and turn it back on.
Hold down the Alternate Key as soon as you see the screen turns
white.

I hope it works ...

Derek Mui
Atari Corp

Disclaimer: Opinions expressed here are my own

4086. Re: ATW and Stacy 4

Newsgroup: comp.sys.atari.st
Date: 1989-12-13 02:52:52 UTC
From: D.C.Halliday@newcastle.ac.uk
Message-ID: <1989Dec13.025252.15284@newcastle.ac.uk>
Source record: 245760

I notice that a number of US netters still think the ATW is vapourware, it is *NOT* I have seen many working machines. The ATW is very powerfull with great graphics but is of as expected expencive (exact cost eludes me.)

On to another subject the Stacy. A few people have asked for comments on the this machine. Firstly the back lit screen is easy to read although the screen update times are a little slow, and compaires well with the very expencive apple mac protable. Secondly on a lower note it is reported that the battery life is short... VERY short on hard drive modles. ST world have just done a full review if you require more details.

Dave Halliday.
(D.C.Halliday@uk.ac.newcastle)

4087. Re: Amiga Software by Atari!!!

Newsgroup: comp.sys.atari.st
Date: 1989-12-13 03:05:42 UTC
From: marc@cpsc.UCalgary.CA
Message-ID: <2233@cs-spool.calgary.UUCP>
Source record: 245761

In article <.7.Dec.89.09:31:12.A10419@UK.AC.SALF.C> R.D.Chafer@sysc.salford.ac.UK writes:
>Dear Netters
>
>I have just read in ST Format (a UK ST magazine, not bad either) that Atari
>are creating a new software (games) label called ARC. Now the thing is
>Atari claim they are going to market software for the ST, PC and AMIGA.
>ST and even PC I can perhaps understand, but AMIGA. I have heard this piece
>of news rumoured before but now it seems to be fact. Can either Ken or
>Allan shed any light on this strange happening. ST Format suggested it was
>designed to get Commodore owners used to buying Atari, seems like a vague
>and dodgy idea to me.

I should first warn you that I don't know of any official confirmation
of the above (although I await it eagerly).

Although most of us in this newsgroup are pro-Atari (including me), I
don't really think we have to worry about Atari selling out by simply
writing Amiga software.

It's not that they wouldn't, but rather that it wouldn't be a problem
if they did. The Atari and the Amiga allready share a very commom
software pool. After all, the machines are quite similar in many respects.
If Atari writes some quality software (instead of a third party),
all the more power to them. Maybe we'll get some great new software
titles.. Maybe Atari will be successfull and make lotsa cash.. And
maybe they'll up competition in the market (that's always good for
improving quality products).

Let's not judge too hastily.

/\ _ _ \ iNet/Envoy : m.schroeder (org. id = kort)
(/ \/ \ / \ e-mail : marc@cpsc.UCalgary.CA
/ / / / \ Fidonet : Marc Schroeder @ 1:134/47
/ / / (_/____/
__/

Marc A. Schroeder * 1st year computer science
University of Calgary

4088. How to disable ALT-HELP??

Newsgroup: comp.sys.atari.st
Date: 1989-12-13 03:42:53 UTC
From: achowe@tiger.waterloo.edu
Message-ID: <19237@watdragon.waterloo.edu>
Source record: 245762

The subject says it all. How do I it? Can I do it?

-ant

achowe@tiger.waterloo.edu | "It is hard to make the world go away
_ -|-|_ _ | when it has decided to notice you."
(_\ |\| | | | (_) |\| \/ | - Spock's World
___/ | disclaimer...

4089. (None)

Newsgroup: comp.sys.atari.st
Date: 1989-12-13 05:08:00 UTC
From: Brode_vantrease@the_land
Message-ID: <89Dec13-5
Source record: 245763

```
Hello.
```

4090. ICDBOOT problem / Where's Bolo?

Newsgroup: comp.sys.atari.st
Date: 1989-12-13 05:44:49 UTC
From: EESD11O@CALSTATE.BITNET
Message-ID: <8912130813.AA24382@ucbvax.Berkeley.EDU>
Source record: 245764

I'm going "to kill two birds with one stone" here.

First the ICDBOOT problem:

James Parker writes:

> According to the manual, if I depress Ctrl/Shift/Alt while booting, the
> computer will boot from the floppy instead of autobooting from the
> hard-drive. I have a copy of ICDBOOT.prg in A:\AUTO folder but not in
> C:\AUTO as instructed in the docs.
>
> Well....no luck.
> I have tried all combinations of softboot/hardboot, wait till the
> floppy lite comes on and goes off, and so on as recommended in the
> ICD docs that I got with the kit...and all I get is the default
> ROM desktop. It doesn't autoboot from the hard-drive, but it doesn't
> read the floppy either, it just comes up with the ROM 2-icon desktop.
>
> The whole point was so I could boot from floppy on those rare occasions
> when I wanted to use a GDOS application. I have a stock 1040ST with
> TOS 1.4. Can anyone shed any light on this situation?

If I understand what you're saying, you have the hard drive normally autoboot (with ICDBOOT.SYS in C:\), but on occasion, you want to boot stuff from the floppy as well and still have it boot the hard drive.

I suggest you put ICDBOOT.PRG near the last file of the A:\AUTO folder. To do that, take everything out of it, and copy everything back, making sure that ICDBOOT.PRG is copied last, unless you have STARTGEM or something like that. (Or you could use something like AUTOSORT or CFJ's AUTO folder sorting utility to rearrange the files in AUTO.)

When the hard drive boots, hold down the CTRL/SHIFT/ALT keys. Right after you see the hard drive's light flicker and turn off, let go. This will let the files in A:\AUTO boot and then ICDBOOT.PRG will load after the rest of the files.

Although what would be easier is to put GDOS in C:\AUTO and get something like SUPER BOOT or DESK MANAGER to deselect GDOS when you don't want it to load.

ccccccccccccc

Next: Where's Bolo?

Richard Wilson writes:

> Is bolo available anywhere? I can't find it at terminator or panarthea.
> It exists on my local BBS, but I can't get it to run. It just bombs.
> I tried it with no ramdisk or DA's. I have a 1meg mono 1040. Any
> suggestions? Thanks.

I have the single-sided disk version (the one without music) on my BBS
(916-894-1261: Northern California). BRE Software (1-800-347-6760) has
the double-sided version for $4.00.

4091. (None)

Newsgroup: comp.sys.atari.st
Date: 1989-12-13 05:59:00 UTC
From: Bob_Schulze@the_land
Message-ID: <89Dec13-5
Source record: 245765

Hahaha! It's here, and I have it! Chaos Strikes Back (DM2) is awesome!
Character face editor, 13 new monsters (allegedly), varying hint levels
included, tougher old monsters, new heros, and you start naked. Oh oh oh.

4092. Re: FLAMES and SUPPORT IN THE MINUS REALM

Newsgroup: comp.sys.atari.st
Date: 1989-12-13 06:02:17 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <24958@cup.portal.com>
Source record: 245766

Just one question in this discussion...

If Atari has such a low opinion of the "end users" who buy their machines, and can assume that 90% of them only want to run programs, not write them, why has Atari traditionally supplied a *programming language* with the computers..?

In fact, my ST came with *two* programming languages...

BobR

4093. Re: New Atari Developers Package

Newsgroup: comp.sys.atari.st
Date: 1989-12-13 06:12:35 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <24960@cup.portal.com>
Source record: 245767

Steve Rehrauer asks:

>I suppose I should wait for the response, but: I'd also like to know if
>registering as a developer is an all-or-nothing package?

Right now, Atari is in the middle of completely restructuring their developer support. It looks as if there will be a two-tiered structure, with professio developers receiving one level of support including tech support, hardware discounts, access to dealer and customer databases and software, and a second level for "shareware" developers who for a lower fee will receive a lower level of support.

To get the most accurate information, and to receive an application for developer status, call Charles Cherry at Atari Corp.

Note: this is a VERY positive development (no pun intended.. :) in the Atari world. If Atari comes through this time on what they're trying to do, it could mean a real change in Atari/developer relations...

BobR

4094. Chaos Strikes Back... Dungeon Master II

Newsgroup: comp.sys.atari.st
Date: 1989-12-13 06:48:47 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <24963@cup.portal.com>
Source record: 245768

In case anyone hasn't heard, "Chaos Strikes Back", the sequel to Dungeon Mast is out...!

FTL has shipped the game to distributors, and it should be showing up at local dealers this week, if it hasn't already...

The game is a standalone game, which doesn't really require your owning the original Dungeon Master, even though the packaging indicates that DM is required.. (although.. if you haven't played through Dungeon Master, you're not likely to last long in this game..!)

There's a Character Editor which allows you to "customize" the little picture of each Champion, and in case you don't have a Saved Game disk from Dungeon Master with your favorite party on it, there's a selection of new Champions to choose from...

Be prepared though... this is one tough game..! The very FIRST room you appear in is *worse* than ANYTHING in the original Dungeon Master...!

BobR

4095. Re: parts missing in comp.binaries.atari.st

Newsgroup: comp.sys.atari.st
Date: 1989-12-13 07:38:29 UTC
From: klute@trillian
Message-ID: <1829@laura.UUCP>
Source record: 245776

Path: trillian
!klute

In article <1002@tuvie> roland@tuvie.UUCP (Roland Schreier) writes:
>Chris Hinton writes that he has only the first five parts of the
>nine part Modula-2 Algebra System.
>The last four parts have not arrived here too.

Same here. And this is the german backbone.

Dipl.-Inform. Rainer Klute klute@heike.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ ...uunet!mcvax!unido!klute
D-4600 Dortmund 50 |\|\ Tel.: +49 231 755-4663

4096. Re: Soz C V1.2 Upgrade help required

Newsgroup: comp.sys.atari.st
Date: 1989-12-13 08:04:39 UTC
From: UNM409@DBNRHRZ1.BITNET
Message-ID: <8912130804.AA23417@ucbvax.Berkeley.EDU>
Source record: 245769

Hello all,

in Info-Atari16 Digest #753, imagen!atari!kbad@ucbvax.Berkeley.EDU
(Ken Badertscher) writes:

>Honk! There's a program, SETENV or somesuch, which sets the
>environment up for the desktop, and hence for all of it's children. It
>can be useful for people (like me) who _like_ to use the Desktop.

I have one such program as well. It was posted here a while ago in asm
source form. Unfortunately, I wasn't able to get it to work with TOS 1.4.
I haven't found the time to figure out why.

Incidentally, since there is a "Move" command, and since the desktop now
preserves the file date/time entry, I have resumed to use the desktop.
I like it, too!

>And then there's the mythical DA environment setter I was working on
>which got mowed over by TT TOS for the time being...

OK, so I'll withhold my suggestions for TOS 1.8 until you're done with that
environment setter DA we're all waiting for. :-)

Bitnet: VBRANDT@DBNUAMA1 (will go away some day ...) Volker A. Brandt
UNM409@DBNRHRZ1 (alternative) Angewandte Mathematik
UUCP: ...!unido!DBNUAMA1.bitnet!vbrandt (Bonn, West Germany)
ARPAnet: VBRANDT%DBNUAMA1.BITNET@CUNYVM.CUNY.EDU

4097. Re: Missing AR.H from Sozobon C

Newsgroup: comp.sys.atari.st
Date: 1989-12-13 08:16:12 UTC
From: dal@syntel.mn.org
Message-ID: <1989Dec13.081612.1355@stag.UUCP>
Source record: 245770

```
[remco@tnoibbc.UUCP (Remco Bruyne) writes...]
> Hello,
>
> I got Sozobon C from the Panarthea mail server, but AR.H from the tools
> directory appears to be missing. Would anybody be so kind to mail it
> to me ?

I case there are others with the same problem (and because this is a
VERY short file), here it is.

------------------------------------------------------------------------
/*
* Archive header format
*
* Archives must start with a word containing the magic number
* 0xff65 or 0xff66, with 0xff66 being reserved for a random-
* access object module library.
*/

#define ARMAG1 0xff65
#define ARMAG2 0xff66

struct ar_hdr {
char ar_name[14];
long ar_date;
char ar_uid;
char ar_gid;
int ar_mode;
long ar_size;
int ar_fill;
};

#define ARHSZ (sizeof (struct ar_hdr))

------------------------------------------------------------------------

\\ / Dale Schumacher 399 Beacon Ave.
\\ / (alias: Dalnefre') St. Paul, MN 55104-3527
>< ..!nic.mr.net!bungia.mn.org!syntel!dal United States of America
/ \\ "The power of accurate observation is commonly called cynicism
/ \\ by those who have not got it." -George Bernard Shaw
```

4098. Morse Code.

Newsgroup: comp.sys.atari.st
Date: 1989-12-13 09:54:00 UTC
From: AMEIJ@vax.oxford.ac.UK
Message-ID: <8912140802.AA18900@ucbvax.Berkeley.EDU>
Source record: 245771

Hello.

I want to learn Morse code. Is there available a PD morse program for the ST?
Failing that, is there available a commercial \ldots

Briefly,
Jan Ameij,
ameij@uk.ac.oxford.vax

4099. Re: Atari ST Basic, Compiler ?????

Newsgroup: comp.sys.atari.st
Date: 1989-12-13 10:39:30 UTC
From: glk01126@uxa.cso.uiuc.edu
Message-ID: <111500077@uxa.cso.uiuc.edu>
Source record: 245772

```
Hi Soft claims and is fairly (I'd say 99%) compatible with
ST Basic...
```

4100. MONOCHROME MONITOR WANTED

Newsgroup: comp.sys.atari.st
Date: 1989-12-13 10:39:39 UTC
From: glk01126@uxa.cso.uiuc.edu
Message-ID: <111500078@uxa.cso.uiuc.edu>
Source record: 245773

Does anyone have a monochrome monitor for sale?

4101. Re: Atari ST Basic, Compiler ?????

Newsgroup: comp.sys.atari.st
Date: 1989-12-13 11:38:49 UTC
From: woodside@ttidca.TTI.COM
Message-ID: <8442@ttidca.TTI.COM>
Source record: 245774

In article <1989Dec12.060528.1239@cit5.cit.oz> ben@cit5.cit.oz (Nino Benci) writes:
...[edited]...
>Having written in ST Basic (I KNOW, DON'T FLAME ME) some engineering
>programs for antennae design and helical filter design, i was wanting
>to improve (with ST Basic, HA!) the programs and produce runtime only code
>rather than having to rely on the interpreter environment.

There was one available comercially, and it did a pretty good job.
Generally, you could take a functional ST BASIC program, run the
compiler on it, and have an identically executing (but much faster)
stand alone program. It also provided a testable variable which had
different values under the interpreter and the compiler for resolving the
few idiosyncracies that popped up. It was from Logical Design Works,
and called, reasonably, The ST BASIC Compiler. I don't know the
current status of it here in the USA, let alone down under.

--
*George R. Woodside - Citicorp/TTI - Santa Monica, CA
*Path: ..!{philabs|csun|psivax}!ttidca!woodside

4102. Atari Dealers

Newsgroup: comp.sys.atari.st
Date: 1989-12-13 12:16:51 UTC
From: MEGGIN@vm.epas.utoronto.ca
Message-ID: <89Dec13.072851est.57406@ugw.utcs.utoronto.ca>
Source record: 245775

I guess things are better up here in Canada. I live in Toronto (pop. 2.x million) and I have four ST dealers in a fifteen-minute walk of my apartment, and several more within a half-hour drive. Two of the dealers near my apartment, Savetech and the Compustore, are as good as ST dealers could ever get, and push (and display) Atari computers above anything else. About 18 months ago, I was talking to a Timeworks rep. at a trade show, and he said that Timeworks sold more ST software in _Eastern_ Canada than in all of the US. Remember, the population of _all_ of Canada is less than a tenth that of the US. Even my little hometown, Kingston (pop. 60000) had a couple of ST dealers last I checked.

Just another light note: I was marking the final essays for my Business writing students. One student kept arguing that the best land surveyers were the ones who kept on the breaking edge of technology. The firm that he works for, in Cochrane (near James Bay!) used a mega 2 and some kind of surveying software to stay on that breaking edge!

Finally, the last nice thing about living to TO is having Atari Canada and ISD only a local call away, and being able to drive up to ISD (25 minutes) to get the newest Calamus upgrade or new fonts.

Before anyone packs up and moves to Toronto, though, remember that even though we have a clean city and a microscopic crime rate, we also have higher rents and a lower vacancy rate than NYC. Our baseball team always beats the shit out of the Yankees, though.

David Megginson, Centre for Medieval Studies, Toronto

4103. Re: Directory node descriptors and AHDI

Newsgroup: comp.sys.atari.st
Date: 1989-12-13 14:02:54 UTC
From: hcj@lzaz.ATT.COM
Message-ID: <884@lzaz.ATT.COM>
Source record: 245777

In article <8912130812.AA24281@ucbvax.Berkeley.EDU>, MALCOLM@tower-vax.city-poly.ac.UK writes:
> Which brings me to my
> question. When I disassembled AHDI (version 1.7 I think) I noticed that it
> contained identical pool-extension code to FOLDRXXX. So am I right in thinking
> that if AHDI extends the pool by a large enough number of directory node
> descriptors I can throw away FOLDRXXX? I could add code to AHDI to make the
> extnension variable (duplicating the functionality of the 'XXX' in 'FOLDRXXX').

NO!

ahdi adds folders so that you can even load foldrxxx.prg (tos 1.0).
I learned this the hard way when trying to find why I had a tos1.4 problem
not on 1.0. I recompiled my ahdi clone without the folder fix and found
I could not open any files in the desktop. They had all been used in
getting there.
(Yes I'm sure the number of sub directories in c: affected my case.)

However, ahdi does not add enough for many applications.
FOLDRXXX.PRG allows you to take enough memory for your environment without
wasting too much memory.

Howard C. Johnson
ATT Bell Labs
att!lzaz!hcj
hcj@lzaz.att.com

4104. Re: New Comp.sys.atari.st.xxxx ---

Newsgroup: comp.sys.atari.st
Date: 1989-12-13 14:11:00 UTC
From: hedger@inmet.inmet.com
Message-ID: <30200034@inmet>
Source record: 245778

The problem that we will have if we split comp.sys.atari up is the same problem that has occurred in the music groups.
Last year a proposal was made to form rec.music.cd so that people who wanted information about CD's could read and post there......well, can you guess what has happened ? Probably 95% of what is posted in rec.music.cd is also still posted in rec.music.misc which is the newsgroup that they were trying to get the CD stuff out of.

I really think that if you split comp.sys.atari.st you're just going to end up with 2 or 3 more newsgroups that contain crosspostings of the same information.

==
| |
| Keith Hedger : {...!}uunet!inmet!hedger hedger@inmet.inmet.com |
| 'It is a sad, but beautiful world.........' |
==

4105. Re: TeX and professional documentation for the ST

Newsgroup: comp.sys.atari.st
Date: 1989-12-13 14:17:54 UTC
From: ballier@blnosz.UUCP
Message-ID: <280@blnosz.UUCP>
Source record: 245779

In article <8912080827.AA01524@ucbvax.Berkeley.EDU> JOHNBARNES@ENH.NIST.GOV writes:
>
> The recent ruckus about the docs for FORM program has brought to
>light a lot of misconceptions about TeX. I personally view *.TeX
>files as a preferred form of documentations for the following
>reasons:
[......]
>
>
>4). The output on an SLM804 laser printer is simply beautiful.
>
[......]
>
>I must, however, agree with those who feel that Jos. Vermasern should
>have distributed the .TEX file rather than the .DVI file. Mr

I have FORM printed with the SLM804 and ST-TeX, and there were not any
problems and no breaks (except for filling the paper-box).

The ouput ist beautiful, indeed.

The printing-rate was about four pages per minute.

Thanks to Jos. for that very good work.

==
Ralph Ballier
Lise-Meitner-Schule
Oberstufenzentrum Chemie, Physik und Biologie
Rudower Strasse 184
1000 Berlin 47
ballier@blnosz.UUCP Tel. 030/6611011 ...!tub!blnosz!ballier
==

4106. Re: Printing speed

Newsgroup: comp.sys.atari.st
Date: 1989-12-13 14:33:32 UTC
From: news@blackbird.afit.af.mil
Message-ID: <1442@blackbird.afit.af.mil>
Source record: 245780

In article <475d5b67.14a1f@force.UUCP> covertr@force.UUCP (Richard E. Covert) writes:

...

>
>Greg, I *HATE* to admit that you are correct (because that implies that I was
>wrong and I am *NEVER* wrong :-)) but I ran some more tests and the bottleneck
^^^^^^^^^^^^^^^^^^^^^
It's like I always say: I may not always be right but I'm never wrong!

...

>
>--
> Richard E. Covert, Lead Engineer of Software Tools Group
> AG Communications Systems, Phoenix AZ (602) - 581-4652
> TCP/IP: covertr@gtephx
> UUCP: {ncar!noao!asuvax | uunet!zardoz!hrc | att}!gtephx!covertr

---
Bill Hodges | Me? People who speak for the Air Force get
bhodges@blackbird.afit.af.mil | paid a lot more than I do! I just work here.

4107. Re: Hooking up a MONO monitor

Newsgroup: comp.sys.atari.st
Date: 1989-12-13 14:51:00 UTC
From: greg.trice@canremote.uucp
Message-ID: <89121507183991@masnet.uucp>
Source record: 245781

There is no problem in hooking up any monitor - providing it has a horizontal scan frequency of 35.7kHz. The IBM one is nowhere near this, nor are most cheap mono monitors. They are available, but won't be very cheap; at least as much as a genuine Atari one. If you have some electronics knowledge you can modify a monitor to work on the new frequency, but it's a fairly extensive modification and I wouldn't do it on one you've just bought. Alternatively you might prefer to design your own and build it from scratch if you like that sort of thing. Mono monitor circuitry is pretty rudimentary and quite fun to play with. But if you just want to use it - buy an SM124!
---
* Via ProDoor 3.2aR

4108. Re: Hooking up a MONO monitor

Newsgroup: comp.sys.atari.st
Date: 1989-12-13 14:51:00 UTC
From: greg.trice@canremote.uucp
Message-ID: <89122619395857@masnet.uucp>
Source record: 245782

There is no problem in hooking up any monitor - providing it has a horizontal scan frequency of 35.7kHz. The IBM one is nowhere near this, nor are most cheap mono monitors. They are available, but won't be very cheap; at least as much as a genuine Atari one. If you have some electronics knowledge you can modify a monitor to work on the new frequency, but it's a fairly extensive modification and I wouldn't do it on one you've just bought. Alternatively you might prefer to design your own and build it from scratch if you like that sort of thing. Mono monitor circuitry is pretty rudimentary and quite fun to play with. But if you just want to use it - buy an SM124!
---
* Via ProDoor 3.2aR

4109. Re: FLAMES and SUPPORT IN THE MINUS REALM

Newsgroup: comp.sys.atari.st
Date: 1989-12-13 14:53:03 UTC
From: ramsiri@blake.acs.washington.edu
Message-ID: <4905@blake.acs.washington.edu>
Source record: 245783

In article <2391@pkmab.se> daniel@pkmab.se (Daniel Deimert) writes:
>In article <6983@chaph.usc.edu> jjung@sal-sun10.usc.edu (John Jung) writes:
>>In article <2369@cuphub.cup.edu> kar7481@cuphub.cup.edu (Dan Karbowsky;AtariEliteOfPghPa
bbs412-384-5609) writes:
>>>In article <1864@atari.UUCP>, kbad@atari.UUCP (Ken Badertscher) writes:
>>>> I'm not way off base. I may be wrong in your case, and in fact I may be
>>>> wrong in the case of every person who reads comp.sys.atari.st!...
>[a lot of text deleted]
>>> BUT HAVEN'T YOU REALIZED THAT THE GENERAL CONSENSUS OF PERSONS ON THIS
>>> NEWSGROUP SEEM TO BE ***QUITE PISSED OFF*** AT ATARI FOR NOT GIVING
>>> ANY REALISTIC SUPPORT IN ANY WAY TO ANY ST USERS/PROGRAMMERS/WHATEVERS
>>
>> But why should Atari support the end-users/public domain programmers? Most
>>people who own computers have absolutely no desire whatsoever to program it.
>>They just want to _use_ it and possibly play games one it. _THAT'S_ it. They
>
>One of the most common _uses_ for any kind of computer IS programming!
>
>And the reason for supporting is _very_,_very_ simple: WE, THE END-USERS
>> However, I do wish Atari would make some of the ST's technical specs
>>available for any end-user who wants it, but doesn't have the money to get the
>> developer' package.

When I first ORDERED my 1040ST back in march of '86,
I never thought of buying programs. I was feverishly
reading forth and LISP and waiting anxiously for
my box to arrive at my dealer's. It didn't occur
to me that i would BUY software... i figured i was
buying a computer that would allow me to write
programs for myself. I was very fascinated with
the computer's potential and I wanted to learn how
to program the thing. Needless to say, I was shocked
at how little information was provided when I opened my
box.

I am certainly NOT the only "end-user" interested in
programming the ST.. virtually every person I know who has
purchased an ST (or any computer) has expressed a strong
interest in programming. I am talking about "end-users".
You don't have to have visions of developing commercial or
PD software to want to program the ST. I think it would
be a great benefit to the ATARI community if ATARI would
provide a much improved manual with their systems as well
as a package priced reasonably that could be purchased by
an "end-user" that would give a clear and accurate image

of what's inside the plastic casing.

-kevin
ramsiri@blake.acs.washington.edu

4110. Re: Technical Documentation (where??)

Newsgroup: comp.sys.atari.st
Date: 1989-12-13 14:56:08 UTC
From: rcc9885@ultb.isc.rit.edu
Message-ID: <1747@ultb.isc.rit.edu>
Source record: 245784

In article <8912120806.AA00934@ucbvax.Berkeley.EDU> S61304@PRIME-A.POLY-SOUTH-WEST.AC.UK (Rat) writes:
>(From "The Masked Rat Fink" "Computing and Informatics Yr4")
>
>This is mostly in reply to Ken.B's comments but is also available for
>the rest of you to comment upon.
>
[Long message deleted explaining why Atari should have included Technical documentation with the ST.]
>| Simon Chappell (The Masked Rat Fink)
>| Computing and Informatics (Final Year), Polytechnic South West (Plymouth)
>|

First off, I agree, the manual that comes with the ST isn't all that great, but it is good enough to learn how to use the desktop (although several things are ommited). HOWEVER, when I compare this documentation to the documentation you get with one of them fruity computers, its not even close. Apple gives your more manuals than you know what to do with. BUT wait a minute! How come my the Mac costs so much more (something we ALL want to know!)? Good manuals? Maybe. So, would you be willing to spend another $50-$60 to get technical documentation? You should be, you would be paying ATLEAST that much more if you bought ANY other computer. And YOU CAN get ONLY the developer documentation, although I don't remember how much off hand. (Approx. $100) Hmm.. Sounds fair to me.. I know MANY people who WOULD NEVER use this documentation, and THEY would be unhappy if they were FORCED to pay for it. Just think of it as one of the few add ons you can get from Atari. ;-)

+-----------------+---+
| Where Am I? |X| "Of course I made a backup copy, actually I made two, the_|
+-----------------+--------+ first one was too light." - typical IBM user |X|
| rcc9885@ultb.isc.rit.edu +---+
| rcc9885@ultb.edu _| | | | Atari ST: The BIGGEST and FASTEST and |
| rcc9885@ritvax.BITNET |X| | | | most POWERFUL computer in the whole _|
+--------------------------+ / | \ entire ... Well, um, I still like it.|X|
| I don't work for anyone, +---+------+
| so, it doesn' matter _| NOTE: Now if I could only have this many_|
| what I think. |X| windows open under GEM! |X|
+-------------------------+---+

4111. Functionality of TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1989-12-13 15:13:05 UTC
From: RiddCJ@computer-science.birmingham.ac.UK
Message-ID: <8912131513.aa06231@peter.Cs.Bham.AC.UK>
Source record: 245785

Does any kind soul on the net know exactly what new calls were added to 1.4,
and what bugs were fixed? Some calls I got from the docs to the Sozobon
GEM libs, like fsel_exinput(), wind_new(). At the moment this is academic
since Atari UK STILL haven't released it. Turn on flamethrower...

Chris

```
/*
* Snail mail address:
* Chris Ridd, "Wave after wave, each mightier than the last
* School of Computer Science, 'Til last, a ninth one, gathering half the deep
* Birmingham University, And full of voices, slowly rose and plunged
* UK Roaring, and all the wave was in a flame"
*
*/
```

4112. Toad

Newsgroup: comp.sys.atari.st
Date: 1989-12-13 15:35:21 UTC
From: jwd@phil.indiana.edu
Message-ID: <31482@iuvax.cs.indiana.edu>
Source record: 245786

Does anyone have a phone number and/or address for
Toad Computers? Thanks.

Jon Dunn
jwd@phil.indiana.edu

4113. VIRUS PREVENTION AND HELP FOR SPECTRE OWNERS

Newsgroup: comp.sys.atari.st
Date: 1989-12-13 15:44:44 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <891213.09444156.032840@SFA.CP6>
Source record: 245787

Hello all,

Start the New Year out right, protect your Spectre software from
virus infection. Yep, just like a real Mac, your ST can become infected
with real Mac virus critters. As a side note, the ST has unique ability
to become infected with ST, IBM, and Mac virus varmits, all due to the
wonders of emulation.
The following are available now from LISTSERV@RICE and the syntax
is for BitNet. You'll need help for FTP syntax and other net syntax
which I know absolutely nothing.

The following file names have a brief description. Syntax follows
afterwards:

virus-detective-31a -- Accessory. User configurable resource string
search.
disinfectant-14 -- Application. THE BEST. Searches for
virus and kills it.
gatekeeper-111 -- INIT/CDEV. Complex but is the best virus
preventive.

Keep Gatekeeper active during all sessions. Check your disks and
partitions religiously with Disinfectant. When a new virus arrives and
is announced on the nets, take the string information given and install
it on Virus Detective. Check your disks then with Virus Detective.
Disinfectant will normally be updated a few days later and sent to
the nets. Terrible cycle, isn't it? Now, aren't you glad that our OS
is in ROM? Though we have our share of virus events, they are nothing
like they are in the other computer worlds.
Virus Detective and Disinfectant are only a few days old at this
writing, that is, are the latest versions and have December dates. GateKeeper
has a September date and is due to be updated shortly. It is, however, the
BEST 'gatekeeper' in screening what is going on in your Spectre. It will
prevent the virus from entering. Disinfectant and Virus Detective can
only detect with Disinfectant being the only one able to clean things up.
Virus Detective can only clean out a new virus called WDEV. Clear as mud?
Don't worry, just use these three and you'll be in great shape.
Syntax listing:

$MACHARC GET virus/gatekeeper-111.hqx
$MACARCH GET virus/disinfectant-14.hqx
$MACARCH GET virus/virus-detective-31a.hqx

All three available at LISTSERV@RICE.
Special flash!!!!
This is non-virus related.... Do you like and use the UIS II or other

GEM file selector box programs? Do you wish the same can be had for your Spectre? Well, the following program can fulfill your wishes and MORE. This is the latest and was just released to the nets:

$MACARCH GET cdev/boomerang-20b9.hqx

This is a fantastic program and just like UIS II/III, something that should have been burned in the OS ROMs.
They keep coming in. Here is another "required" program for your ST Spectre. Just released... It is a replacement for the previous version. LAYOUT 1.9 will customize the fonts and placement for your desktop.

$MACARCH GET util/layout-19.hqx

These five programs would be a perfect stocking stuffer for the new Spectre GCR gift. Most have December release dates and will offer the ultimate virus protection and will give more versatility to your ST investment when running Spectre GCR.

Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

4114. SLM804

Newsgroup: comp.sys.atari.st
Date: 1989-12-13 16:12:42 UTC
From: Jay.Ford@p0.f30.n147.z1.FIDONET.ORG
Message-ID: <154.2586E52C@metnet.FIDONET.ORG>
Source record: 245788

After catching part of the messages going back and forth, please
tell me something.....
Why in the world are people using an SLM804 (or ANY laser printer)
with programs like Award Maker or the like? Laser Printers are
EXPENSIVE--- I got mine only because I can make a living off of it...
and only use professional software, such as PageStream, Calamus,
Illustrator, etc. Why in the world does one pay for a premium device
and then use Mickey Mouse software?
BTW, I can see using something like LaserBrain (unavailable in the
US) to replace the Diablo Emulator. The control panel locks up my
system sdo regularly that I can;t use it.

3

--
Jay Ford - via FidoNet node 1:147/10
UUCP: ...apple.com!uokmax!metnet!30.0!Jay.Ford
INTERNET: Jay.Ford@p0.f30.n147.z1.FIDONET.ORG

4115. Dungeon Master II

Newsgroup: comp.sys.atari.st
Date: 1989-12-13 16:16:21 UTC
From: sandy47@ucsco.UCSC.EDU
Message-ID: <10027@saturn.ucsc.edu>
Source record: 245789

Just got "Chaos" and I am impressed! The folks at FTL have really outdone themselves this time. It was worth the wait, everyone.

I brought in my characters from a saved game from Dungeon Masters I (all are Master in all 4 categories) and have stayed alive for the first few minutes of play! I spent MANY hours building these guys up on level 4, so that they could survive.

You come in to the first room with no material objects from the saved DM I game, no weapons, no food, no flasks, NO ARMOR! There are, however, relatives of your friends from level 4 to greet you. Also there are many of the things you'll need to re-equip yourself within the first room.

Smoothest transition I've ever seen into a add-on package.

You MUST buy this one for Christmas, it is fantastic!

Larry

4116. Re: MIDI and LANS

Newsgroup: comp.sys.atari.st
Date: 1989-12-13 16:28:00 UTC
From: steve@thelake.UUCP
Message-ID: <1113891028004533@thelake.UUCP>
Source record: 245790
Cross-posted to: comp.dcom.lans,comp.sys.atari.st

In article <448@pico.oz>,
akenning@pico.oz (Alan Kennington) writes ...

>In article <32333@auc.UUCP> dag@auc.UUCP (Daniel Gibson) writes:
>>Help!!!!!!
>>I am looking for any information on building a communication network
>>using MIDI. If you know of any work being done in that area let me know.
>[...]
>>Dan Gibson
>[...]
>
>Back in 1985-1986 when I was in Kentucky, I remember there was an awful lot
>of talk about using the MIDI port of the Atari ST for a LAN. I haven't
>read the newsgroup for a while, because it has too many items per day, but
>I reckon that if it can be done, then they should have worked it all out
>by now. 4 years should have been enough.

Every MIDI-LAN announcement that I saw back in those days turned to
vapor, but recently I saw an inexpensive LAN called SGS Net. One of the
local dealers has it in stock, and says it works. I have not tried it.

Here's a description, from memory (which may be faulty):

A server with a hard drive runs a program that monitors the MIDI line for
data requests. The server program runs in the background and the Atari ST
can be used more or less normally.

Each ST node runs a program that installs a virtual drive; all i/o
requests to that drive are redirected to the network.

File locking is supported. The documentation includes some C source
examples that may be useful in writing your own networking applications,
such as e-mail.

The physical connections require a MIDI cable that connects to a small
box. The box then plugs into a shielded coaxial cable that forms the
network's backbone. I don't know whether they have to be hooked up in a
ring, a string, or what. As I recall, it theoretically will allow you to
interconnect 32 computers, but you should kep in mind that the MIDI port
is not very fast by LAN standards.

The E. Arthur Brown Co., a mail-order firm in Alexandria, Minnesota, that
has a good reputation, lists the SGS Server/Node startup package at
$149.95 (U.S.). That package supports two machines, and includes software
and hardware. (You may have to supply your own coax; I don't remember.)
Each additional node is $99.95. E. Arthur Brown can be telephoned at

(612) 762-8847.

I have no connection with the above firms.

--
Steve Yelvington at the (frozen enough to skate!) lake in Minnesota
UUCP: ... pwcs.StPaul.GOV!stag!thelake!steve

4117. Re: FLAMES and SUPPORT IN THE MINUS REALM

Newsgroup: comp.sys.atari.st
Date: 1989-12-13 16:44:12 UTC
From: gl8f@bessel.acc.Virginia.EDU
Message-ID: <1989Dec13.164412.11919@murdoch.acc.Virginia.EDU>
Source record: 245791

Although people seem to have loud ideas about what Atari should do,
I don't see many concrete suggestions in many of these postings...

In article <4905@blake.acs.washington.edu> ramsiri@blake.acs.washington.edu (Enartloc Nhoj) writes:

! I was very fascinated with the computer's potential and I wanted to
! learn how to program the thing. Needless to say, I was shocked at how
! little information was provided when I opened my box.

How many PC Clones or Amigas come with lots of programming info out of
the box? Macs? Every wonder why? Market surveys.

! I think it would
!be a great benefit to the ATARI community if ATARI would
!provide a much improved manual with their systems as well
!as a package priced reasonably that could be purchased by
!an "end-user" that would give a clear and accurate image
!of what's inside the plastic casing.

What don't you like about the current 3rd party books about
programming the ST? I don't think they're perfect, but they
were certainly good enough to let me write GEM applications.

Greg Lindahl

4118. Wanted: Source for Atari 13 pin monitor connector

Newsgroup: comp.sys.atari.st
Date: 1989-12-13 17:14:28 UTC
From: umschel3@ccu.umanitoba.ca
Message-ID: <1989Dec13.171428.8268@ccu.umanitoba.ca>
Source record: 245792

I am looking for a source of the 13-pin Atari monitor connector. I know of one place in California which was selling them a couple of years ago, but they were not easy to use (the pins did not have solder cups to stick the wires into - just stubs which you could solder on the side of.)

I understand that this item is commonplace in Europe. If I can't find a good source of them in Canada or the U.S., I would even be willing to purchase them from abroad.

Any information would be appreciated.

Wayne Schellekens, Computer Engineering, University of Manitoba
Snailmail: 385 Wales Ave CDNnet: umschel3@ccu.UManitoba.CA
Winnipeg, Manitoba
Canada R2M 2S8

4119. Re: New Atari Developers Package

Newsgroup: comp.sys.atari.st
Date: 1989-12-13 17:25:37 UTC
From: gm5184@mars.njit.edu
Message-ID: <910@njitgw.njit.edu>
Source record: 245793

Steve,
Although I don't know the specifics off-hand, Atari has three
levels of Developer Kits. Call them for the specifics 'cause I'm getting
onw WITHOUT MWC.

Mike
"What the hell's a gigawatt?"
gm5184@mars.njit.edu

4120. Re: Stacey Display

Newsgroup: comp.sys.atari.st
Date: 1989-12-13 17:45:35 UTC
From: ajy2208%ritcv@cs.rit.edu
Message-ID: <1438@cs.rit.edu>
Source record: 245794

I went to the Ontario Science Centre recently and by a fortunate
circumstance, there was a MIDI Show the day I went. Well, there were
STs EVERYWHERE, and this included two Stacys. I had the opportunity
to use one for nearly 30 minutes, running Notator and Calamus.

Both of the Stacys had backlit displays which I liked *VERY* much..
It's the best supertwist backlit screen I've seen to date, and is
very usable!! They were both Stacy 4's, with 4 megs of ram and
a built in 40 meg hard drive. One of the Atari (Canada) employees
at hand said that these were production run machines and we could expect
to see them in Canada before the end of the year. Unfortunately, I'm
not from Canada (close though.. :-)...

____
Albert Yarusso, Rochester ajy2208@ritvax.bitnet,ajy2208@ultb.isc.rit.edu
Institute of Tech. ____
Computer Science /___ / {rutgers, ames}!rochester!ritcv!ajy2208
_____________________/ / ajy2208@ritcv.cs.rit.edu GEnie: A.Yarusso

4121. AES bug? --> No, I just didn't know what i was doing!!

Newsgroup: comp.sys.atari.st
Date: 1989-12-13 18:14:58 UTC
From: harryk@bucsb.UUCP
Message-ID: <150@bucsb.UUCP>
Source record: 245795

I would like to thank Robert from Netherlands and Darek from ATARI Corp.
for answering my question!

They both suggested to use wind_update() instead of menu_bar(), inside
the for-loop! So YES, that was the answer: once i did it, everything was
working fine! As far as MN_SELECTED is concerned, i have to apologise, but
i was using MU_MESAG from the very first time; i just mistyped the code
when i sent it to the net!

The sad thing is, that I've never seen wind_update() documented along
with any menu_xxxx() function! I'm using MWC's manual and "GEM Programer's
Reference" by Abacus, as GEM reference guides! In both of them, wind_update()
is NOT even MENTIONED on the pages talking about menus! But that's why Use-
Net does exist, i guess!

So, for any future GEM programer who wants to use keyboard equivalents, be
carefull when using menu_bar(menutree, 0/1). If you want to disable the
menu bar while you are in the main loop, use wind_update(BEG/END_UPDATE);
among other things it disables the menu bar too! I figured it out, in the
hard way, but I'm glad that people like Robert and Darek do exist and are
ready to help!

Thanks again!!

Harry Karayiannis
3rd Year Computer Science
Boston University

PS1: Ken, Alan and Darek prove every day, through this net, that ATARI Corp.
Programming Department consists of outstanding individuals! Imagine ST
Community's future (in the US) without those three men advising other
ST users and programmers! (I only wish ATARI could publish a complete
documentation on Technical Information about its machines, and make it
available to the public! All the books i've seen assume that the reader
is already familiar with GEM, and are used as refernce books! Only Pro-
spero Software provides exceptional documentation with its products
- I happen to own Prospero Pascal (but still,nothing about wind_update()
on menu pages) -)!

PS2: Ok Robert, I haven't forgotten you! In the past, i said that Germans are
ST wizards! I did forget to add Netherland guys too! Actually, in the
middle Europe one can get the most out of his ST, and Netherlans is in
the middle Europe, right? BTH, I love the Netherland version of the game
RISK!

Take care guys!!!!

4122. Re: FLAMES and SUPPORT IN THE MINUS REALM

Newsgroup: comp.sys.atari.st
Date: 1989-12-13 18:25:41 UTC
From: soohoo@cory.Berkeley.EDU
Message-ID: <20633@pasteur.Berkeley.EDU>
Source record: 245796

In article <24958@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>Just one question in this discussion...
>
>If Atari has such a low opinion of the "end users" who buy their machines,
>and can assume that 90% of them only want to run programs, not write them,
>why has Atari traditionally supplied a *programming language* with the
>computers..?
>
>In fact, my ST came with *two* programming languages...
>
>BobR

Bob,
It seems to me that supplying a language like Basic fits exactly into the type of support that Atari is capable of providing at the moment -- they'll supply a language to everyone if they don't need to tell them what they're doing wrong when they get bugs using it. Anyone can go out and buy a Basic book and figure it out themselves.

Keep in mind that Atari is a _small_ company, the programmers that you see on the net are a _sizable_ portion of their entire programming staff. We all work really hard to give people support, but we've got jobs to do also, and don't read news all day. Atari _has_ a technical support person, for developers, but then again, resources are limited.

Now, you're gonna say "why doesn't Atari release all their documentation instead of hiding it, then people would stop clamouring about support." Unfortunately, this ain't true. The more people have documentation from Atari, the more they feel that they can ask Atari about problems with their programs. The staff required to support a book like DE RE ATARI is HUGE, GIGANTIC, and was nice at the time, but the Tramiel's Atari doesn't run on that kinda $$.

You _can_ get all the documentation you need to write fine Atari GEM based programs out of MWC's manual, or books like "Programming the Atari ST", which is a fine book... And I like to use the "Programmer's Guide to GEM", although it's also fraught with frustrating translations between IBM and Atari world GEMs, and some things that are just plain wrong. If you want, you can grab the Atari developer's docs for about $100 (last I checked, don't quote me on it ;-)). That's a fine reference manual, as long as you're used to 'man' pages... ;-).

Woah, been on a soapbox for a little there...
Um, ok, seriously, I know the end user's gonna buy the ST for a little programming work, but the moment they start thinking about _real_ programming, they should go out and buy a good C compiler (or pick your

favorite language). Is it _really_ the job of Atari to supply the end user with the language(s) and documentation for the price they charge you for the computer? Ok, I don't think so. I think it's _perfectly reasonable_ to charge for that kind of software and docs, which you'll note, Apple does too ;-). It's a service, just like anything else in the computer world, and you're gonna have to pay. Developers _do_ get discounts on hardware... They _do_ have someone to call when they've got problems... You gotta pay.

Atari doesn't have a low opinion of the end user, it has simply reduced what it ships with the machine to what it deems is the lowest common denominator among the buyers of the machine -- what _everyone_ is gonna find useful. Thus the prices remain low, and you get something neato. If you want more, ok, you'll have to buy it, but _what_ you buy is now up to _you_, and not Atari. They don't spend your money _for_ you.

--Kenneth "kens" Soohoo (soohoo@cory.Berkeley.Edu)
Atari Hacker (Atari's Hacker...)
"It could be worse, you could get hit by a bus..."
My opinions are my OWN, _not_ necessarily Atari's. But "hey", who knows?

4123. ATM on the Spectre GCR continued...

Newsgroup: comp.sys.atari.st
Date: 1989-12-13 18:25:50 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <891213.12254953.033065@SFA.CP6>
Source record: 245797

Sorry folks,

...but I'm getting a lot of bounced mail. The following letter and
my reply to him may be of benefit to others, though...

Thanks for the info on Adobe Type Manager and Spectre.

I was wondering what printer driver you use and how that ties
in to ATM? I use the Grappler LS driver under Spectre to drive
my deskjet, and it comes with a set of fonts called G-Dutch and
G-Swiss. I get 300-dpi fonts (no jaggies), because the Grappler Driver
uses the 4x version of the screen font to print to the Deskjet (e.g.,
the 12-point screen font is printed using the corresponding 48-point
font).

Would ATM make my printer driver unnecessary? Thanks for any info,

Rana Dutt
rcd@mtqua.att.com

Rana,

I've a feeling that Grappler LS drivers may have a fit with ATM,
but I have not tested the Grappler program yet. The reason that I say
that is because Grappler LS does not support PostScript, so they say.
ATM still requires a printer driver. The one that I really like
is from DataPak. I don't know its price, though.
I understand that there are several PD/shareware drivers
out there. I believe that they are listed in Dave Small's newsletter.
At LISTSERV@RICE, there are two files which are in the domain:

DESKJET-DRIVER and DESKJET-DRIVER-MANUAL.

To get these type:

$MACARCH GET UTIL/DESKJET-DRIVER.HQX
$MACARCH GET UTIL/DESKJET-DRIVER-MANUAL.HQX

I have found that the smaller fonts are cleaner than Grappler's.
Also, you can save a lot of disk space with ATM. All you need are the
10 and 12 points of the font family to get sizes up to whatever. I'm
able to use 100 point with no problem at all.
Installation is not particularly clear via the manual (sound
familiar?). Basically, you merely install the outline fonts in
your System Folder (generous samples are on the ATM disk) and install
ATM's bitmap fonts into the System program.

ATM claims that if you already have bitmapped fonts of the same name as that supplied by ATM, that you don't need to replace those. However, my bitmapped fonts were really huge in space since they went above 12 point in size. ATM only needs a maximum of 12 point to give you beautiful type so I swapped fonts.
Obviously, if you are using a large font for a utility, such as SuperClock, then you'd want to keep that point size. I've found that utilities will not access ATM. ATM is only used via document processors. Also, no skewing of characters, or character rotation is supported by ATM.
Be sure to read on the net all the corrections that other users will be making of my letter! I'm sure that I've goofed up somewhere in trying to explain all of this. At any rate, ATM is a great addition to the Spectre GCR. I love it.
Even at a list price of $99.00, it is a great program.

Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

4124. suggestion

Newsgroup: comp.sys.atari.st
Date: 1989-12-13 19:31:52 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <10317@stag.math.lsa.umich.edu>
Source record: 245798

Sorry if this sounds stupid, I was a little bleary when I thought it up... Folks were talking about the intricacies of producing legal Mac/BIOS ROM clones. 2 programming teams, one to analyze the existing code and document it, one to reimplement according to team 1's specs.

I don't care for Macintoshes or PCs very much. I'd really like to see some detailed TOS docs though, and this sounds like the ideal approach to getting it. Original source code from Atari would be pretty cool, but they don't even give that to registered developers any more. (Much to my chagrin, $300 after the fact, y'know? }-) How 'bout a team of ST programmers getting together to analyze TOS 1.4, and publish their specs? That ought to be at least as useful as the original source code, and doesn't require any effort on Atari's part. Ideally the Atari system programmers themselves would be best suited to the task, being most familiar with everything, but they're already pretty busy. And, I suppose, being so thoroughly familiar with the code, they may overlook mentioning some things that they take for granted. It would be a lot of grungy work to explore the ROMs from a total outsider's viewpoint, but it would be useful...

I'm not particularly interested in cloning TOS ROMs. i don't have the desire (or the resources!) to produce ST clones. But I *would* like to have enough docs to write my own mods to TOS. I can't see this being a bad thing, look at all the info you can get about MSDOS, and look at the sophistication of most DOS programs...
--
-=- PrayerMail: Send 100Mbits to holyghost@father.son[127.0.0.1]
and You Too can have a Personal Electronic Relationship with God!

4125. Source code control

Newsgroup: comp.sys.atari.st
Date: 1989-12-13 19:58:58 UTC
From: alex@athertn.Atherton.COM
Message-ID: <15308@laurel.athertn.Atherton.COM>
Source record: 245799

A number of people have mentioned GNU C, and C++. Along those lines,
is there some sort of source code control system (a la SCCS on Suns) which
is available for the ST, so that I can do source code control? I write
a great deal of code, and it would be nice to have some sort of serious
source code control system, as opposed to just backing up the old copy
of the source to an alternate directory in my makefile.

--alex @ atherton
("My mind is my own."--#6)

4126. DeskCart by QMI, Who sells it?

Newsgroup: comp.sys.atari.st
Date: 1989-12-13 20:54:40 UTC
From: atc@max.bnl.gov
Message-ID: <1596@bnlux0.bnl.gov>
Source record: 245800

Thanks to everyone who told me about the DeskCart by QMI...
However, does anyone know where I can get this beastie? I've contacted
my local computer stores and no-one seems to be able to get it.

Does QMI sell direct? And does someone have their address?

atc@max.bnl.gov

4127. shell help

Newsgroup: comp.sys.atari.st
Date: 1989-12-13 21:24:28 UTC
From: depeche@quiche.cs.mcgill.ca
Message-ID: <1867@calvin.cs.mcgill.ca>
Source record: 245701

I wrote a program in laser C which is highly interactive, and I would
like to print the output of the program. If I simply redirect the output
I can't see it, and if I don't, I can't save it.

I have gulam and Pcommand. Does anyone know how to make the program
redirect the output but still show it on the screen?
One common way some shells do it is by turning on a "log file"
which logs all input and output, and this would be the ideal
solution. Does anyone know if either Gulam or Pcommand supports
this, and if so, how to use it?

--
S. Alan Ezust depeche@calvin.cs.mcgill.ca
McGill University Department of Computer Science - Montreal, Quebec, Canada

4128. help with dlibs

Newsgroup: comp.sys.atari.st
Date: 1989-12-13 21:34:06 UTC
From: depeche@quiche.cs.mcgill.ca
Message-ID: <1868@calvin.cs.mcgill.ca>
Source record: 245702

I am a novice user of computers and compilers, and just downloaded
dlibs12 from terminator.
I placed the header files in e:\dlibs\h,
and everything else in e:\dlibs

Now I want laser C to use these libraries instead of the default ones.

I went into the environment variables and changed all the ones
I thought I was supposed to.

clib=e:\dlibs\dlib.a
cinit=e:\dlibs\dstart.o
cinclude=e:\dlibs\h\

and I also tried changing libpath to e:\dlibs\

And now when I try to compile/link a program, the linker says

undefinined symbol: __lmul

I don't even know what lmul is, but anyway... What else do I need to
do in order to get laserc working with dlibs?
--
S. Alan Ezust depeche@calvin.cs.mcgill.ca
McGill University Department of Computer Science - Montreal, Quebec, Canada

4129. Futher Adventures of ATM & Spectre

Newsgroup: comp.sys.atari.st
Date: 1989-12-13 22:30:06 UTC
From: mjv@iris.brown.edu
Message-ID: <22827@brunix.UUCP>
Source record: 245703

My continuing plunge into the ATM world has netted (pun not intended)
these further comments, suggestions, and intangables.

Let me state my system again: MegaST2 (2megs), ICD host adapter,
65 meg RLL HD (Seagate 277R), external SF314 drive which will read
Mac disks while the internal won't but that's another posting, running
Spectre GCR 2.3, System 6.0.2 (no multifinder, and sound turned off)
and Epstart Epson printer driver 2.5 with a Star NX-10 printer.

I finally did some printouts to see how they looked. This included
some good and bad news. First the bad (jeez, I'm mean).
On some printouts, especially low point size, the descenders of letters
such as 'g' or 'p' were cut a little. It turns out that you have a
trade off to choose. After finally consulting the manual (tryed to put
that one off as much as I could to act like a normal mac user), I
found out that you can either have ATM cut a bit off the descenders and
have your line spacing retained or vice versa (full descenders as opposed
to untrue line spacing.) The clipping might not happen on higher
resolution printers (300dpi DeskJet, etc..) since it has more room to
print. It did happen on my Star NX (which is a 9-pin) but it wasn't
that bad. Noticable, but not an eye sore.
The good news is that large point sizes come out fantastic. I printed
out "Atari ST" in 4 different fonts, landscape mode, at 127 point size
from MacDraw2. It took around 12 minutes to finish (mind you it is also
converting the ImageWriter to Epson codes, that's the Epstart overhead,
your mileage will vary). People were hard pressed to believe that the
print out was from a 9-pin. At a casual look, people thought that it
was laser printed. Not bad at all. Of course the smaller one gets,
especially around 20 pts and less, people start to notice the jaggies
but are generally very impressed. I did another print out of a document
with three sentences all with varying multiple styles and point sizes (all
were under 25 pts though.) That one took around 4 minutes. The Pagemaker
3.0 document of medium complexity took around 8 mintues. Not bad.

There has been recent gripping about the manuals that one gets with the
ST's but those are wonderful technical manuals when compared to the ATM's
manual. It basically covers installation and recites much from Apple's
own manuals as to how to do things. Its repeatative at that too. It has
a large Q/A section in that back (the whole manual is about 30 pgs!)
which goes to show you how many problems that expected people to have with
it. Virtually no technical info as to how it works. The most informative
info is in the Q/A section (an extra card with Q/A's was also added) and
the read me file. I was very disappointed with the manual. It makes one
really appreciate the time that David Small puts into his manuals. His
are the only manuals that I have gone back and read because they were

fun.

Here comes another ATM oddity (actually its more like font oddity in general). When you normally select a font and choose a style for it, let's say bold for example, for screen display the Mac will do some QuickDraw fattening of the font to make it look bold. It is however, not a true bold font. If you have ever taken a look at the list of fonts from a PostScript printer you will notice fonts such as _Times roman_, _Times Bold_, _Times BoldItalic, and _Times Italic_. Each one is in fact a seperate font (you can derive outline and shadow from those.) Now when you select bold the normal mac way we've all gotten used to, ATM intercepts in and calculates it. The result is a rather ugly looking change to the font you are using. It also appears to be as 'light' as the plain style of the font. The print out will come out bold however. To get a true, nice looking bold screen font, you must install the font called 'Times Bold' for example. If you were to use italics then you'd install 'Times Italic' etc... This starts to suck up disk space and makes you font menu look like a mess. You don't have to install those screen fonts to get them to print out correctly, you can just keep their outline fonts installed in the System folder and ATM will try to make decent looking screen version (bold is the worst looking) but if you want true screen to printer look, then you should install those extra screen fonts/styles. Its all up to your tolerances.

And finally, Adobe Type Manager costs $99 and that comes with Times, Helvetica, Symbol, and Courier. The Plus font pack costs $198 for a limited time and that gets you all the other fonts that are in the LaserWriter Plus. ATM only works with System 6 or later and those who have only 1 meg should seriously think twice before getting it (I'd recommend not to if you have 1 meg.) Those withOUT 128K roms can't use it because of the System 6 barrier.

Congradulations for making through my message, you have lots of patience. All comments, questions, or rants about how much money my message cost you can be directed to the address below. Enjoy!

-- mjv@iris.brown.edu

[opinions expressed, and there were lots of them, are mine only]

"And, oh! Father Christmas, if you love me at all,
Bring me a big, red india-rubber ball."
A.A. Milne "Now We are Six"

4130. Re: Blitz copy cable and utility

Newsgroup: comp.sys.atari.st
Date: 1989-12-13 22:34:07 UTC
From: scott@cs.odu.edu
Message-ID: <SCOTT.89Dec13173407@osric.cs.odu.edu>
Source record: 245704

```
>
> Does anyone know where I can find a copy of the BLITZ software?
> I've checked my local BBS's and it's not on any of them.
> If somebody could please EMAIL me a copy I'd greatly apreciate it.

You may ftp it from xanth.cs.odu.edu

--

------------------------------------------------------------------------------
Scott D. Yelich scott@cs.odu.edu [128.82.8.1]
After he pushed me off the cliff, he asked me, as I fell, ``Why'd you jump?''
------------------------------------------------------------------------------
```

4131. Re: THANKS Dave Small for doing legal calls -- Adobe Type Manager

Newsgroup: comp.sys.atari.st
Date: 1989-12-13 22:37:39 UTC
From: mjv@iris.brown.edu
Message-ID: <22828@brunix.UUCP>
Source record: 245705

In article <891212.14343434.031382@SFA.CP6> Z4648252@SFAUSTIN.BITNET (Z4648252) writes:
> Being the simpleton that I am, my needs are slight. I don't need
> Type 3 fonts and so forth. In fact, the fonts supplied by Adobe are more
> than adequate for my needs. Indeed, for $57.00 from Mac Zone software,
> I was able to get Adobe Type Master and fonts for TIMES, HELVETICA, COURIER,
> and SYMBOL.

Unfortunately, since we can't use Type 3 fonts for the time being, we are locked into buying Adobe and LinoType Type 1 fonts which are very expensive$$$! The Type 3's are much cheaper (though of less quality) but you can find them in the PD are from small font houses for $25.
I'm glad everythings working out great. Ain't Dave too incredible sometimes.

-- mjv@iris.brown.edu

"And, oh! Father Christmas, if you love me at all,
Bring me a big, red india-rubber ball."
A.A. Milne "Now We are Six"

4132. mono games

Newsgroup: comp.sys.atari.st
Date: 1989-12-13 22:41:51 UTC
From: mjv@iris.brown.edu
Message-ID: <22831@brunix.UUCP>
Source record: 245706

There have been several posts about mono games recently and I thought
I'd add this info in. It seems that at least recent Sierra On-Line games
will work in mono. I've been playing Manhunter: New York and both
color and mono and notice no difference in speed or quality of game.
Their fake menu bar sure does look small in mono though. I'd check
to make sure which SOL games work in mono first but I'd bet you'll have
good luck.

-- mjv@iris.brown.edu
[see, I do use my ST as an ST, sometimes!]
"And, oh! Father Christmas, if you love me at all,
Bring me a big, red india-rubber ball."
A.A. Milne "Now We are Six"

4133. Re: Problem with Uniterm 2.0e

Newsgroup: comp.sys.atari.st
Date: 1989-12-13 22:46:00 UTC
From: weber_w@apollo.HP.COM
Message-ID: <4768aaa9.20b6d@apollo.HP.COM>
Source record: 245707

In article <2227@kodak.UUCP> nelson@kodak.UUCP (Bruce Nelson) writes:
>Under the settings menu item, select disabled for 4010 mode. Then save your
>defaults. Modem noise won't bother the graphics mode anymore.
>
>Bruce Nelson

Additionally :

You can get back into text mode (without the RESET) by using one of the
ALT + FUNCTION-KEY sequences to "Enter TEXT mode". While I cannot remember
which one it is now, pressing the <HELP> key will get you to the screen
where the screen display shows you the FKEY settings.

...walt...

Walt Weber Hewlett Packard NARC @ Apollo Systems Division
-The views expressed herein are personal, and not binding on ANYONE-
"The power of accurate observation is commonly called cynicism
by those who have not got it" -George Bernard Shaw

4134. Facts, not only talking about them.

Newsgroup: comp.sys.atari.st
Date: 1989-12-13 23:55:49 UTC
From: qralph@dna.lth.se
Message-ID: <1989Dec13.235549.4778@lth.se>
Source record: 245708

Hi,
I have spent, wasted, countless of milliseconds reading the flames, and
also the comments from Ken (even sent him an e-mail or two one late night,
but that's only a week or two ago so no reply yet). Instead of telling why
facts shouldn't be distributed in a crisp form on this net I think it would
be SHORTER to tell them! Like this, as an example:

New registers in the 1040STE.
From an article by Martin Backschat in ST Magazin, December 1989.
Translated by Ralph Haglund, QRALPH@SELDC51, qralph@dna.lth.se.

FF8204 ....xxxxxx VCOUNTHI (R/W)
FF8206 ....xxxxxxxx VCOUNTMID (R/W)
FF8208 ....xxxxxxx. VCOUNTLO (R/W)

The Video Address Counter is now read and write. A write
effects immediately, thus be careful and use it preferably
during the VBL interrupt.

FF820C ....xxxxxxx. VBASELO (R/W)

This register contains the low byte of the screen base
address. It allows you to set the screen on a word
(earlier only on a 256-byte block) to get vertical
scrolling.

FF820E ....xxxxxxxx LINEWID (R/W)

Contain the offset to the next line. The value is the
number of words that is added at the end of the screen
line to get to the new line. When value = 0 (happens
at reset) it works like on a ST. This allows panning of
a wider image than can be seen on the screen.
Ex: Write the value 20, giving, in 640x400 mode an image
640+20x16 = 960 pixels wide. To see column 20 to 670 you
increase the screen base address with one (16 bits) and
put a 4 in HSCROLL.

FF8240- red grn blu
FF825E ....032103210321 PALETTE (R/W)

Palette register, now 4 bits for each colour. Observe
that the least significant bit is placed highest, to
retain compatibility with ST.

FF8264 ....xxxx HSCROLL (R/W)

This register makes horizontal bitwise scrolling possible.
The value tells at which bit of the screen address VBASE
the screen will start.

fire button
FF9200 ....3210 FIRE0-3 (R)
joy3 1 2 0
FF9202 udlrudlrudlrudlr JOY0-3 (R/W)

Via the fire and joy registers you inquire about the two
old (joy1 and joy3) and new (joy0 and joy2). You can also
write to joy0 and joy2.

FF9210 ....xxxxxxxx XPAD0 (R)
FF9212 ....xxxxxxxx YPAD0 (R)
FF9214 ....xxxxxxxx XPAD1 (R)
FF9216 ....xxxxxxxx YPAD1 (R)

You can put a pair of paddles in joystick port 0
(paddle 0) and another pair in joystick port 2 (paddle 1).
The registers contain the position. The fire buttons are
the same as for joysticks. The trigger for the paddles is
in bit 0 and 1 of the register FF9202 (right, left of joy0).

FF9220 ......xxxxxxxxxx LIGHTX (R)
FF9222 ......xxxxxxxxxx LIGHTY (R)

Light gun/pen. This can be put in joy0. The registers
contain the position. The x position changes every
4 pixels in 320x200 mode
8 640x200
16 640x400

The y resolution is exact. The x position is always shown
in 320x200 resolution, thus for 640x200 you shift one bit
to the left and for 640x400 two bits.

FF8900 ....xcc SDMACNTR (R/W)

Sound-DMA control register.
cc = 00 - sound DMA switched off (after reset)
cc = 01 - sound DMA on; off at frame end
cc = 10 - sound DMA on; repeat each frame
This last value can be used for more complex sounds. Here
timer-A of the MFP in event count mode gets a signal at
end of frame. If you set the data register in timer-A in
event count mode to 5, the music frame will be repeated
5 times.
In the interrupt routine the FRMBASE can be changed, as
the old value is buffered - a new value can be written in
FRMBASE while the old frame is played. In this way double
buffering can be utilized.

```
FF8902 ..........xxxxxx FRMBASEHI (R/W)
FF8904 ........xxxxxxxx FRMBASEMID (R/W)
FF8906 ........xxxxxxx. FRMBASELO (R/W)

Frame base address. Base address of the music frame.

FF8908 ..........xxxxxx FRMCNTHI (R)
FF890A ........xxxxxxxx FRMCNTMID (R)
FF890C ........xxxxxxx. FRMCNTLO (R)

Frame address counter. The actual address of the
sound DMA. This way you can find out what sample
is momentarily played.

FF890E ..........xxxxxx FRMENDHI (R/W)
FF8910 ........xxxxxxxx FRMENDMID (R/W)
FF8912 ........xxxxxxx. FRMENDLO (R/E)

End address of the music frame.

FF8920 ........m.....rr SMODCNTR (R/W)

Sound mode control. Frequency and mode for playing
the frame.
rr = 00 - 6258 Hz frequency (default)
rr = 01 - 12517
rr = 10 - 25033
rr = 11 - 50066
m = 0 - stereo (default)
m = 1 - mono
The frequency is for mono, half the value for stereo.
Each sample is 8 bit, -128 to +127. In stereo, every
second byte is for left, every second for right channel.

FF8922 xxxxxxxxxxxxxxxx MWDATA (R/E)
FF8924 xxxxxxxxxxxxxxxx MWMASK (R/W)

The microwire interface for future microwire devices.
Already integrated is the LMC1992 computer, that is
responsible for the sound and volume of the digital sound.
The LMC1992 has device address 01.
To program the LMC1992 you must always set the mask register
to $07FF. The control you write to the data register:
xx 01 011 DDD DDD : set main volume
000 000 - -80 dB
010 100 - -40 dB
101 000 - 0 dB

xx 01 101 XDD DDD : volume of left channel
00 000 - -40 dB
01 010 - -20 dB (2 dB steps)
10 100 - 0 dB

xx 01 100 XDD DDD : volume of right channel
00 000 - -40 dB
```

01 010 - -20 dB (2 dB steps)
10 100 - 0 dB

xx 01 010 XXD DDD : set treble
0 000 - -12 dB
0 110 - 0 dB (2 dB steps)
1 100 - +12 dB

xx 01 001 XXD DDD : set bass
0 000 - -12 dB
0 110 - 0 dB (2 dB steps)
1 100 - +12 dB

xx 01 000 XXX XDD : define mixing
00 - -12 dB
01 - mix with GI soundchip
10 - don't mix with GI soundchip
11 - reserved

Just as for the TT, the old ROM address has moved from $FC0000
to $E00000. The ROMs are 256 Kbytes, with ca 30 Kbytes free.
The functions Setpalette and Setcolor are changed to adapt to
4-bit colors. All trap-F accesses to AES are gone. The internal
variables have also changed addresses.

$$$

That is a better way to use the bandwith IMHO.
Another way to learn facts is to subscribe on the two main German
ST magazines. I have done so for two years and for sure improved my
German! Let's take the December issues, here is a quick resume of
their contents:

ST Computer, Dec. 1989
Some stuff in this issue:
New software for the PC emulator PC-Speed: runs Hercules resolution,
and also support for Extended Memory Specification.
New 16MHz accelerator with 16k cache, compatible with 68881 etc. 798DM
Test of hard disks.
BioNet 100 - Ethernet for Atari ST.
Info about TOS030, like resolutions, new XBIOS calls:
XBIOS 66: DMA/SCSI communication
XBIOS 80: Set screen mode/resolution
XBIOS 81: Get d:op
XBIOS 82: Get/set screen mode only
XBIOS 83: Get/set color
XBIOS 84: Set range of colors from palette
XBIOS 85: Get d:o
XBIOS 86: Get/set bit 4 of resolution register
XBIOS 87: Get/set bit 7 of resolution register
And quite a bit more about the TT.

Encryption systems.
Details about AES and VDI in TOS 1.4
Part 11(I think) of a Modula-2 course.
Numerical Math, part 4, diff. equations of 1st order.
Submenus under GEM
Details about loading from diskettes as fast as possible.
Pictures in one of the PD TeX systems offered.
More about that same TeX system.
4 pages of game tests, of 198 pages in all.

December issue of ST Magazine contains, among other things:
Sprite animation program in Gfa Basic (on the diskette you can buy for DM20)
Info from TOS 1.4 release notes.
Homemade SCSI - hardware article.
New registers in STE.
New file functions in TOS 1.4
3D surfaces in net graphics.
Reference pages for Omikron Assembler/Debugger
Part 3 or 4 of how to use Calamus.
How to use resource files in Gfa Basic.
4-5 pages of game tests, 158 pages in all.

Reason to start learning German???

$$$

4135. Re: Mega chips & drive questions

Newsgroup: comp.sys.atari.st
Date: 1989-12-14 00:07:00 UTC
From: rjk752@uxf.cso.uiuc.edu
Message-ID: <46300086@uxf.cso.uiuc.edu>
Source record: 245709

Is there any way to petition some sort of hierarchical notes guru or something, or some sort of moderator that can be mailed to in order to eject somebody from a notesfile. I'm not sure what the process is to get into newsgroups (my college account gives me automatic access), but it seems there could be some method by which a renewal of a subsctiption to notes could be refused. There seem to be some people out there who think this notesfile is a good place to throw tantrums and that the notesfile was created for their personal use (i.e. nobody else on the net matters, It's ME, ME, ME!).
Is there no way to push these selfish, irritating, repetitive, boring, etc... people off of the net (I don't want to mention any names) ? Or can a heckler destroy the notesfile of his choice by posting it full of useless messages at will ?

A curious notesfile reader

4136. Re: FORM, nice but...

Newsgroup: comp.sys.atari.st
Date: 1989-12-14 00:40:00 UTC
From: rjk752@uxf.cso.uiuc.edu
Message-ID: <46300087@uxf.cso.uiuc.edu>
Source record: 245710

Frankly, I think inclusive speech is stupid. If women are so unsure of their worth that they can't accept tradition, then use female speech. When you are trying to get facts conveyed (gee, is that what English docs are trying to do), it seems sort of silly to keep putting he/she or "he or she" into the document. By using female speech, I mean just say "She engineered the computer" instead of "He...". Even though the percentage of female students in engineering is extremely low in the U.S., and this would be less accurate, I think I could accept this. I'd rather not have to even think about it, though. By tradition, "he" usually means "he or she" anyways.

P.S. On a side note, I think that the traditions destoyed by equal rights movements have had a substantial negative effect on our country. Wives aren't home with the kids anymore, people are sleeping together instead of getting married and settling down (it used to be common for women to take care of the childen, but "professional' women don't have time for this). There used to be a job for the male of nearly every family, now there are some families with the husband and wife working (kids getting ignored) and others where neither can get a job. I could continue on to discuss delinquency of children, and future repercussion, but this is the WRONG notesfile for political statements. I welcome flaming hot mail at rjk752@uxf.cso.uiuc.edu

4137. Pagestream 1.8 users - help requested

Newsgroup: comp.sys.atari.st
Date: 1989-12-14 01:04:50 UTC
From: art@maccs.dcss.mcmaster.ca
Message-ID: <2586F1B2.18997@maccs.dcss.mcmaster.ca>
Source record: 245711

I've recently gotten Pagestream 1.8 and a Megafile 30 to put it on. Before this we used Pagestream 1.52 on a single floppy 1040. Our printer is an Apple LaserWriter plus.

However I have been unable to get anything other than a simple small document (like "hello world" in the middle of the page) to print. The manual additions enclosed (on disk) do not print.

originally I loaded up everything onto the hard disk. All programs, all printer drivers, All fonts - the included fonts plus about 10 others that we got for use with 1.52 - our dealer said the fonts are compatible.

I called softlogik support, they suggested that maybe memory was cluttered up too much. So i emtptied all desk accessories save the control panel. Also dumped all auto progs save FOLDR100, NITE15 and MOUSEDOUBLER. I freed up as much memory as our other 1040 (the one without the megafile 30) has. I dumped all printer drivers save the PSCRIPT one, I even chopped out all fonts but the distribution fonts. Still no dice.

I'd like to hear from anyone else with the same configuration as us - 1040 (1 meg) , Megafile 30, Apple Laserwriter, Pagesrteam 1.8 - have you gotten yours to work?

please email

Art Mulder, art@maccs.DCSS.mcmaster.ca (<- best), art@maccs.uucp,
...neat.ai.toronto.edu!maccs!art uwocc1gate%"art@maccs.uucp"

4138. How do you expand a megafile 30

Newsgroup: comp.sys.atari.st
Date: 1989-12-14 01:07:12 UTC
From: art@maccs.dcss.mcmaster.ca
Message-ID: <2586F240.19074@maccs.dcss.mcmaster.ca>
Source record: 245712

In a earlier article someone mentioned that the "Latest Start" contains
step by step instructions on adding a second hard disk to a Megafile 30.
WHICH LATEST START! I can't find it in the ones in my local store.

Art Mulder, art@maccs.DCSS.mcmaster.ca (<- best), art@maccs.uucp,
...neat.ai.toronto.edu!maccs!art uwocc1gate%"art@maccs.uucp"

4139. Re: C question

Newsgroup: comp.sys.atari.st
Date: 1989-12-14 01:49:22 UTC
From: dbsuther@PacBell.COM
Message-ID: <31352@pbhya.PacBell.COM>
Source record: 245713

In article <875@lzaz.ATT.COM> hcj@lzaz.ATT.COM (HC Johnson) writes:
>you can have char *fred[] = "hello";
>
>but not
>char fred[] = "hello";

Mr. Johnson is correct; to use the second form you must use the form
static char fred[] = "HELLO"
or the way he has it set up as an array of pointers (sometimes). If
you set it up as an array of pointers it will only work if the machine
uses a linear address scheme.

As this is not gauranteed in the standards, It could break if ported
to another machine or different compiler.

The point is to beware of utilizing side effects when writing code. The next
operating system release or compiler change CAN and OFTEN DOES wreak havock
with your programs.

For those who have not seen it yet, the newsgroup "comp.unix.wizards" is
very helpful for those just starting in C and unix. They are always eager
to lend support. The newsgroup seems to be not so much for the wizards as
it is for the neophytes who don't have a wizard handy to help them.

Dan Suthers, Analyst, Pacific Bell
uucp: {backbone}!pacbell!pbeos!dbsuther

Youth's a difficult time, and it gets harder the longer you try to draw it out.

4140. driver for Okidata 82a

Newsgroup: comp.sys.atari.st
Date: 1989-12-14 01:53:48 UTC
From: 880139h@aucs.uucp
Message-ID: <1989Dec14.015348.20142@aucs.uucp>
Source record: 245714

Ok, here's a good'un. I recently purchased an Okidata 82a printer
for my 1040st. It's a real workhorse, but it has no graphics handling
capabilities at all. Anyone out there have any info on a graphics
driver for this thing? I think I'm asking a little too much...

-rh

--
--+-----------------
" Outside in the cold distance a wildcat did growl | Rob Hutten
two riders were approaching and the wind began to howl..." | 880139@aucs.uucp
--+-----------------

4141. Re: LYNX Development System

Newsgroup: comp.sys.atari.st
Date: 1989-12-14 02:02:02 UTC
From: icsu8053@ming
Message-ID: <2819@caesar.cs.montana.edu>
Source record: 245715

In article <PORTUESI.89Dec5131041@tweezers.esd.sgi.com> portuesi@sgi.com (Michael Portuesi) writes:
>
>>>>>> On 5 Dec 89 17:44:45 GMT, 2FHDBEAK@kuhub.cc.ukans.edu said:
>j> Here's an interesting tidbit for you LYNX fans:
>
>j> The development system for the Atari LYNX is an AMIGA computer!
>j> I wonder what it must be like to go into Atari's offices and see
>j> all sorts of Amigas lying about.
>
>
>That's not surprising, given that the Lynx was developed at Epyx, not
>Atari, and all the Lynx designers also designed the Amiga.
>
> --M
>--
>__
>\/ Michael Portuesi Silicon Graphics Computer Systems, Inc.
> portuesi@SGI.COM Entry Systems Division -- Engineering

More trivia:

I seem to recall that the development system for the Amiga was an Atari 800. Talk about serious plot twists! Will the Lynx also be turned into a PC ala the Amiga? Just curious...NO FLAMES, it's finals week and I couldn't deal with it!

Craig Pratt
BitNet: Craig.Pratt@msu3.oscs.montana.edu
GEnie: C.Pratt4

"Life IS pain, princess. Anyone who says differently is selling something..."
The Dread Pirate Roberts, _The Princess Bride_

4142. ROMmable C: compilers

Newsgroup: comp.sys.atari.st
Date: 1989-12-14 02:04:57 UTC
From: kap@psuecl.bitnet
Message-ID: <72175@psuecl.bitnet>
Source record: 245716

I need a compiler for 68000 software development. Thu, the question arises:
Does anybody know of any C: compilers that produce ROMmable code?

Thanks in advance,

-Keith

kap@psuecl.bitnet psuvax1!psuecl.bitnet!kap

4143. more on strncpy (was re: laser c question)

Newsgroup: comp.sys.atari.st
Date: 1989-12-14 02:16:10 UTC
From: depeche@quiche.cs.mcgill.ca
Message-ID: <1870@calvin.cs.mcgill.ca>
Source record: 245717

Here is a private letter I wanted to send but it got bounced,
but I realize it should be posted publicly for some of its
content anyway.

>>> DATA
<<< 554 <john%stag.UUCP%uunet.UUCP%dynasoft@Larry.McRCIM.McGill.EDU>... Remote protocol
error: Bad file number
554 john%stag.UUCP%uunet.UUCP%dynasoft@Larry.McRCIM.McGill.EDU... Service unavailable

[In message "Re: laser C question" on Dec 13, John Stanley writes:]
: [in my message I wrote:]
: > Since there is no mem.h library of routines, I use strncpy to copy the
: > contents of one-dimensional arrays.
:
: Since strncpy doesn't copy <n> bytes but rather <n> bytes OR until it
: finds the 1st null (zero) byte in the array, using strncpy to replace
: blkcpy or memcpy isn't going to work. If it has worked so-far, it's only
: because Laser C uses an incorrect implementation of strncpy or because
: you've been Very-Very lucky....

no, actually. This little fact was something I knew a little while ago
but totally forgot about until two days ago, while I was agonizing over
the strangest bug for four damned hours and finally found it after
exhausting every other goddamned possibility... Too bad your letter didn't
come two days earlier, but that's not your fault :-)..

: Moving one, two, or fifty dimensional arrays is all the same to C.
: It's just a destination address, a source address, and the number of
: bytes to move...

: I can send you one that's written for Alcyon/Sozobon C in assembly.
: It's quite fast but you'd probably have to modify it a little to be
: compatable with Lazer C. I could also send you a similar block-move
: function written entirely in C (it just wouldn't be quite-as-fast).

someone already sent me dlibs memcpy which I believe is what is used
in Sozobon.... However, I don't have an assembler and am not too
much of an expert in it anyway, so I couldn't get it installed on
my system without help.

: Alternately, does Lazer C allow copying structures using a simple
: assignment? <struct2> = <struct1>; If so, what I've ocassionaly used in
: situations like yours is to define a struct containing the array and
: moved copys of the array arround by just using assignments...

that's a good idea. I should try it. I didn't think it was possible though,
as struct names are just pointers to memory locations of data, just

like arrays, and you can address the 5th byte of a structure with
*(structname+5) just like arrays.

in reply to my using strncpy for multidimension arrays not working,

: Why won't it? Ignoring for the moment that strncpy isn't a blkcpy or
: memcpy, what's wrong with specifiying &array[0][0] as the address and
: using the size of the entire array (assuming it's smaller than 64k bytes)
: as the length?

I think I tried it and got a compiler error.. I could be mistaken, but
I passed it just

array

instead of

&(array[0][0])
since I thought the two were equivalent pointers...

: I'm trying... What you wrote makes it sound like you've been making
: some bad guesses so far so it may take a bit of work to get your program
: working the way you want it to... What are you writing anyway?

you are exactly right. However, I got it working now via the brute-force
loop-of-assign statements. If I can get dlibs installed properly on
Laser C (and I am having trouble, as you will soon see in one of
my messages posted on c-s-a-st which I posted today), I will then
translate them all into memcpy's.

: .. although, it would be a real-good-idea if you posted a note on the
: net mentioning that strncpy doesn't move <n> bytes so other beginning
: programmers who see your message won't think that it's a correct
: substitution....

ok.. I shall. Thanks for your help/reply!!

--
S. Alan Ezust depeche@calvin.cs.mcgill.ca
McGill University Department of Computer Science - Montreal, Quebec, Canada

4144. realloc() - standard unix opperation is what?

Newsgroup: comp.sys.atari.st
Date: 1989-12-14 02:16:40 UTC
From: achowe@tiger.waterloo.edu
Message-ID: <19281@watdragon.waterloo.edu>
Source record: 245718

I'm making use of realloc() from the Dale's dlibs. However I wonder how close this function is to a standard unix site. In Dale's version if <addr> is NULL then a malloc is done. If <size> is zero then a free is done. Else resized and possibly moved block of memory. NULL may be returned is the block can not be resized.

Now the man page for realloc() here at U(W) does not say anything except that the block is resized and possibly moved and that NULL may be returned if the resize fails.

What is the standard action realloc should take on when passed a NULL address or a size of zero?

In particular the issue of size zero. Does a unix realloc() free or size down to zero?

- ant
achowe@tiger.waterloo.edu | "It is hard to make the world go away
_ -|-|_ _ | when it has decided to notice you."
(_\ |\| | | | (_) |\| \/ | - Spock's World
___/ | disclaimer...

4145. Re: tv show and the Mega ST

Newsgroup: comp.sys.atari.st
Date: 1989-12-14 03:44:53 UTC
From: marc@cpsc.UCalgary.CA
Message-ID: <2239@cs-spool.calgary.UUCP>
Source record: 245719

In article <891206.19213238.024049@SFA.CP6> (Z4648252) writes:
>FLASH!
> I just saw on the television the sitcom, Growing Pains.
>In plain view of everyone, was a Mega ST during an office scene. Wow!

Ok.. And we also have War of the Worlds, and Friday the 13th to add to
the list..

BUT..

Doesn't anyone remember that Blue Smarties contest a few years ago? The
prize was an Atari "Smartset" (looked like a 520 to me).. And they
ACTUALLY SHOWED it on the AIR :-) ..

(ok.. So it doesn't promote it as a buisness machine :-))..

/\ _ _ \ iNet/Envoy : m.schroeder (org. id = kort)
(/ \/ \ / \ e-mail : marc@cpsc.UCalgary.CA
/ / / / \ Fidonet : Marc Schroeder @ 1:134/47
/ / / (_/____/
__/

Marc A. Schroeder * 1st year computer science
University of Calgary

4146. Scrolling in GnuEmacs 18.51 on the Atari ST

Newsgroup: comp.sys.atari.st
Date: 1989-12-14 03:53:50 UTC
From: sto9719@ultb.isc.rit.edu
Message-ID: <1756@ultb.isc.rit.edu>
Source record: 245720

Has anyone else had a problem with the scrolling that Gnuemacs 18.51 does on the Atari ST. The problem I have found is that when the screen scrolls, the status bar also moves and gives the appearance of an a window shade. Does anyone have an idea what this might be. Some said something about the termcap I am using.

Thanks for help in advance.

STeve Organek

STO9719@RITVAX.BITNET
rochester!ultb!sto9719
rochester!ur-valhalla!asyst!sto

4147. Re: booting from floppy

Newsgroup: comp.sys.atari.st
Date: 1989-12-14 03:54:19 UTC
From: marc@cpsc.UCalgary.CA
Message-ID: <2240@cs-spool.calgary.UUCP>
Source record: 245721

In article <101870@ti-csl.csc.ti.com> parker@vlsic2 (James Parker) writes:
>
>Boot from floppy with ICDBOOT software
>
>I am having a problem trying to boot from the floppy disk while
>using the latest (at least I think the latest, less than 2 mths old)
>ICDBOOT software with my hard drive.
>
>According to the manual, if I depress Ctrl/Shift/Alt while booting, the
>computer will boot from the floppy instead of autobooting from the
>hard-drive. I have a copy of ICDBOOT.prg in A:\AUTO folder but not in
>C:\AUTO as instructed in the docs.

[... Extra deleted ...]

Hmm.. My manual says to hold down [ALT] when trying to boot from floppy
(press it and hold it down until the drive light stays on).

/\ _ _ \ iNet/Envoy : m.schroeder (org. id = kort)
(/ \/ \ / \ e-mail : marc@cpsc.UCalgary.CA
/ / / / \ Fidonet : Marc Schroeder @ 1:134/47
/ / / (_/____/
__/

Marc A. Schroeder * 1st year computer science
University of Calgary

4148. Re: AES bug? --> No, I just didn't know what i was doing!!

Newsgroup: comp.sys.atari.st
Date: 1989-12-14 04:03:36 UTC
From: steve@thelake.UUCP
Message-ID: <1113892203364652@thelake.UUCP>
Source record: 245722

In article <150@bucsb.UUCP>,
harryk@bucsb.UUCP (_harryk) writes ...
>
> I would like to thank Robert from Netherlands and Darek from ATARI Corp.
> for answering my question!
>
> They both suggested to use wind_update() instead of menu_bar(), inside
> the for-loop! So YES, that was the answer: once i did it, everything was
> working fine! As far as MN_SELECTED is concerned, i have to apologise, but
> i was using MU_MESAG from the very first time; i just mistyped the code
> when i sent it to the net!
>
> The sad thing is, that I've never seen wind_update() documented along
> with any menu_xxxx() function! I'm using MWC's manual and "GEM Programer's
> Reference" by Abacus, as GEM reference guides! In both of them, wind_update()
> is NOT even MENTIONED on the pages talking about menus! But that's why Use-
> Net does exist, i guess!
>

The MWC manual is less than clear in its example of using the menu bar (page 324). It has the event loop in main(), so it must turn off the menu bar from within the switch-case before calling appl_exit() and exit(). As a result, it would be easy to jump to the conclusion (as you did) that you need to turn off the menu bar with "menu_bar(menu,0)" before you do something. You don't, of course. You probably should set the menu entry to normal, but don't erase the bar.

MWC documents wind_update() as "an AES routine that locks or unlocks a window." In "Atari ST Application Programming" (Pollack and Weber, Bantam Books), wind_update() is documented as "communicate with the AES about the application's current processing," which is more general and more accurate.

The term "window" in this context is confusing, because you tend to think of a window as the classic visual object with a title bar, sliders, check boxes, etc. Actually, the work area is a window, and wind_update() in this context simply tells the Screen Manager not to mess with anything until you're finished.

> ... (I only wish ATARI could publish a complete
> documentation on Technical Information about its machines, and make it
> available to the public! All the books i've seen assume that the reader
> is already familiar with GEM, and are used as refernce books!

This is precisely the problem: You need a tutorial, and what you have are reference works. The aforementioned Pollack and Weber book is a fairly

gentle tutorial introduction to GEM programming. Your local bookseller should be able to order it, or you can get it direct from Bantam Books Inc., 666 Fifth Avenue, New York, NY 10103. The book's ISBN number is 0-553-34397-1. The copy I have says it's $24.95 US / $29.95 CDN.

--
Steve Yelvington at the (frozen enough to skate!) lake in Minnesota
UUCP: ... pwcs.StPaul.GOV!stag!thelake!steve

4149. Ultrascript Font Collection For Sale

Newsgroup: comp.sys.atari.st
Date: 1989-12-14 04:30:22 UTC
From: bmaraldo@watserv1.waterloo.edu
Message-ID: <393@watserv1.waterloo.edu>
Source record: 245723
Cross-posted to: comp.sys.atari.st,misc.forsale

Since I never got around to buying Ultrscript I no longer need this: Font packages 1-7 (PS35) collection including Times, Helvetica, Chancery, New Century Schoolbook, Zapf Dingbats, and many others. All in normal, italic, bold, and the other standard forms. These three disks are the originals and are unregistered. I'd like $150Can.

Brett L Maraldo
519-742-0370

--
-------- Unit 36 Research ---------
"Alien Technology Today"
bmaraldo@watserv1.UWaterloo.ca
{uunet!clyde!utai}!watserv1!bmaraldo

4150. IBM PC XEROX VENTURA OR PAGEMAKER ON ATARI ST + PC DITTO + HP IIp

Newsgroup: comp.sys.atari.st
Date: 1989-12-14 06:12:49 UTC
From: ia4@cunixd.cc.columbia.edu
Message-ID: <2452@cunixc.cc.columbia.edu>
Source record: 245724

Hi. Sorry if this has been covered before.

Many thanks to folks who have directly answered my previous queries and to net friends like Mr. Covert whose postings have been a great help. But a few questions remain unanswered. Hope YOU can help :-)

My "project" is to "publish" a report/thesis in the form of a book using an ATARI ST (Mega 2 hopefully as soon as my 1040 is sold) and a Laserprinter. This will be a mostly text project with some layout graphics but not much of "clip art" or photos I think.

I am told Calamus with a mono monitor and HP Laserjet will do the job.
Q. Does Calamus REQUIRE a Hard Drive? Is Atari Megafile 30 OK?

I was hoping to use Xerox Ventura or Pagemaker for the PC under the software version of PC Dito when I do get the hard drive. Reason: so my files could be used on someone else's IBM PC also.
Q. Is this possible? I guess it will be SLOOOOW but will it work? Suggestions?

Q. How much can I get Calamus for? Any chance to see it run on COlor STs?

I am in urgent need of this help and would really appreciate your cooperation.

Thanks

Imran Anwar

ia4@cunixd.cc.columbia.edu or (212)-749-1155
^^^

4151. looking for some case tools

Newsgroup: comp.sys.atari.st
Date: 1989-12-14 06:37:24 UTC
From: johna@van-bc.UUCP
Message-ID: <95@van-bc.UUCP>
Source record: 245725
Cross-posted to: comp.sys.atari.st,comp.sys.ibm.pc,alt.msdos.programmer,misc.wanted,comp.sources.wanted,alt.sources.wanted

This is my first attempt at cross posting, I hope it actually
got where I wanted it to.

Has anybody seen programs similar to DEC's CASE tools "program
coverage analyzer" and "program test-bed analyzer" or even a
version of the p.d. program "calls" that is not tied to pipes?
C source code is preferred, since these would be running on
several different machines.

For those that don't know, the first two packages scan through
your code and make sure that every test/branch/function call
in that code is exercised. They allow you to build a minimal
set of test bed input data that runs through every possible part
of your code (even parts that you didn't know existed). When
you add extra features to your code, you can verify that all the
old data still makes it through, and figure out exactly what
other data must be added to the input to verify the new parts.

Think of them as advanced code profilers that supply quick
feedback on how data flows through your code, allowing you to
find that one-in-a-million bug that was in code never tested,
and add new features without adding new bugs, since you can
re-test using all your old data and quickly generate new data
that tests only the new code.

If nothing like this exists, and somebody thinks it would be a
fun project, a good place to start might be with the source to
cpr, calls, profile, and the C interpreter in chapter 1 of
Herbert Schildt's book "Born to Code in C".

Please reply by mail, I hope the path given below is correct.
(assuming of course that a .signature was included)

John
--

johna@wimsey.bc.ca || ...!ubc-cs!van-bc!johna
|| ...!uunet!van-bc!johna

4152. UniTerm V2.0c and TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1989-12-14 06:50:35 UTC
From: R_Tim_Coslet@cup.portal.com
Message-ID: <25010@cup.portal.com>
Source record: 245726

Well, I just installed the _2_Chip_ TOS 1.4 in my MEGA ST2.
======

Came right up no problems, installed NeoDesk still no problems...

Tried several of my usual programs (one acted a little strange, but
I will have to look into it further, I wrote part of it and might be
doing something slightly illegal with AES that TOS 1.2 didn't mind but
TOS 1.4 won't tolerate).

Then I encountered a PROBLEM with UniTerm V2.0c...

... it gives 3 BOMBS on exit!!!!!

Trying an old copy of UniTerm V2.0a, it also BOMBS on exit (2 BOMBS this time)!

Other than this (BOMBS on exit) UniTerm seems to work fine under TOS 1.4.
Has anyone else encountered problems like this with UniTerm (any version)
under TOS 1.4?

R. Tim Coslet

Usenet: R_Tim_Coslet@cup.portal.com
BIX: r.tim_coslet

4153. PC-EMULATOR

Newsgroup: comp.sys.atari.st
Date: 1989-12-14 08:01:49 UTC
From: SO01@DMARUM8.BITNET
Message-ID: <8912140801.AA18764@ucbvax.Berkeley.EDU>
Source record: 245727

DEAR NETTERS,
I HAVE NOW THE ADRESS OF THE COMPANY WHICH ANNOUNCED A PC-EMUALTOR FOR
THE ST END OF DECEMBER. IT'S
OMEGA COMPUTER SYSTEME GMBH
3000 HANNOVER 1
OELTZENSTR. 14
TEL.: 0511 - 15768
FAX.: 0511 - 15757
IT WAS THE EMULATOR WITH 80386SX, 1 MB AND 80387SX. IF ANYBODY KNOWS
SOMETHING ABOUT PLEASE EMAIL ME TO SO01@DMARUM8.BITNET.
THANKS IN ADVANCE
THOMAS NESER

4154. re: Mahjong and Drachen

Newsgroup: comp.sys.atari.st
Date: 1989-12-14 08:04:22 UTC
From: UZR514@DBNRHRZ1.BITNET
Message-ID: <8912140804.AA19350@ucbvax.Berkeley.EDU>
Source record: 245728

I'm playing Mah-jong and I knew Drachen.

1.: The pieces are the same in both games.
Exactly as Dale Schumacher discribe them.
2.: Mah-Jong is a game like rummy, but Drachen is more like patience.

If someone wants to know the Rules: I'm able to post them.

Theo <UZR514EDBNRHRZ1>
Acknowledge-To: <UZR514@DBNRHRZ1>

4155. (none)

Newsgroup: comp.sys.atari.st
Date: 1989-12-14 08:04:39 UTC
From: INFO-ATARI16-REQUEST@WSMR-SIMTEL20.ARMY.MIL
Message-ID: <8912140804.AA19405@ucbvax.Berkeley.EDU>
Source record: 245729

To: info-atari16

Subject: Dealers

Greetings.

After reading the glowing reviews of tos 1.4 on this digest I decided
to call my local dealer here in St. Louis, Missouri (The only Atari
dealer in this area that I know of) and get a price. Guess what, they
do not have tos 1.4 and do not know when they will get it!!!

My dealer is Randall's Home Computers
6166 Howdershell
St. Louis, Missouri

Anybody at Atari out there?

Norm Frech
frech@mwraaa.army.mil

4156. (none)

Newsgroup: comp.sys.atari.st
Date: 1989-12-14 08:04:59 UTC
From: INFO-ATARI16-REQUEST@WSMR-SIMTEL20.ARMY.MIL
Message-ID: <8912140804.AA19457@ucbvax.Berkeley.EDU>
Source record: 245730

To: info-atari16

Subject: uniterm

Greetings

Is there a way of redefining the keyboard in uniterm such as in
MS-KERMIT? In particular I would like the delete key to send a
^[[3~ and shifted arrow keys to send ^[[5~ and the like. I use
an AT and MS-KERMIT with a home brew keyboard map to emulate
a vt200/svt1220 keyboard with our Sperry. I would like to do the
same type of thing with uniterm but as far as I can tell I can
only redefine the function keys. Any help would be appreciated.

Norm Frech (frech@MWRAAA.ARMY.MIL)

==
"Verbatum regurgitation is against my principles". Neal - The Young Ones
==

4157. Re: Chaos Strikes Back... Dungeon Master II

Newsgroup: comp.sys.atari.st
Date: 1989-12-14 09:18:24 UTC
From: seattle@hydra.unm.edu
Message-ID: <1122@ariel.unm.edu>
Source record: 245731

In article <24963@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>In case anyone hasn't heard, "Chaos Strikes Back", the sequel to Dungeon Mast
>is out...!
Picked it up at 3pm this afternoon.
>
>The game is a standalone game, which doesn't really require your owning
>the original Dungeon Master, even though the packaging indicates that DM is
>required.. (although.. if you haven't played through Dungeon Master, you're
>not likely to last long in this game..!)
I think what they meant was that Knowledge of DM is required - specifically how to use spells. There is no word on how to actually play Chaos Strikes Back, beyond 'works very much like the original Dungeon Master...' and other mostly cryptic (to someone who's never played the original DM) similarities.
>
>Be prepared though... this is one tough game..! The very FIRST room you
>appear in is *worse* than ANYTHING in the original Dungeon Master...!
>
I wouldn't call that room as tough as level 12. Those fire creatures are mean. Is it my imagination, or do these 'improved' worms have nastier poison?

Bob, have you found the secret entrance yet? I'm being very cautious about this game. I've heard that each invocation of NEW ADVENTURE creates another random dungeon, so mapping does no good party to other party. Haven't tried it yet though.

Some of those new characters look cool - the Incan party, the Bird characters, the Insects. I like what they did to Wuuf...

Dave

| seattle@hydra.unm.edu /----------\
| Dadams10@GEnie /--------| Kirk - Mr. Spock, Eliminate his heartbeat. |
| David G. Adams | LotE | "Modern love is automatic" - A Flock of Seagulls |
\----------------/Live it!\ Don't bug the University 'bout nuthin' I've said. /

4158. Re: Appraisal of FORM (was Re: The Relevance of the FORM)

Newsgroup: comp.sys.atari.st
Date: 1989-12-14 09:55:52 UTC
From: csko@cybaswan.UUCP
Message-ID: <1310@cybaswan.UUCP>
Source record: 245732

In article <346@watserv1.waterloo.edu> bmaraldo@watserv1.waterloo.edu (Commander Brett Maraldo) writes:
>
> I have been learning FORM and I must say that it is absolutely
>wonderful. I can't believe it was released PD. For a little over 100K,
>FORM is *very& powerful. I have been using it to manipulate some simple

BTW, what language is FORM written in, and how is it (which compiler etc.) compiled on the ST? I am a Computer Algebra user (as well as a 'C' programmer). All similar packages that I've used are at least hundreds of K's, if not Meg's, of bytes big.

>gravitational field tensor equations. One question concerning the
>wildcard ?: if we have n defined as a symbol and v defined as a function,
>does n? mean any symbol and v? mean any function? If do, declaring
>n and s to be symbols, does n? = s? ?
>

It'd be interesting to know what sort of problems others have used FORM to solve. (e-mail please, I don't think this is the news-group for such discussions).

>Brett L Maraldo
>
>
>--
> -------- Unit 36 Research ---------
> "Alien Technology Today"
> bmaraldo@watserv1.UWaterloo.ca
> {uunet!clyde!utai}!watserv1!bmaraldo

Y. W. Ko

4159. Re: Trash, Disks, etc.

Newsgroup: comp.sys.atari.st
Date: 1989-12-14 12:42:35 UTC
From: beroll@ecs.umass.edu
Message-ID: <8724.2587953b@ecs.umass.edu>
Source record: 245733

I own a copy of PIE (Professional Icon Editor) It's a great program and it does what was mentioned, but it is awfully slow to boot up with it; especially if your booting up with floppies. You would have to put a desk accesory and data file on every disk you wanted to boot up with the new icons.

I bought mine a few years ago; it is put out by Antic and I have not seen it since. If anyone is interested, I'll sell my disk and documentation. I've only used it once, it's too much of a pain on a floppy system. I'll let it go for $10.00 plus shipping.

Dave

Bitnet: BEROLL@UMAECS.bitnet (University of Massachusetts @ Amherst)

4160. Re: FLAMES--Who needs COMPILERS ANYWAY???

Newsgroup: comp.sys.atari.st
Date: 1989-12-14 13:14:52 UTC
From: kar7481@cuphub.cup.edu
Message-ID: <2508@cuphub.cup.edu>
Source record: 245734

> Bob_BobR_Retelle@cup.portal.com writes:

> Just one question in this discussion...
>
> If Atari has such a low opinion of the "end users" who buy their machines,
> and can assume that 90% of them only want to run programs, not write them,
> why has Atari traditionally supplied a *programming language* with the
> computers..?
>
> In fact, my ST came with *two* programming languages...
>
> BobR
--
GRANTED--Atari DID package a(n o.k.) version of BASIC and with
your machine, probably LOGO too... But have you SERIOUSLY ever tried to
do programming in ST-Basic??? The user interface is so damn kludgy and
"seemingly spaghetti-coded" that it is a real pain in the ass to work with for
more than 30 minutes..... [THAT'S WHY I SHELLED OUT $90 ON GFA 3.0x !!!]
Also, I'm not aware of anyone who has written a compiler for ST-Basic...

But (sarcasm ahead) WHO NEEDS A COMPILER ANYWAY????? WE CAN ALL RUN PROGRAMS
FROM OUR __INTERPRETERS__ !!!!!--- (Duhh.....) :-)

+---+
| Dan Karbowsky kar7481@pitt!cuphub / S U P P O R T T H E S T ! ! ! |
| 102 Lee Drive _____/Call the ATARI ELITE of PITTSBURGH'S |
| Belle Vernon, PA / BBS (Forem-ST,fnet node 19) at (412) 384-5609 at 300 |
| 15012 U.S.A. / thru 19.2k baud 24 hrs./day 7-days/week Mention this |
| / message at logon. Over 180mb ONLINE!!! |
+---+

4161. Re: Chaos Strikes Back... Dungeon Master II

Newsgroup: comp.sys.atari.st
Date: 1989-12-14 14:59:00 UTC
From: rehrauer@apollo.HP.COM
Message-ID: <476c10b6.20b6d@apollo.HP.COM>
Source record: 245735

In article <24963@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>In case anyone hasn't heard, "Chaos Strikes Back", the sequel to Dungeon Mast
>is out...!

Oh, brother -- I suppose that means I'd better hurry up & finish DM! ;-)

Okay, I admit it; I'm stuck! It's been a while since I've played, but I'd like to dust off my party & finish up. I've gotten the fire-staff, defeated the guardian of the power gem (or whatever it's called -- like I said, it's been awhile), "charged" the staff, and, and, and -- I can't figure out how to get rid of / tame / cage the Dark Lord. I suppose the answer's right under my nose, but I don't feel like scratching around for it anymore. Can someone give me a spoiler? Pretty please?
--
>>"Aaiiyeeee! Death from above!"<< | Steve Rehrauer, rehrauer@apollo.hp.com
"Flee, lest we be trod upon!" | The Apollo System Division of H.P.

4162. I Need HELP

Newsgroup: comp.sys.atari.st
Date: 1989-12-14 15:23:18 UTC
From: cbz@cbnewsm.ATT.COM
Message-ID: <7613@cbnewsm.ATT.COM>
Source record: 245736

I have two questions:

1) I have a Mega 2 which will not do (ALT-HELP) screen dumps properly to an Epson LQ510 24 pin printer. It appears that all of the information is printed, but it is compressed to about 1 inch vertically. Horizontally it's OK. Apparently the printer is not scrolling the paper far enough on each scan. Printing out text files works just fine. Any suggestions?

2) I need a program which will allow me to maintain a listing of, and then print out mailing labels. Any suggestions for a good PD or shareware program to do this?

Thanks folks!

* Craig B. Ziemer %% DISCLAIMER: AT&T does not *
* AT&T Bell Laboratories %%%%%% officially support what I *
* Reading, PA %% just said, in fact, they *
* UUCP ADDRESS: alux6!cbz %% rarely do :^) *

4163. Re: How to e-mail to authors of Sozobon

Newsgroup: comp.sys.atari.st
Date: 1989-12-14 15:26:24 UTC
From: jf@unido.UUCP
Message-ID: <974@unido.UUCP>
Source record: 245737

In article <628803053.3843@myrias.com> mj@myrias.com (Michal Jaegermann) writes:
> While talking to unido.informatik.uni-dortmund.de:
> >>> RCPT To:<michaelv@watzman.uucp>
> <<< 554 <michaelv@watzman.uucp>... host or domain unknown
> 554 watzman!michaelv... Service unavailable

Note:
Watzman is no longer a .uucp-site, it dissappeared from the maps
a while ago.

--Jan-Hinrich

Jan-Hinrich Fessel <postmaster@unido.informatik.uni-dortmund.de>

4164. Re: ATM on the Spectre GCR continued...

Newsgroup: comp.sys.atari.st
Date: 1989-12-14 15:47:37 UTC
From: mjv@iris.brown.edu
Message-ID: <22908@brunix.UUCP>
Source record: 245738

In article <891213.12254953.033065@SFA.CP6> Z4648252@SFAUSTIN.BITNET (Z4648252) writes:
> Be sure to read on the net all the corrections that other users
> will be making of my letter! I'm sure that I've goofed up somewhere
> in trying to explain all of this.

Naaaw, you didn't have any goof-up's. I just want to add some little points in.

> ATM claims that if you already have bitmapped fonts of the same
> name as that supplied by ATM, that you don't need to replace those.
> However, my bitmapped fonts were really huge in space since they
> went above 12 point in size. ATM only needs a maximum of 12 point
> to give you beautiful type so I swapped fonts.

With ATM, you can produce fonts as large as 8000+ pts or 255 times the size of your largest bitmap font. If you have a 12 point font then you can get produce 3060 pt. size font. I doubt you'll run into this barrier soon. I would suggest keeping the small point sizes installed in the system size they don't take up much room and they look so much nicer than what ATM can produce.

> Obviously, if you are using a large font for a utility, such
> as SuperClock, then you'd want to keep that point size. I've found
> that utilities will not access ATM. ATM is only used via document
> processors.

Probably since they're not getting the font info the 'legal' way. Since ATM only looks at one place to intercept the font calls, if the utility by-passes, then no go.

> Also, no skewing of characters, or character rotation
> is supported by ATM.

I have an ad right here for a program that supposedly does some of that. Its called _Type Align_ by Emerald City Software (list $99). It says that its a DA that lets you draw lines and then type text in. The text will then map to that line. Its written for use with ATM, or so the claim in ad goes. This ad is in MacWeek, December 5.

-- mjv@iris.brown.edu

"And, oh! Father Christmas, if you love me at all,
Bring me a big, red india-rubber ball."
A.A. Milne "Now We are Six"

4165. Re: VIRUS PREVENTION AND HELP FOR SPECTRE OWNERS

Newsgroup: comp.sys.atari.st
Date: 1989-12-14 16:09:15 UTC
From: mjv@iris.brown.edu
Message-ID: <22910@brunix.UUCP>
Source record: 245739

In article <891213.09444156.032840@SFA.CP6> Z4648252@SFAUSTIN.BITNET (Z4648252) writes:
> Start the New Year out right, protect your Spectre software from
> virus infection. Yep, just like a real Mac, your ST can become infected
> with real Mac virus critters. As a side note, the ST has unique ability
> to become infected with ST, IBM, and Mac virus varmits, all due to the
> wonders of emulation.

There is a new virus out infecting Macs these days called the WDEF virus. Some of its effects are crashing after choosing Save from some programs (such as Word...), crashing MacIIci's and Portables (will it crash a Spectred ST? I don't know), and slowing down AppleShare servers. The WDEF virus hides itself in the invisible DESKTOP file that is on every Mac disk. As soon as you put in an infected disk into your system, your DESKTOP file will be infected. It spreads very fast. You should check every disk you have (that includes HD partitions), since it can have horrible results but is easy to get rid of. If you are uneasy about using ResEdit (you can do horrible things to your system with it) then do try one of the other suggested cures.

Here are 3 ways of finding it and killing it.

Virus Detective 3.1: Add the following line to the list of checks:
Creator=ERIK & Resource WDEF & Any
Select the single file search and choose the DESKTOP file from the root level of your disk. If it does match then select remove. Under multifinder, I recieved an error but it did erase the fake virus. If you want to be safe, be in single finder mode and check for the virus while running any application, since you won't have the Desktop file open when you make changes.

ResEdit: Launch the program and open the DESKTOP file. Scroll down the resource to see if there is one called WDEF. Open the WDEF resource. If it comes up with an ID=0 (that's zero) then you have the real virus. To kill the virus, just select the WDEF resource and select CLEAR from the edit menu. Save the changes.

"I Don't Have Those Programs": You can get rid of the virus by rebuilding the Desktop. When you insert a disk (or mount a HD partition) if you hold down the Alt-Cntrl keys (Option-Command on the Mac) you will get a dialog box asking if you want to rebuild the desktop. Click on OK. The disk will be busy for awhile. If you had a virus on the disk, it won't tell you, butthe WDEF will be killed. Do take note that rebuilding the desktop gets rid of all the text that is in the Get Info boxes.

We have just found the virus in the public Mac clusters here at Brown U.,
so this virus is for real.

-- mjv@iris.brown.edu

"And, oh! Father Christmas, if you love me at all,
Bring me a big, red india-rubber ball."
A.A. Milne "Now We are Six"

4166. (none)

Newsgroup: comp.sys.atari.st
Date: 1989-12-14 16:16:12 UTC
From: magun@sun.iap.unibe.ch
Message-ID: <40*magun@sun.iap.unibe.ch>
Source record: 245740

```
info
index
```

4167. Re: Amiga Development System

Newsgroup: comp.sys.atari.st
Date: 1989-12-14 16:49:11 UTC
From: 2FHDBEAK@kuhub.cc.ukans.edu
Message-ID: <19785@kuhub.cc.ukans.edu>
Source record: 245741

In article <2819@caesar.cs.montana.edu>, icsu8053@ming (Pratt) writes:
> In article <PORTUESI.89Dec5131041@tweezers.esd.sgi.com> portuesi@sgi.com (Michael Portuesi) writes:
>>
>>>>>>> On 5 Dec 89 17:44:45 GMT, 2FHDBEAK@kuhub.cc.ukans.edu said:
>>j> Here's an interesting tidbit for you LYNX fans:
>>
>>j> The development system for the Atari LYNX is an AMIGA computer!
>>j> I wonder what it must be like to go into Atari's offices and see
>>j> all sorts of Amigas lying about.
>>
>>
>>That's not surprising, given that the Lynx was developed at Epyx, not
>>Atari, and all the Lynx designers also designed the Amiga.
>>
>> --M
>>--
>>__
>>\/ Michael Portuesi Silicon Graphics Computer Systems, Inc.
>> portuesi@SGI.COM Entry Systems Division -- Engineering
>
>
> More trivia:
>
> I seem to recall that the development system for the Amiga was an Atari 800.
> Talk about serious plot twists! Will the Lynx also be turned into a PC ala
> the Amiga? Just curious...NO FLAMES, it's finals week and I couldn't deal
> with it!
>
> Craig Pratt
> BitNet: Craig.Pratt@msu3.oscs.montana.edu
> GEnie: C.Pratt4
>
> "Life IS pain, princess. Anyone who says differently is selling something..."
> The Dread Pirate Roberts, _The Princess Bride_

Sorry, Craig, the Amiga was developed on Sun workstations. In fact, the origninal Amiga DOS manuals make several references to porting code from the Sun.

The designer of the A1000's custom chips (whose name escapes me at the moment) also designed the ANTIC, CTIA, and PIA chips on the orignial Atari 800.

Good luck with finals. If yours are the hell mine are, I can sympathize.

--Jim Sisul
The (AP #2 Jayhawks) University of Kansas

4168. Re: Wanted: Source for Atari 13 pin monitor connector

Newsgroup: comp.sys.atari.st
Date: 1989-12-14 16:52:12 UTC
From: 2FHDBEAK@kuhub.cc.ukans.edu
Message-ID: <19786@kuhub.cc.ukans.edu>
Source record: 245742

In article <1989Dec13.171428.8268@ccu.umanitoba.ca>, umschel3@ccu.umanitoba.ca (Wayne Schellekens) writes:
> I am looking for a source of the 13-pin Atari monitor connector. I know
> of one place in California which was selling them a couple of years ago,
> but they were not easy to use (the pins did not have solder cups to stick
> the wires into - just stubs which you could solder on the side of.)
>
> I understand that this item is commonplace in Europe. If I can't find a
> good source of them in Canada or the U.S., I would even be willing to
> purchase them from abroad.
>
> Any information would be appreciated.
>
> Wayne Schellekens, Computer Engineering, University of Manitoba
> Snailmail: 385 Wales Ave CDNnet: umschel3@ccu.UManitoba.CA
> Winnipeg, Manitoba
> Canada R2M 2S8

Try Best Electronic in California. 408-243-6950. I hope this isn't the place that sold the unacceptable ones a few years ago. I got one that worked just fine.

--Jim Sisul
The University of Kansas

4169. Help, please, with sound on the ST...

Newsgroup: comp.sys.atari.st
Date: 1989-12-14 17:25:00 UTC
From: AMEIJ@vax.oxford.ac.UK
Message-ID: <8912150807.AA16779@ucbvax.Berkeley.EDU>
Source record: 245743

Dear Everyone,

Very simple, I hope... Can some kind person out there send me a command string
for the xbios Dosound command which produces, say, middle C for 1 second.
A guide as to how to change a) pitch and b) duration would be much appreciated.

Thanks in advance,
Jan Ameij

4170. UniTerm: the ALT-F3-key

Newsgroup: comp.sys.atari.st
Date: 1989-12-14 17:41:48 UTC
From: ballier@blnosz.UUCP
Message-ID: <281@blnosz.UUCP>
Source record: 245744

I have attempted to use the ALT-F3-key with loaded GDOS or G+PLUS,
but I get the message "unable to open DVI-Device".

Opus ist working very well (with the SLM804).

Where is the mistake ?

4171. Re: Detecting Mark Williams' redirect

Newsgroup: comp.sys.atari.st
Date: 1989-12-14 17:59:58 UTC
From: rogers@ncrcce.StPaul.NCR.COM
Message-ID: <1785@ncrcce.StPaul.NCR.COM>
Source record: 245745

Daniel A. Glasser responded to my query about detecting standard input redirection in a Mark Williams C program; he said he thought there was an isatty() in libc.a. Indeed there is, though it does not appear in the documentation. Thanks.

--

Bob Rogers rogers@stpaul.ncr.com or rogers@pnet51.cts.com
NCR Comten, St. Paul, MN GEnie: R.C.ROGERS

4172. Re: Comments on STE -- (un)known facts

Newsgroup: comp.sys.atari.st
Date: 1989-12-14 18:19:50 UTC
From: rwa@cs.AthabascaU.CA
Message-ID: <1311@atha.AthabascaU.CA>
Source record: 245746

stephen@oahu.cs.ucla.edu (Steve Whitney) writes:
>In article <881@per2.UUCP> dag@per2.UUCP (Daniel A. Glasser) writes:
>>[reasonable stuff about TOS, with references]
><stepping up onto my soapbox now...>
>You know, I try to ignore stuff like this, but I just can't this time. I'd
>send you nasty mail, but I want the people likely to be offended by this to
>see the response.
>First of all, the ST is a personal computer. The "Cookie Jar" is relatively
>new to that arena. Secondly, how do you know it's 1982 technology if you don't
>know how it's implemented or even the extent of what it does.
[much more flamage]
>If you want to scare Ken B. and others off the net, continue to offend them
>this way. Remember, they have constraints to work within, not the least of
[and yet more flamage].

Hey, Steve, do you know who DAG is ?? It's wise to listen carefully
when he speaks... and if you disagree with him, stick to the facts
and debate them on their merits. Are you familiar with the WIMP
instruction? No?? Neither am I, but you seem to know that the cookie
jar is a lot better, which is an interesting conclusion.

Also, I think KenB is a little less timid than you imply.

cheers,
Ross

4173. Re: C question

Newsgroup: comp.sys.atari.st
Date: 1989-12-14 18:26:06 UTC
From: jeff@quark.WV.TEK.COM
Message-ID: <5651@orca.wv.tek.com>
Source record: 245747

In article <31352@pbhya.PacBell.COM>
dbsuther@PacBell.COM (Daniel B. Suthers) writes:
>In article <875@lzaz.ATT.COM>
> hcj@lzaz.ATT.COM (HC Johnson) writes:

>>you can have char *fred[] = "hello";
>>
>>but not
>>char fred[] = "hello";
>
>Mr. Johnson is correct; to use the second form you must use the form
>static char fred[] = "HELLO"
>or the way he has it set up as an array of pointers (sometimes). If
>you set it up as an array of pointers it will only work if the machine
>uses a linear address scheme.

[in all of this, the use of "static" is optional.]

char *fred = "Hello";
is valid C practice.

char *fred = "Hello";

is IDENTICAL to

char fred[] = "Hello";

Either way, "fred" points to an array of char's.
If your compiler does not handle this properly, then your "compiler"
should be replaced with a REAL C compiler. (1/2 :-)

with the declaration char *fred[], (this is the same as char **fred;)
"fred" point to an array of pointers to POINTERS to characters. This should
NEVER be defined like: 'char *fred[] = "Hello"; '

>For those who have not seen it yet, the newsgroup "comp.unix.wizards" is
>very helpful for those just starting in C and unix. They are always eager
>to lend support. The newsgroup seems to be not so much for the wizards as
>it is for the neophytes who don't have a wizard handy to help them.
>

Noooooooo!!!! This group is NOT for neophytes. If you have C questions,
please use comp.lang.c. If you have unix questions, use comp.unix.questions.
Please don't clutter comp.unix.wizards with beginners questions.

4174. Re: Wanted: Source for Atari 13 pin monitor connector

Newsgroup: comp.sys.atari.st
Date: 1989-12-14 19:06:25 UTC
From: landry@enginr.dec.com
Message-ID: <6900@shlump.nac.dec.com>
Source record: 245748

In article <1989Dec13.171428.8268@ccu.umanitoba.ca>, umschel3@ccu.umanitoba.ca (Wayne Schellekens) writes...
"I am looking for a source of the 13-pin Atari monitor connector.

Although I've never dealt with them, I've heard this is available from

At Your Service
2856 Leechburg Road
Lower Burrell, PA 15068
(412) 335-4477

chris

4175. Re: LANs for the ST

Newsgroup: comp.sys.atari.st
Date: 1989-12-14 19:26:00 UTC
From: tellabs.canada@canremote.uucp
Message-ID: <89122619400071@masnet.uucp>
Source record: 245749

I'm writing some software that would be particularly useful in
a LAN environment. Do any of you netters currently use an ST in a
networked environment, or do you know of any manufacturers currently
producing LANs for the ST/TT?

I will post a summary to the net of available LANs for the ST.

I should add, before I'm done, that although I don't trust my
knowledge of French or German enough to post to the net in them, I can
certainly read either; please, if you prefer, use whichever of the three
languages you are most comfortable with, when responding.

Roman @ Tellabs Canada

(posting on behalf of Mark)

#include<discalimer.h>

Tellabs doesn't know what I'm talking about.. and its a good thing..
they don't have anything to do with STs or LANs, so don't blame them.
---
* Via ProDoor 3.2aR

4176. Re: LANs for the ST

Newsgroup: comp.sys.atari.st
Date: 1989-12-14 19:26:00 UTC
From: tellabs.canada@canremote.uucp
Message-ID: <89121507252943@masnet.uucp>
Source record: 245750

I'm writing some software that would be particularly useful in
a LAN environment. Do any of you netters currently use an ST in a
networked environment, or do you know of any manufacturers currently
producing LANs for the ST/TT?

I will post a summary to the net of available LANs for the ST.

I should add, before I'm done, that although I don't trust my
knowledge of French or German enough to post to the net in them, I can
certainly read either; please, if you prefer, use whichever of the three
languages you are most comfortable with, when responding.

Roman @ Tellabs Canada

(posting on behalf of Mark)

#include<discalimer.h>

Tellabs doesn't know what I'm talking about.. and its a good thing..
they don't have anything to do with STs or LANs, so don't blame them.
---
* Via ProDoor 3.2aR

4177. Re: realloc() - standard unix opperation is what?

Newsgroup: comp.sys.atari.st
Date: 1989-12-14 19:51:34 UTC
From: steve@thelake.UUCP
Message-ID: <1114891351344765@thelake.UUCP>
Source record: 245651

In article <19281@watdragon.waterloo.edu>,
achowe@tiger.waterloo.edu (anthony howe) writes ...

>
>I'm making use of realloc() from the Dale's dlibs. However I wonder
>how close this function is to a standard unix site. In Dale's version
>if <addr> is NULL then a malloc is done. If <size> is zero then a
>free is done. Else resized and possibly moved block of memory.
>NULL may be returned is the block can not be resized.
>
>Now the man page for realloc() here at U(W) does not say anything
>except that the block is resized and possibly moved and that NULL
>may be returned if the resize fails.
>

Dale's version is in accord with the interpretation of the draft ANSI
standard described in "C: A Reference Manual," Harbison and Steele, Tartan
Laboratories (Prentice-Hall), second edition.

```
char *realloc(ptr,size)
char *ptr;
unsigned size;
```

"If the first argument to realloc is a null pointer then the function
behaves like malloc .... if ptr is not null and size is zero, realloc
returns a null pointer and the old region is deallocated."

I recommend the book. It's the "other C bible," along with K&R.

--
Steve Yelvington at the (frozen enough to skate!) lake in Minnesota
UUCP: ... pwcs.StPaul.GOV!stag!thelake!steve

4178. Re: C question

Newsgroup: comp.sys.atari.st
Date: 1989-12-14 20:17:21 UTC
From: dennis@phyllis.math.binghamton.edu
Message-ID: <DENNIS.89Dec14151721@phyllis.math.binghamton.edu>
Source record: 245652

In article <5651@orca.wv.tek.com> jeff@quark.WV.TEK.COM (Jeff Beadles) writes:

> char *fred = "Hello";
>
> is IDENTICAL to
>
> char fred[] = "Hello";

Ummm, no. One declares and initializes a pointer, the other declares and initializes an array of characters. For a discussion see K&R, second edition, pp. 104 & 219. In particular, fred[0] = 'h' or *fred = 'h' is legal for the second declaration but not for the first (according to ANSI), while fred = "Goodbye" is legal for the first but not for the second.

The original posting in this thread referred to initialization of an _automatic_ array. This was forbidden by the original K&R but is permitted by ANSI C. See K&R, second edition, p. 219.

--
Dennis Pixton
Department of Mathematical Sciences (607) 777-4239
SUNY-Binghamton dennis@math.binghamton.edu
Binghamton, NY 13901 dpixton@bingvaxa.bitnet
Dennis Pixton
Department of Mathematical Sciences (607) 777-4239
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Binghamton, NY 13901 dpixton@bingvaxa.bitnet

4179. Re: Source code control

Newsgroup: comp.sys.atari.st
Date: 1989-12-14 20:23:59 UTC
From: bobw@hpsad.HP.COM
Message-ID: <750039@hpsad.HP.COM>
Source record: 245653

>A number of people have mentioned GNU C, and C++. Along those lines,
>is there some sort of source code control system (a la SCCS on Suns) which
>is available for the ST, so that I can do source code control? I write
>a great deal of code, and it would be nice to have some sort of serious
>source code control system, as opposed to just backing up the old copy
>of the source to an alternate directory in my makefile.
>
>--alex @ atherton
>("My mind is my own."--#6)

I've been wondering this myself. Given a choice, I'd choose RCS though.
Does anyone know if the source code for RCS is available from somewhere,
(MIT?)?

-Bob

4180. Re: shell help

Newsgroup: comp.sys.atari.st
Date: 1989-12-14 20:27:09 UTC
From: bobw@hpsad.HP.COM
Message-ID: <750040@hpsad.HP.COM>
Source record: 245654

>I have gulam and Pcommand. Does anyone know how to make the program
>redirect the output but still show it on the screen?
>One common way some shells do it is by turning on a "log file"
>which logs all input and output, and this would be the ideal
>solution. Does anyone know if either Gulam or Pcommand supports
>this, and if so, how to use it?

How about 'tee' of UNIX? Takes stdin and duplicates it to a file and
sends it to stdout. Gosh, sounds easy enough. I'll give it a try.

-Bob "After my last final"

4181. Re: Scrolling in GnuEmacs 18.51 on the Atari ST

Newsgroup: comp.sys.atari.st
Date: 1989-12-14 20:48:32 UTC
From: roeder@sbsvax.UUCP
Message-ID: <1823@sbsvax.UUCP>
Source record: 245655

In article <1756@ultb.isc.rit.edu>, sto9719@ultb.isc.rit.edu (S.T. Organek) writes:
> Has anyone else had a problem with the scrolling that Gnuemacs 18.51
> does on the Atari ST. The problem I have found is that when the screen
> scrolls, the status bar also moves and gives the appearance of an a
> window shade. Does anyone have an idea what this might be. Some said
> something about the termcap I am using.
>

Yes indeed this has to do with the termcap entry. The emacs display routines
were designed to minimize the traffic of bytes over a serial line from the
computer to the actual display device (a terminal). Therefore emacs thinks that
sending an escape sequence of two characters to delete/insert a line is
faster than sending say 40 bytes of blank characters to delete the data
displayed in this line. This may be true for a terminal, but on the st with
it's graphic screen, the former operation could take some more time.

The termcap-database format has a method to say how "expensive" an operation
may be: the amount of padding needed. So all you have to do is to say emacs,
that either the operations add line (al) and delete line (dl) are very
expensive (you can specify eg. "al=80*\EL:dl=80*\EM" in your termcap entry),
or you can ommit those features, so that emacs will no longer use them.

But a word of warning: emacs uses this padding information (the number before
the '*') for calculating the cost of the operation and then tries the cheapest
way to reach its goal. Other programs may think, that the terminal needs
80-times the time as required to send the escape sequence to perform the actual
operation. To do something while "waiting for the terminal to complete the
operation", they may then decide to send some NUL-characters to the screen
(those would be ignored by normal terminals). As a consequence the program will
slow down even more - the st has to process those padding bytes too :-).

****
* BTW: *
****
I have a new (dumpable) version (18.55) ready. The dumped emacs has a
size of 520 kB (360 kB packed) and leaves about 110 kB free on a 1MB ST (i
would recommend using at least 2 MB - personally i use it with a 800 kB
RAM-disk on my Mega ST2). It has (among other improvements):
- mouse support
- Interrupts (via ^G or ^Z) at any time (eg during loading of files)
- suspend-emacs works with gulam too
- shell-mode works (well at least with Master)
- filenames of backup-files adapted to the st-limitations
If there is enough interest, i could post temacs (that's the raw, undumped
version), the standard-lisp-files and my postprocessor to relocate the image.

The termcap problem above remains the same (it's inherent to the display routines).

>
> STeve Organek
>

- Edgar

4182. art5

Newsgroup: comp.sys.atari.st
Date: 1989-12-14 20:56:31 UTC
From: gibson@trwrb.UUCP
Message-ID: <244@trwrb.UUCP>
Source record: 245656

>> I can not get the Word Writer paragraph format command to work. Does any
>> know how to make it work
>> Gregory Gibson

++ I think that all blank spaces (ASCII 32) gets converted to ASCII character
++ 30. There is a ASCII character 30 before every newline (ASCII 10). And
++ the end of a paragraph has no ASCII 30 before the newline.
++ Mark Lehmann

<< If you type carriage return, that marks the end of the paragraph. Just type
<< in your text without hitting carriage return and let Word Writer break the
<< lines for you.
<< Michael Fischer |

Thank you for your help. I have a 2 part solution that can be implemented
within Word Writer.

1. Use the Word Write substitue command to replace ASCII blanks
with ASCII character 30.
ASCII blanks can be created using the space bar.
ASCII character 30 can be created using the 3 keys control shift 6.

2. Use the space bar to add a blank to the end of each line to be reformated.
This will put an ASCII charater 30 at the end of those lines. It might
be possible to do this by using the Word Writter substitute command to replace
control L with control L control shift 6.

Explanation:
After I loaded a Word Writer doc file into micro-emacs, I notice the formatable
paragraphs had ^^ instead of blanks and also had a ^^ at the end of each line.
Shitf 6 is ^. Control ^ creates an ASCII character 30. In micro-emacs,
control shift 6 appears as ^^. The rest is history.

Gregory Gibson

4183. Attn Gurus: Changing Rez without the Bios?

Newsgroup: comp.sys.atari.st
Date: 1989-12-14 21:00:25 UTC
From: dmb@wam.umd.edu
Message-ID: <8912142100.AA13815@cscwam.umd.edu>
Source record: 245657

For some rather complicated reasons I need to change system resolution
without using the Bios, Xbios, etc. This code MUST be legal for ALL
versions of TOS from now til the end of time.

I can get the _screen_ to change rez, but I can't get AES, etc.
to fully recognize the change. I managed to set bit planes correctly
by changing the line A variable at base + 0, but it's still
confused about the width of the screen in text columns, etc.

Does anybody know what Line A variables I need to change to do this?
Is there an offical Atari-sanctioned, guaranteed-not-to-break-ever
way of pulling this off?

(Please post replies to the net as it would be interesting to finally
see a techincal discussion on this newsgroup intsead of flames!)

Thanks,
Dave Baggett
(mail to dmb@TIS.COM)

4184. Re: shell help

Newsgroup: comp.sys.atari.st
Date: 1989-12-14 21:08:46 UTC
From: bobw@hpsad.HP.COM
Message-ID: <750041@hpsad.HP.COM>
Source record: 245658

```
> "After my last final"
----------

These seemed so easy, I couldn't wait.

Here's a quick tee.c source for capturing it's stdin, logging it to a
file and writing it to stdout. I haven't tried it with my st, but
it works on my HP 360 HP-UX machine.

/******
*
* tee.c: log stdin to a file and write it to stdout
*
* Bob Waltenspiel 12/14/89
*
*****/

#include <stdio.h>

#define MAXLINE 500

main(argc, argv)
int argc; char *argv[];
{
FILE *fp;
char *str[MAXLINE];

if ( argc == 1 ) {
printf("tee: must specify log file.\n");
exit(1);
} else if (argc == 2) {
if ( (fp = fopen(argv[1], "w")) == NULL ) {
printf("tee: cannot open %s for writing.\n", argv[1]);
exit(1);
}
} else if (argc == 3) {
if ( (fp = fopen(argv[2], "a")) == NULL ) {
printf("tee: cannot open %s for writing.\n", argv[2]);
exit(1);
}
}

while ( fgets(str, MAXLINE, stdin) != NULL ) {
printf("%s", str);
fputs(str, fp);
}
exit(0);
```

```
}
```

4185. Re: FLAMES and SUPPORT IN THE MINUS REALM

Newsgroup: comp.sys.atari.st
Date: 1989-12-14 21:37:30 UTC
From: towns@atari.UUCP
Message-ID: <1882@atari.UUCP>
Source record: 245659

in article <24958@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com says:
>
> Just one question in this discussion...
>
> If Atari has such a low opinion of the "end users" who buy their machines,
> and can assume that 90% of them only want to run programs, not write them,
> why has Atari traditionally supplied a *programming language* with the
> computers..?
>
> In fact, my ST came with *two* programming languages...
>
> BobR

And there are manuals available for programming in ST BASIC available from
Customer Relations and your local Atari Dealer. So, what's the problem?

-- John Townsend ames!atari!towns
Atari Corp, Systems Test

4186. dictionaries for sale/PD

Newsgroup: comp.sys.atari.st
Date: 1989-12-14 22:09:41 UTC
From: ramsiri@blake.acs.washington.edu
Message-ID: <4928@blake.acs.washington.edu>
Source record: 245660
Cross-posted to: comp.sys.atari.st,comp.sys.mac,comp.sys.ibm.pc

Does anyone know where I can get hold
of dictionaries.. English, French and others...
I heard of Austin Code Words... but
have yet to be able track them down...

Please e-mail ramsiri@blake.acs.washington.edu

Thanks in advance

-kevin

4187. Re: UniTerm V2.0c and TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1989-12-14 22:24:18 UTC
From: fischer-michael@CS.YALE.EDU
Message-ID: <8554@cs.yale.edu>
Source record: 245661

In article <25010@cup.portal.com> R_Tim_Coslet@cup.portal.com writes:
>Other than this (BOMBS on exit) UniTerm seems to work fine under TOS 1.4.
>Has anyone else encountered problems like this with UniTerm (any version)
>under TOS 1.4?

I've noticed this problem with UniTerm V2.0e, and I don't think it is specific to TOS 1.4. UniTerm works fine when started from the desktop, but when started from the Mark Williams shell, it will give bombs on exiting, and sometimes the computer will subsequently crash. These bombs seem to occur with other programs compiled with OSS Pascal as well. I suspect the Pascal libraries are doing something incorrect with AES causing it to walk over memory that doesn't belong to it, and the particular memory that ends up getting trampled may well be different under TOS 1.4 than under previous versions, causing the change in behavior that you observe. You may find that it also depends on what TSR programs and desk accessories you have installed.

I'd be interested if anyone ever manages to track this problem down.

==
| Michael Fischer |
| Arpanet: <fischer-michael@cs.yale.edu> |
| Bitnet: <fischer-michael@yalecs.bitnet> |
| UUCP: <fischer-michael@yale.UUCP> |
==

4188. HP Paintjet color printing

Newsgroup: comp.sys.atari.st
Date: 1989-12-14 22:27:41 UTC
From: rcd@cbnewsj.ATT.COM
Message-ID: <2859@cbnewsj.ATT.COM>
Source record: 245662

I'm considering the HP Paintjet for color printing from my ST.

Here are some details on the Paintjet:

RESOLUTION - can print up to 7 colors at 180 dpi
can print up to 330 colors at 90 dpi
prints text at 180 dpi

SPEED - 167 chars/sec text; graphics printing should take about 4 to 8 minutes
per page depending on various factors

Impressive, all in all, for a street price of about $990.

Now, some questions.
- Is there a Paintjet printer driver for Degas or Spectrum 512 format files?
- Is there a GDOS printer driver for it?
- Has anyone tried the Pagestream Paintjet driver from Softlogik?

Thanks.
Rana Dutt
rcd@mtqua.att.com

4189. Re: Technical Documentation (where??)

Newsgroup: comp.sys.atari.st
Date: 1989-12-14 22:39:13 UTC
From: chen@digital.sps.mot.com
Message-ID: <476dac91.81da@digital.sps.mot.com>
Source record: 245663

In article <8912120806.AA00934@ucbvax.Berkeley.EDU> S61304@PRIME-A.POLY-SOUTH-WEST.AC.UK (Rat) writes:
>(From "The Masked Rat Fink" "Computing and Informatics Yr4")
>
>I don't know whether you non-British folks have heard of the BBC Micro
>manufactured by Acorn (of Archimedies fame!) but this came supplied with one
>of the best manuals that I have ever seen for a micro computer. It had loads
>of system information, by which I mean things like memory maps, and system
>call vector addresses. They even put a small paragraph in the manual about the
>system routines, saying that they were not trying to hide the OS from the
>programmer, infact they were being as open as they could be, whilst allowing
>for future expansion. The use of vectors allowing the OS authors to
>completely change the inside of the ROM anytime they liked without affecting
>well written software! This meant that BBC Micro software was very robust, and
>that no one really worried too much about OS versions, unless they specifically
>wanted the extra facilities offered by it.

If making money is not the goal of Atari Corp., I am very sure Atari will give you that as well. Would you expect a user who just wants a computer to do non-programming tasks to pay for the extra costs?

Please, memory map and interrupt vector address, etc have no bussiness in a user manual.

What all these documentations crap really comes down to the fact that Atari hasn't been publish a decent "Atari ST Programming Manual", and they did promise (not sure legally commited to it though). I don't know if Atari Corp. still sells the documentation-only Developer Package, maybe this may stop some of these amateur programmers moaning.

4190. Bounced messages

Newsgroup: comp.sys.atari.st
Date: 1989-12-14 23:46:42 UTC
From: Cassius_Gaius_Longinus@cc.sfu.ca
Message-ID: <1973251@cc.sfu.ca>
Source record: 245664

Sorry to send this to the whole list, but I can't find the addres
of the Bitnet digest.
Recently my site has been receiving bounced messages(whole digests)
from the 'uk.ac...' domain. Sometimes we only get one or two, but
sometimes we get _10_ of then.

~~~~
BITNET: usereaxe@sfu; INTERNET/ARPA: cassius_longinus@cc.sfu.ca
UUCP: ...!ubc-cs!cc.sfu.ca!cassius_longinus
If all else fails: CIS: 73040,2210; or a1254@mindlink.uucp
Disclaimer:I work for myself. I stand behind my words! SO THERE!
'Cute' remark:"Every law is an infraction of liberty." -- Jeremy Bentham
~~~~

4191. Re: New Comp.sys.atari.st.xxxx ---

Newsgroup: comp.sys.atari.st
Date: 1989-12-15 00:44:20 UTC
From: rdr@mdavcr.UUCP
Message-ID: <709@acrux.mdavcr.UUCP>
Source record: 245665

In article <30200034@inmet> hedger@inmet.inmet.com writes:
>
>The problem that we will have if we split comp.sys.atari up is the same
>problem that has occurred in the music groups.
>==
>| |
>| Keith Hedger : {...!}uunet!inmet!hedger hedger@inmet.inmet.com |
>| 'It is a sad, but beautiful world.....' |
>==

Hello Keith. I don't know about the rec groups as we don't get those
guys/gails here. What I orginally proposed is that ComP.sys.atari.st
be split into one or two unmoderated groups, and that a moderated
group be started.

The purpose of the moderated group would be that controlled postings
of quality get posted there. Maybe they get cross posted. Maybe not.
In any case, these quality postings would be archived and available
via FTP and mail servers.

When I say quality, I don't mean professional. I am referring to stuff
like "How to build A Hard Drive", "How to attach Track Ball to ST",
"How to upgrade 512 to 2.5 Megs". We all see these questions
posted to the net. We all see the answers constructed with great pain by
people in the know. What we don't see is their wisdom saved anyplace.

Under my scheme, many of these questions would be answered via a
mail message to a server, or an FTP session. Is this not better then
the current system ?

What I wonder is why my orginal posting has created so little responce,
three mail messages (two positive, one negative), and to follow-ups.
Don't people care ?
--
~~~~~~
It's not the size of your signature that Randy Roesler
counts - it's how you use it! MacDonald Dettwiler & Assc.
email ...!uunet!van-bc!mdavcr!rdr BC Canada 604-278-3411
~~~~~~

4192. Re: UniTerm V2.0c and TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1989-12-15 00:50:44 UTC
From: kclenden@silver.bacs.indiana.edu
Message-ID: <31623@iuvax.cs.indiana.edu>
Source record: 245666

In article <8554@cs.yale.edu> fischer-michael@CS.YALE.EDU (Michael Fischer) writes:
>In article <25010@cup.portal.com> R_Tim_Coslet@cup.portal.com writes:
>>Other than this (BOMBS on exit) UniTerm seems to work fine under TOS 1.4.
>>Has anyone else encountered problems like this with UniTerm (any version)
>>under TOS 1.4?
>
>I've noticed this problem with UniTerm V2.0e, and I don't think it is
>specific to TOS 1.4. UniTerm works fine when started from the
>desktop, but when started from the Mark Williams shell, it will give
>bombs on exiting, and sometimes the computer will subsequently crash.

I had problems with Uniterm and NeoDesk. My problems related to having
TRANSWRP.PRG in my auto folder. For some reason, if I loaded TRANSWRP.PRG,
Uniterm would bomb when exiting back to NeoDesk. This also happened from
1st Word when exiting back to NeoDesk, if I had TRANSWRP.PRG loaded.
Included on the NeoDesk disk is a program call SHEL_FIX.PRG. It might
fix your problems. According to the documentation with SHEL_FIX.PRG,
some of the usual TOS functions concerning shells don't like be used
anywhere except from the real desktop. This program intercepts calls
to these functions. It was written by Dan Wilga, I think. Permission
is given to pass it around so long as it isn't modified, and the documentation
is included. If you need a copy, let me know.

---
kclenden@silver.bacs.indiana.edu Kevin Clendenien
BLoomington Atari ST users group BLAST, President
BLAST BBS - (812) 332-0573 FNET node #141

"Of course any opinions or views stated above do not necessarily represent
the official position of any person, or organization other that of Kevin
Clendenien."

4193. Re: help with dlibs

Newsgroup: comp.sys.atari.st
Date: 1989-12-15 02:27:59 UTC
From: dal@syntel.mn.org
Message-ID: <1989Dec15.022759.208@stag.UUCP>
Source record: 245667

```
[depeche@quiche.cs.mcgill.ca (Sam Alan EZUST) writes...]
>
> I am a novice user of computers and compilers, and just downloaded
> dlibs12 from terminator.
> I placed the header files in e:\dlibs\h,
> and everything else in e:\dlibs
>
> Now I want laser C to use these libraries instead of the default ones.
>
> I went into the environment variables and changed all the ones
> I thought I was supposed to.
>
> clib=e:\dlibs\dlib.a
> cinit=e:\dlibs\dstart.o
> cinclude=e:\dlibs\h\
>
> and I also tried changing libpath to e:\dlibs\
>
> And now when I try to compile/link a program, the linker says
>
> undefinined symbol: __lmul
>
> I don't even know what lmul is, but anyway... What else do I need to
> do in order to get laserc working with dlibs?
> --
> S. Alan Ezust depeche@calvin.cs.mcgill.ca
> McGill University Department of Computer Science - Montreal, Quebec, Canada

DISCLAIMER: I haven't tried to make dLibs work with Laser C, and it may
not work at all since it was designed to work with Alcyon C and Sozobon C.

The problem appears to be one of not finding a function which is probably
a reference internally generated by the compiler. This one is most likely
the 'long multiply' function. In Alcyon/Sozobon the name of this function
is 'lmul' (note: NO leading underscore, this is in assembly code) and it,
along with others like 'ldiv', 'lmod', etc. are in the "math.s" source file.
You MAY be able to get dLibs working with Laser C by putting two underscores
in front of the global identifiers in "math.s" and re-assembling that source.
The compiler makes reference to these function when it need to multiply,
divide, modulo a long or unsigned long value, since these operations are
not directly supported by the 68000. The names used to call these functions
vary by compiler and are supplied with the compiler's normal libraries.
If you have a library manager, you may be able to extract the appropriate
functions from the Laser C library and combine then with dLibs, or simply
link with dLibs first, then with the default library to resolve any other
```

dependencies. Good luck.

\\ / Dale Schumacher 399 Beacon Ave.
\\ / (alias: Dalnefre') St. Paul, MN 55104-3527
>< ..!nic.mr.net!bungia.mn.org!syntel!dal United States of America
/ \\ "The power of accurate observation is commonly called cynicism
/ \\ by those who have not got it." -George Bernard Shaw

4194. Re: Amiga Development System

Newsgroup: comp.sys.atari.st
Date: 1989-12-15 02:49:53 UTC
From: peter@cbmvax.commodore.com
Message-ID: <9016@cbmvax.commodore.com>
Source record: 245668

In article <19785@kuhub.cc.ukans.edu> 2FHDBEAK@kuhub.cc.ukans.edu writes:
>In article <2819@caesar.cs.montana.edu>, icsu8053@ming (Pratt) writes:
>> More trivia:
>>
>> I seem to recall that the development system for the Amiga was an Atari 800.
>> Talk about serious plot twists! Will the Lynx also be turned into a PC ala
>> the Amiga? Just curious...NO FLAMES, it's finals week and I couldn't deal
>> with it!
>>
>> Craig Pratt
>
>Sorry, Craig, the Amiga was developed on Sun workstations. In fact, the
>origninal Amiga DOS manuals make several references to porting code from the
>Sun.
>
>The designer of the A1000's custom chips (whose name escapes me at the moment)
>also designed the ANTIC, CTIA, and PIA chips on the orignial Atari 800.
>
>Good luck with finals. If yours are the hell mine are, I can sympathize.
>
>--Jim Sisul

Sorry Jim :-)

The computer system actually used for the original Amiga development
was a 68000-based Sage computer.

An Atari 800 was used only for emulating a simple raster display.

Jay Miner and a couple of the other Amiga chip designers were from
the OLD Atari company.

Several of the early Amiga guys worked at Epyx on their "secret
project", which we now know today as the Lynx.
--
Peter Cherna, Software Engineer, Commodore-Amiga, Inc.
{uunet|rutgers}!cbmvax!peter peter@cbmvax.cbm.commodore.com
My opinions do not necessarily represent the opinions of my employer.

"A friend of mine is into Voodoo Acupuncture. You don't have to go. You'll
just be walking down the street and ..... oooohhh, that's much better..."
- Steven Wright

4195. Re: FLAMES and SUPPORT IN THE MINUS REALM

Newsgroup: comp.sys.atari.st
Date: 1989-12-15 03:08:41 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <25039@cup.portal.com>
Source record: 245669

Greg Lindahl asks:

>What don't you like about the current 3rd party books about
>programming the ST? I don't think they're perfect, but they
>were certainly good enough to let me write GEM applications.

Most of the third party books about the ST were "reverse engineered" and based on information that was discovered by disassembling code from the machine, or by experimentation, or I suspect from "illicit" passing on of information from registered developers.

Much of it was translated (in many cases very poorly) from German, and much of it contained bugs, misinformation and outright errors.

If Atari Corp is concerned, as KenB mentioned, about people passing on bugs, misinformation and outright errors, why doesn't *Atari* publish the "right stuff" and be sure it's passed on correctly?

BobR

4196. Re: Amiga Development System

Newsgroup: comp.sys.atari.st
Date: 1989-12-15 03:17:00 UTC
From: jburka@silver.bacs.indiana.edu
Message-ID: <36500072@silver>
Source record: 245670

Jay Miner designed most of the special chips in the 800 and the Amiga, FYI...

4197. Re: FLAMES and SUPPORT IN THE MINUS REALM

Newsgroup: comp.sys.atari.st
Date: 1989-12-15 03:22:10 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <25040@cup.portal.com>
Source record: 245671

Actually I agree with Ken Soohoo about the languages supplied by Atari with the ST... my Atari 800 didn't come with anything at all.. the BASIC cartridge was an option, so it was a nice surprise to have both ST BASIC and LOGO supplied with the machine. (Not that they ever got much use, but it was nice anyway...)

The point is though, that I think (my opinion, based on long experience of contact with a wide range of Atari owners) that most computer owners DO want to learn to do some programming. By supplying the languages with the machines, Atari seems to be recognizing that fact (and actually the manuals that came with ST BASIC and LOGO were surprisingly complete and well written.. they weren't some quick hack, just thrown together as a "freebie")

In actual fact, probably most of those "programmers" won't go very far, and will end up becoming "users", but at least they'll have the feeling of having learned to do something original with their expensive new toys..

Those that want to continue though, should have a good, "official" source of information to proceed. The third-party books are good, but I'd much rather have an official document from the manufacturer to go by. My Atari "Technical Reference Notes" for my Atari 800 were probably the most used set of documentation I had, and I think I have just about EVERY book ever written by anyone on the 800.

Actually, much of this discussion is moot though, as Atari seems to be workin right now on providing a way for "non-professional" programmers to have acces to this kind of support. It's a really encouraging move, and I hope it ends up benefitting both the Atari owners who want to get more out of their machines without "going Pro", and Atari Corp themselves...

BobR

4198. Reply to DAG (was: Re: Comments on STE -- (un)known facts)

Newsgroup: comp.sys.atari.st
Date: 1989-12-15 03:39:22 UTC
From: stephen@oahu.cs.ucla.edu
Message-ID: <30011@shemp.CS.UCLA.EDU>
Source record: 245672

In article <884@per2.UUCP> dag@per2.UUCP (Daniel A. Glasser) writes:
(my stuff deleted)
(explanation of what he meant by dating GEMDOS technology)
(more of my drivel and responses deleted)
(Then he explains his background and experience with the ST and other computers and what he has done to aid development on the ST.)
(Finally, he explains why he posted: in essence just to get more information on the cookie jar.)

>Please don't take what I say in my rare critical postings as a damning
>of what the programmers and engineers at Atari are doing. Most people who
>have been on the net for more than a year know that I generally post
>constructive, positive and helpful information. I've been rather quiet
>for the last year, but that's because I have limited network access
>and not very much time to spend reading or posting messages.

Sorry, I read too many bashes in a row, and some of the _language_ of your post looked like another to me. I interpreted what you said wrong.

>This reply is being made to the newsgroup because your flame at me
>was made to the newsgroup and I don't want people putting me in a
>class with the Atari-bashing denizens of this group.

I'm sure they won't.

>Please direct all flames in response to me via mail.

I have no intention of flaming you, but my mail to you bounced a few times so I figured I should make my apology here. I shall endeavor to think longer before hitting 'f' in the future.

>--
> ____
> Daniel A. Glasser One of those things that goes
> uwvax!per2!dag "BUMP!!!(ouch)" in the night.
> ---Persoft, Inc.---------465 Science Drive-------Madison, WI 53711-----------

--
Steve Whitney "It's never _really_ the last minute" (())_-_(())
UCLA Comp. Sci. Grad. Student | (* *) |
Internet: stephen@cs.ucla.edu UCLA Bruin--> { _@_/ }
GEnie: S.WHITNEY `-----'

4199. Re: New Atari Developers Package

Newsgroup: comp.sys.atari.st
Date: 1989-12-15 03:44:45 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <25041@cup.portal.com>
Source record: 245673

Sorry... I neglected to give Atari's phone number in my posting about he new developers' plans... (doesn't *everyone* already know Atari's phone number..? :)

The main switchboard number is: (408) 745-2000

You can call there and ask for Charles Cherry for more info about the new developers' programs.

The new user group coordinator (and chief cook and bottle washer) is Bob Brodie... he can tell you pretty much anything else you want to know (don't tell him I said that..!) His number is: (408) 745-2052

BobR

4200. Re: ST Dealer favors MAC Money...

Newsgroup: comp.sys.atari.st
Date: 1989-12-15 03:53:57 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <25042@cup.portal.com>
Source record: 245674

The figure of 130 Atari dealers came from an Atari dealer. With all the dealers either going out of business or dropping the Atari line, I don't think that's too far out of line. Remember that the sales figures were for LAST year, and there's been another years worth of deterioration of the Atari marketplace since then.

You only have to read the postings here on UseNet, on the major information services and on local BBSs all over the US to see evidence of the situation. There are entire states without a single Atari dealer (and of course, Atari has stopped mail order sales of STs). People wanting to buy Atari equipment keep posting messages asking for help finding a dealer within hundreds of miles of them. It's not uncommon to read about someone driving 200 miles to get TOS 1.4 installed...

At any rate, we should be able to see the actual figures for ourselves soon if Atari follows through on some of the things they're recently been saying they're going to do. It used to be that when a third-party developer called and asked for a list of Atari dealers, they'd be told "NO" in no uncertain terms... it was "proprietary information", but it looks as if they're actually going to be releasing this information as part of their new developers' support.

Now if only they can get a more accurate listing of who actually sells Atari computers than they seem to have now...

BobR

4201. Request For Microsoft Write Format

Newsgroup: comp.sys.atari.st
Date: 1989-12-15 04:31:09 UTC
From: nrc@cbnews.ATT.COM
Message-ID: <12365@cbnews.ATT.COM>
Source record: 245675

Can somebody send me a description of the .DOC file format used by
Microsoft Write for the ST?

I'm tired of not being able to use Thunder to spell check my MS Write
.DOC files. If you make corrections in a .DOC file with THUNDER.PRG
and save it Write will usually refuse to load the corrected file. Ack!

I'd like to write a program that would fix MS Write files after
Thunder is done with them. I've had a look at the .DOC format and
it looks like it's a bear so this idea is going nowhere without
some information on the file format.

"Don't drive too slowly." Richard Caldwell
AT&T Network Systems
nrc@cbnews
att!cbnews!nrc
(614) 860-2206

4202. Re: Chaos Strikes Back... Dungeon Master II

Newsgroup: comp.sys.atari.st
Date: 1989-12-15 04:40:10 UTC
From: sandy47@ucsco.UCSC.EDU
Message-ID: <10059@saturn.ucsc.edu>
Source record: 245676

The new golden worms seem to be about the same as those on level 4 of DM I, though their poison seems to wear off with time. I haven't been able to find any flasks for poison antidotes as yet.

I dropped through a trap and into a corridor with an alter at the end, as I turn either cw or ccw I see a total of four altars. One has a sword and is marked "ku", one has a yew staff (light) and is marked "dain", one is marked "ros" and has a set of poison darts, and the last one has a horn of fear and is marked "neta". I assume that these are the entrances to the 4 maze sections. Going down any path to the altar closes the wall behind you.

I went down the "ku" path and found myself dealing with some floating lobsters which have about the hitting power of spiders, yet there are more of them! You are only a corridor length away from an altar to bring back your skeletons.

Warning on the wall says "No Fireballs" and means it! They are turned back on you immediately. I ran into some knights that make DM I knights seem like they were already dead. And all my team is master in all 4 categories.

You don't need to have DM I to play this, but you definitely need the knowledge and the saved team (with lots of attributes).

Where is the water?

Larry

4203. Re: Xenon2 and Blood Money vs. TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1989-12-15 05:25:38 UTC
From: mfolivo@sactoh0.UUCP
Message-ID: <2250@sactoh0.UUCP>
Source record: 245677

In article <3483@jarthur.Claremont.EDU>, cstein@jarthur.Claremont.EDU (Clifford M. Stein) writes:
> In article <891125.23055881.010913@SFA.CP6> Z4648252@SFAUSTIN.BITNET (Z4648252) writes:
WHY DID ATARI DO THIS?

The reason why there are 50Hz monitors, is because the European
power system is 50Hz, while North America uses 60Hz. Therefore...

--
Sakura-mento, CA

mmsac!sactoh0!mfolivo mfolivo@sactoh0
pacbell!sactoh0!mfolivo (they're worth a try...)

4204. Re: Amiga Software by Atari!!!

Newsgroup: comp.sys.atari.st
Date: 1989-12-15 05:37:42 UTC
From: mfolivo@sactoh0.UUCP
Message-ID: <2251@sactoh0.UUCP>
Source record: 245678

About Atari creating a software company to sell to other systems, look at it this way.

For example, SuperBeta still is the best 1/2" format (without going to a hi-res format, that goes to ED Beta), but Sony thought (I'm being very speculative, and simplistic, but it makes sense) if we can make money selling the other format, why not?

So, if Atari can make money selling programs to other systems, why not? Atari has the rights to games, for example, that would sell to other systems, like Qix, Food Fight (a favorite) and two I'd love to see for the ST, Ball Blazer and Rescue on Fractalus (A real time fractal generating space adventure.

Ittekimasu...

--
Sakura-mento, CA

mmsac!sactoh0!mfolivo mfolivo@sactoh0
pacbell!sactoh0!mfolivo (they're worth a try...)

4205. Atari 2Mb expansion kit

Newsgroup: comp.sys.atari.st
Date: 1989-12-15 06:05:55 UTC
From: mfolivo@sactoh0.UUCP
Message-ID: <2253@sactoh0.UUCP>
Source record: 245679

About a year and a half ago, I worked at a sacramento, CA Atari dealer (since gone under) and I remember this interesting kit we had, but never sold.

It was a 2Mb expansion kit, by Atari, that apparently plugged into the expansion slot, and makes your Mega 2 into a Mega 4. I asked once, if this 2Mb board could be plugged into a Mega 4 to make it a Mega 6, but due to the OS, it was a no go.

Can anyone at Atari confirm if this kit is still available? The computer store where I worked was an authorized Atari Business Computer dealer, and we sold the entire line of STs, from 520 STs to Mega 4s, and printers from the SMM804 to the SLM804.

Mata ne da-cha...

--
Sakura-mento, CA

mmsac!sactoh0!mfolivo mfolivo@sactoh0
pacbell!sactoh0!mfolivo (they're worth a try...)

4206. Re: INFO-ATARI16 Digest V89 #796

Newsgroup: comp.sys.atari.st
Date: 1989-12-15 08:03:42 UTC
From: AKISUJAR@NUSVM.BITNET
Message-ID: <8912150803.AA16090@ucbvax.Berkeley.EDU>
Source record: 245680

Ref: DISKPARAM
Hi Roger,
I have been trying to get the DISKPARAM myself. At one time Larry Rymal kindly sent it through BITNET to me but I was unable to 'BINHEX' it out. Apparently, Larry's computer system truncate some character while he was uploading.

Last month I received my SPECTRE GCR from Gadgets by Small. Dave includes a MAC PD disk with Spectre GCR. DISKPARAM is among other useful PD program in this disk. It is rather far away for me to send it to you (exactly 1/2 round the world). You may try asking Larry, or Dave Small. Another way to get this progra m is to order from the CURRENT NOTE PD library. Besides this program there is another PD Program called 'BIND ICON' which I still looking for. It is avail- able on GEnie but I can't afford the long distant phone bill to subscribe to US BBS. Regards, S. Suthipuntha, School of Arch. National University of Singapore

4207. Re: I Need HELP

Newsgroup: comp.sys.atari.st
Date: 1989-12-15 08:31:36 UTC
From: decouty@irisa.fr
Message-ID: <1838@irisa.irisa.fr>
Source record: 245681

In article <7613@cbnewsm.ATT.COM> cbz@cbnewsm.ATT.COM (craig.b.ziemer) writes:
| I have two questions:
|
| 1) I have a Mega 2 which will not do (ALT-HELP) screen dumps properly to
| an Epson LQ510 24 pin printer. It appears that all of the information is
| printed, but it is compressed to about 1 inch vertically. Horizontally
| it's OK. Apparently the printer is not scrolling the paper far enough on
| each scan. Printing out text files works just fine. Any suggestions?
|
This is because Epson 24 pin printers are NOT FULLY compatible with 9 pin
printer. They are missing (at least) ONE escape command: esc 1 which set
line spacing to 7/72 inch and this command is used by the desktop. So you
can't print with alt-help on 24 pin printer except if you have a
print-screen driver replacement. I have not such auto prg.

[question #2 deleted]
| Thanks folks!
|
| * Craig B. Ziemer %% DISCLAIMER: AT&T does not *
| * AT&T Bell Laboratories %%%%%% officially support what I *
| * Reading, PA %% just said, in fact, they *
| * UUCP ADDRESS: alux6!cbz %% rarely do :^) *

Bertrand DECOUTY	EMAIL : decouty@irisa.fr, decouty@irisa.uucp
IRISA - INRIA	{uunet,mcvax,inria}!irisa!decouty
Campus de Beaulieu	PHONE : +33 99 36 20 00
F-35042 Rennes Cedex - FRANCE| FAX : +33 99 38 38 32	TELEX: 950473 UNIRISA

4208. Re: I Need HELP

Newsgroup: comp.sys.atari.st
Date: 1989-12-15 09:14:39 UTC
From: focke@gmdzi.UUCP
Message-ID: <1781@gmdzi.UUCP>
Source record: 245682

In article <7613@cbnewsm.ATT.COM>, cbz@cbnewsm.ATT.COM (craig.b.ziemer) writes:
> I have two questions:
>
> 1) I have a Mega 2 which will not do (ALT-HELP) screen dumps properly to
> an Epson LQ510 24 pin printer. It appears that all of the information is
> printed, but it is compressed to about 1 inch vertically. Horizontally
> it's OK. Apparently the printer is not scrolling the paper far enough on
> each scan. Printing out text files works just fine. Any suggestions?

ALT-HELP works fine with 9 pin EPSON printers.

>
> 2) I need a program which will allow me to maintain a listing of, and
> then print out mailing labels. Any suggestions for a good PD or shareware
> program to do this?

I have the source of a program that supports the NEC P5/6/7 (plus).
If you are interested, I will mail it.

Stefan Focke focke@gmdzi.UUCP

4209. Re: AES bug? --> No, I just didn't know what i was doing!!

Newsgroup: comp.sys.atari.st
Date: 1989-12-15 09:35:11 UTC
From: neil@cs.hw.ac.uk
Message-ID: <3934@brahma.cs.hw.ac.uk>
Source record: 245683

In article <150@bucsb.UUCP> harryk@bucsb.UUCP (Harry Karayiannis) writes:
>PS1: Ken, Alan and Darek prove every day, through this net, that ATARI Corp.
> Programming Department consists of outstanding individuals! Imagine ST
> Community's future (in the US) without those three men advising other
> ST users and programmers!

Hear hear!
(BEGIN :-)
I believe that Apple were working on clones of these before they got Landon
and that IBM managed to get a prototype running but he has a segment size
problem.
Makes me wish we were US registered developers instead of UK forgotten ones.
1 * Atari(US) = 10 * Atari(UK)
And hey 'no fair' Atari(US), you got Richard Miller from us so how about
giving us someone back.
(END :-)

Seriously though ...
Update on the UK Developers Support:-
Acting on a tipoff that Atari UK were selling TOS 1.4 on EPROM, I phoned
them up. The phone answerer was either someone new or had been told to
shape up her act. I got through to Bob Katz right away (amazing eh!).
I asked him about chipsets and he said they were avaiable from sales and
that I should hurry as there were only 3 sets left.
I then pressed him about updated documentation and he said that I would get
that too. I have sent him four letters since July and asked about TOS1.4 in
all of them but he never told me it was available by letter,fax or phone.
I now understand that they have been selling chipsets to any TD|H who asked for
one, not just developers!

So I ordered a chipset. I phoned later to chase it up and they don't know
what I'm talking about. The 3 sets are gone too! There is a head shaped dent
in my wall now. I dunno, what's a guy to do? You can be sure I'll post any
new developments.

Right that's enough soapbox exercise for today ...

+---+
! DISCLAIMER: Unless otherwise stated, the above comments are entirely my own !
! (Sad isn't it!) !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "How do they put budgies down?" !
+---+

4210. GEM question: how to ring a bell?

Newsgroup: comp.sys.atari.st
Date: 1989-12-15 10:17:00 UTC
From: STOOP@KVI.NL
Message-ID: <0B4A9973765F4011CF@KVI.nl>
Source record: 245684

```
Netters,
Can anyone tell me how to ring the bell from within a GEM application?
From a TOS program it's no sweat, i know: printf("%c", 7); works fine.
If you try this from a GEM application you just get the symbol for char(7)
somewhere on you screen. I suppose there shoud be a VDI output function for
this but my MEGAMAX manual does not list such a function.
```

4211. Re: ATW and Stacy 4

Newsgroup: comp.sys.atari.st
Date: 1989-12-15 10:35:24 UTC
From: glk01126@uxa.cso.uiuc.edu
Message-ID: <111500079@uxa.cso.uiuc.edu>
Source record: 245685

Oh jesus, how many people are going to take their (is it STACY
or STACEY) out on a picnic to do some page layout under the
ol' oak tree? I think (in my cocky opinion) that most people
want the STACY so they can port it from one place to another
w/o all the schmabang of crap that comes with a normal ST...

I suppose I could be wrong...

NAH!

Gregory M. L-K.

4212. looking for ROM-Port-`Expander`

Newsgroup: comp.sys.atari.st
Date: 1989-12-15 12:27:06 UTC
From: chris@ethz.UUCP
Message-ID: <2850@ethz.UUCP>
Source record: 245686

I`m looking for a piece of hardware that gives the possibility to keep more
than one ROM-key in the port and that is reasonably priced. The ones that i
know cost all around $200. I`d need it to run several copy-protected pro-
gramms without rebooting after each use. Thanks a lot for tips/addresses!
--
$ Chris Dreyer St. Gall Graduate School for Economic and $
$ Student Social Science, Switzerland $
$ DREYER@CSGHSG5A.BITNET !cernvax!ethz!chris (UUCP) $

4213. Re: INFO-ATARI16 Digest V89 #802

Newsgroup: comp.sys.atari.st
Date: 1989-12-15 12:56:06 UTC
From: MEGGIN@vm.epas.utoronto.ca
Message-ID: <89Dec15.080208est.57369@ugw.utcs.utcs.utoronto.ca>
Source record: 245687

Re Atari Canada:

Non est qualis erat when Julius was there, but Atari Canada is still very good. I know of at least one Atari distributor who far prefers Atari Canada over Atari US. I don't know if they are as good for end-user support as they were with Julius, though.

Your dealer probably cannot get any 520 STs because Atari is planning to discontinue them, and make the 1040s the low-end ST (so I have heard, and it makes a lot of sense). The STEs probably are still awaiting CSA approval -- they had to remould one part of the Stacey (hence the delay until January). As for the 1040s, who knows? Any other comments?

David Megginson, Centre for Medieval Studies, Toronto

4214. The 'BBC Micro'

Newsgroup: comp.sys.atari.st
Date: 1989-12-15 13:47:51 UTC
From: chaz_heritage.WGC1RX@XEROX.COM
Message-ID: <891215-054835-6506@Xerox>
Source record: 245688

In his Mon, 11 Dec 89 17:28:50 the Masked Rat Fink writes:

>I don't know whether you non-British folks have heard of the BBC Micro manufactured by Acorn (of Archimedies fame!) but this came supplied with one
of the best manuals that I have ever seen for a micro computer. It had loads
of system information....<[remainder of testimonial deleted]

This eight-bit computer was (and still is, God help us) one of the worst deals ever. It cost(s) roughly twice as much as any sensible competition, and achieved its position because its 'manufacturers', Acorn* (whose CEO was not above brawling in bars with the likes of 'Sir' Clive Sinclair) persuaded the BBC and the UK Government to grant them a licence to print money by standardising the machine for the state education system (in which, incidentally, since it is both obsolete and fundamentally incompatible with everything, it has retarded British computer education by an amount that can only be guessed at).

>My point is that if that much information can be supplied for a machine that
was in its day what the ST is now, why was no technical information supplied
with the ST?<

Technical publications, particularly for computers, cost a lot of money. You paid double what your BBC Micro was worth to get them. You paid what your ST hardware was worth without them, and didn't get them. You want blood with it, or what?

If you want posh manuals for your 68000 WIMP-enivronment machine, you should perhaps have bought a Mac, the outrageous price of which presumably includes them (plus Steve 'Big' Jobs' coke money).

Alternatively, buy books like 'The Second Manual for the Atari ST' which are a great deal cheaper than most computer books and provide a lot of useful information. The Abacus publications (which I don't have myself) also look pretty good. My guess is that you could provide yourself with most of what you need for less than what you would have had to pay Atari to do it for you.

Regards,

Chaz
(Computer Technical Author, among my other crimes)

* Acorn do not in fact manufacture this machine, or the (equally bad value) Archimedes; they have it done for them. This is another English irregular verb:

I make mutually profitatble OEM contracts;
YOU do badge-engineering;
THEY can't manufacture their own product....

4215. Paper Jams in Laser Printer

Newsgroup: comp.sys.atari.st
Date: 1989-12-15 14:13:38 UTC
From: chaz_heritage.WGC1RX@XEROX.COM
Message-ID: <891215-061933-6565@Xerox>
Source record: 245689

In his Tue, 12 Dec 1989 11:04 EST Donald Simmons writes:

>...ever since we got the [SLM804] laser printer, we have had problems with the paper constantly jamming inside it. We have tried using different type of paper, but it seemed to have little effect. <

I don't have direct experience of the SLM804, but I do have some of xerographic machines in general - copiers and laser printers are similar in this respect.

The conditions in which the paper is stored can be critical. In the paper feeding system the rigidity of the paper often determines whether or not it feeds correctly. Paper which has been stored on its edge, or in damp conditions, often causes jams.

Try storing the paper flat on a high shelf (the air tends to be warmer and drier near the ceiling). Always load paper the right way up - good-quality paper has an arrow marked on the ream sleeve to show which way up it goes. Always circulate stock of paper and don't use old stock.

Hope this helps.

Regards,

Chaz

4216. Monitor Plugs

Newsgroup: comp.sys.atari.st
Date: 1989-12-15 14:27:36 UTC
From: chaz_heritage.WGC1RX@XEROX.COM
Message-ID: <891215-070805-6658@Xerox>
Source record: 245690

In his 13 Dec 89 17:14:28 GMT Wayne Schellekens writes:

>I am looking for a source of the 13-pin Atari monitor connector....If I can't find a good source of them in Canada or the U.S., I would even be willing to
purchase them from abroad.<

You could try Silica Shop in London on (area code 1) 309 1111. They have both the plugs by themselves and plugs attached to either free-end or SCART cables.

Regards,

Chaz

4217. Re: MIDI and LANS

Newsgroup: comp.sys.atari.st
Date: 1989-12-15 14:57:43 UTC
From: kent@sun.ufnet.ufl.edu
Message-ID: <21485@uflorida.cis.ufl.EDU>
Source record: 245691
Cross-posted to: comp.dcom.lans,comp.sys.atari.st

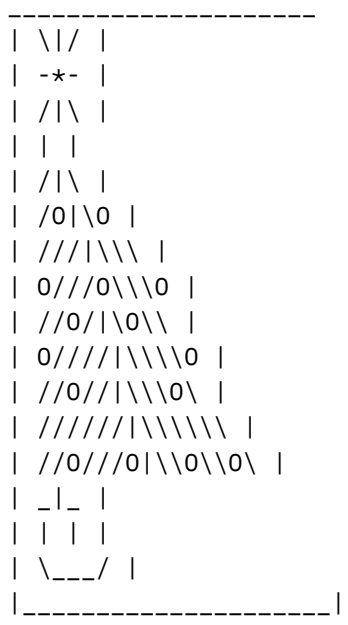
I am told that the December issue of Keyboard magazine has an article covering
MIDI and LANS. I haven't seen it so I am not sure what it covers.

--
Kent Phelps | Internet: kent@sun.ufnet.ufl.edu
University of Florida | UUCP: ... ????
Digital Design Facility| Phone: 904-335-8322

4218. Merry Christmas to Atari!!!

Newsgroup: comp.sys.atari.st
Date: 1989-12-15 15:53:25 UTC
From: RiddCJ@computer-science.birmingham.ac.UK
Message-ID: <8912151553.aa05476@benjamin.Cs.Bham.AC.UK>
Source record: 245692

A big Merry Christmas to everyone at Atari, especially KenB, AllanP and
JohnT who've all received a bit of flak this past year from the net. Ignore
the flames please, and keep up the good work!!!



(OK - so my intentions are better than my drawing, but the thought's there:-)

Chris

```
/*
* Snail mail address:
* Chris Ridd, "Wave after wave, each mightier than the last
* School of Computer Science, 'Til last, a ninth one, gathering half the deep
* Birmingham University, And full of voices, slowly rose and plunged
* UK Roaring, and all the wave was in a flame"
*
*/
```

4219. Sozobon 1.2 bug fix #2 (and arkenoids)

Newsgroup: comp.sys.atari.st
Date: 1989-12-15 16:19:28 UTC
From: mj@myrias.com
Message-ID: <629741969.18926@myrias.com>
Source record: 245693

Next bulletin from Sozobon. Any Arkenoids wizards on the net?
Please respond directly to Hans (if still troubles then you may
mail to me).
mj@myrias.COM
>>>>>>>>>>>>>>>>>>> cut here >>>>>>>>>>>>>>>>>>>

There is a bug in all versions of 'hcc' that can occur when register
variables are declared in nested blocks. Because of it, 'jas' cannot
be re-compiled with the 1.2 release with the optimizer (-O) turned on.

In the file "fun.c", in the function "block()", change these 2 lines:

```
if (blktab->b_regs > maxregs)
maxregs = blktab->b_regs;
```

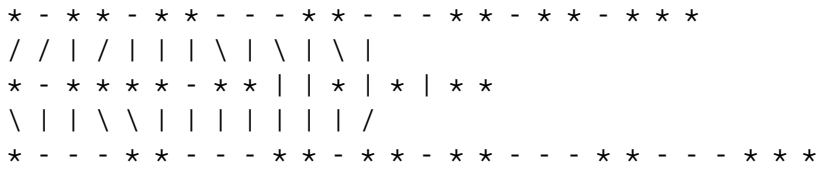
to this 1 line:

```
maxregs |= blktab->b_regs;
```

P.S. I am working on a version of 'adb' for sozobon. Mail me if you are
hot to try the beta and are familiar with 'adb'. (Especially if you
like 'adb' more than 'sdb')

P.P.S. How do I get arkenoids to run under TOS 1.4? The wife needs it badly.

Johann Ruegg *
Sozobon Ltd |
uunet!dunike!onecom!wldrdg!hans |
|



4220. Redneck

Newsgroup: comp.sys.atari.st
Date: 1989-12-15 16:42:29 UTC
From: chaz_heritage.WGC1RX@XEROX.COM
Message-ID: <891215-084250-6854@Xerox>
Source record: 245694

In his 14 Dec 89 00:40:00 GMT, rjk752 submits an ill-conceived, intemperate and (doubtless deliberately) offensive polemic against modern, liberal-democratic society in general and inclusive speech in particular, which tirade he ends with:

>I could continue on to discuss delinquency of children, and future repercussion, but this is the WRONG notesfile for political statements.<

So why did he use it for exactly that? Why should he consider himself entitled to use a technical forum to proselytise his ridiculous sociopolitical views - which would be comical were they not symptomatic of such pitiful dysfunction - and then try to escape criticism by this blatant hypocrisy?

And who on earth managed to teach him to use a keyboard? They deserve a Nobel Prize. It certainly beats teaching chimps to talk, though the results aren't quite so pleasing.

Regards,

Chaz

4221. Re: 40 Folder Bug *BACK* in TOS 1.4?!

Newsgroup: comp.sys.atari.st
Date: 1989-12-15 17:16:54 UTC
From: rwa@cs.AthabascaU.CA
Message-ID: <1318@atha.AthabascaU.CA>
Source record: 245695

canada@crash.cts.com (Diane Barlow Close) writes:
>From : John Sudikatus
>A WARNING TO ALL TOS 1.4 USERS!!!
[message precis: "perhaps the 40-folder bug is back in a new guise"]
>1.0) another bug was introduced. It seems that the directory buffers
>now overlap slightly with the dynamic memory pointer list. This means
>that when you have accessed more than about 35 folders and then try to
>allocate memory, there is a good chance that the program will bomb
>horribly.

This note is not a flame, but a request for information and also a
data point for those debugging:

Bug: zoo.ttp, arc521.ttp die horribly under suspicious circumstances.

Environment: 1040 expanded to 2.5Mbytes, TOS 1.4 of 6 April 1989 in
ROMs, Supra adapter & boot software rev 3.41 (? sorry, its @
home), Quantum Pro80 scsi drive, partition C is 32 Mbytes and
contains 195 directories and 1700 files (+/- 5%). Running
CACHE256.PRG in AUTO\, but not FOLDRnnn.PRG. Have a blitter.
Running CONTROL.ACC, no other .ACC's; 200 Kbyte ram drive on
H: (EDISK.PRG).

Repeat-by: from desktop, run menu File/Info against drive C icon.
Reports indicates 6.1 Mbytes free on C:; invoke Marc Williams
Co MSH.PRG (version 3) to obtain shell, run MF.TOS (a utility
of mine own creation :-) and observe 1.9 Mbytes free RAM.

Then cd off to a directory 4 levels down
(c:\arch\utl\src\emacs3v9) and run 'zoo aM emacs.zoo *'. Zoo
runs along nicely for about 8 files and then reports 'file
baz: read error' or 'input error on baz' or something along
those lines. Cat'ing the file to stdout shows no problems.
Rerunning zoo gets the same error at the same place again.
Running 'arc521 a emacs.arc *' gets a 'write error: no space
on disk??' at a different file, which again cat's out in a
normal fashion, and again the fault is consistent and
reproducable; there is still 5.5 Mbytes free on the partition
according to DF.PRG. This general pattern could be repeated
in many different directories; the Supra utilities report the
disk is error free.

Workaround-by: I ended up using gnutar and compress. No problems
ever.

Hope someone can make something of this. My suspicion: gnutar does lots of I/O but only allocates a little memory. Compress allocates one largish (~500k) chunk before it starts doing I/O, but none thereafter. Am I correct in guessing that zoo and arc tend to allocate and release memory in a fairly dynamic fashion while doing large amounts of I/O concurrently? According to the posted bug report, this would tend to excercize the buffer-pool vs. free-list collision bug... or so I surmise. Help?

Ross

4222. Re: Morse Code.

Newsgroup: comp.sys.atari.st
Date: 1989-12-15 17:54:39 UTC
From: mn@atari.UUCP
Message-ID: <1886@atari.UUCP>
Source record: 245696

In article <8912140802.AA18900@ucbvax.Berkeley.EDU> AMEIJ@vax.oxford.ac.UK (Jan Ameij) writes:
>Hello.
>
>I want to learn Morse code. Is there available a PD morse program for the ST?
>Failing that, is there available a commercial \ldots
>

A few months ago START magazine had a CW TUTOR program and this month's issue has some practice/tutorial files for it.
Also many of the public domain cw/rtty programs have a code practice mode.
Still, if you plan to get your license and get on the air the best thing you can do is try to copy novice band QSO's (ham radio contacts). If you learn with computer generated code you *will* find it harder to copy human produced code because it's never as perfect or consistent.

| Michael Nowicki N6LUU Atari Corp,Sunnyvale CA /TT/UNIX/X team |
|.....|
| char *disclaimer=" Views expressed are my own, not my employer's"; |

4223. GFA Compilier needed!!

Newsgroup: comp.sys.atari.st
Date: 1989-12-15 18:01:00 UTC
From: SCHAEDEL@CANISIUS.BITNET
Message-ID: <8912160815.AA11588@ucbvax.Berkeley.EDU>
Source record: 245697

I've looked but can not seem to find the GFA basic compilier for
version 2.0. Does anyone know where I can find it, or does anyone
want to sell their's.

Also does anyone know of the differences between version 3.0 and 2.0??

Any info at all would be greatly appreciated!!!!

Thanks in advance BobS

LONG LIVE ATARI!!!!

4224. Re: CYBER VCR

Newsgroup: comp.sys.atari.st
Date: 1989-12-15 18:09:04 UTC
From: greg@sj.ate.slb.com
Message-ID: <1989Dec15.180904.3265@sj.ate.slb.com>
Source record: 245698
Cross-posted to: rec.video,comp.sys.atari.st

Opinions expressed are the responsibility of the author.

In article <8070@pixar.UUCP> mike@pixar.UUCP (Mike Russell) writes:
>
>The software, written by Tom Hudson, wastes no time on pretty icons
>but is still pretty nifty, allowing a color Atari ST to
>record a sequence of images to video tape. Unfortunately, you must have
>a system with al least 1 meg of memory, AND the ability to generate
>a composite video output. Can you say oxymoron? I have both a 1040 and
>a 512st and neither one will run the software. However they do give
>a list of folks who provide 520 memory upgrades and/or 1040/Mega
>RGB to composite converters.

I purchased Practical Solutions' Videokey box for my 1040. Depending
on the quality you're aiming for, this may be "good enough"; the price
is right ($99). Don't expect broadcast quality (not by a long shot).

>So - I have some exploring and experimenting to do here. The idea of
>using a personal computer talking control-L to control video equipment
>is something I bet we're going to hear a lot more about in the near future.
>Maybe this will do for video what MIDI did for synths.

Well, it might- if Sony were still putting the jack on their
equipment! The latest generation of Sony controllers use "Control-S",
not Control-L. Control-S uses a 3-wire, stereo-mini-plug type
connection, rather than a 5-pin mini-DIN. I have no idea how
compatible they are at either the protocol or electrical levels.

Copyright 1989 Greg Wageman DOMAIN: greg@sj.ate.slb.com
Schlumberger Technologies UUCP: {uunet,decwrl,amdahl}!sjsca4!greg
San Jose, CA 95110-1397 BIX: gwage CIS: 74016,352 GEnie: G.WAGEMAN
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4225. Re: Cad 3-d II

Newsgroup: comp.sys.atari.st
Date: 1989-12-15 18:22:00 UTC
From: EDGINGTC@Wabash.BITNET
Message-ID: <8912160814.AA11510@ucbvax.Berkeley.EDU>
Source record: 245699

```
]
] Can the CAD 3D II use more than 1 meg of memory? That is, can I use more
] and/or more complicated objects if I have over 1 MB of memory?
]
] Is there some way to play Cyber-animations from Hard Disk? In that way I
] could have even 80 MB (or over) of continuous Cyber-animation. Is this
] possible?
]
] Please, inform me because I am going to buy a hard disk and a memory
] upgrade.
]
```

Yes, Cad 3D can use as much memory as you have available. But you will still be limited to the 80 object maximum. With the animation player program, animate4 (or 3 whatever version you have) you can create a batch file that will play an animation, load another and play it, load another and play it, and so on. Therefore, it is possible to have ove 80MB of continuous Cyber-animation. I do alot with Cyber Paint & Cad 3-d II so maybe we could send our files back and forth and check out each other's work. Merry Christmas.

```
-------------------------------------------------------------------------------
| ______ | ATARI IS NO. 1 | Chris Edgington |
| / \ / \ | * * * | Wabash College '92 |
| | | | . | * * * | (Purdue next year.) |
| | | | __ | * * * | Computer Science Major |
| | |/--\ |-- | |__ | ** * ** | Math Minor |
| \______/ / \ / \ / \ __| | *** * *** | |
| | *** * *** | edgingtc@wabash.bitnet |
-------------------------------------------------------------------------------
```

4226. Re: more on strncpy (was re: laser c question)

Newsgroup: comp.sys.atari.st
Date: 1989-12-15 18:26:52 UTC
From: dal@syntel.mn.org
Message-ID: <1989Dec15.182652.3126@stag.UUCP>
Source record: 245700

[depeche@quiche.cs.mcgill.ca (Sam Alan EZUST) writes...]
>
> [In message "Re: laser C question" on Dec 13, John Stanley writes:]
[...lots deleted...]
> : .. although, it would be a real-good-idea if you posted a note on the
> : net mentioning that strncpy doesn't move <n> bytes so other beginning
> : programmers who see your message won't think that it's a correct
> : substitution....
>
> ok.. I shall. Thanks for your help/reply!!
>
> --
> S. Alan Ezust depeche@calvin.cs.mcgill.ca
> McGill University Department of Computer Science - Montreal, Quebec, Canada

First, a note about strncpy(). The ANSI standard (yeah, I know, "proposed")
describes strncpy() like this:

The 'strncpy' function copies not more than 'n' characters
(characters that follow a null character are not copied) from
the array pointed to by 's2' to the array pointed to by 's1'.[121]
If copying takes place between objects that overlap, the behaviour
is undefined.

If the array pointed to by 's2' is a string that is shorter than
'n' characters, null characters are appended to the copy in the
array pointed to by 's1', until 'n' characters in all have been
written.

[121: Thus, if there is no null character in the first 'n' characters of
the array pointed to by 's2', the result will not be null-terminated]

Secondly, the dLibs version is (slightly) broken according that the above
description. It only copies up to the first null character, or 'n'
characters total, and does NOT pad the copy will null characters up to 'n'.
This almost never causes a problem, since the destination is null-terminated
in that case, but I thought I should point it out. It's also easy to fix,
but I'll leave that as an exercise for the reader :-)

\\ / Dale Schumacher 399 Beacon Ave.
\\ / (alias: Dalnefre') St. Paul, MN 55104-3527
>< ..!nic.mr.net!bungia.mn.org!syntel!dal United States of America
/ \\ "The power of accurate observation is commonly called cynicism
/ \\ by those who have not got it." -George Bernard Shaw

4227. Re: realloc() - standard unix opperation is what?

Newsgroup: comp.sys.atari.st
Date: 1989-12-15 18:27:00 UTC
From: dal@syntel.mn.org
Message-ID: <1989Dec15.182700.3143@stag.UUCP>
Source record: 245601

[achowe@tiger.waterloo.edu (anthony howe) writes...]
>
> I'm making use of realloc() from the Dale's dlibs. However I wonder
> how close this function is to a standard unix site. In Dale's version
> if <addr> is NULL then a malloc is done. If <size> is zero then a
> free is done. Else resized and possibly moved block of memory.
> NULL may be returned is the block can not be resized.
>
> Now the man page for realloc() here at U(W) does not say anything
> except that the block is resized and possibly moved and that NULL
> may be returned if the resize fails.
>
> What is the standard action realloc should take on when passed a
> NULL address or a size of zero?
>
> In particular the issue of size zero. Does a unix realloc() free
> or size down to zero?

Much of this behaviour, though convenient, is new with ANSI C. I thought
it would be helpful to include it, since it's upwardly compatible with
old code. Thus speaks X3.159...

Description

The 'realloc' function changes the size of the object pointed
to by 'ptr' to the size specified by 'size'. The contents of
the object shall be unchanged up to the lesser of the new and
old sizes. If the new size is larger, the value of the newly
allocated portion of the object is indeterminate. If 'ptr' is
a null pointer, the 'realloc' function behaves like the 'malloc'
function for the specified size. Otherwise, if 'ptr' does not
match a pointer earlier returned by the 'calloc', 'malloc' or
'realloc' function, or if the space have been deallocated by a
call to the 'free' or 'realloc' function, the behaviour is
undefined. If the space cannot be allocated, the object pointed
to by 'ptr' is unchanged. If 'size' is zero and 'ptr' is not a
null pointer, the object it points to is freed.

Returns

The 'realloc' function returns either a null pointer or a pointer
to the possibly moved allocated space.

Now having said that, I want to report a bug in dLibs 'realloc' recently
located and fixed by Anthony...

```
> Description:
> realloc() fails to shrink properly for real small chunks
> (smaller than the size of a header + pointer field).
```

The guts of the fix are a few lines in the source file "realloc.c" at
the beginning of the realloc() function itself.

```
> if(addr == NULL)
> return(lalloc((long) size));
> if(size == 0)
> {
> free(addr);
> return(addr);
> }
> p = addr - 1;
> n = p[0] & 0x00FFFFFL; /* get actual block size */
>/* buggy line
> m = (((long) size) + 5L) & ~1L; /* calculate new block size */
>
>/* fix here */
> if( size <= 4 )
> m = 8L;
> else
> m = (((long) size) + 5L) & ~1L; /* calculate new block size */
```

Thanks to Anthony Howe (and Michal Jaegermann who relay this report and
has reported several previous bugs) for finding and fixing this.

One final note about dLibs... version 2.0 is in development, and has
been for some time. It will still be something like 6 months before
it is completed, but it's a complete rewrite with major contributions from
a great number of talented "net gods". It will be fully ANSI compliant
and quite a bit better than dLibs 1.2, or any other C library I've seen.
In fact, it's very possible that NO dLibs 1.2 code will survive to be
included in the final 2.0 :-)

\\ / Dale Schumacher 399 Beacon Ave.
\\ / (alias: Dalnefre') St. Paul, MN 55104-3527
>< ..!nic.mr.net!bungia.mn.org!syntel!dal United States of America
/ \\ "The power of accurate observation is commonly called cynicism
/ \\ by those who have not got it." -George Bernard Shaw

4228. desktop.inf

Newsgroup: comp.sys.atari.st
Date: 1989-12-15 19:41:30 UTC
From: cew@venera.isi.edu
Message-ID: <10999@venera.isi.edu>
Source record: 245602

I tried to respond to a question posted here about the desktop.inf file.
Unfortunately, the mailer could find "inmet." Here is the core of my reply:

In article <30200017@inmet> you write:
>
>Along the same lines, can someone tell me where I can find the info to
>decode the desktop.inf file ? What do all of those number mean ?
>

Haynes, McKendre. "Customizing the GEM Desktop." Compute!'s Atari ST Disk and
Magazine, April 1987, pp. 36,42.

The numbers are hexadecimal and are bit settings for a variety of stuff
ranging from the RS-232 port to what applications are installed.

I also have a utility that modifies the icons but I don't remember which
magazine it came from.

Hope this puts you on the right track if you weren't already.

--
Craig E. Ward <cew@venera.isi.edu> Slogan: "nemo me impune lacessit"
USPS: USC Information Sciences Institute
4676 Admiralty Way, Suite 1100
Marina del Rey, CA 90292

4229. Re: more on strncpy (was re: laser c question)

Newsgroup: comp.sys.atari.st
Date: 1989-12-15 20:41:54 UTC
From: <>
Message-ID: <2095@psueea.UUCP>
Source record: 245603

(I would have mailed this, but none of the machines around here have ever heard
of Canada before. Or any other country either.)

In article <1870@calvin.cs.mcgill.ca> depeche@calvin.cs.mcgill.ca (Sam Alan EZUST) writes:
>someone already sent me dlibs memcpy which I believe is what is used
>in Sozobon.... However, I don't have an assembler and am not too
>much of an expert in it anyway, so I couldn't get it installed on
>my system without help.

Okay, here's one in C:

```
memcpy(dest, src, count)
register char *dest; /* destination address */
register char *src; /* source address */
register int count; /* number of bytes to copy */
{
while (--count >= 0)
*dest++ = *src++;
}
```

This can copy up to 32767 bytes at a time. It isn't very fast, though.

>: Alternately, does Lazer C allow copying structs using a simple
>: assignment? <struct2> = <struct1>; If so, what I've ocassionaly used in
>: situations like yours is to define a struct containing the array and
>: moved copys of the array arround by just using assignments...
>
>that's a good idea. I should try it. I didn't think it was possible though,
>as struct names are just pointers to memory locations of data, just
>like arrays, and you can address the 5th byte of a struct with
>*(structname+5) just like arrays.

No. A struct variable is not treated as a pointer. If you do something
like this...

```
struct dirent d;
somefunc(d);
```

... then somefunc will be called with a copy of d as its argument,
and the copy will be sizeof(struct dirent) bytes long, on the stack!
It does *not* pass a pointer to d. Laser C can handle struct assignments.

And any attempt to add an int to a struct should net you an error message.

> in reply to my using strncpy for multidimension arrays not working,
>
>: Why won't it? Ignoring for the moment that strncpy isn't a blkcpy or

>: memcpy, what's wrong with specifiying &array[0][0] as the address and
>: using the size of the entire array (assuming it's smaller than 64k bytes)
>: as the length?
>
>I think I tried it and got a compiler error.. I could be mistaken, but
>I passed it just
>
>array
>
>instead of
>
>&(array[0][0])
>since I thought the two were equivalent pointers...

They both point to the same place in memory, but they are pointers to different types of data. The first form is a pointer to an array (a vector, actually -- the first column of your two-dimensional array). The second is a pointer to a single element. The distinction isn't very important when you're using the expression as an argument to memcpy(), though.

The simplest way to copy a two-dimensional array with memcpy() is:

```
memcpy(destarray, srcarray, sizeof srcarray);
```

Some compilers may complain about this since the first two arguments are not of type (char *). You may wish to coerce them to get rid of the warning and improve portability, at the expense of readability...

```
memcpy((char *)destarray, (char *)srcarray, sizeof srcarray);
```

Steve Kirkendall, kirkenda@cs.pdx.edu, uunet!tektronix!psueea!jove!kirkenda

4230. Re: VIRUS PREVENTION AND HELP FOR SPECTRE OWNERS

Newsgroup: comp.sys.atari.st
Date: 1989-12-15 20:52:26 UTC
From: psurge@cs.utexas.edu
Message-ID: <7371@cs.utexas.edu>
Source record: 245604

We here at UT have known about this virus now for about a week. The two ways mentioned before (via virus detective and Res edit) both work, but get disinfectant 1.4, which should be available now (we've had our copies for 5 days now.) It will automatically kill WDEF, as well as all the other MAC viruses.

So far, I have not seen any ST's infected. I checked all my disks and my hard drive with Disinfectant 1.4, and none have had it. Disinfectant 1.4 also has a nice history and description of what it does.

WDEF still comes back, but we have pretty much licked it here. When we first found out about it, we found it on all our servers, but like I said, with Disinfectant 1.4, it it almost gone (but seems to want to keep coming back, also!)

This virus is not just in the US, it was discovered in Belgium, so all you European Aladian users (as well as Spectre) should check for it too.

Troy Carpenter
Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

4231. Re: UniTerm: the ALT-F3-key

Newsgroup: comp.sys.atari.st
Date: 1989-12-15 21:00:16 UTC
From: agray@jarthur.Claremont.EDU
Message-ID: <3628@jarthur.Claremont.EDU>
Source record: 245605

In article <281@blnosz.UUCP> ballier@blnosz.UUCP (Ralph Ballier) writes:
>I have attempted to use the ALT-F3-key with loaded GDOS or G+PLUS,
>but I get the message "unable to open DVI-Device".
>
>Where is the mistake ?

Try checking the size of your system buffer in Uniterm. It may not be big enough for Uniterm to print a metafile... Try boosting the buffer marked "System" to 100-200 K.

Also, be sure that you have a valid ASSIGN.SYS file that includes the META.SYS driver.

--
Andy Gray agray@jarthur.claremont.edu
Platt Campus Center agray@jarthur.UUCP
Harvey Mudd College ...uunet!jarthur!agray
Claremont, CA 91711 agray@HMCVAX.BITNET

4232. Re: Chaos Strikes Back... Dungeon Master II (possible SPOILERS)

Newsgroup: comp.sys.atari.st
Date: 1989-12-15 21:10:37 UTC
From: pgs@cs.brown.edu
Message-ID: <23072@brunix.UUCP>
Source record: 245606

In article <10059@saturn.ucsc.edu> sandy47@ucsco.UCSC.EDU (Larry McElhiney) writes:
>I haven't been able to find any flasks for poison antidotes as yet.
I've only found ONE. If you found the "Run and jump" exit from the first room, "jump" left from the pit instead of going straight. You'll get to a pressure plate which controls a pair of trapdoor pits. Between those pits is the only flask I've found.

>
>I dropped through a trap and into a corridor with an alter at the end, as I
>turn either cw or ccw I see a total of four altars. One has a sword and is
>marked "ku", one has a yew staff (light) and is marked "dain", one is marked
>"ros" and has a set of poison darts, and the last one has a horn of fear and
>is marked "neta". I assume that these are the entrances to the 4 maze sec-
>tions. Going down any path to the altar closes the wall behind you.

This is the "Junction of the Ways". I'm somewhat confused, because I thought I'd gone through the ku path once and found myself confronted by blue insectmen. However, every time I've taken that path since, I've found the same situation you describe below.
>
>I went down the "ku" path and found myself dealing with some floating
>lobsters which have about the hitting power of spiders, yet there are more
>of them! You are only a corridor length away from an altar to bring back
>your skeletons.

One low-power fireball always destroys these guys, but they're fast, do heavy damage, and have nasty poison.
>
>Warning on the wall says "No Fireballs" and means it! They are turned
>back on you immediately. I ran into some knights that make DM I knights
>seem like they were already dead.

Tell me about it! All the armor they're wearing is cursed, too. Exactly what difference is there between a cursed and an uncursed item in DM/CSB? I remember finding cursed items in DM, but don't recall what negative effect the curse had.

>And all my team is master in all 4 categories.

I think I formatted over my team of DM Champions. :-(I started CSB with new champions from the Prison, which are unfortunately not as advanced as the characters I had in DM.

>
>Where is the water?

In the "Supplies for the quick" room (referred to as Quickstop by the Oracle), there is a waterskin in one of the alcoves. I managed to pick up every item in this area, which included: sword, Staff of Claws, a teowand, Claw Bow, another staff I can't recall the name off, an axe, a mace, much food, a waterskin, and a ful bomb. This may not be an exhaustive list.

> Larry

==
Peter Sarrett | PO Box 439 | "So much time and so little to
pgs@cs.brown.edu | Brown University | do. Stop. Strike that.
uunet!brunix!pgs | Providence, RI 02912 | Reverse it."
pgs@browncs.bitnet | (401)863-6977 | - W. Wonka

4233. Re: C Question

Newsgroup: comp.sys.atari.st
Date: 1989-12-15 21:11:42 UTC
From: al770@uunet!unhd
Message-ID: <1989Dec15.211142.7509@uunet!unhd>
Source record: 245607

This probably doesn't belong in this newsgroup any more than my last
posting ("he," "she," and "e"), but....

In some article Jeff Beadles wrote:
>
> [in all of this, the use of "static" is optional.]

Not if we are talking about local variables, which we are.

> char *fred = "Hello";
>
> is IDENTICAL to
>
> char fred[] = "Hello";

Not quite. In the first case, a legal assignment would be
fred = "Goodbye"; /* 'fred' now points to a different string */

This assignment fails in the second case.

-- Anthony (No Sig Needed) Lapadula

4234. Re: A few questions on CAD 3D II and Cyber-animation

Newsgroup: comp.sys.atari.st
Date: 1989-12-15 21:28:39 UTC
From: jonathan@hcr.uucp
Message-ID: <1989Dec15.212839.1451@hcr.uucp>
Source record: 245608

In article <1632.25855bdf@cc.helsinki.fi> jalkio@cc.helsinki.fi writes:
>
>Can the CAD 3D II use more than 1 meg of memory? That is, can I use more
>and/or more complicated objects if I have over 1 MB of memory?
>
>Is there some way to play Cyber-animations from Hard Disk? In that way I
>could have even 80 MB (or over) of continuous Cyber-animation. Is this
>possible?

Yes to both questions. In fact, I find CAD 3D II pretty crippled
in 1 Meg unless I remove almost everything from C:\AUTO. And yes, on
Compuserve I saw a program which plays large .DLT animation files directly
from the hard drive. Perhaps someone who has already downloaded it can
send it to comp.binaries.atari.st. If not, maybe I'll try to find it
again on Compuserve.

I kind of wish I had more time to play with CAD 3D, Cyber Control,
et al. It's really ideal software for a 'personal computer.' You can have
so much fun (for a great deal of work) creating objects and doing strange
and twisted things to them. I've even put some animations on video tape,
thanks to Practical Solutions video cable. In a sense, the Cyber system
really represents what I bought a home system for in the first place --
being creative, and doing neat graphic doodads, just for the fun of it.

Maybe if I ever get a TT (smiley alert), I won't have to wait so
long for CAD 3D to do anything. If only Tom Hudson hadn't used floating
point... you can still accomplish everything with 'fixed-point' or even
just integer coordinates on a very large scale.
--
Jonathan Fischer HCR Corp Toronto, Ontario, Canada

4235. PC Ditto II

Newsgroup: comp.sys.atari.st
Date: 1989-12-15 21:40:14 UTC
From: kirk@gpstwr.UUCP
Message-ID: <493@gpstwr.UUCP>
Source record: 245609

Does anybody no where PC Ditto II stands? I don't have an account
with GENIE or Compuserve and I can not get through to them over the phone.

Any info would be very much appreciated. Please Email any responses.
Thanks

Kirk Bradford tektronix!gvgpsa!gpstwr!kirk
or
kirk@gpstwr.uucp
Graham-Patten Systems, Grass Valley, CA
Phone 916-273-8412

4236. Re: Facts, not only talking about them.

Newsgroup: comp.sys.atari.st
Date: 1989-12-15 22:08:59 UTC
From: apratt@atari.UUCP
Message-ID: <1888@atari.UUCP>
Source record: 245610

Ralph Haglund, please don't do that again. You are posting information from Atari developer documentation, which is both copyright by Atari and released under nondisclosure agreements to Atari developers.

The main reason we'd like you not to do that is the possibility of introducing errors in transcription. When you say something is official, people rely on it. When it turns out to be wrong, they get mad at ATARI, not at you.

That and other reasons are why we say people should get things like STe documentation by becoming developers and getting them through channels.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

4237. Re: looking for ROM-Port-`Expander`

Newsgroup: comp.sys.atari.st
Date: 1989-12-15 22:16:17 UTC
From: ramsiri@blake.acs.washington.edu
Message-ID: <4941@blake.acs.washington.edu>
Source record: 245611

In article <2850@ethz.UUCP> chris@ethz.UUCP (Christian Dreyer) writes:
>I`m looking for a piece of hardware that gives the possibility to keep more
>than one ROM-key in the port and that is reasonably priced. The ones that i
>know cost all around $200. I`d need it to run several copy-protected pro-
>gramms without rebooting after each use. Thanks a lot for tips/addresses!
>--
> $ Chris Dreyer St. Gall Graduate School for Economic and $
> $ Student Social Science, Switzerland $

The only one I am aware of is "COMBINER"
by C-LAB, the makers of NOTATOR.

They want $349.00 (US)

Which ones are $200?

-kevin

4238. Re: Source code control

Newsgroup: comp.sys.atari.st
Date: 1989-12-15 22:29:59 UTC
From: roeder@sbsvax.UUCP
Message-ID: <1839@sbsvax.UUCP>
Source record: 245612

In article <750039@hpsad.HP.COM>, bobw@hpsad.HP.COM (Bob Waltenspiel) writes:
>
> Does anyone know if the source code for RCS is available from somewhere,
> (MIT?)?

There has been a posting of RCS in the amiga source group some weeks ago. I
have not looked at the code, but maybe it could be ported to the st as well.

>
> -Bob

- Edgar

4239. Prog-A16

Newsgroup: comp.sys.atari.st
Date: 1989-12-15 23:34:00 UTC
From: UI0T@DKAUNI2.BITNET
Message-ID: <"89-12-15-15:34:17.29*UI0T"@DKAUNI2.BITNET>
Source record: 245613

Since my last posting about this, I received a few mails from people
who asked me where Prog-A16 is situated now and how to access the
archives, which I had not mentioned. (A bit foolish of me, really...)
Well, here it is:

Prog-A16 has been moved to LISTSERV@UOGUELPH.BITNET. To get a quick
overview about what is there, send a mail there with the lines
HELP
INDEX PROG-A16
if you're on BITNET/EARN/NETNORTH, or with the lines
HELP
INDEX PROG-A16 F=PUNCH
if you're on Internet or are otherwise unable to receive NETDATA-files.
I hope this helps.

Thomas Koenig UI0T@DKAUNI2.BITNET
UI0T%DKAUNI2.BITNET@CUNYVM.CUNY.EDU
(soon: new address, old machine) UI0T@IBM3090.RZ.UNI-KARLSRUHE.DBP.DE
'Ich dachte nicht, ich untersuchte.' Wilhelm Conrad Roentgen

4240. RCS for the ST (no, not yet)

Newsgroup: comp.sys.atari.st
Date: 1989-12-16 00:04:25 UTC
From: alex@athertn.Atherton.COM
Message-ID: <15412@laurel.athertn.Atherton.COM>
Source record: 245614

Well, I've got my hot little hands on the source code for the original
UNIX RCS system, and plan (in my copious spare time :-) to start porting
it to the ST. Anyone have any suggestions/comments/etc. to make about
conventions I should follow, or other, similar things?

For example, I think that things are stored in RCS in the form
<filename>.c,v
which is fine for Unix, but...well, you know how the ST is. I'd planned
to change this to
<filename>.c_v

Any objections?

Cheers,

--
--alex (TOO) ['My mind is my own'--#6]

4241. Music Studio '88 Printer Drivers for Laserjet IIp

Newsgroup: comp.sys.atari.st
Date: 1989-12-16 00:14:24 UTC
From: ia4@cunixb.cc.columbia.edu
Message-ID: <2478@cunixc.cc.columbia.edu>
Source record: 245615

Hi. Sorry if this has been covered already.....

Is it possible to get laserjet printer drivers for output of older ST s/ware
and stuff like Music Studio '88, Degas etc.

Imran

4242. Re: DeskCart by QMI, Who sells it?

Newsgroup: comp.sys.atari.st
Date: 1989-12-16 00:27:30 UTC
From: jdg@elmgate.UUCP
Message-ID: <1172@elmgate.UUCP>
Source record: 245616

In article <1596@bnlux0.bnl.gov> atc@max.UUCP writes:
>
> Thanks to everyone who told me about the DeskCart by QMI...
>However, does anyone know where I can get this beastie? I've contacted
>my local computer stores and no-one seems to be able to get it.
>
> Does QMI sell direct? And does someone have their address?
>

I was a co-author of deskcart. Whether it is still being sold? I have no
idea. I have'nt seen a check in a long time (no suprises there!). But
the last known address is: QMI PO box 179, Liverpool NY 13088
(315) 451-7747

In any event, tell em' I sent ya, and see if he's still got some...
DO NOT just go and mail a check. Find out first.
I also write PRINT-IT!, which, QMI never marketed (It "sensed" deskcart
and replaced some items if it found it too). Actually... I wish I knew
someone with "electronics knowledge", to make a new cartridge for the ST...
I wont let the cat outta the bag as to what it is. But, I can guarentee
that EVERY ST user that USES his ST would HAVE to HAVE IT!

--
Jeff Gortatowsky-Eastman Kodak Company .....rochester!kodak!elmgate!jdg
(use uuhosts or such to find path to rochester)
Eastman Kodak makes film not comments. Therefore these comments are mine
not theirs.

4243. THINK C's source debugger and Spectre

Newsgroup: comp.sys.atari.st
Date: 1989-12-16 02:33:00 UTC
From: barbanson.pa@XEROX.COM
Message-ID: <891215-183332-2628@Xerox>
Source record: 245617

Has anyone tried to do cross-development for the Mac on a Spectre?
I'm trying to use THINK C on an ST + GCR. The compiler works fine but the source debugger freezes up.
The best thing about THINK C is the source debugger and the idea of having to go back to print statements is really distasteful knowing that there's an alternative. Not to mention that it slows down debugging tremendously.
Does anyone have an idea wether there's a chance that the debugger could work with a bit of hacking on the Spectre code or is it a lost cause?
Doug W@gadgets seemed to indicate on GENIE that the Mac debuggers are using vectors that the Spectre needs to work at all on the ST.
Does it mean that no hack known to mankind will get this to work?

-M

P.S: Please cc any answers to me. Thanks.

4244. 520 St for sale...

Newsgroup: comp.sys.atari.st
Date: 1989-12-16 02:33:22 UTC
From: holicky@cs.buffalo.edu
Message-ID: <14848@eerie.acsu.Buffalo.EDU>
Source record: 245618

I am posting this for a friend- please do not reply directly, but
rather call him at the number below if you are interested.

FOR SALE:
Atari 520 St- includes:
SC1224 monitor,
a single sided and double sided floppy drive,
and plenty of software (including MWC, pascal,
prolog, shells, and plenty of games).

The system is about 3 years old, and has been rarely used...a real
dust collector- (it looked new to me...)

There is no set price, any reasonable offer will be accepted.

Call (716)247-3648 and ask for Ray if you are interested.
He is living in Rochester N.Y.

4245. I/O redirection to the printer

Newsgroup: comp.sys.atari.st
Date: 1989-12-16 03:19:00 UTC
From: UI0T@DKAUNI2.BITNET
Message-ID: <"89-12-15-19:19:25.76*UI0T"@DKAUNI2.BITNET>
Source record: 245619

I am having a strange problem with I/O redirection. To redirect
standard output to the printer, I wrote the following test program:

```
#include <stdio.h>
#include <tos.h> /* Turbo - C 's header for TOS stuff */

main()
{
int oldstd;
int printhandle;

oldstd = Fdup (1);
printhandle = Fdup (3);
printf("oldstd = %d, printhandle = %d\n",oldstd,printhandle);

Fclose (1);
Fforce (1, printhandle);
printf("Hello, world!\n");
/* Cconws("Hello, world!\n"); */

Fclose (1);
Fforce (1, oldstd);
Fclose (oldstd);
Fclose (printhandle);
}
```

This program worked as it should; it printed out
Hello, world!
on the printer. However, when I commented out the printf statement
and used Cconws instead, it seemed to go into an endless loop; I
could still move the mouse around, but that was it for at least 10
minutes (I did not wait any longer). Oh, by the way, the printer WAS
online and ready. Without the I/O redirection, Cconws worked fine;
it printed out "Hello, world" on the screen. No accessories or
memory resident programs were active at the time.

The problem with Cconws occured both with Turbo C V1.1 and with
equivalent code (calls to the GEMDOS library) in SPC Modula V2.0.

I am using a Mega ST2 with TOS 1.2 (1.4 has not made it here yet) and
a Megafile 60 hard drive.

Is there something wrong with my code (but WHY did printf work,
then?), can anybody reproduce this strange behaviour, is this a bug
in TOS 1.2 which has/has not been fixed in TOS 1.4, ... , in short:
WHAT IS GOING ON?

Any help appreciated.

Thomas Koenig UI0T@DKAUNI2.BITNET
UI0T%DKAUNI2.BITNET@CUNYVM.CUNY.EDU
(soon: new address, old machine) UI0T@IBM3090.RZ.UNI-KARLSRUHE.DBP.DE
'Ich dachte nicht, ich untersuchte.' Wilhelm Conrad Roentgen

4246. Re: Technical Documentation (where??)

Newsgroup: comp.sys.atari.st
Date: 1989-12-16 04:08:49 UTC
From: kbad@atari.UUCP
Message-ID: <1890@atari.UUCP>
Source record: 245620

```
Atari Corp.
1196 Borregas Ave.
Sunnyvale, CA 94086
USA

(from the back of the "flimsy pamphlet which almost but not quite
describes the use of the desktop"... right after the diagrams with
pinouts for all the ports - sorry... I couldn't resist ;)
--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>
```

4247. Re: Unexpandable megas

Newsgroup: comp.sys.atari.st
Date: 1989-12-16 04:15:53 UTC
From: kbad@atari.UUCP
Message-ID: <1891@atari.UUCP>
Source record: 245621

STJLHI33@WATSON.BITNET writes:

| Now I find out that Atari crippled the Mega2s in an effort to rip off it's
| customers.

Atari did _NOT_ cripple the Mega 2's in an effort to rip off its customers.
To clarify what I said in a previous post: due to manufacturing
constraints, a VERY FEW Mega 2's have been produced which can not be
upgraded. I was cautioning people who want to upgrade their Mega 2 by
getting extra RAM installed at a service center that it is _possible_ that
it may not be as simple as just installing the extra RAM.

Context, people - please!

The new machines which we are producing allow easy memory expansion:
STE's by adding SIMMs on the motherboard, and TT by memory expansion
cards (the "fast" TT RAM cards use SIMMs as well).

--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

4248. Rainbow TOS Addendum (text)

Newsgroup: comp.sys.atari.st
Date: 1989-12-16 04:22:33 UTC
From: kbad@atari.UUCP
Message-ID: <1892@atari.UUCP>
Source record: 245622

Per several requests, here is the TEXT version of the Rainbow TOS documentation addendum which dealers _should_ be giving out with the Rainbow TOS upgrade. If your dealer does not stock published copies of this document, please have them contact Atari Dealer Service.

Many thanks to GEnie SysOp Jeff Wilson for typing this in from the pamphlet and making it available via GEnie.

====

ATARI RAINBOW TOS ADDENDUM
==========

NOTICE: Rainbow TOS must be installed by an authorized Atari dealer.

The new Rainbow TOS provides many improvements to your computer's GEM Desktop operating speed and make your computer easier to use.

To make sure you have Rainbow TOS installed in your computer, select the Desktop Info option from the Desk menu. This dialog box appears.

```
---------------------------------------
| GEM, Graphic Environment Manager |
| TOS |
| ------------------------------ |
| /|\ |
| ATARI |
| |
| Copyright 1985,86,87,88,89 |
| Atari Corporation |
| Digital Research, Inc. |
| All Rights Reserved |
| |
| ---------- |
| | OK | |
| ---------- |
---------------------------------------
```

File Selector (formerly Item Selector)

Two important changes affect this dialog box. One is the the addition of the Drive Selector. The other is improved use of wildcard characters.

The Drive Selector displays drive identifier letters A through P. Click on a letter to select that drive. Drive identifiers representing uninstalled drives appear in a light typeface and cannot be selected.

Use of wildcard characters allows you to more easily control the Directory window display. Use wildcard characters to replace portions of the last section of a pathname on the Directory Line.

For example, if D:\SALES*.DOC appears on the Directory Line, only files with the .DOC extension will display in the Directory window. To display the entire contents of the subdirectory SALES delete .DOC and replace it with the asterisk wildcard character. Refer to your computer owner's manual for further instructions on using wildcard characters.

To display the new directory, press [Return].

Move Files

With Rainbow TOS you can move a file from one folder or drive to another in addition to copying the file.

First, select the file(s) you wish to move. Then hold down [Control] as you click on and drag the selected file(s) to a new location. During the move process, a Move File(s) dialog box displays the number of files being moved. As each file is moved, the Move File(s) dialog box displays the file's name and complete destination (disk or logical drive letter and folder name).

When you copy or move files, Rainbow TOS does not change the date and time stamp of those files. File date and time information will only be updated when the file is changed.

Skip a Single File During Group Copying

The option to skip a single file during a group copy procedure becomes available when a file name conflict occurs. A file name conflict occurs when a file is copied from one location to another and a copy of the file already exists at the new location. The following three options are presented when a name conflict occurs:

Copy Rainbow TOS overwrites the existing file and
the copy operation continues.

Skip Rainbow TOS does not overwrite the file.
Continues with the copy operation.

Quit Rainbow TOS does not overwrite the file. Ends
the copy operation.

Abort Group Copy, Move, and Delete Operations

You can abort the copy, move, and delete operations performed by Rainbow TOS. Press and hold down [Undo]. A dialog box displays, giving you the choice of continuing or ending the operation.

MS-DOS Compatible Floppy Disk Formatting

Disks formatted with Rainbow TOS are fully MS-DOS compatible.

Auto-Boot Applications

The Install Application option of the Options menu allows you to assign an auto-boot feature to any GEM based application programs. An installed application automatically opens when you boot the system. You can select applications with .PRG, .APP, or .TOS extensions.

Follow these instructions to start an application from a data file or autoboot an application.

1. Select a program file (.TOS, .APP, .PRG) from a directory window.

Select Install Application from the Options menu. The Install Application dialog box appears, listing the application program file you selected from the desktop.

2. To install the application to run from a data file, type the correct data file extension in the Document Type field. This is the common extension of the files that use that application. (Consult the manual supplied with the application for the most common file extension.) If you install an application to autoboot, you may leave the Document Type field blank.

Note: Some applications can open from a desktop data file only if the data file resides in the same folder as the application program files. Check the documentation supplied with the application for more information.

3. Select boot status: Auto to autoboot an application, or Normal to start an application from the desktop.

4. Select an application type. Your choices are GEM, TOS, and TOS-takes-parameters.

Most programs that run from the desktop have the extension .PRG or .APP. Both of these extensions indicate a GEM application. However, some applications have the extension .TOS or .TTP. The extension .TOS indicates a TOS application. The extension .TTP indicates a TOS-takes-parameters application.

Note: To use a .TTP application, first select the application, then enter the required parameters when the dialog box appears.

5. Select OK to finish.

6. To save the application's installation, select Save Desktop from the Options menu.

Disk Copy/Format Dialog Box

Rainbow TOS uses a combined dialog box for copy and format operations. This box displays when you select either the Format option from the File menu, or drag a disk drive icon on top of another disk drive icon.

Select Copy or Format from the Copy and Format dialog box. Select from the available options and click on OK. The bar graphs in the lower half of the screen graphically detail the copying or formatting that occurs.

Changing a Folder's Name

With Rainbow TOS you can change the name of a folder. Click on a folder and select the Show Info option from the File menu. The Folder Information dialog box displays. You can now type in a new name for that folder.

Keyboard Reset

You can now reset your computer from the keyboard. Hold down [Control] and [Alternate], then press [Delete]. This key combination is exactly the same as pressing the Reset button.

Pressing [Control] [Alternate] [Right Shift] [Delete] causes a VERY cold boot. It clears all of RAM (except about 64 bytes at the bottom) and then jumps to the ROMs. This cold boot clears all reset-proof RAMdisks and other data and variables that are cleared by a cold boot but not a warm boot.

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--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

4249. Re: Still searching...

Newsgroup: comp.sys.atari.st
Date: 1989-12-16 04:48:53 UTC
From: bane@mimsy.umd.edu
Message-ID: <21312@mimsy.umd.edu>
Source record: 245623

In article <1854@atari.UUCP> kbad@atari.UUCP (Ken Badertscher) writes:
>
>daniel@pkmab.se (Daniel Deimert) writes:
>| Why should I buy a computer I can't use? Like buying a car and when
>| you ask for an explanation of the buttons getting the answer: "Sorry,
>| you have to be a registred driver to get to know this. You shouldn't
>| know about more than the gear and the wheel."
>
>Why do so many people use this analogy? A computer is not a car.
>A computer is a computer. But, since you insist, getting technical
>information (on a level equivalent to "How do I program DMA sound?")
>from an auto manufacturer isn't all that easy either. Try it some time.
>
I can walk into any decent auto shop and purchase a repair manual for most cars available in America. I can walk into any computer book store and purchase cubic yards of books on how to program an IBM PC or a Macintosh. In both these cases at least one version of this information is published by the manufacturer, and can be purchased for less than $30.

The only Atari-approved source of this information is the developer's kit, which is over $100 last I heard. The alternatives are reverse-engineering exercises like Abacus books and the documentation supplied with various compilers.

I don't require this information to be free, but I would like it to be available from Atari for a price that meets my need for it (generalized hacking around, little possibility of commercial success).
--
ARPAnet: bane@mimsy.umd.edu
UUCP:...umcp-cs!bane

4250. Re: Facts, not only talking about them.

Newsgroup: comp.sys.atari.st
Date: 1989-12-16 08:04:09 UTC
From: koreth@panarthea.ebay.sun.com
Message-ID: <34959@grapevine.uucp>
Source record: 245624

In article <1888@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>Ralph Haglund, please don't do that again. You are posting information
>from Atari developer documentation, which is both copyright by Atari
>and released under nondisclosure agreements to Atari developers.

I believe the original article said that it was a translation of something from a German ST magazine. If that's true, it's the magazine that deserves the lashing, and not Ralph. He never signed a nondisclosure agreement with the magazine or (presumably) with Atari.

" !" - Marcel Marceau
Steven Grimm Moderator, comp.{sources,binaries}.atari.st
koreth@ebay.sun.com ...!sun!ebay!koreth

4251. PC-emulators

Newsgroup: comp.sys.atari.st
Date: 1989-12-16 08:12:25 UTC
From: so01@dmarum8.BITNET
Message-ID: <8912160812.AA11370@ucbvax.Berkeley.EDU>
Source record: 245625

Dear netters,
the new pcemulator here in germany is delta modul. It has processor
80386SX at 16 Mhz, optional 80387sx/16. 1Mb/80ns ist installed on board,
2mB are possible. With add on card 8 mB are possible.
Memory can be used as ram under gem or as add on memory.
It has second a 68000 at 16MHZ optional with 8 Kb Cache memory.
VGA or ega card can be built in the AT-Slot. VGA can be driven under
gem with special dvi-driver.
Later it can be possible to built in a signalprocessor DSP56001 to
reach 10 MIPS.
The emulators is directly connected to the processorbus.
It comes with MSDOS 4.01. Price is 1898 Deutsche Mark plus 98 Deutsche
Mark for cache memory.
Thomas Neser <so01@dmarum8.bitnet>

4252. Re: Facts, not only talking about them.

Newsgroup: comp.sys.atari.st
Date: 1989-12-16 08:32:28 UTC
From: qralph@dna.lth.se
Message-ID: <1989Dec16.083228.25280@lth.se>
Source record: 245626

This info from Alan Pratt I also got privately, and privately I gave a lengthy answer. In short: I am an "official developer", but have not got a single sheet of info from ATARI Sweden ever since I bought the kit and got a bunch of badly copied papers. It was clearly stated in my message that I had made a quick resume of an article in a German magazine, and I do think the netlanders have the same priority as the German ST community, correct me if I am wrong.
Half a year ago or so I also sent in some sheet from the original developer kit to Atari USA, to get some additional info. Nothing has reached me from them either.
In June or so I called Atari Stockholm, was promised TOS1.4 and docs in a few weeks. Still NOTHING. To be able to work I have made a copy of the ROMs, that come with the big screen monitor..... That is the only way a Swedish developer can get TOS 1.4, any comments?...
Sure, I hope soon to get the developer's info about the STE, I will gloat over all the secrets I have promised not to disclose to any human being, just for the chance of making better programs than the demos accompanying the STE. Shouldn't take too long I must admit. One big screen, where the mouse can show 3x3 normal screens. One sound show of a minute or so, playing 3-4 different sounds a couple of times.
ST Magazin in Germany at least sells a diskette for DM19:90 with a demo of the 4000 colors at the same time. WITH assembly code.
I hope none from Amiga or Apple will read this, so they can steal ideas; suppose that is what the secrecy is all about.

|---|
| Want to talk to me? Try: |
| QRALPH@SELDC51 || QRALPH@SELDC52 || qralph@dna.lth.se |
| My name? In official Sweden it is: 4.901.185.654 (secret) |
| Anywhere else: Ralph Haglund |
| Disclaimer: If it works, it's out of date. |
|____|

4253. Re: Wanted: Source for Atari 13 pin monitor connector

Newsgroup: comp.sys.atari.st
Date: 1989-12-16 11:15:00 UTC
From: werner@vax1.informatik.fh-regensburg.dbp.DE
Message-ID: <79
Source record: 245627

You could also check out your local ham radio store (if there's any); the 13 pin "ATARI-style" jack can be found on e.g. the KENWOOD TS-440 shortwave transceiver (the chance to get this connector there is rather low: I've got my connector for the TS-440 at the local computer store...).

What do we learn from this?

- don't connect your SM124 to a shortwave transceiver
- there has to be a weird standard somewhere
- ...and at least two manufacturers joined this standard.

Have fun, Ralf

[Ralf Werner - werner%vax1.informatik.fh-regensburg.dbp.de@relay.cs.net]
[(DF1RW) werner%vax1.informatik.fh-regensburg.dbp.de@unido (UUCP)]
[(@DB0RGB) "RISC - Really Incomparable to Standard Computers"]

4254. Re: ROMmable C: compilers

Newsgroup: comp.sys.atari.st
Date: 1989-12-16 12:09:28 UTC
From: john@dynasoft.UUCP
Message-ID: <1989Dec16.120928.6362@stag.UUCP>
Source record: 245628

[kap@psuecl.bitnet writes...]
>
> I need a compiler for 68000 software development. Thu, the question arises:
> Does anybody know of any C: compilers that produce ROMmable code?
>
> Thanks in advance,
>
> -Keith
>
> kap@psuecl.bitnet psuvax1!psuecl.bitnet!kap

Manx produces a C compiler for a number of machines called Aztec-C.
It's a nice compiler and among it's many options are ones for creating
romable code and S-record file output for creating eproms.

Another nice feature is that Manx has put in a -lot- of effort to keep
all of their compilers as compatable with each other as possible. As long
as you avoid using machine specific constructs or operations, you can buy
(for example) Aztec-C for the IBM, Amiga, Mac, Apple II, etc. and port your
program(s) to those machines with little or no effort...).

The only disadvantage to Aztec-C is it's not easy to find. Your best
bet would be to call Manx and order it directly (as I did).

The old version of the ST developers kit had a linker that also
allowed creating romable code and a converter program that would
generate S-record files for eproming...

... John

John Stanley <dynasoft!john@stag.UUCP>
Software Consultant / Dynasoft Systems

4255. Ringing bells

Newsgroup: comp.sys.atari.st
Date: 1989-12-16 12:45:46 UTC
From: MEGGIN@vm.epas.utoronto.ca
Message-ID: <89Dec16.075122est.57369@ugw.utcs.utoronto.ca>
Source record: 245629

STOOP%KVI.nl@CUNYVM.CUNY.EDU asks about bells:

Looks like the Laser C library is a little screwy (what else is new?).
If you use Cconout(BELL) (#define BELL as 7 - it makes your code more
readable), you can bypass whatever stupidity is going on in your libs.
I don't know if Bconout(2,BELL) will work or not - if it does work, it
will make your bell redirect-proof in TOS programs.

David Megginson, Centre for Medieval Studies, Toronto

4256. C source financial routines

Newsgroup: comp.sys.atari.st
Date: 1989-12-16 15:34:58 UTC
From: ramsiri@blake.acs.washington.edu
Message-ID: <4948@blake.acs.washington.edu>
Source record: 245630
Cross-posted to: comp.sys.atari.st,comp.sys.ibm.pc,comp.sys.mac

I am posting this on behalf of a friend.

He is looking for a C library of financial package routines
such as Internal Rate of Return etc.

Anyone point me to a PD source?

Thanks in advance.

Pleas e-mail ramsiri@blake.acs.washington.edu

-kevin

4257. Re: PRINTER DRIVER

Newsgroup: comp.sys.atari.st
Date: 1989-12-16 16:42:00 UTC
From: brian.beach@canremote.uucp
Message-ID: <89122619400121@masnet.uucp>
Source record: 245631

I have a problem finding a color printer driver for my Star NX Multicolor printer that will enable me to do color sceen dumps the one that is listed in the Atari control panel doesn't seem to work for me I have not been able to find any information on this subject and I have seen one working for the Amiga. I would appreciate any suggestions as to how I might make it work so that I can stick back the color ribbon in the printer and make some use of this printer. I am quite surprised that their isn't something out there that will work as I have yet to pick up a Atari magazine and not seen at least 1 Star color printer advertised! I have had a 1040St since this August after selling my Apple IIe system and have been amused by all the gripping I have seen on this board on about Atari well let me tell you the same kind of thing goes on in the Apple World and I can bet that the other systems have similar beefs but the bottom line has to be that they are all in it to make a Buck! so when you have to dish out that $100.00 for up grades remeber that Apple users have been doing just that for years. I would like to thank anyone in advance if they can offer me some help or suggestions as to which program I might purchase that would have the right printer driver in it.
Thank you very much
Brian Beach

* QNet 1.04a1: The GOLDEN KINGDOM. Prince George, B.C. 604-962-9401

4258. Re: PRINTER DRIVER

Newsgroup: comp.sys.atari.st
Date: 1989-12-16 16:42:00 UTC
From: brian.beach@canremote.uucp
Message-ID: <89121614031681@masnet.uucp>
Source record: 245632

I have a problem finding a color printer driver for my Star NX Multicolor printer that will enable me to do color sceen dumps the one that is listed in the Atari control panel doesn't seem to work for me I have not been able to find any information on this subject and I have seen one working for the Amiga. I would appreciate any suggestions as to how I might make it work so that I can stick back the color ribbon in the printer and make some use of this printer. I am quite surprised that their isn't something out there that will work as I have yet to pick up a Atari magazine and not seen at least 1 Star color printer advertised! I have had a 1040St since this August after selling my Apple IIe system and have been amused by all the gripping I have seen on this board on about Atari well let me tell you the same kind of thing goes on in the Apple World and I can bet that the other systems have similar beefs but the bottom line has to be that they are all in it to make a Buck! so when you have to dish out that $100.00 for up grades remeber that Apple users have been doing just that for years. I would like to thank anyone in advance if they can offer me some help or suggestions as to which program I might purchase that would have the right printer driver in it.
Thank you very much
Brian Beach

* QNet 1.04a1: The GOLDEN KINGDOM. Prince George, B.C. 604-962-9401

4259. Re: Unexpandable megas

Newsgroup: comp.sys.atari.st
Date: 1989-12-16 16:50:06 UTC
From: aimd@castle.ed.ac.uk
Message-ID: <1431@castle.ed.ac.uk>
Source record: 245633

In article <8912120805.AA00886@ucbvax.Berkeley.EDU> STJLHI33@WATSON.BITNET writes:
[stuff deleted]
>Now I find out that Atari crippled the Mega2s in an effort to rip off it's
>customers.

It was probably an effort to save a few pennies.

I thought it was just *some* Mega 2's that were crippled. Any-road-up,
Frontier Software in the UK offer a 1/2meg or 2meg solderless RAM
upgrade which will upgrade any 512k ST to 1meg and, by switching chips
at a later date, upgrade a 512k machine to 2.5meg. More to the point, it
also claims to upgrade a Mega 2 to a Mega 4.

If your MMU and shifter aren't socketed I believe they will fit it for
you...

I'll send more info if anyone's interested.

Cheers,
Mark.

4260. Re: RCS for the ST (no, not yet)

Newsgroup: comp.sys.atari.st
Date: 1989-12-16 16:59:52 UTC
From: 2FHDBEAK@kuhub.cc.ukans.edu
Message-ID: <19925@kuhub.cc.ukans.edu>
Source record: 245634

In article <15412@laurel.athertn.Atherton.COM>, alex@athertn.Atherton.COM (Alex Leavens) writes:
> Well, I've got my hot little hands on the source code for the original
> UNIX RCS system, and plan (in my copious spare time :-) to start porting
> it to the ST. Anyone have any suggestions/comments/etc. to make about
> conventions I should follow, or other, similar things?
>
> For example, I think that things are stored in RCS in the form
> <filename>.c,v
> which is fine for Unix, but...well, you know how the ST is. I'd planned
> to change this to
> <filename>.c_v
>
> Any objections?
>
> Cheers,
>
> --
> --alex (TOO) ['My mind is my own'--#6]

A friend of mine (an Amiga developer) has RCS for the Amiga, and has given me the source code for it.

I haven't had time to port it yet, but the code doesn't look like it will have to be changed at all (it was already altered to the Amiga Lattice C format, which looks just like GNU C, the compiler I'll use).

Keep working on it, and keep in touch with me via E-mail so we can compare progress.

--Jim Sisul
The University of Kansas
(I don't think I've expressed any opinions here, so why disclaim them?)

4261. Re: Source code control

Newsgroup: comp.sys.atari.st
Date: 1989-12-16 17:35:31 UTC
From: saj@chinet.chi.il.us
Message-ID: <1989Dec16.173531.15050@chinet.chi.il.us>
Source record: 245635

In article <1839@sbsvax.UUCP> roeder@sbsvax.UUCP (Edgar Roeder) writes:
>
>There has been a posting of RCS in the amiga source group some weeks ago. I
>have not looked at the code, but maybe it could be ported to the st as well.
>
> - Edgar

I looked at about a third of the stuff (unfortunately, there don't seem to be mail response or anonymous uucp archives for comp.sources.amiga: there's ftp at xanth, and there are [amiga format, of course] disks available from Fred Fish). It looked like at the very least a lot of filename conversion would be needed. The spawn mechanism on Amiga may also be more UNIX-like than on the ST.
Steve J.

4262. Re: Stacey Display

Newsgroup: comp.sys.atari.st
Date: 1989-12-16 18:22:16 UTC
From: R_Tim_Coslet@cup.portal.com
Message-ID: <25107@cup.portal.com>
Source record: 245636

>
> Has anybody had the possibility of working with the Stacey display? I
>heard that it is pretty bad and that it is better to wait for an upgrade.
>Is this true?

I saw it at a meeting of the local Atari Users Group (BAAUG). The display
is not "perfect" (but in this world few, if any, things are), but is quite
good for the price.

The only REAL problems I saw with it were...

1) It is a little slow. If you move the mouse too fast the pointer
will dissapear. Also "rapidly moving" graphics will fade or
dissapear.

I don't see this as a problem (for my uses). You don't need to make the mouse
"fly", and most of what I use my ST for will not involve rapid movement.

2) If the "brightness" and "contrast" are set VERY HIGH there is a
tendency for symbology below large white areas on the screen to
to be "dimmer" than symbology that is not below large white areas.

Again I don't see this as a problem (for my uses). The range of "brightness"
and "contrast" is more than adaquate... no one should have to set these
controls anywhere near their limits.

Depending on your intended use these may or may not present problems for you.
If these limits are unacceptable for you, I wouldn't recommend getting the
Laptop ST. For my uses, these limits are entirely acceptable in trade for the
portability (besides, you can still connect either mono or color monitors
to the Laptop for the occasional application to which these limits present
problems).

R. Tim Coslet

Usenet: R_Tim_Coslet@cup.portal.com
BIX: r.tim_coslet

4263. WOULD *YOU* BUY A NeXT COMPUTER? (Read even if you wouldn't)

Newsgroup: comp.sys.atari.st
Date: 1989-12-16 18:45:32 UTC
From: amthor@umaxc.weeg.uiowa.edu
Message-ID: <306@ns-mx.uiowa.edu>
Source record: 245637
Cross-posted to: comp.sys.amiga,comp.sys.atari.st,comp.sys.apple,comp.sys.ibm.pc

Hi. As many of you know, former Apple co-founder Steve Jobs has founded a new company that has produced an advanced personal computer/workstation known as the NeXT computer. This computer has been initally targeted at the university community, with more recent expansion into the mainstream business market. I won't belabor you with the details, but the NeXT computer is viewed as important because its pioneering application of new technology and a rather advanced bundling of both hardware and software, making the "lowest common denominator" (to which most developers write applications) rather high. The machine is somewhat controversial, as some are irritated that yet another standard has reached the marketplace, while some others believe the NeXT promises more than it delivers. On the other hand there is a growing group of NeXT fans who see it as THE platform for the future.

Fans and flamers alike share one uncertainty, however: Will the NeXT succeed in the marketplace?

I'm not in a position to answer that question, but I CAN tabulate what USENET readers think of the NeXT, and summarize that information for the net.

As a graduate student interested in buying a NeXT, I realize that part of what holds me up is my ignorance of what *other* people think of it. My reasoning is this: if most other people aren't even close to buying, the NeXT will fail; if others are held back by mere (fixable) technicalities, the NeXT will likely succeed.

Even if you haven't heard of the NeXT, you can help me by at least saying that. Like any survey, this one will benefit from a high percentage of returns--please vote! Of course, since returns are voluntary and readers are preselected by their subscription to USENET, results will be unscientific. But I am certain they will help me, and I WILL SUMMARIZE TO THE NET so that everyone else's curiosity can be satisfied.

There are only 10 questions. When multiple choice options are offered, please select as many as apply--but IN ORDER OF PRIORITY. Feel free to add whatever comments you wish, but keep in mind that multiple choice selections are easier to summarize. Also, unless you indicate otherwise, summaries to the net will be ANONYMOUS, so if you secretly love or hate the NeXT, you needn't worry about the secret getting out.

PLEASE REPLY BY E-MAIL. Postings will quickly dwarf the net, I may miss your posting, and I will summarize to the net anyway.

Be assured that I have no affiliation whatsoever with NeXT or Businessland.
Though I am a graduate student at the University of Iowa, this survey
does not represent the interest of UI.

SURVEY:

1. What is your occupation?

2. What computer(s) do you presently own or use regularly? What other
computer(s) do you have actual experience with?

3. What contact have you had with the NeXT computer?
A. Never heard of it
B. Heard it talked about
C. Have seen print ads (name publication)
D. Have read articles about it (name publication)
E. Have seen one in use or in demonstration (where?)
F. Have tried it myself in demo (where?)
G. Have used, or borrowed access to it, for some time
H. Currently own it or have it provided for my own use
I. Other (please specify)

4. How interested are you in purchasing a present or future version of the
NeXT, or having your department acquire one for your use? (Specify
purchase or department acquisition)
A. Not even remotely interested, ever
B. Haven't really though about it
C. Wouldn't rule it out somday
D. Would be interested *if* certain conditions were satisfied
E. Would be *very* interested if certain conditions were satisfied
F. Am literally ready to buy once certain conditions are met
G. Am ready to buy right now
H. Already own or have sufficient access to a NeXT
I. Other (please specify)

5. If you named conditions in (2), which of the following apply? (Please
name only those conditions that are *conditions*, not wish lists.)
A. If I can find the money
B. If the NeXT comes down in price (How much? Off of university or
Businessland prices?)
C. If I can get a hands-on look/feel (demo? rent? 30-day guarantee?)
D. If color arrives
E. If the CPU is upgraded to a 68040 and/or graphics are sped up
F. If the floptical drive is made faster
G. If the floptical drive is doubled in capacity to 512 MB
H. If laser printing can be handled more seamlessly
I. If the NeXT can be better integrated with existing equipment
(name existing equipment)
J. If a 3-1/2" floppy disk drive is bundled
K. If a supplemental operating system runs in emulation or via
co-processor, or if another UNIX variant runs (name the OS or
variant)
L. If a certain software category is filled by a high-quality

application (name category)
M. If a certain software package or language (such as C++) is ported
to the NeXT (name item)
N. If NeXT applications in general reach a critical mass
O. If the NeXTStep interface is improved (name improvement sought)
P. If enough NeXTs are sold to make it a "safe" platform
Q. If a laptop NeXT arrives
R. If a multi-user NeXT arrives (1 cube, several full function inputs
that could either be dedicated Megapixel displays or NeXTStep
interfaces in non-NeXT boxes. Indicate Megapixel or non-NeXT; if
non-NeXT, specify the machine.)
S. If IBM, which has licensed the NeXTStep interface, markets it
T. If bugs are eliminated in the operating system
U. If hardware reliability improves/is proven
V. If distribution is widened to include my university (name university)
W. If distribution is widened to more commercial vendors (suggest one)
X. If my company/university/department endorses it (specify)
Y. If customer support is improved (name support sought)
Z. If.... (please specify)

6. Which of the above possibilities are not absolute conditions for you,
but would carry significant favorable weight in your decision?

7. If you aren't seriously considering acquiring a NeXT in any incarnation,
why not?
A. Very happy with my own system (please specify)
B. Don't have enough (or any) information about NeXT
C. Already plan to buy another system (which system?)
D. Price of NeXT is prohibitively high
E. Don't think the NeXT will ever catch on
F. Don't like the user/programmer interface (why not?)
G. Require a different primary operating system or UNIX variant
(specify OS or variant)
H. Hardware is inadequate for needs (what is missing?)
I. Have heard too many negative things about NeXT (such as?)
J. Think the NeXT is "too much computer" for needs
K. Buying a NeXT is politically impossible (why?)
L. Other (please specify)

8. Does the NeXT interest you enough that you want to find out more about it?

9. As a computer user, what percent of your interest or time is devoted to
end-user computing? To programming? To system administration? To
other activities (specify)? How might these percentages change if you
acquired a NeXT?

10. What do you think about how the NeXT has been marketed? Any suggestions
for improvement?

4264. Re: Absoft Fortran

Newsgroup: comp.sys.atari.st
Date: 1989-12-16 19:05:31 UTC
From: york@altger.UUCP
Message-ID: <2156@altger.UUCP>
Source record: 245638

In article <891207024528.958022@DMZRZU71-UNI-MAINZ--GERMANY> Ritzert@DMZRZU71.BITNET writes:
>Well, do You really have a library manager with a script command? Mine
>doesn't have one. At least it is not documented. There is a serious bug
>in the compiler (version 2.3):
>
I have checkd it: There is really no script command. I had used
input redirection to build my libraries.

I hear there is revision 2.3 available ? Where did you get it ?

About bugs: The COMMON feature isn't a bug, but you may try:
character line*80
read (*,'(a)',end=9010) line
and answer with a carriage return only. Compiler revision 2.2 will
branch to the label 9010.

By the way, what is the actual release of Prospero Fortran ?

Greetings to all
uli

4265. Re: Source code control

Newsgroup: comp.sys.atari.st
Date: 1989-12-16 19:57:51 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <10333@stag.math.lsa.umich.edu>
Source record: 245639

In article <750039@hpsad.HP.COM> bobw@hpsad.HP.COM (Bob Waltenspiel) writes:
>I've been wondering this myself. Given a choice, I'd choose RCS though.
>Does anyone know if the source code for RCS is available from somewhere,
>(MIT?)?
>
>-Bob

I'm pretty sure the source is freely redistrbutable. I like RCS as well.
haven't had tiem to port it to TOS yet though. (But now that GNUdiff is
available, it should be fairly easy.)
--
-=- PrayerMail: Send 100Mbits to holyghost@father.son[127.0.0.1]
and You Too can have a Personal Electronic Relationship with God!

4266. Re: UniTerm V2.0c and TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1989-12-16 20:17:40 UTC
From: R_Tim_Coslet@cup.portal.com
Message-ID: <25108@cup.portal.com>
Source record: 245640

In article <8554@cs.yale.edu> fischer-michael@CS.YALE.EDU (Michael Fischer) wri
tes:
>In article <25010@cup.portal.com> R_Tim_Coslet@cup.portal.com writes:
>>Other than this (BOMBS on exit) UniTerm seems to work fine under TOS 1.4.
>>Has anyone else encountered problems like this with UniTerm (any version)
>>under TOS 1.4?
>
>I've noticed this problem with UniTerm V2.0e, and I don't think it is
>specific to TOS 1.4. UniTerm works fine when started from the
>desktop, but when started from the Mark Williams shell, it will give
>bombs on exiting, and sometimes the computer will subsequently crash.

I was finally able to play with it and located the cause of the problem I
was having with UniTerm V2.0c.

It bombed both from NeoDesk and the standard DeskTop (2 bombs from the
DeskTop though instead of the 3 it gets under NeoDesk).

By enabling and disabling accessories I got UniTerm to run with no bombs
on exit. The accessory having problems with UniTerm was NeoQueue V2.03.

I understand Gribnif has a newer release of NeoDesk... I think I will report
this bug to them, and see if they can tell if the new release also has this
problem... maybe it is time to upgrade... again. :-)

By the way, I think the real source of the problem is inside UniTerm (probably
in the OSS Libraries, as you said)... sometimes after UniTerm bombs AES acts
very strangely, and a reboot (either warm or cold) completely corrects this
strange behavior.

R. Tim Coslet

Usenet: R_Tim_Coslet@cup.portal.com
BIX: r.tim_coslet

4267. Another redirection question

Newsgroup: comp.sys.atari.st
Date: 1989-12-16 20:43:40 UTC
From: rogers@ncrcce.StPaul.NCR.COM
Message-ID: <1787@ncrcce.StPaul.NCR.COM>
Source record: 245641

I've modified the MicroEMACS that came with the Mark Williams C compiler to read standard input (e.g., you can put it at the end of the pipe and then view/edit the stuff that came out the pipe). Is there any way to re-connect the console to standard input so that a program (which itself used standard input) run from within the editor via system() will operate correctly?

In UNIX this is done by:

```
tty = open("/dev/tty", 0);
close(0);
dup(tty);
system("whatever"); /* "whatever" now has access to proper stdin */
```

I've tried a similar technique using the ST's "con:" device in place of /dev/tty but to no avail. Can anyone offer a solution?

--

Bob Rogers rogers@stpaul.ncr.com or rogers@pnet51.cts.com
NCR Comten, St. Paul, MN GEnie: R.C.ROGERS

4268. Two-Page monitors

Newsgroup: comp.sys.atari.st
Date: 1989-12-16 20:51:29 UTC
From: ramsiri@blake.acs.washington.edu
Message-ID: <4953@blake.acs.washington.edu>
Source record: 245642

The Ehman Two-Page Monochrome Display System
is a 19", 76 DPI, 70 herz refresh monitor that
comes with card, cable, software and swivel base
for a LIST price of $899.00.

The only problem is that is runs on a Mac.
Wondering what it would take to get GCR
working with it. ,

My second wonder is: "why does the Viking Moniterm LIST at $1900.00?"

My third wonder is: "What high res, 2-page multisync monitors
work well with the ST? "

Other 19" monochromes that work with the ST?

-kevin
ramsiri@blake.acs.washington.edu

4269. Re: Chaos Strikes Back... Dungeon Master II

Newsgroup: comp.sys.atari.st
Date: 1989-12-16 21:47:03 UTC
From: clubok@husc4.HARVARD.EDU
Message-ID: <3432@husc6.harvard.edu>
Source record: 245644

It sure is... And I have it! Of course, I have had it on back
order for several months...
So I can hear you all asking "What's it like?" Well...I don't know.
You see, I ordered it last summer before returning to college, and so
it was shipped to my home address. (Arrived yesterday, in fact.) I'll
get my first chance to try it out when I go home for break in a few days,
and when I return, I'll let you all know how I like it. (Unless of course,
I find my mailbox overflowing with messages saying, "Don't bother, Ken.
We're not interested.") ;^}
Ken Clubok
clubok@husc4.bitnet
clubok@husc4.harvard.edu

4270. Atari St Software for sale

Newsgroup: comp.sys.atari.st
Date: 1989-12-16 21:58:41 UTC
From: sysop@comhex.UUCP
Message-ID: <244@comhex.UUCP>
Source record: 245643
Cross-posted to: misc.forsale,comp.sys.atari.st

I have the following software for sale in the original boxes. All of them
have documentation except for Match Point (was lost).

Heroes of the Lance (SSI) $15
Questron II (SSI) $15
Phantasie III (SSI) $15

Match Point (Michtron) $5
(no docs...lost 'em)

--
Joe E. Powell, unf7!comhex!sysop@bikini.cis.ufl.edu
"You trip and fall down the stairs. -more- "
"Your pet rock bounds down the stairs after you. -more-"
"*crunch* -more-"

4271. Re: Chaos Strikes Back... Dungeon Master II

Newsgroup: comp.sys.atari.st
Date: 1989-12-16 23:31:23 UTC
From: dyer@math.lsa.umich.edu
Message-ID: <10339@stag.math.lsa.umich.edu>
Source record: 245645

In article <10059@saturn.ucsc.edu> sandy47@ucsco.UCSC.EDU (Larry McElhiney) writes:
>though their poison seems to wear off with time. I haven't been able to find
>any flasks for poison antidotes as yet.

The old worms' poison wore if with time also. I've found severl but only
one I could direct you to easily. On the first level, in between two pits
there is a flask. (passage lengths may be wrong)

```
pressure pad #1
|
| #### -> "supplies for the quick"
to the worms <- ######## <- pit #1
# <- flask
# <- pit #2
# <- pressure pad #2
#
### -> towards the "Run + Jump" pit
```

There's two ways to get to the flask. First, step on pad #1 then quickly
go forward 3 times and right once. That will put you in between the pits
and you can grab the flask. You can climb down the pits with the rope you
got in the worm room. (if you didn't get the rope, then you didn't get the
compass either. If you spent your Gor coins elsewhere then restart the game.
You *need* the compass) The second way is to step on pad #2 which closes
pit #1 and pit #2. It may be possible to run over both (momentarily) closed
pits and grab the flask on the run, but I haven't tried it yet. Otherwise,
you're pretty much stuck between the two pits.

At any rate, getting the flask should be the *last* thing you do before
you leave the level. Should you fall down the pits or have to climb down,
you are put in an inconvenient position on next level.

>Going down any path to the altar closes the wall behind you.

Lifting the item off the alter and then replacing it opens the
closed wall.

>I went down the "ku" path and found myself dealing with some floating

Be careful about those paths, on some of them you get teleported away
after travelling a few squares.

>You are only a corridor length away from an altar to bring back your skeletons.

Its still better not to die, you lose some health permenantly when you
are resurrected.

>Warning on the wall says "No Fireballs" and means it! They are turned
>back on you immediately.

Depends where you are on that level. They have wierd behavior at any rate.
You can safely fireball something that's standing next to you however.
(btw, its not just fireballs, its all projectile weapons and spells)

>I ran into some knights that make DM I knights
>seem like they were already dead.

Yeah, CSB knights are pretty wimpy compared to DM knights, but those
"Jawa"-wizards have gotten much tougher. I've already encountered 2
dragons, but they seem to be a shade weaker than Charbrol.

>You don't need to have DM I to play this, but you definitely need the
>knowledge and the saved team (with lots of attributes).

>Where is the water?

Its around, but its scarce. Make sure you get completely filled up on
the level below the first one. (and make doubly sure you get the water-
skin from the "supplies for the quick room")

Jon Brode -- dyer@math.lsa.umich.edu

4272. Re: UniTerm V2.0c and TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1989-12-17 01:18:06 UTC
From: poole@chx400.switch.ch
Message-ID: <1989Dec17.011806.10030@chx400.switch.ch>
Source record: 245646

In article <25010@cup.portal.com> R_Tim_Coslet@cup.portal.com writes:
.....
>Then I encountered a PROBLEM with UniTerm V2.0c...
>
> ... it gives 3 BOMBS on exit!!!!!
>
>Trying an old copy of UniTerm V2.0a, it also BOMBS on exit (2 BOMBS this time)!
>
>Other than this (BOMBS on exit) UniTerm seems to work fine under TOS 1.4.
>Has anyone else encountered problems like this with UniTerm (any version)
>under TOS 1.4?

I used UniTerm with the May 1988 Beta version of TOS1.4 a lot without
problems (mid 1988, till I noticed that nobody here was really interested).
I would be supprised if anything serious changed after that
(one problem that did exist at that time was that the memory allocation
of the file selector was even more broken than under previous TOS
versions). Anyway since TOS 1.4 doesn't actually exist in the german
speaking part of Europe, there's no way that I can check on this.
(Not that I would do anything that would imply that I think Atari has
any future at all)

--

Simon Poole
poole@verw.switch.ch/poole@chx400.switch.ch/mcvax!cernvax!chx400!poole
---

4273. HELP from Southwestern OK State U.

Newsgroup: comp.sys.atari.st
Date: 1989-12-17 04:11:48 UTC
From: psurge@cs.utexas.edu
Message-ID: <7380@cs.utexas.edu>
Source record: 245647

Would ANYONE from Southwestern Oklahoma State University please send me mail with your campus or home phone! This is a matter of life and DEATH! A college freshman's life is at stake! This is not a joke. If you are out there and/or you know Glenn Green who is an instructor there, PLEASE RESPOND!! It is most URGENT.

Send Mail to : psurge@cs.utexas.edu (or address at bottom if it is different, I can't think clearly.)

If you know anyone attending there, please give me his/her address so that I might get in touch.

Sorry this is not the place for this kinda message, but it is IMPORTANT!!

(did I mention this was important?)

Troy Carpenter
Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

4274. program editors

Newsgroup: comp.sys.atari.st
Date: 1989-12-17 04:49:09 UTC
From: smolin@cup.portal.com
Message-ID: <25120@cup.portal.com>
Source record: 245648

Has anyone done the editor vi on the ST?

-steve
smolin@portal

4275. Re: STE vs ST Shifter

Newsgroup: comp.sys.atari.st
Date: 1989-12-17 04:49:36 UTC
From: buggs@cup.portal.com
Message-ID: <25121@cup.portal.com>
Source record: 245649

>Neither the STe shifter nor the new combined MCU/Glue can be directly
>plugged into an ST.

>Jim Tittsler, Systems Engineer (and alleged hardware type), Atari Corp.

BUMMER deal!

4276. Re: Paper Jams in Laser Printer

Newsgroup: comp.sys.atari.st
Date: 1989-12-17 05:53:13 UTC
From: johns@maccs.dcss.mcmaster.ca
Message-ID: <258B29C9.13089@maccs.dcss.mcmaster.ca>
Source record: 245650

In article <891215-061933-6565@Xerox> "chaz_heritage.WGC1RX"@XEROX.COM writes:
>In his Tue, 12 Dec 1989 11:04 EST Donald Simmons writes:
>
>>...ever since we got the [SLM804] laser printer, we have had problems with
>the paper constantly jamming inside it. We have tried using different type
>of paper, but it seemed to have little effect. <
>
>I don't have direct experience of the SLM804, but I do have some of
>xerographic machines in general - copiers and laser printers are similar in
>this respect.
>[...]
>Regards,
>
>Chaz

On this note about laser printers and types of paper, has anyone tried putting thick paper through a laser printer? I was in a store, and I saw people make their business cards with calamus on paper as thick as business cards are, and then just cut them up. I would be terribly worried that this would damage the printer, but they don't seem to have a problem. Doesn't this void the warranty?

--
"After all is said an done, John Schmitt
a lot more is said than done." johns@maccs.dcss.mcmaster.ca
Don't blame anybody for what I say. SCHMITTJ@SCIvax.mcmaster.ca

4277. fractals 4 real-time

Newsgroup: comp.sys.atari.st
Date: 1989-12-17 06:02:17 UTC
From: ssingh@watserv1.waterloo.edu
Message-ID: <412@watserv1.waterloo.edu>
Source record: 245551
Cross-posted to: rec.games.programmer,rec.games.video,comp.graphics,comp.sys.ibm.pc,comp.sys.amiga,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm

The following is a transcript of a letter from Loren Carpenter dated April 18, 1989. It details the use of fractals for real-time graphics rendering. I thought it might prove interesting to those who are also working on their own implementations of these algorithms. I have Loren Carpenter's acknowledgement of this posting.

Relative to the fractal game algorithms...

Neither I nor anyone at Lucasfilm ever published anything, as far as I can remember. I did the one for Rescue and the folks at LFL adapted it for Eidolon and Koronis later. Ballblazer doesn't use any fractal code.

The algorithm is the simplest possible midpoint subdivision, subject to the constraint that the landscape be consistent from frame to frame. The random displacement is derived from 2 bits (sign & overflow) of the 8-bit sum of the tags on the ends of an edge.

```
if overflow then
displacement = 0 /* bisect the line */
else
if negative
displacement = -edge_length/4
else
displacement = edge_length/4
```

The landscape is a 16x16 mesh of edges, repeating forever over the plane.

There is a lot more detail, especially about perspective, but I'm not sure LFL wants me talking about it yet.

Loren Carpenter

Post Scriptum: For an in-depth treatment of fractals for graphics rendering, see Communications of the Association for Computing Machinery, Volume 25, Number 6, pages 371-84.

The "...constraint that the landscape be consistent from frame to frame..." may refer to the idea of pixel replication as seen in games like Afterburner and Outrun. Note that as an object gets larger, it also gets blockier. Fractal code can appear to create detail very efficiently, making the object appear more complex than is otherwise possible. This can also be seen in the player vehicles in Ballblazer.

Regarding perspective, two main techniques have been used in the past that I have noted. One is to use different shades of grey for mountains of

different distance, and gradually change colours as the player moves closer
or farther away. The other is most noticeable in Rescue on Fractalus,
where there is a mesh that converges in the distance on a vanishing point.

$anjay "lock-on" $ingh
ssingh@watserv1.waterloo.edu

"A modern-day warrior, mean mean stride, today's Tom Sawyer, mean mean pride."
--
$anjay "lock-on" $ingh
ssingh@watserv1.waterloo.edu

"A modern-day warrior, mean mean stride, today's Tom Sawyer, mean mean pride."

4278. Re: FLAMES and SUPPORT IN THE MINUS REALM

Newsgroup: comp.sys.atari.st
Date: 1989-12-17 06:49:27 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <25123@cup.portal.com>
Source record: 245552

John Townsend answers my question:

>> If Atari has such a low opinion of the "end users" who buy their machines,
>> and can assume that 90% of them only want to run programs, not write them,
>> why has Atari traditionally supplied a *programming language* with the
>> computers..?

With a question:

>And there are manuals available for programming in ST BASIC available from
>Customer Relations and your local Atari Dealer. So, what's the problem?

Well, the problem is not manuals for ST BASIC... the problem is that KenB
has just told everone on the Net that they aren't worth Atari's time or
effort, since they aren't "professional programmers", and besides, Atari
knows they don't want to program their computers, only "use" them...

So why does Atari hand out a programming language, if they "know" that
no one wants to program their computers..?

I haven't seen a manual for the new version of ST BASIC, but the manual that
came with my original version of ST BASIC was actually quite complete and
well written... and seemed to be aimed at encouraging the new computer
owner to learn to program his ST.

So why are we now told that only "professional" programmers are worthy of
effort on Atari's part..?

BobR

4279. Re: Games for ST

Newsgroup: comp.sys.atari.st
Date: 1989-12-17 07:00:41 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <25125@cup.portal.com>
Source record: 245553

Chris Edgington asks:
>I can't decide what game I should ask for for Christmas for my ST. Tell me
>what your favorite games are and why so I can make the best choice.

If you liked Dungeon Master, the good news is that "Chaos Strikes Back" is
out now..! It's Dungon Master all over again, but this time it's NASTY...!

BobR

4280. Re: Unexpandable megas

Newsgroup: comp.sys.atari.st
Date: 1989-12-17 07:07:10 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <25126@cup.portal.com>
Source record: 245554

Jason Steiner observes:
>Now I find out that Atari crippled the Mega2s in an effort to rip off it's
>customers. I can stand bad support, but that's outrageous! I'd rather not
>a computer from a company that does stuff like that.

Consider that the *cheapest* IBM clone board comes *socketed* for easy memory expansion to the maximum RAM the system can utilize...

Then consider that Atari could have socketed the Mega ST2 for easy memory expansion for less than $1.00...

Then decide for yourself what Atari's reasoning is...

BobR

4281. Re: Unexpandable megas

Newsgroup: comp.sys.atari.st
Date: 1989-12-17 07:18:05 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <25128@cup.portal.com>
Source record: 245555

KenB replies to a previous message:

>| Now I find out that Atari crippled the Mega2s in an effort to rip off it's
>| customers.

>Atari did _NOT_ cripple the Mega 2's in an effort to rip off its customers.
>To clarify what I said in a previous post: due to manufacturing
>constraints, a VERY FEW Mega 2's have been produced which can not be
>upgraded.

Ken... can you expand on this, and explain to everyone here on the Net just what those manufacturing constraints were... and why it is that only a very few Mega ST2s can't be upgraded...?

The information I've read seems to indicate that it definately WAS an effort on Atari's part to stop the easy upgrading of Megas. Here's your chance to put that rumor to rest...

BobR

4282. Re: Chaos Strikes Back... Dungeon Master II

Newsgroup: comp.sys.atari.st
Date: 1989-12-17 07:33:26 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <25129@cup.portal.com>
Source record: 245556

Dave Adams asks:
>Bob, have you found the secret entrance yet? I'm being very cautious about
>this game. I've heard that each invocation of NEW ADVENTURE creates another
>random dungeon, so mapping does no good party to other party. Haven't tried
>it yet though.

I know that FTL wanted to make this game more difficult to map than the origa
Dungeon Master, but I haven't had a chance to compare the mapping of
independantly started games yet...

So far, I've been wandering around enjoying all the new monsters and puzzles.
time enough for serious mapping later...!

:)

BobR

4283. Re: Chaos Strikes Back... Dungeon Master II

Newsgroup: comp.sys.atari.st
Date: 1989-12-17 07:43:47 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <25130@cup.portal.com>
Source record: 245557

Steve Rehrauer asks:
>Okay, I admit it; I'm stuck! It's been a while since I've played, but I'd
>like to dust off my party & finish up. ...

>I can't figure out how to get rid of / tame / cage the Dark Lord.

Sounds like you could use a good hintbook..! :)

What you need to do is to put a Fluxcage on all four sides of the Dark Lord
and then use the "Fuse" option of the Firestaff on him...

Notice that he almost always moves forward in the direction he's facing..
then prepare four fluxcages by standing a square back from him, and spinning
around in place, putting a fluxcage in each direction...

Then step directly back from him, and wait for him to step forward into
the open space in the middle of the four fluxcages...

When he does, Fuse him...!

It may take a few tries, and of course, remember that he's going to be
throwing everything he's got at you... but you should be able to get him
in the end...

BobR

4284. Re: What's wrong with Atari Canada?

Newsgroup: comp.sys.atari.st
Date: 1989-12-17 07:56:21 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <25131@cup.portal.com>
Source record: 245558

John Schmitt asks:

> Some time during the summer, June or July, our club president made an
>appointment with someone at Atari Canada. They were going to come in and do
>little show for us. Great! We put it in our newsletter, but not before
>confirming several times during the summer and the fall that they were actua
>going to show. Beginning of October, our prez calls one last time just befo
>making final plans for November like this: 'We know it's your busy time of
>year, are you sure you can make it? We still have time to change plans.' O
>course they would come.
> Just 2 short measly weeks before the meeting, they cancelled. Even sent
>note of apology. A little time before that they had gotten rid of all their
>sales staff. Why? You have to have salespeople to sell, right? Have I got
>the picture right? I'd like to think I'm mislead.

Apparently your user group got the same Atari screw job that our user group got, along with many others... "Promises without the Performance"

Hopefully, now that Sig Hartman is gone, this kind of abuse will be minimal... in the future...

Now that Bob Brodie has the job, we can hope for more truthful relations with Atari user groups...

BobR

4285. Re: Toad

Newsgroup: comp.sys.atari.st
Date: 1989-12-17 07:58:58 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <25132@cup.portal.com>
Source record: 245559

Check the latest issues of the "Atari Interface Magazine" for ads from
Toad Computers...

Their phone number is: (301) 544-6943

BobR

4286. Re: FLAMES and SUPPORT IN THE MINUS REALM

Newsgroup: comp.sys.atari.st
Date: 1989-12-17 14:35:20 UTC
From: gl8f@bessel.acc.Virginia.EDU
Message-ID: <1989Dec17.143520.278@murdoch.acc.Virginia.EDU>
Source record: 245560

In article <25039@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>Greg Lindahl asks:
>
>>What don't you like about the current 3rd party books about
>>programming the ST?
>
>Most of the third party books about the ST were "reverse engineered" and
>based on information that was discovered by disassembling code from the
>machine, or by experimentation, or I suspect from "illicit" passing on of
>information from registered developers.

The Abacus GEM book seems to have been done that way. However, the
Sybex GEM programming book is quite good, was written in English and
not translated. I've never seen the other GEM tutorial book recently
mentioned, but I doubt it's just a bad copy of the Atari development
docs.

Which of these 3 have you looked at?

Also, I haven't read the Mark Williams C or Laser C manuals, but the are
reputed to be pretty good.

Greg Lindahl

4287. More Portfolio Ads, with a curious feature...

Newsgroup: comp.sys.atari.st
Date: 1989-12-17 14:47:04 UTC
From: gl8f@bessel.acc.Virginia.EDU
Message-ID: <1989Dec17.144704.456@murdoch.acc.Virginia.EDU>
Source record: 245561

The American Airlines in-flight magazine for December 1-14 and 15-29 both have 2 page ads for the Portfolio, with the December 15th issue ad being on the inside front cover. Slick.

However, I noticed something quite strange -- the display is simulated because you can't take a photo of a LCD display... but the font used is proportionately spaced!

Looks like a bit of artistic license ;-)

p.s. Greetings from the Very Large Array... even we theoretical astro types have to observe now and then...

Greg Lindahl

4288. Re: suggestion

Newsgroup: comp.sys.atari.st
Date: 1989-12-17 15:03:15 UTC
From: RiddCJ@computer-science.birmingham.ac.UK
Message-ID: <8912171503.aa10478@flopsy.Cs.Bham.AC.UK>
Source record: 245562

In digest #801, Howard Chu wrote:
>... How about a team of ST programmers getting
>together to analyze TOS 1.4, and publish their specs?

Funnily enough, I was thinking along similar lines a few days ago! Since
it seems that we have a lot of TOS and GEM gurus reading the net, why doesn't
everybody write in and contribute information (uses, bugs etc etc) on all
the functions on the ROMs (not just 1.4 necessarily)?
I don't think we need to produce full specs for the ROMs, which would probably
take too long anyway, but specs for the standard library functions would be
really good. (I mean GEMDOS, BIOS, XBIOS, LineA, VDI, AES).

```
/*
* Snail mail address:
* Chris Ridd, "Wave after wave, each mightier than the last
* School of Computer Science, 'Til last, a ninth one, gathering half the deep
* Birmingham University, And full of voices, slowly rose and plunged
* UK Roaring, and all the wave was in a flame"
*
*/
```

4289. Chaos Strikes Back (CSB) bugs?

Newsgroup: comp.sys.atari.st
Date: 1989-12-17 17:00:07 UTC
From: dyer@math.lsa.umich.edu
Message-ID: <10354@stag.math.lsa.umich.edu>
Source record: 245563

Well, after a few days of intensive playing I think I've noticed a few bugs.

Crash - while going down a flight of stairs, the game crashed with two
bombs.

Glitch - after a save, there appeared ~8 squares of multi-colored badness
indicators across the name, sleep and disk buttons. They cleared
up and normal play resumed after switching screens.

Oddness - Fireballs stopped working. This has happened to me twice. Both
times it was while entering the room with the spider critters.
I cast a fireball, it appears on the screen in front of me,
it disappears, a few seconds later the sound comes but no monster
appears to be affected and no visual effects. You can enter this
room from the room with the humanoid-blue-insect-people. However,
fireballs only seem to break when you enter the room from the
opposite direction.

Any confirmation on these?

Jon

4290. seeking midi sequencer/librarian software advice

Newsgroup: comp.sys.atari.st
Date: 1989-12-17 21:54:39 UTC
From: ecp@mbunix.mitre.org
Message-ID: <83492@linus.UUCP>
Source record: 245564

I am new to synthesizers and on a low budget and am looking
for recommendations for sequencer/ patch librarian software.

I don't own an ST yet and I was wondering if anyone had any comments
on the relative merits on the ST versus the 8 bit atari, Commodore 64/128
for setting up an electronic studio. I would probably dedicate the
computer for this purpose. Cost and minimizing hassles are the main
requirements.

Reply to me if you want and if I get a lot of responses, I'll summarize and
post to the relevent newsgroups.

Thanks,
Eric Pivnik

Eric C. Pivnik Nothing means everything.
ecp@mbunix.mitre.org Some things mean nothing,
MITRE Corporation But not all the time.

4291. Re: UniTerm V2.0c and TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1989-12-17 22:12:48 UTC
From: poole@chx400.switch.ch
Message-ID: <1989Dec17.221248.26671@chx400.switch.ch>
Source record: 245565

In article <25108@cup.portal.com> R_Tim_Coslet@cup.portal.com writes:
....
>By the way, I think the real source of the problem is inside UniTerm (probably
>in the OSS Libraries, as you said)... sometimes after UniTerm bombs AES acts
>very strangely, and a reboot (either warm or cold) completely corrects this
>strange behavior.

This doesn't really supprise me since depending where the crash happens
a lot of stuff might not be (yet) in a state the desktop expects. Does
NewQueue do anything odd with memory allocation? UniTerm grabs all
available memory - 5k* (or whatever you have in the setup file) and
sometimes it seems as if GEMDOS memory allocation gets slightly confused
(which is not news to anybody).

Simon

* This is for the fileselector which doesn't check for enough memory
before it runs (I increased the value in on of the later revs because
the 1.4 fileselector needs a bit more (at least it did in the beta test
version).

--

Simon Poole
poole@verw.switch.ch/poole@chx400.switch.ch/mcvax!cernvax!chx400!poole
---

4292. Wanna know where the Archive sites are...

Newsgroup: comp.sys.atari.st
Date: 1989-12-17 23:36:48 UTC
From: cr1@beach.cis.ufl.edu
Message-ID: <21521@uflorida.cis.ufl.EDU>
Source record: 245566

```
Hello, I would like to know where the FTP'able Atari ST stuff is.
What is the FTP address?
```

4293. UNSUBSCRIBE

Newsgroup: comp.sys.atari.st
Date: 1989-12-18 01:32:00 UTC
From: 01659@AECLCR.BITNET
Message-ID: <8912200809.AA15916@ucbvax.Berkeley.EDU>
Source record: 245567

Q

4294. PD Resource Construction Set (RCS)

Newsgroup: comp.sys.atari.st
Date: 1989-12-18 02:44:58 UTC
From: charltn@ccu.umanitoba.ca
Message-ID: <1989Dec18.024458.25266@ccu.umanitoba.ca>
Source record: 245568

Does anyone know of a public domain resource construction set (RCS)?
If so, could you mail it to me please. C source code would be very
nice to have as well, if available. I need this for a project where
I am trying to teach GEM programming to a bunch of beginning C
programmers. Mark Johnson C seems adequate for a compiler but we
don't have an RCS that can be distributed to everyone.

jim... Jim Charlton charltn@ccu.umanitoba.ca

4295. Genlock inquiry

Newsgroup: comp.sys.atari.st
Date: 1989-12-18 03:39:47 UTC
From: rhardock@alias.UUCP
Message-ID: <678@alias.UUCP>
Source record: 245569
Cross-posted to: comp.sys.amiga,comp.sys.atari.st

I am interested in trying out some desktop video on
either an Amiga, or an Atari TT (or an Atari ATW).
Currently, I own neither of these computers; in addition
I know very little about desktop video.

I do want to try generating computer animation to combine
with real-life video.
Secondly, it would also be nice if such a system could
mix two video signals (from two VCR's) into one.
The computer could perhaps control how the mixing is done.

My first question is what types of Genlock are available
for the Amiga, and what do people recommend (referals to
magazine articles are welcome).
At first glance it seems rather confusing, as the prices
for genlock devices range in price from $150 up to about $2000.

I am also unsure of what computer platform to choose.
Beside the Amiga, other choices I can see are:
- Atari STE/TT (provides a color palette of 4096),
- Atari ATW (provides 16 million simultaneous colors),
- Mac II (provides 16 million simultaneous colors).
If anybody has any information on connecting a Genlock device to
any of these machines please let me know. Thank you.

-Ronald Hardock
rhardock%alias@csri.utoronto.ca

4296. Re: SYQUEST REMOVABLE DRIVES10643

Newsgroup: comp.sys.atari.st
Date: 1989-12-18 04:10:06 UTC
From: buggs@cup.portal.com
Message-ID: <25156@cup.portal.com>
Source record: 245570

How can one get the bare drives<the Syquest mech> to build one with.
It SHOULD be cheaper to build one yourself.

Ed June

Fido 1:133OR403
^^------What's all these weird characters when in ANSI <VT-100?>?

4297. Re: New Atari Developers Package

Newsgroup: comp.sys.atari.st
Date: 1989-12-18 04:20:12 UTC
From: buggs@cup.portal.com
Message-ID: <25157@cup.portal.com>
Source record: 245571

What if you're like me?
I bought a used 'developers package'. I've tried to get it re-registered in my

with no luck. I can't get the guy I bought it from to get a notorised note to
the efeect he has NO copies of ANYTHING.
Bummer, I was hopin' to do this too. As it is, I have Laser C, MWC, both debug
rs
a BUNCH of docs, the original Alcyon C<some corrupt files>.

Ed <wonderin' what to do> June

4298. Oids galaxies

Newsgroup: comp.sys.atari.st
Date: 1989-12-18 04:39:04 UTC
From: poulin@acsu.Buffalo.EDU
Message-ID: <14927@eerie.acsu.Buffalo.EDU>
Source record: 245572

I've recently become rather enthralled with the game Oids by FTL. I remember seeing large numbers of galaxies of GEnie a while back. However, I can no longer afford the luxury of downloading from there. My question is:
Is there any depository of Oids galaxies on the net? I would really like to expand my collection of worlds to play in. Thanks for any assistance.

Marc

Marc C. Poulin | uunet!sunybcs!poulin | v069hpms@ubvmsc.cc.buffalo.edu
"There is no sin except stupidity" - Wilde | v069hpms@ubvms.bitnet
---

4299. Re: Chaos Strikes Back (CSB) bugs?

Newsgroup: comp.sys.atari.st
Date: 1989-12-18 04:49:44 UTC
From: dyer@math.lsa.umich.edu
Message-ID: <10355@stag.math.lsa.umich.edu>
Source record: 245573

In article <10354@stag.math.lsa.umich.edu> I write:
>Oddness - Fireballs stopped working. This has happened to me twice. Both

I found out the problem a bit more specifically. If you have just went
up a flight of stairs and are standing in the staircase of the next level,
you can not shoot a fireball properly. Feature or bug?

BTW, is anyone from FTL listening? How do I get in touch with them to
send in bug/oddness reports?

Jon Brode -- dyer@math.lsa.umich.edu

4300. Blood Money and floppy drive speed

Newsgroup: comp.sys.atari.st
Date: 1989-12-18 05:36:13 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <891216.15455826.040600@SFA.CP6>
Source record: 245574

Hello all,

I read on the net that drive speed can have an effect on Blood Money, the real version, not the magazine version. Using QuickIndex 15, I noticed that my RPM was constantly at 301. Surely Blood Money couldn't be thrown by THAT?!
Well, it was. I took the drive apart and tried to lower the rpm with the potentiometer inside of the drive but Blood Money seemed to not notice anything. I checked the drive's speed qith QuickIndex15 again. Drive rpm still hovered at 301. I guess the pot has a VERY limited range.
To test things further, I temporarily replaced the drive (Mega computer, by the way) with an old wheezing Epson mechansim (rattles, bangs, and thrashes). Weeeeelll, it booted up Blood Money just fine.
I returned the original drive and decided to fool around with the idea of placing some sort of weight on the flywheel. Using SuperGlue and a dime, I glued the dime to one side of the flywheel's center. After only a few minutes of potentiometer adjustment, I was able to get the drive down to 300rpm!!! For confirmation, I snapped the dime back off and tried to adjust again. Nope, I never was able to get the rpm rating down to 300. Regluing the dime onto the flywheel restored the 300rpm speed. Blood Money now boots fine.
Ok, well, that is fine and good, but I'd have preferred an 'electronic' method. If anyone can suggest another means of correction that is less of a hack, let me know. Also, can the dime's weight cause undue wear on the flywheel?

Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

4301. Commandline length?

Newsgroup: comp.sys.atari.st
Date: 1989-12-18 08:14:23 UTC
From: joep@tnosoes.UUCP
Message-ID: <510@tnosoes.UUCP>
Source record: 245575

Using Gulam and make, I want to link a program using TURBO-C.
But there are so much .O-files that must be linked, that my list of
files is not processed correctly. I think the commandline is limited to
only 80 characters. It this a ST- or Gulam-limit?
And how can I solve it?

==
Joep Mathijssen
TNO Institute for Perception
P.O. Box 23 Phone : +31 34 63 562 11
3769 ZG Soesterberg E-mail: tnosoes!joep@mcvax.cwi.nl
The Netherlands or: uunet!mcvax!tnosoes!joep
==

4302. Re: Unexpandable megas

Newsgroup: comp.sys.atari.st
Date: 1989-12-18 08:25:50 UTC
From: kclenden@silver.bacs.indiana.edu
Message-ID: <31738@iuvax.cs.indiana.edu>
Source record: 245576

In article <25128@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>Ken... can you expand on this, and explain to everyone here on the Net just
>what those manufacturing constraints were... and why it is that only a
>very few Mega ST2s can't be upgraded...?
>
>The information I've read seems to indicate that it definately WAS an effort
>on Atari's part to stop the easy upgrading of Megas. Here's your chance to
>put that rumor to rest...

Come on Bobbie, lay off. You're reading too many spy novels. Why would Atari only produce a few Megas that couldn't be expanded, if they wanted to prevent people from upgrading? Why not produce a lot of Megas that couldn't be expanded? There are plenty of plausible reasons why some Megas were produced that couldn't be expanded, without it being a conspiracy by Atari. Maybe they started getting their MMU's from a different supplier, and it turned out that the new MMU's were cheaper because they could only handle 2M of memory. As far as the whole memory debate goes, if Atari wanted to make the 520/1040/Mega line nonexpandable, so what. They're not holding a gun to your head making you buy the computer. I don't ever recall hearing Atari say that their computers could easily expand to use more memory (at least not until the STE and TT were announced.) Other manufactures do much the same thing. Oh, sure, you can expand their memory, but why is it that Radio Shack computers need Radio Shack peripherals? Why is it that Apple computers need Apple peripherals? And why is it that Apple and Radio Shack peripherals are always more expensive than comparable Atari peripherals? Every computer has its trade offs. You name any computer, and I'll tell you it's trade offs, compared to an Atari ST. I don't really mind your comments against Atari, though I don't think this newsgroup is always the right place for your complaints. What I do mind is the way you always make it sound as if Atari personnel sit up at night thinking of new ways to screw the public. That's not what happens. They work their butts off producing an affordable machine. Maybe one day they will have enough stock to start really supporting the USA...

---
kclenden@silver.bacs.indiana.edu Kevin Clendenien
BLoomington Atari ST users group BLAST, President
BLAST BBS - (812) 332-0573 FNET node #141

"Of course any opinions or views stated above do not necessarily represent the official position of any person, or organization other that of Kevin Clendenien."

4303. Re: Source code control

Newsgroup: comp.sys.atari.st
Date: 1989-12-18 11:20:44 UTC
From: Grunwald@Katmandu.Berkeley.EDU
Message-ID: <1300@iraun1.ira.uka.de>
Source record: 245577

I don't know, if any source code control system is working on the ST.
But I have RCS 4.0 (Revision Control System) running under OS9 ported by myself.
I don't think it is to hard to port to TOS. (You can of course switch over
to OS9 on the ST, but most people like waht they are used too. (This easyly
expalins the sales of MSDOS - machines))
The Source of RCS is available from the Free Software Foundation, which distributes the GNU
- Software.

Knut Grunwald, Raiffeisenstr. 8, 7551 Elchesheim-Illingen, BRD

4304. Re: The 'BBC Micro'

Newsgroup: comp.sys.atari.st
Date: 1989-12-18 11:54:35 UTC
From: exspes@gdr.bath.ac.uk
Message-ID: <1989Dec18.115435.12734@gdt.bath.ac.uk>
Source record: 245578

In article <891215-054835-6506@Xerox> "chaz_heritage.WGC1RX"@XEROX.COM writes:
>useful information. The Abacus publications (which I don't have myself)
>also look pretty good.

The first editions of most of the Abacus books (the ones I got, sigh)
were fairly riddled with errors (which, rumours had it, reflected
errors in the Atari 'developers' kit -- since a number of the earlier
3rd-party books contained the same or similar mistakes I find this
believeable.) They are (at least almost) all now in 2nd or 3rd
revisions, so may be better.

I presently swear by Katherine Peel's 'The Concise Atari ST 68000
Programmer's Reference Guide' (but get a 2nd or later revision, first
didn't include any sort of index) and the 3-volume series by 'Compute'
(on AES, VDI, and TOS respectively).

--
Paul Smee, Univ of Bristol Comp Centre, Bristol BS8 1TW, Tel +44 272 303132
Smee@bristol.ac.uk :-) (..!uunet!ukc!gdr.bath.ac.uk!exspes if you MUST)

4305. Bantam book

Newsgroup: comp.sys.atari.st
Date: 1989-12-18 12:07:44 UTC
From: <>
Message-ID: <1234@diemen.cc.utas.oz>
Source record: 245579

My brother is going to be in the LA area shortly and I was wondering if some kind soul could tell me where to direct him to get me a copy of the book 'Atari ST Application Programming' by Pollack & Weber (Bantam books) or any other recommended book on ST programming.

Thanx in advance,

John M Williams
ACSnet: jmw@tasis.utas.oz ARPA: jmw%tasis.utas.oz@uunet.uu.net
UUCP: {enea,hplabs,mcvax,uunet,ukc}!munnari!tasis.utas.oz!jmw

4306. Automatic window activation - pros & cons?

Newsgroup: comp.sys.atari.st
Date: 1989-12-18 12:47:53 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <1919@syma.sussex.ac.uk>
Source record: 245580

The disk cataloguing program STDCAT has a feature which I quite like - I wonder if it's worth implementing more generally. It's called 'auto newtop' in the menu bar, and when it's activated the window under the mouse pointer automatically becomes the 'active' window.

What do you think? Would this be a desirable feature to have in the desktop (or in an alternative like NeoDesk)? Clearly there would be some overhead in display update time, and there may be problems with overlapping windows if your mouse pointer strayed into an unwanted overlapping window on the way to the one you want. But would it be worthwhile to implement (as a user-selectable option, of course)? Would any existing programs break if 'auto newtop' were installed on the desktop? Would it be a nightmare to write in a way that would cope with every contingency (unlike in STDCAT, where it's in a single program environment)?

Sorry - I'm not volunteering to try to write this. I'm just interested to see if anyone else thinks it would be worth doing.

Graham

--
Graham Thomas, SPRU, Mantell Building, U of Sussex, Brighton, BN1 9RF, UK
JANET: grahamt@uk.ac.sussex.syma EARN/BITNET: grahamt@syma.sussex.ac.uk
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UUCP: grahamt@syma.uucp Phone: +44 273 686758

4307. Re: more on strncpy (was re: laser c question)

Newsgroup: comp.sys.atari.st
Date: 1989-12-18 12:49:32 UTC
From: john@dynasoft.UUCP
Message-ID: <1989Dec18.124932.1486@stag.UUCP>
Source record: 245581

```
[kirkenda@.cs.pdx.edu (Steve Kirkendall) writes...]
>
> In article <1870@calvin.cs.mcgill.ca> depeche@calvin.cs.mcgill.ca (Sam Alan EZUST)
writes:
>>someone already sent me dlibs memcpy which I believe is what is used
>>in Sozobon.... However, I don't have an assembler and am not too
>>much of an expert in it anyway, so I couldn't get it installed on
>>my system without help.
>
> Okay, here's one in C:
>
> memcpy(dest, src, count)
> register char *dest; /* destination address */
> register char *src; /* source address */
> register int count; /* number of bytes to copy */
> {
> while (--count >= 0)
> *dest++ = *src++;
> }
>
> This can copy up to 32767 bytes at a time. It isn't very fast, though.

Actualy, it can copy up to 65535 bytes if you change:

while (--count >= 0)
into
while (count-- != 0)

While the parameter passed to memcpy is usualy documented to be just an
int, it's not uncommon for versions of memcpy to treat the count variable
as an unsigned integer instead which doubles the amount to memory that
can be moved with a single call...

(Before you use this, be sure your code isn't going to have to deal
with copying negative numbers of bytes... only 1/2 :^)

---
John Stanley <dynasoft!john@stag.UUCP>
Software Consultant / Dynasoft Systems
```

4308. Re: C question

Newsgroup: comp.sys.atari.st
Date: 1989-12-18 12:49:34 UTC
From: john@dynasoft.UUCP
Message-ID: <1989Dec18.124934.1487@stag.UUCP>
Source record: 245582

[S61304@PRIME-A.POLY-SOUTH-WEST.AC.UK (Rat) writes...]

> Why wont Sozobon, Lattice or any other C compiler I've tried compile the
> following, from K&R?
>
> main()
> $
> char fred[] = "Some string constant";
> <rest of routine>
>
>
> This has been confusing me for a while, as K&R (surely correct!) would
> seem to indicate that this is indeed permissible!

(Assuming that the '$' character in the line after main() is really
suppost to be a '{' character on your machine and just got garbled...??)

Can you please tell me where in K&R this example is used?

The problem is because you can't assign a string to an unknown size
array at runtime (at least not that way)... The array you give there
needs to be defined with:

```
static char fred[] = "Some string constant";
```

Defining the array as static tells the compiler you want the array to
be created-and-initialized, as-shown, at compile-time.

To assign the array at runtime, you've got a number of options, but the
easiest way is:

```
main()
{
char fred[22];

strcpy(fred, "Some string constant");
<rest of routine>
}
```

John Stanley <dynasoft!john@stag.UUCP>
Software Consultant / Dynasoft Systems

4309. Re: more on strncpy (was re: laser c question)

Newsgroup: comp.sys.atari.st
Date: 1989-12-18 12:49:47 UTC
From: john@dynasoft.UUCP
Message-ID: <1989Dec18.124947.1535@stag.UUCP>
Source record: 245583

```
[depeche@quiche.cs.mcgill.ca (Sam Alan EZUST) writes...]
[.. responding to email I sent to him ..]

> : Alternately, does Lazer C allow copying structures using a simple
> : assignment? <struct2> = <struct1>; If so, what I've ocassionaly used in
> : situations like yours is to define a struct containing the array and
> : moved copys of the array arround by just using assignments...
>
> that's a good idea. I should try it. I didn't think it was possible though,
> as struct names are just pointers to memory locations of data, just
> like arrays,

Nope. A struct name is the name of a structure. It is -not- a pointer
even though it has an address that you can obtain by using: &structname
(Note that the address you obtain (unless you cast it or store it into a
pointer of some other type) still "knows" that it's pointing to a struct
so if you use *(&structname) it references the original structure, not
just the 1st byte in the structure.

*(unsigned char *)(&structname) would give you the structures 1st byte...

> and you can address the 5th byte of a structure with
> *(structname+5) just like arrays.

Nope.... *(structname+5) is an illegal construct. You can't increment
a structure itself and contrary to your assumption, a structname is -not-
the same as a pointer to a structure.

On the other hand, ((&structname)+5) (which is different) would point
to a location 5 STRUCTURES higher in memory than &structname. In C, any
addition to a pointer is taken as increasing the pointer by (the value
added multiplied by the size of the object being pointed at (in this case
a structure)). This sometimes causes confuses because many people
normaly only deal with arrarys of characters (so the sizeof object == 1).

Example:

struct foo
{
int foo_1[32][100];
};

foocpy()
{
struct foo src, dst;
```

```
/* if your compiler allows structure assignment, */
/* the next line should copy an array 32 x 100 */
/* integers long with a single assignment... */

dst = src;

/* individual elements would be referenced as... */

src.foo_1[23][7] = 2619;
}
```

> you are exactly right. However, I got it working now via the brute-force
> loop-of-assign statements. If I can get dlibs installed properly on
> Laser C (and I am having trouble, as you will soon see in one of
> my messages posted on c-s-a-st which I posted today), I will then
> translate them all into memcpy's.

Good luck. You may still want to consider using struct assignments
since I've been told Lazer-C does support them...

> : .. although, it would be a real-good-idea if you posted a note on the
> : net mentioning that strncpy doesn't move <n> bytes so other beginning
> : programmers who see your message won't think that it's a correct
> : substitution....
>
> ok.. I shall. Thanks for your help/reply!!

You're welcome...

> --
> S. Alan Ezust depeche@calvin.cs.mcgill.ca
> McGill University Department of Computer Science - Montreal, Quebec, Canada

---
John Stanley <dynasoft!john@stag.UUCP>
Software Consultant / Dynasoft Systems

4310. Re: Help, please, with sound on the ST...

Newsgroup: comp.sys.atari.st
Date: 1989-12-18 13:10:25 UTC
From: hcj@lzaz.ATT.COM
Message-ID: <888@lzaz.ATT.COM>
Source record: 245584

In article <8912150807.AA16779@ucbvax.Berkeley.EDU>, AMEIJ@vax.oxford.ac.UK (Jan Ameij) writes:
> Dear Everyone,
>
> Very simple, I hope... Can some kind person out there send me a command string
> for the xbios Dosound command which produces, say, middle C for 1 second.
> A guide as to how to change a) pitch and b) duration would be much appreciated.
>
> Thanks in advance,
> Jan Ameij

Find someone with MWC. Page 171-172 gives you a full working example.

Howard C. Johnson
ATT Bell Labs
att!lzaz!hcj
hcj@lzaz.att.com

4311. Re: Another redirection question

Newsgroup: comp.sys.atari.st
Date: 1989-12-18 13:47:41 UTC
From: piet@cs.ruu.nl
Message-ID: <2183@ruuinf.cs.ruu.nl>
Source record: 245585

```
In article <1787@ncrcce.StPaul.NCR.COM>, rogers@ncrcce (Bob Rogers) writes:
`I've modified the MicroEMACS that came with the Mark Williams C compiler to
`read standard input (e.g., you can put it at the end of the pipe and then
`view/edit the stuff that came out the pipe). Is there any way to re-connect
`the console to standard input so that a program (which itself used standard
`input) run from within the editor via system() will operate correctly?
`
`In UNIX this is done by:
` tty = open("/dev/tty", 0);
` close(0);
` dup(tty);
` system("whatever"); /* "whatever" now has access to proper stdin */
`
`I've tried a similar technique using the ST's "con:" device in place of
`/dev/tty but to no avail. Can anyone offer a solution?

Fforce (0, -1) or Fforce (0, Fopen ("con:", 0));
--
Piet* van Oostrum, Dept of Computer Science, Utrecht University,
Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands.
Telephone: +31-30-531806 Uucp: uunet!mcsun!hp4nl!ruuinf!piet
Telefax: +31-30-513791 Internet: piet@cs.ruu.nl (*`Pete')
```

4312. MS-DOS emulator with 80386SX

Newsgroup: comp.sys.atari.st
Date: 1989-12-18 13:57:21 UTC
From: focke@gmdzi.UUCP
Message-ID: <1811@gmdzi.UUCP>
Source record: 245586

In a german computer magazine (c't 1/90) I found the announcement for
a MS-DOS emulator with a 80386SX processor.

Some information:

16 MHz 80386SX
16 MHz 68000 (option: 8kB cache - your ST will be 70% faster)
1MB memory (80 ns) (option: 2MB on board, 8MB extern)
1 AT slot (EGA-card ...)
MS - DOS 4.01
Processors are able to work parallel. The 386 is able to support the 68000
RAM is useable in ST mode (RAM-disk or memory extension)
80387SX optional
directly connected to the bus
supports harddisk, floppy, monitor

Available in January 1990. It will cost 1898,- DM (1000 $ I think)

by Omega Computer Systeme GmbH
Oeltzenstr. 14
3000 Hannover 1

0511 / 17294

I don't know anything more about this machine. Don't ask me, if you want
more information.

I hope, that is a product, that will be available in January 90, not in
Dezember 1992.

I remeber MEGA ST, TOS 1.4, Supercharger, ...

Stefan Focke (focke@gmdzi.UUCP)

4313. Those 'crippled' Mega2 ST's

Newsgroup: comp.sys.atari.st
Date: 1989-12-18 14:00:32 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <891218.08003127.002303@SFA.CP6>
Source record: 245587

RE: Mega2 ST that are 'not expandable'

I think, in my always unexpert opinion, that those 'unexpandable'
Mega2 STs, the ones which don't have Mega4 memory expansion areas, are
unexpandable only as per the experience of the dealer's tech or
individual attempting to work on the unit.
My dealer has been expanding those STs to four megs with no problem.
Don't know how or if they are using their own expansion board or what,
but they do it.
Regarding Ken and other Atari engineers who have commented on
these units. Remember that these kind folks are engineers, not the
marketing people... Do or die, they have to perform their work the
way the boss man says...

Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

4314. Re: Unexpandable megas

Newsgroup: comp.sys.atari.st
Date: 1989-12-18 15:35:33 UTC
From: ramsiri@blake.acs.washington.edu
Message-ID: <4957@blake.acs.washington.edu>
Source record: 245588

In article <31738@iuvax.cs.indiana.edu> kclenden@silver.bacs.indiana.edu (Kevin Clendenien) writes:
>but why is it that Radio Shack computers need Radio Shack peripherals?
>Why is it that Apple computers need Apple peripherals? And why is it
>that Apple and Radio Shack peripherals are always more expensive than
>comparable Atari peripherals? Every computer has its trade offs. You

Peripherals for the machines mentioned above are NOT ALWAYS more
expensive than comparable Atari peripherals.

To wit: I paid a total of $1,050 for my Quantum 80S drive with
case and power, adaptor etc... the same drive can be bought
from the same distributor for internal use with a mac for $699.00.
My 1040ST won't take an internal drive.

A friend of mine bought an HP laser for under $1200.00.. you don't
NEED to buy the Apple Laser.

He also has a full page monochrome monitor he bought for $500.00
There's a full 2 page monochrome monitor with software et al
available for the MAC for a LIST price of $899.00.
COmpare $899.00 with $1900.00 for the MONITERM which only runs on the
megas.

These are only a few examples.

Fortunately, the TT looks like a machine that will allow a
greater freedom of choice in the peripherals market...

Let's hope we all get to see one soon.

>happens. They work their butts off producing an affordable machine.
>Maybe one day they will have enough stock to start really supporting
>the USA...

It's a two-way street with lots of traffic lights.

kevin
ramsiri@blake.acs.washington.edu

4315. Re: Chaos Strikes Back (CSB) bugs?

Newsgroup: comp.sys.atari.st
Date: 1989-12-18 16:12:17 UTC
From: canada@crash.cts.com
Message-ID: <926@crash.cts.com>
Source record: 245589

In article <10355@stag.math.lsa.umich.edu> dyer@math.lsa.umich.edu (Jon Brode) writes:
>BTW, is anyone from FTL listening? How do I get in touch with them to
>send in bug/oddness reports?

While it isn't strictly the same thing, I'm collecting CHAOS bug reports and reporting them to FTL (who is here in San Diego). Why? My husband was one of the play testers and spent many, many hours playing CHAOS and tracking down bugs. We are both interested in seeing the kinds of things that play testers miss (perhaps it is due to just using *local* play testers, rather than a broader spectrum of people?). If you want to call FTL yourself, report all bugs to ``Debbie'' at (619) 453-5711. Or write FTL c/o Software Heaven, 6160 Lusk Blvd., San Diego ,CA (forgotten the zip, sorry).

--
Diane Barlow Close
{nosc, ucsd}!crash!canada
canada@crash.cts.com
Free Canada -- Trade Mulroney

4316. Re: Atari 2Mb expansion kit

Newsgroup: comp.sys.atari.st
Date: 1989-12-18 16:59:39 UTC
From: towns@atari.UUCP
Message-ID: <1894@atari.UUCP>
Source record: 245590

in article <2253@sactoh0.UUCP>, mfolivo@sactoh0.UUCP (Mark F. Newton) says:

> It was a 2Mb expansion kit, by Atari, that apparently plugged into
> the expansion slot, and makes your Mega 2 into a Mega 4. I asked
> once, if this 2Mb board could be plugged into a Mega 4 to make it a
> Mega 6, but due to the OS, it was a no go.
>
>
> Can anyone at Atari confirm if this kit is still available? The
> computer store where I worked was an authorized Atari Business
> Computer dealer, and we sold the entire line of STs, from 520 STs
> to Mega 4s, and printers from the SMM804 to the SLM804.
>
> Mata ne da-cha...
>

Sorry.. There was never such a kit from Atari Corp. Maybe you are thinking
of some Third Party memory expansion.

-- John Townsend ames!atari!towns
Atari Corp.

4317. Re: Merry Christmas to Atari!!!

Newsgroup: comp.sys.atari.st
Date: 1989-12-18 17:03:35 UTC
From: towns@atari.UUCP
Message-ID: <1895@atari.UUCP>
Source record: 245591

in article <8912151553.aa05476@benjamin.Cs.Bham.AC.UK>,
RiddCJ@computer-science.birmingham.ac.UK (Chris Ridd) says:

```
> 
> _____________________
> | \|/ |
> | -*- |
> | /|\ |
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> | /O|\O |
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> |_____________________|
> 
> 
> (OK - so my intentions are better than my drawing, but the thought's there:-)
> 
> Chris
> 
```

Thanks, Chris! I appreciate the wishes and the tree! Actually, I kind of
like the drawing.. much better than I could do!

Anyway, Merry Christmas to you, Chris and to everyone else on the NET!

-- John Townsend ames!atari!towns
Atari Corp, Systems Test

4318. Re: Wanted: Source for Atari 13 pin monitor connector

Newsgroup: comp.sys.atari.st
Date: 1989-12-18 17:08:19 UTC
From: towns@atari.UUCP
Message-ID: <1896@atari.UUCP>
Source record: 245592

in article <79:werner@vax1.informatik.fh-regensburg.dbp.de>,
werner@vax1.informatik.fh-regensburg.dbp.DE (Ralf Werner) says:
>
> You could also check out your local ham radio store (if there's any); the 13
> pin "ATARI-style" jack can be found on e.g. the KENWOOD TS-440 shortwave trans-
> ceiver (the chance to get this connector there is rather low: I've got my
> connector for the TS-440 at the local computer store...).
>

Try Best Electronics at (408) 243-6950. They stock this type of part pretty
regularly.

-- John Townsend ames!atari!towns
Atari Corp, Systems Test

4319. How to know we are in TOS 1.0?

Newsgroup: comp.sys.atari.st
Date: 1989-12-18 17:08:40 UTC
From: colas@modja.inria.fr
Message-ID: <452@mirsa.inria.fr>
Source record: 245593

My question is: what is the LEGAL way to know I am running on an ST with
TOS 1.0 roms from a C program? The only legal way I knew of was Sversion,
but it returns 0,19 on both TOS 1.0 & TOS 1.2

All I have seen is de-referencing the pointer
unsigned char *ROMS_YEAR = 0x00fc0018L + 3L;
which gives you the year of the TOS (on US and French tos it is 0x86), but
this is undocumented, and will surely break on the STe, since the Roms are
not in the same place!

PS: I want to know this for formatting a disk: if it is TOS 1.0, use the
TWISTER assembly code, if not, use the Flopfmt primitive with -1 interleave.

PPS: this is for my PD copier, flip, which detects and kills viruses when
copying disks, which is I found the best time to catch them!!! I never get
infected anymore.
(moreover it searches for calls to Flopwrt in the boot sector, catching
virtually ANY new boot sector virus to come)

PPPS: and do not tell me to pay to become a registred developper, all my atari
programming is public domain! :-)

Colas NAHABOO BULL Research FRANCE -- Koala Project
(GWM X11 Window Manager)
Internet: colas@mirsa.inria.fr

4320. Re: Nethack from c.b.a.st on Mega ST 4

Newsgroup: comp.sys.atari.st
Date: 1989-12-18 17:54:12 UTC
From: ripley@tubopal.UUCP
Message-ID: <741@troll.tubopal.UUCP>
Source record: 245594

In article <883@per2.UUCP> dag@per2.UUCP (Daniel A. Glasser) writes:
]Are there any known problems with Mega TOS w.r.t. the C runtime library
]used in building this nethack executable which did not exist in the
]older ROM TOS versions? Is this also a problem with TOS 1.4? I've
]attempted to rebuild nethack from sources with GCC, but to no avail
](see a previous posting about this problem).
I know nethack runs on TOS 1.4... Here at tub there are some STs with
rainbow-tos and nethack runs just fine. It also runs at home (with a
weird c't-omti harddiskdrive ;-).
I'll try it on a Mega 4 if needed...

--
Greetings from RIPLEY | UUCP: ripley@tubopal.UUCP
Hans-Christian Eckert | ...!unido!tub!opal!ripley (Europe)
D-1000 Berlin 30 | ...!pyramid!tub!opal!ripley (World)
Regensburger Str. 2 | BITNET: ripley%tubopal@DB0TUI11.BITNET (saves $$$)

4321. Re: Uniterm 2.0e

Newsgroup: comp.sys.atari.st
Date: 1989-12-18 17:59:52 UTC
From: ripley@tubopal.UUCP
Message-ID: <742@troll.tubopal.UUCP>
Source record: 245595

In article <1709@mrsvr.UUCP> krieg@jupiter.UUCP (Andrew Krieg) writes:
]Is Uniterm 2.0e available on any of the archives? I have 2.0c and would like
]to upgrade to the latest and greatest version.
A related question: Which is actually the newest version of UniTerm ?
I have 2.0e 011 so far and want to know if a newer on does exist.
BTW: Simon, I tried to reach you via eMail many times but didn't get any
response so far. Did you receive my mails ?

--
Greetings from RIPLEY | UUCP: ripley@tubopal.UUCP
Hans-Christian Eckert | ...!unido!tub!opal!ripley (Europe)
D-1000 Berlin 30 | ...!pyramid!tub!opal!ripley (World)
Regensburger Str. 2 | BITNET: ripley%tubopal@DB0TUI11.BITNET (saves $$$)

4322. Re: mas -- Modula-2 algebra system

Newsgroup: comp.sys.atari.st
Date: 1989-12-18 18:02:09 UTC
From: ripley@tubopal.UUCP
Message-ID: <743@troll.tubopal.UUCP>
Source record: 245507

In article <1826@laura.UUCP> klute@heike.irb.informatik.uni-dortmund.de (Rainer Klute) writes:
]Kuerzlich wurde ein Programm namens "mas" (Modula-2 algebra
]system) nach comp.binaries.atari.st gepostet. Teil 3 fehlt hier
]immer noch. Ist er vielleicht irgendwo anders hier in
]Deutschland angekommen?
Teil 1-5 sind hier in Berlin vorhanden. Mir fehlt der Rest :-(

Kam in Dortmund schon was in comp.bin* rueber, nach Mas ?

Grusz,
RIPLEY

--
Greetings from RIPLEY | UUCP: ripley@tubopal.UUCP
Hans-Christian Eckert | ...!unido!tub!opal!ripley (Europe)
D-1000 Berlin 30 | ...!pyramid!tub!opal!ripley (World)
Regensburger Str. 2 | BITNET: ripley%tubopal@DB0TUI11.BITNET (saves $$$)

4323. Re: Drachen and Mah-Jong

Newsgroup: comp.sys.atari.st
Date: 1989-12-18 18:09:34 UTC
From: ripley@tubopal.UUCP
Message-ID: <744@troll.tubopal.UUCP>
Source record: 245596

In article <111089A0009@syntel.mn.org> dal@syntel.mn.org (Dale Schumacher) writes:
]> Well, Shanghai and Drachen both use the same game space and rules, so they
]> are identical simulations of something, but I don't think it is really
]> Maj-Jong. I believe 'real' Maj-Jong has more tiles, but I am not sure.
Nope. Whereas Shanghai/Drachen are single-player patiences, 'real' Mah-Jongg
is a game for 2-4 players which contains elements of Romee & Canasta.

] Seasons 2 each Winter Spring Summer Fall 8
Not quite. one set of seasons and one set of plants...
(You can't mach plants and seasons together...)

--
Greetings from RIPLEY | UUCP: ripley@tubopal.UUCP
Hans-Christian Eckert | ...!unido!tub!opal!ripley (Europe)
D-1000 Berlin 30 | ...!pyramid!tub!opal!ripley (World)
Regensburger Str. 2 | BITNET: ripley%tubopal@DB0TUI11.BITNET (saves $$$)

4324. writing gem programs

Newsgroup: comp.sys.atari.st
Date: 1989-12-18 18:44:01 UTC
From: depeche@quiche.cs.mcgill.ca
Message-ID: <1879@calvin.cs.mcgill.ca>
Source record: 245597

I am quite a beginner in writing gem programs, and would like to start out by translating a program written in standard c so it will have a nice pull-down window menu.

The way I usually start out learning something new is by running a working example and then fiddling around with it. The examples included with laser C don't run "as is" - and sometimes call functions which aren't documented... Could someone mail me the sourcecode of a program which does compile under laser c and does all the aes_init and menu_creates (nothing fancy - I want to start out small and then add stuff to it myself)...

thanks in advance...

--
S. Alan Ezust depeche@calvin.cs.mcgill.ca
McGill University Department of Computer Science - Montreal, Quebec, Canada

4325. Re: Attn Gurus: Changing Rez without the Bios?

Newsgroup: comp.sys.atari.st
Date: 1989-12-18 19:05:29 UTC
From: mui@atari.UUCP
Message-ID: <1897@atari.UUCP>
Source record: 245598

in article <8912142100.AA13815@cscwam.umd.edu>, dmb@wam.umd.edu (David M. Baggett) says:
>
>
> For some rather complicated reasons I need to change system resolution
> without using the Bios, Xbios, etc. This code MUST be legal for ALL
> versions of TOS from now til the end of time.
>
> Does anybody know what Line A variables I need to change to do this?
> Is there an offical Atari-sanctioned, guaranteed-not-to-break-ever
> way of pulling this off?
>

The AES does all the resolution fix up during the boot up
time or at the request by the DESKTOP. There is no legal or illegal
way to change resolution and be able to notify the AES about the
change.

==========
Derek Mui, Atari Corp, 1196 Borregas Ave, Sunnyvale, CA 94086

UUCP: {..ames!atari!mui}
FAX: 408-745-5179

Disclaimer: Opinions expressed here are my own and they may be
hazardous to your mind.
==========

4326. Re: Chaos Strikes Back (CSB) bugs?

Newsgroup: comp.sys.atari.st
Date: 1989-12-18 20:07:48 UTC
From: paul@cacilj.UUCP
Message-ID: <1342@cacilj.UUCP>
Source record: 245599

In article <10354@stag.math.lsa.umich.edu> dyer@math.lsa.umich.edu (Jon Brode) writes:
>Well, after a few days of intensive playing I think I've noticed a few bugs.
>
>Crash - while going down a flight of stairs, the game crashed with two
> bombs.
>
>Glitch - after a save, there appeared ~8 squares of multi-colored badness
> indicators across the name, sleep and disk buttons. They cleared
> up and normal play resumed after switching screens.

These are bugs, all right. As one of the playtesters, I can tell you that FTL is very careful and particular about *any* odd behaviour, let alone blatant bugs like these. You should report this to them. Make sure and mention your machine type, TOS release, and and hardware mods. I've never seen either of these....

>Oddness - Fireballs stopped working. This has happened to me twice. Both
> times it was while entering the room with the spider critters.
> I cast a fireball, it appears on the screen in front of me,
> it disappears, a few seconds later the sound comes but no monster
> appears to be affected and no visual effects. You can enter this
> room from the room with the humanoid-blue-insect-people. However,
> fireballs only seem to break when you enter the room from the
> opposite direction.

That's not a bug, it's a feature. Ask the oracle.... This is the KU (fighter) path. You didn't think you could use magic to conquer the fighter path, did you? :-) Fireballs don't work here, and on the level above with the insects, they aren't effective near you. They are also dangerous in the "No Fireballs" section a few levels down.

This is a great game! As a playtester, I've logged close to a hundred hours so far, and have only completed 1/4 of the game! Good luck in the maze (heh, heh :-). I've been all the way through the KU path, and part way through the others, so if anyone needs some help (that the oracle doesn't help with), feel free to ask.
--
Paul Close paul@cacilj.CTS.COM ...!{uunet, ucsd, crash}!cacilj!paul

The Obi-wan Kenobi method: "Use the Source, Luke" -Jim Fulton

4327. Re: Ringing bells

Newsgroup: comp.sys.atari.st
Date: 1989-12-18 20:10:56 UTC
From: mui@atari.UUCP
Message-ID: <1899@atari.UUCP>
Source record: 245600

in article <89Dec16.075122est.57369@ugw.utcs.utoronto.ca>, MEGGIN@vm.epas.utoronto.ca (David Megginson) says:

>
> STOOP%KVI.nl@CUNYVM.CUNY.EDU asks about bells:
>
> Looks like the Laser C library is a little screwy (what else is new?).
> If you use Cconout(BELL) (#define BELL as 7 - it makes your code more
> readable), you can bypass whatever stupidity is going on in your libs.
> I don't know if Bconout(2,BELL) will work or not - if it does work, it
> will make your bell redirect-proof in TOS programs.
>
>

You can also use GEMDOS function 9 as follow:

```
Cconws( "\007" );
```

==========
Derek Mui, Atari Corp, 1196 Borregas Ave, Sunnyvale, CA 94086

UUCP: {..ames!atari!mui}
FAX: 408-745-5179

Disclaimer: Opinions expressed here are my own and they may be
hazardous to your mind.
==========

4328. Re: Source code control

Newsgroup: comp.sys.atari.st
Date: 1989-12-18 20:25:52 UTC
From: michaelv@watzman.UUCP
Message-ID: <1663@watzman.UUCP>
Source record: 245501

From article <15308@laurel.athertn.Atherton.COM>, by alex@athertn.Atherton.COM (Alex Leavens):
[alex asking for a source code control system for the ST]

A port of Walter (?) Tichy's RCS for the Amiga was recently posted to comp.{sources|binaries}.amiga. Unfortunately, all the sources were in RCS files, and I don't have an Amiga to run the binaries.
(Besides, two of the source parts were missing, anyway... 8-{)

If anyone is doing such a port for the ST, which IMHO should not be too difficult, lots of us would appreciate a release to the c.{b|s}.a.st newsgroups, I think.

Michael

--

Michael Vishchers (michaelv@watzman.UUCP)
"Wer fuer alles offen ist, kann nicht ganz dicht sein." (unbekannt)

4329. Translator One for sale...

Newsgroup: comp.sys.atari.st
Date: 1989-12-18 20:41:43 UTC
From: JDONAHOE@UA1VM.UA.EDU
Message-ID: <8912190803.AA18832@ucbvax.Berkeley.EDU>
Source record: 245502

For Sale:

Translator One with all cables, software, even the original box. For use
with Magic Sacs, Spectre 128to read and write to Macintosh disks in
either MFSor HFS formats. Excellent condition, hardly used!!!!

Yours for only $99 (shipping included)

Send replies to JDONAHOE@UA1VM.BITNET or
Call (205)348-1885 9-5CST or (205)556-6931 after 5

Thanks,

Jim Donahoe

4330. Re: Unexpandable megas

Newsgroup: comp.sys.atari.st
Date: 1989-12-18 21:16:11 UTC
From: dat_08@jhunix.HCF.JHU.EDU
Message-ID: <3730@jhunix.HCF.JHU.EDU>
Source record: 245503

In article <25128@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>KenB replies to a previous message:
> >Atari did _NOT_ cripple the Mega 2's in an effort to rip off its customers.
> >To clarify what I said in a previous post: due to manufacturing
> >constraints, a VERY FEW Mega 2's have been produced which can not be
> >upgraded.
>Ken... can you expand on this, and explain to everyone here on the Net just
>what those manufacturing constraints were... and why it is that only a
>very few Mega ST2s can't be upgraded...?
>BobR

Look, you certainly weren't complaining when you found out that certain
Mega ST2's actually already had 4 Mbytes of RAM, so why are you complaining
when certain Mega ST2's are locked at 2 Mbytes? I personally don't recall
internal memory expansion being an advertised option on any of the Mega ST
computers. And there are real world problems which can crop up and leave
Atari stuck with strange components which make it impossible to make those
upgradable Mega ST2's. So stop hassling Ken B., who has no responsibility
for any of this, and find something better to do.

Thanks.

--
Another shallow and badly thought out opinion from . . .
Jared Brennan <dat_08@jhunix.hcf.jhu.edu> BITNET: JHEDDY@JHUVMS
ARPA: dat_08%jhunix@hopkins.ARPA UUCP: allegra!hopkins!jhunix!dat_08

4331. Re: Wanna know where the Archive sites are...

Newsgroup: comp.sys.atari.st
Date: 1989-12-18 21:23:32 UTC
From: mpsimon@phoenix.Princeton.EDU
Message-ID: <12300@phoenix.Princeton.EDU>
Source record: 245504
Cross-posted to: comp.sys.atari.st,comp.os.minix

In article <21521@uflorida.cis.ufl.EDU> cr1@beach.cis.ufl.edu (Christopher Roth) writes:
>Hello, I would like to know where the FTP'able Atari ST stuff is.
>What is the FTP address?

I also would like to know what archives are currently out there. I have found drsgsun (GNU C and Minix stuff, 129.22.16.2) and comp.*.atari.st archives (server), but I am looking for the PROGEM articles, and also the Minix ST serial port driver, and I did not find either of these in either place (kermit for Minix ST was at drsgsun, but it appeared that it required a driver that was not in the archive).

Mistakes not to make department: I ftp'd mg2a from drsgsun (mg.tar.Z), uncompressed it on a unix (ultrix) machine to see if the ftp had transferred the file correctly and to figure out how to "untar", and then compressed the file again for transfer to my ST, only to find that Minix could not uncompress it because I had not used the option -b13 in compress on the ultrix machine. Question: is there a compress for minix which removes this restriction? (if not, I just have to retransfer down the corrected compressed file).

Thanks,
--Patrick Simon mpsimon@phoenix.princeton.edu 12-18-89

disclaimer: opinions are the author's own.

4332. Re: Scrolling in GnuEmacs 18.51 on the Atari ST

Newsgroup: comp.sys.atari.st
Date: 1989-12-18 22:16:02 UTC
From: johnb@pnet01.cts.com
Message-ID: <928@crash.cts.com>
Source record: 245505

Could you please post your new version....

John.

UUCP: {hplabs!hp-sdd ucsd nosc}!crash!pnet01!johnb
ARPA: crash!pnet01!johnb@nosc.mil
INET: johnb@pnet01.cts.com

4333. Sig Hartmann Goes to Televideo

Newsgroup: comp.sys.atari.st
Date: 1989-12-18 22:18:36 UTC
From: kawakami@ocf.berkeley.edu
Message-ID: <33294@ucbvax.BERKELEY.EDU>
Source record: 245506

From Dec. 19, 1989, Bay Area Computer Currents, pp.8

Sig Hartmann, Sam Tramiel's right hand man at Commodore and Atari and one of his oldest friends, has left Atari for a new job as executive vice president at Televideo.
Hartmann says there was no animosity in the departure from Atari, prior to his November 1 resignation.
Hartmann says he was approached by Dr. Philip Hwang, chairman of Televideo, to help rebuild his struggling company. Hartmann says he jumped at the chance to turn around Televideo. "The opportunity's not just financial but the satisfaction of being one of the key guys to take a company which is losing money -- down hundreds fold -- and turn it around. That's exciting."
Televideo, which five years ago was making $170 million on terminal sales, now faces a sea of red ink. Hartmann plans to use the Atari formula to bring back the company's fortunes. "My pnals are to run a lean, lean, lean organization."

--Wendy Woods, NewsBytes

[Now I wonder: If Sig wanted to turn a company around, why didn't he stay at Atari? Sure, it's making a small profit now, but they have the potential to make some big money and market share if they are willing to take some risks.]

[Isn't Philip the heir of the TV fortune? I understand that he is no marketing genius like his father was.]

John Kawakami kawakami@ocf.berkeley.edu

4334. Re: RCS for the ST (no, not yet)

Newsgroup: comp.sys.atari.st
Date: 1989-12-18 23:18:15 UTC
From: michaelv@watzman.UUCP
Message-ID: <1666@watzman.UUCP>
Source record: 245508

From article <15412@laurel.athertn.Atherton.COM>, by alex@athertn.Atherton.COM (Alex Leavens):
> Well, I've got my hot little hands on the source code for the original
> UNIX RCS system, and plan (in my copious spare time :-) to start porting
> it to the ST. Anyone have any suggestions/comments/etc. to make about
> conventions I should follow, or other, similar things?
>
> For example, I think that things are stored in RCS in the form
> <filename>.c,v
> which is fine for Unix, but...well, you know how the ST is. I'd planned
> to change this to
> <filename>.c_v

I don't think this needs to be done. When unsharing the amiga files on the ST, everything with foo.c,v worked well. But we should consider what is to be done with long suffixes, i.e.
foo.sh,v becomes foo.sh, , and what becomes of foo.bar,v ???

Anyway, it's good to hear about your efforts.

Michael

--

Michael Vishchers (michaelv@watzman.UUCP)
"Wer fuer alles offen ist, kann nicht ganz dicht sein." (unbekannt)

4335. Re: TOS 1.4 in oz

Newsgroup: comp.sys.atari.st
Date: 1989-12-18 23:49:05 UTC
From: danscott@atari.UUCP
Message-ID: <1900@atari.UUCP>
Source record: 245509

in article <1209@diemen.cc.utas.oz>, jmw@tasis.utas.oz.au@munnari.oz (John Williams) says:
>
> Any ideas on when TOS 1.4 will become available in Australia, and how much
> it will cost? A friend of mine was most disappointed recently when he bought
> a new 1040ST and discovered that the OS had not been upgraded. Will new
> STs get the new ROMS?

All the Atari subs in each country are handling the release of TOS 1.4
in their own way(s). You can contact the Australia sub directly just as
people here in the states deal with the U.S. sub directly (for TOS 1.4 and
other issues).

Atari Australia
376 Lane Cove Road
North Ryde
N.S.W. 2113 Australia
011-61-2-805-0322
011-61-2-887-2231 (FAX)

Dan/Atari Corp. (U.S.)

4336. Re: FLAMES and SUPPORT IN THE MINUS REALM

Newsgroup: comp.sys.atari.st
Date: 1989-12-18 23:55:38 UTC
From: danscott@atari.UUCP
Message-ID: <1901@atari.UUCP>
Source record: 245510

in article <24958@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com says:
>
> Just one question in this discussion...
>
> If Atari has such a low opinion of the "end users" who buy their machines,
> and can assume that 90% of them only want to run programs, not write them,
> why has Atari traditionally supplied a *programming language* with the
> computers..?
>
> In fact, my ST came with *two* programming languages...

You call LOGO and ST BASIC *REAL* programming languages?

Dan

4337. RE: GnuEmacs 18.51 and Scrolling

Newsgroup: comp.sys.atari.st
Date: 1989-12-18 23:57:36 UTC
From: sto9719@ultb.isc.rit.edu
Message-ID: <1790@ultb.isc.rit.edu>
Source record: 245511

>Has anyone else had a problem with the scrolling that Gnuemacs 18.51
>does on the Atari ST. The problem I have found is that when the screen
>scrolls, the status bar also moves and gives the appearance of an a
>window shade. Does anyone have an idea what this might be. Some said
>something about the termcap I am using.

The problem did have to do with the termcap, however, there was also
another catch to it. First to stop the"window shade scrolling" delete
the insert line (al) and (dl) entries from the termcap and save the
file. However, this only resulted in GnuEmacs saying the termcap was
not powerful enough because it couldn't position the cursor. What I
didn't know was that the ST saved files in most editors with a CR and LF
and that GnuEmacs wanted the termcap saved with only LF (0x0d), the extra
CR (0x0a) was confusing the termcap reader in the editor.

To solve this problem, I created a filter in 'C' that will remove the
LF's from the termcap file. Its been working fine since.

Thanks for the prompt replies,

STeve Organek

STO9719@RITVAX.BITNET
rochester!ultb!sto9719
rochester!ur-valhalla!asyst!sto

4338. Re: Trash, Disks, etc.

Newsgroup: comp.sys.atari.st
Date: 1989-12-19 00:12:04 UTC
From: alex@athertn.Atherton.COM
Message-ID: <15500@laurel.athertn.Atherton.COM>
Source record: 245512

>I own a copy of PIE (Professional Icon Editor) It's a great program and it does
>what was mentioned, but it is awfully slow to boot up with it; especially if
>your booting up with floppies. You would have to put a desk accesory and data
>file on every disk you wanted to boot up with the new icons.

<Blush>. Thanks. However, you probably have a very early version of the
loader--I re-wrote the loader later, to make it a lot faster. First, if
you haven't changed your desktop configuration on the boot floppy, then the
loading is instantaneous, because I now save out the previously searched-for
load address. In addition, if you have changed things, then searching is
a _lot_ quicker. I used to use the old 'word-at-a-time' search algorithm;
I now use an algorithm from the Computing column in Scientific American.
The algorithm measures the offset from the base of the string search pattern,
and then sees where the search failed--you can then skip ahead _at least
that many bytes_ before checking again. It's a pretty hip algorithm (I can
dig up the specific reference if anyone's interested), and it's a whole _lot_
faster than linear searchs, especially for fairly large search patterns on
large amounts of memory.

--
--alex (TOO) ['My mind is my own'--#6]

4339. Re: Unexpandable megas

Newsgroup: comp.sys.atari.st
Date: 1989-12-19 00:17:00 UTC
From: danscott@atari.UUCP
Message-ID: <1902@atari.UUCP>
Source record: 245513

in article <25126@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com says:
>
> Consider that the *cheapest* IBM clone board comes *socketed* for easy memory
> expansion to the maximum RAM the system can utilize...

However, the *cheapest* IBM clone still only knows about 640K of memory
max (8086 based here). Without an *EXPENSIVE* memory board in one of the
card slots and some driver software 640K is all you'll ever get to use.

Of course even on a 80286 computer w/ say 10Megs of RAM MS-DOS still sees
only 640K (we tested one under windows once for memory use)...

Dan

4340. Re: GnuEmacs 18.51 and Scrolling

Newsgroup: comp.sys.atari.st
Date: 1989-12-19 00:19:15 UTC
From: sto9719@ultb.isc.rit.edu
Message-ID: <1791@ultb.isc.rit.edu>
Source record: 245514

In article <1790@ultb.isc.rit.edu>, sto9719@ultb.isc.rit.edu (S.T. Organek) writes:

> not powerful enough because it couldn't position the cursor. What I
> didn't know was that the ST saved files in most editors with a CR and LF
> and that GnuEmacs wanted the termcap saved with only LF (0x0d), the extra
> CR (0x0a) was confusing the termcap reader in the editor.

4341. Re: How to know we are in TOS 1.0?

Newsgroup: comp.sys.atari.st
Date: 1989-12-19 00:29:01 UTC
From: wallace@oldtmr.dec.com
Message-ID: <1386@engage.enet.dec.com>
Source record: 245515

```
In article <452@mirsa.inria.fr>, colas@modja.inria.fr (Colas Nahaboo) writes...
>My question is: what is the LEGAL way to know I am running on an ST with
>TOS 1.0 roms from a C program? The only legal way I knew of was Sversion,
>but it returns 0,19 on both TOS 1.0 & TOS 1.2

Attached is Alan Pratt's answer to the same question when it was posted about
a year ago.

# Subject: Re: Rom Identification
# Posted: 24 Aug 88 18:22:24 GMT
# Organization: Atari (US) Corporation, Sunnyvale, California
#
# In article <1402@kodak.UUCP> nelson@kodak.UUCP (bruce nelson) writes:
# > Is there an official (or unofficial :-) way to identify which version
# > of the Roms is installed in an ST?
# >
# > Bruce D. Nelson | UUCP: ...!rutgers!rochester!kodak!hawkeye!nelson
#
# The quick answer is this: the system variable _sysbase (at address
# 0x4f2) contains a pointer to the base of the OS. The OS starts with a
# header which identifies it. At offset 2 and 3 into this header are two
# bytes: the major and minor revision numbers, respectively. Original RAM
# TOS, as well as the first cut of ROMs, was, I believe, 1.0 (that is,
# major byte is 1, minor is 0). The Mega ROMs are 1.2, and the new
# release will be 1.4. You aren't missing revs: we're jumping them by two
# for reasons I don't want to go into now.
#
# ==========================================
# Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
# reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

---
Ray Wallace
(INTERNET,UUCP) wallace@oldtmr.enet.dec.com
(UUCP) ...!decwrl!oldtmr.enet!wallace
(INTERNET) wallace%oldtmr.enet@decwrl.dec.com
---
```

4342. Good Articles are Hard to Find

Newsgroup: comp.sys.atari.st
Date: 1989-12-19 01:01:56 UTC
From: kawakami@ocf.berkeley.edu
Message-ID: <33296@ucbvax.BERKELEY.EDU>
Source record: 245516

Recently, there has been a little interest in archiving some
of the better articles on comp.sys.atari.st. I'd be willing to put
together a short anthology of such articles. I'm not sure how I'll
do this since I've never sone something like this before, but as they
say at wherever it is they say whatever it is they say, "what the heck!"

Here is what I forsee as the First Book of Good Articles:

* It will come in several formats including but not limited to:
. UNIX compressed tar archive, with a collection of troff formatted
files.
. ARC of ascii files.
. One long file that will print on line printers, paginated.
. PostScript, compressed tar or ARC.
. Maybe TeX instead of troff if I ever bother to learn TeX.
. Maybe in some Desk Top publishing program if I can get my hands
on one.
. Maybe a photocopied version sent by US mail.

* Maybe graphics. It depends on how complex I want the project to be.

* Not less than ten articles.

* A cool sounding title.

Here are the rules for submissions:

* The first deadline is January 30, 1990. I go off for holiday between
Dec. 20 and Jan 16, maybe longer, maybe not. So I'm just going to let
my mail spool grow for a month.

* Submissions should be in ascii format. If you have a troff or TeX file,
tell me, but don't send it. I don't know if I want to deal with special
formats at the moment.

* I reserve the right to change spelling, grammar, syntax, and formatting
without notice. Unless you explicitly state that your document is not
to be combined, merged, or integrated with another document, I reserve
the right to do so. You may indicate if portions are to remain unchanged.

* I will mail out an ad hoc release form before putting the book together.
I don't know how legal the form will be but I will try.

* All contributors will be credited.

* All submissions remain the property of the original authors.

* I reserve the right to distribute all the writings as a collection
in electronic and paper formats. I reserve the right to charge
for media, duplication, and labor, for any distributions requiring
media, duplication, and labor, such as diskette mailings or
paper copies.

* I will encourage the copying of the collection as a whole, and
any article which explicitly states that it should not be copied
inexpensively will not be included.

Topics I'm interested in seeing:

1. RAM upgrades.
2. Hacking the display.
3. Things to hang off the cartridge port.
4. Alternative mice/alternative input devices.
5. How to write handlers for strange devices.
6. Fixes for the monitors, console, mice, etc.

?. Anything else you think is pertinent.

Other notes:

I think this book will be a mostly hardware book. If the
software oriented articles start to flood my mailbox, I might
come up with a separate book for that. But maybe I'm thinking
too far into the future.
Although I have reserved the right to charge for the
book, I will email it to anyone who asks for free. I will charge
if I have to send out a diskette or a hardcopy version. But I'll
try to keep it down to something like $5 in the USA.
Remember to write to your audience. I don't know what the
level of the audience is, but I'd aim at the "weekend-programmer'
or "kitbuilder" crowd. They are comfortable enough to write
programs and do minor repairs or modifications, but also want
clear, detailed docs because they don't know enough about the
ST (or maybe about computers) to confidently debug mistakes or
fill in vague points in your docs.

Send comments, articles, and suggestions to

kawakami@ocf.berkeley.edu

and remember that I'm on holiday, so I won't be reading anything
for nearly a month. Good bye and happy hollidays.

John Kawakami kawakami@ocf.berkeley.edu

4343. Re: Stacey Display

Newsgroup: comp.sys.atari.st
Date: 1989-12-19 04:00:07 UTC
From: dsmall@well.UUCP
Message-ID: <15091@well.UUCP>
Source record: 245517

The base message asks about the Stacy display, and if it's bad.

I've been using a Stacy4 since Comdex 1989, a month ago. I've
put it to a variety of uses.

The Stacy4 display is about the size of a Mac screen. It is backlit
and VERY usable in dim list (try that on Mac portable). The contrast
allows adjustment to extremely readable, and even side-to-side reading
has a nice, wide angle.

Because LCD's aren't, it is not superfast, but that isn't a problem.
The much ballyhooed 'lose the mouse' is easily remedied by just wiggling the
mouse slowly and picking up the motion with your eye.

On habit that you have to fix is while text editing. The temptation
is to move the cursor with mouse to the area to fix, then press RETURN,
instead of the mouse button, to set the cursor there. I don't know why--
I use a Mac all the time -- but I and one of the Codehead people ran into it
immediately. Still, it's training.

I have the 4 meg RAM / 40 meg hard disk version. The hard disk is
a Conner and no slouch at all. However, frankly, don't run it off batteries;
this is dynamic RAM (Apple uses VERY expensive static) and dynamic is a power
hog. Atari is trying -- they have a utility that powers down the HD when it
is not in use.

About the only peeve I have with the machine is the space bar requires
more effort that the rest of the keys, and when Sandy is asleep next to me,
I hate to whack it as hard as it needs. So sometimesmywordsruntogether.
This may just be this particular keyboard.

In any event, I own both a Toshiba 1200 HB (backlit, HD, MS-DOS)
and the Atari Stacy. I find the screens equally readable -- thank heavens
for backlighting! -- and I am using the Atari more and more as I gain
confidence in it. It seems 100% compatible, with the exception of a now being
fixed HD bug (minor, and you won't see it), and while it's heavy, try the
twin floppy model -- not nearly as bad. And the best news of all, it passed
FCC as Class A, so you can buy it. (You might want to talk to a developer,
who gets them at half price .. hint hint.)

The machine has been extremely reliable for me. I can't recall a
crash. It also works extremely well in Mac mode with the GCR; the drives are
Epsons and have no ringing problems we can see. Hence, any time I need to
shift to Mac mode, it takes 20 seconds.

Internally, the 68000-CMOS is covered, after about 1/4" clearance,
by a power supply unit that mystifies me. A friend tells me that it's

necessary
to drive the electroluminescent display at higher voltage; I have no way to tell if
that is true. I expect adding a T-16 is possible *barely*, but PC-Ditto II might be
a real bear.

Anyway, I've been typing and hacking and hammering on it for a month, it's held up fine, and the display is as comfortable for me as the state of the art in Toshiba. Furthermore, I was told the price of the 4/40 would be $2500, so I can get around 3 of these for one Mac portable. I ain't complaining.

Now that the FCC hurdle is passed, I strongly feel Atari has a real winner here. MIDI people are drooling at the prospect of a portable MIDI driver/sequencer. The drive is rugged; by accident, I carried it through the airport on, and not a bad sector showed up. Try that on a Toshiba... :-).

Well, enough rambling. I think it's a winner. Battery life is never going to thrill you; I may research Gates lead-acid cells. Don't go 4 meg and HD if you want to run batteries; they go flat in *15 minutes*.

But in terms of an easy to use portable, I really like it.

I've taken the time to ramble a little because many people have not yet seen a Stacy and few people have posted any long-term impressions. If I couldn't stand the display, I wouldn't use it, and I would call it very usable.

-- thanks, Dave / Gadgets

4344. Re: SYQUEST REMOVABLE DRIVES10643

Newsgroup: comp.sys.atari.st
Date: 1989-12-19 04:07:13 UTC
From: dsmall@well.UUCP
Message-ID: <15092@well.UUCP>
Source record: 245518

The basenote concerns Syquest 4 megabyte removable drives.

I just got done reviewing two such aftermarket units and I used
the Atari Megafile 44 at Comdex demoing Spectre. I can only say I wish
someone had told me about them earlier; I would have bought more. As is,
after testing, we went and bought four more from the manufacturer, hanging
them on Mac II's, ST's, and whatnot.

I am incredibly impressed with this unit. It's the single most
positive review I have ever written for a product; I could not find anything
wrong to say. (People are going to think I was paid off or something!)
The drive is incredibly fast; it walks all over a hot Omti 3527 / Mitsubishi
RLL 60 meg drive, which was my fastest. It is extremely portable; we switch
disks around the office all the time, never a problem. It has never ONCE
glitched us. Furthermore, it is tough beyond belief. When the review
units arrived from START magazine, they were crammed full inside with
those peanut-packing-pellets. This wasin the critical head area, the
superclean
area! We vacuumed it out, and the drive failed to work.

Next, we reopened the drive, found more packing pellets jammed in the
seeker circuitry, and cleaned them out; the drive could not seek to track 0
because of them. The drive started working. That's beyond belief; every
other hard disk I know of would have been fried with all the fragments of junk
in there.

We have never had a problem in moving platters from drive to drive.

The Syquest drives are now our primary development drives,
eclipsing the Mitsubishi setup that frankly cost more. They are SCSI and
a snap to hook up with an ICD interface. Both Toad Computers and
CarterGraphics
in UTA sell them;
I really can't recommend them more. All I can say is, why didn't someone
tell me about them before?

-- thanks, Dave / Gadgets

p.s. A correctly Macformatted Syquest goes right into Spectre in Mac Mode.
Talk about a handy way to move 44 megs around.

4345. Re: Blitz copy cable and utility

Newsgroup: comp.sys.atari.st
Date: 1989-12-19 04:14:52 UTC
From: dsmall@well.UUCP
Message-ID: <15093@well.UUCP>
Source record: 245519

The basenote asks where to get the Blitz cable docs (which are PD, I think.)

They are available on both the GEnie and CIS networks, and probably interminable BBS's. They're a bit long to uuencode and post here, though.

Also, an outfit in Las Vegas, Nevada is selling the complete unit for a reasonable price. There are starting to be ads for it in mags like ST-World and ST-Informer. In looking, I couldn't find one, but my office is in a Christmas Mess. It's there alright.

Software First, a little north of Bay Area, reports that there is nothing in their store that it cannot copy. That's not surprising, given that's it's just passing on pulses from drive to drive without analyzing them. I know people who mass-format disks with this utility, although I personally do not, as it takes 18 sec/side. I'm thoroughly impressed with it -- and that it doesn't make third and later generation copies, which to me legitimizes it as a backup tool. Software First reports no other copy program can copy everything they have, including Copy II ST, etc, and even the Option Board, which is extremely powerful.

So, if you know someone on GEnie or CIS ...

-- thanks, Dave / Gadgets

4346. Re: GCR vs. Mac Plus

Newsgroup: comp.sys.atari.st
Date: 1989-12-19 04:25:42 UTC
From: dsmall@well.UUCP
Message-ID: <15094@well.UUCP>
Source record: 245520

This must be my night for notes.. *grin*

The basenote discusses speed differences between the Mac Plus and GCR.

One problem with marketing an "emulator" is people think it's
slow. They see the CP/M emulator, PC-Ditto, and whatnot. The difference
is running native 68000 machine code vs. interpreting 8080 or 8088 code.

The ST runs at basically 8 mhz; the Mac basically also at 8.
(plus or minus just a hair). Problem with the Mac is that video contention
chops a good 20% off the processor. As I understand it, when the SE was
designed, the PAL's that handle video contention were cleaned up; that's
why the SEis 20% faster -- it got to where it should be. ApplePeople feel free
to correct me; this is second hand.

I do know in benchmarks at a certain techie MacMagazine, we were 21%
ahead of the Plus in CPU, 4% ahead of the SE, and way behind the Mac II;
however, the II is 68020/30 and 16 mhz, so that's unfair. Amazingly, the
ST's hard disk kept even with the Mac II; the ST's Megafile 30 is no slouch
at all in raw data transfer rate. The ST also uses DMA, the Mac II a
loop-store scheme, so it's an unfair comparison.

The thing that screws up most benchmarks is we run on a 70 hz
vertical blank, corresponding to the Atari mono monitor. The benchmarks on
the Mac run at 60 hz. Since most timer-tick programs dervice time-elapsed
from this vertical blank, they're off on the Spectre. We are planning a 60 hz
VBL "option", if you're willing to put up with desynced screen/animation,
which will bring sound back to normal pitch and make benchmarks accurate
once again, but that's in the future.

Any timings right now should be on a stopwatch, and again,hard disk
access just isn't fair; looping can't keep up with a DMA scheme that plugs in
16 words at a whock. I could make a case that DMA could outrun a RAMDISK.

-- thanks, Dave / Gadgets

p.s. The T-16 accelerator board takes the Spectre up to a "true" 12 mhz.
This makes an amazing difference! Even with the moniterms, with their huge
display memory, screens snap open and shut very fast. Recommended highly!

.

4347. Re: Futher Adventures of ATM & Spectre

Newsgroup: comp.sys.atari.st
Date: 1989-12-19 04:43:58 UTC
From: dsmall@well.UUCP
Message-ID: <15095@well.UUCP>
Source record: 245521

My thanks for the very kind comments concerning Adobe Type Manger and Spectre GCR!

We have also had many positive responses on other systems. Frankly, I'm glad I wrote the software the way I did -- no patch files -- so new products could run after the software was cast in concrete.

I did notice two things I might help with. First, we have seen *some* (not all!!) problems with internal Mega disk drives and GCR. Typically, the innermost tracks, 64-79, do not read properly. This appears to be due to horrific electrical noise inside the Mega. Mark Booth (STACE on GENIE) has extensively commented on how to produce a shield; it takes some thick aluminum,
like cookie-baking stuff, and a few minutes of time. In 100% of cases, he has been able
to fix internal drive problems, and he's up to 20 or so drives now.

Next, MultiFinder is *not* stable, alas, under 2.3K. We have finally discovered why. As you know, there's a big problem with Mac software storing into location 0, a program fault. The stores cause a bus error, a crash I usually recover from. Well, on a hunch, we set the incircuit emulator to check for *reads* from locations 0 and 4, which do not cause a crash. (See, on a Mac, 0-7 are read/write RAM except on powerup; on the ST, they are ROM). Well whoops! Multifinder, through ROM calls, is *reading* location 0, and getting 602e1e00 (if I remember right), then plugging it into various critical memory tables. The result is a crash is not far off.

The solution is to forbid the ROMs from doing that by simple entry checks for location=0 on these calls. Three were involved if I remember right.

This greatly, greatly stabilized Multifinder, and to our complete surprise, MicrosoftWord 3.02. That was the bug in Word (out of memory) that I had been chasing over a year and failed on. Well, it works now.

Anyway, I want to caution you on Multifinder. It is not yet stable on 2.3K. (Note: The "about Spectre" on 2.3K says 2.0 -- our fault.)

We have fixed this in 2.5a, and ran it extensively at Comdex for a week with zero crashes, except for one known-multifinder killer D/A. We would commonly have 5-8 applications going at once.

If you have a strong need for it, we could probably arrange a quick-release of 2.5A. It also features on-line configuration (press HELP and a config page pops up; use F1-F10 to toggle features) and some other goodies. Doug is also rewriting the launcher for some pretty stunning stuff.

-- hope this helps,

```
-- thanks, Dave / Gadgets
```

4348. foo.z

Newsgroup: comp.sys.atari.st
Date: 1989-12-19 04:45:22 UTC
From: Cassius_Gaius_Longinus@CC.SFU.CA
Message-ID: <1979392@cc.sfu.ca>
Source record: 245522

Hi all. I was wondering if there is a ST (tos) utility that would
'un .Z' files. I don't have access to a Uni* box, so I would appreciate
it if you could point me to a source. If anyone has I would appreciate
it if he or she would UUencode it and mail it to me, but pointing
me to a FTP/mail site would also be appreciated. Thanks,

~~~~
BITNET: usereaxe@sfu; INTERNET/ARPA: cassius_longinus@cc.sfu.ca
UUCP: ...!ubc-cs!cc.sfu.ca!cassius_longinus
If all else fails: CIS: 73040,2210; or a1254@mindlink.uucp
Disclaimer:I work for myself. I stand behind my words! SO THERE!
'Cute' remark:"Every law is an infraction of liberty." -- Jeremy Bentham
~~~~

4349. Re: THINK C's source debugger and Spectre

Newsgroup: comp.sys.atari.st
Date: 1989-12-19 05:19:28 UTC
From: dsmall@well.UUCP
Message-ID: <15096@well.UUCP>
Source record: 245523

(Sorry about all the net bandwidth -- there have been many Spectre questions.)

T The basenote asks about Think C's source debugger.

While I am not certain, I am under the impression that this setup requires Multifinder. The debugger runs as one task, and the main task as another. Multifinder under 2.3k is fatally flawed due to zeroreads (a previous post tonight dealt with that at length). When 2.5 comes out, with the zeroread patch, please retest; I think you'll have better luck.

While it's true we grab interrupt vectors, the situation isn't that bad. We have to grab hblank, at IPL 4, and serial/keyboard/mouse at IPL 6. The Mac doesn't really use those; it uses 1 for VIA and 2 for SCC. (2 on the ST is hbank, which everyone shuts off). I see it as entirely possible to implement many of the Apple's original vectors through their vector dispatch scheme and bring up stuff like TMON; heck, the Amiga AMAX emulator runs TMON ...

Hence, don't give up hope.

-- thanks, Dave / Gadgets

4350. CSB questions

Newsgroup: comp.sys.atari.st
Date: 1989-12-19 05:19:43 UTC
From: dyer@math.lsa.umich.edu
Message-ID: <10375@stag.math.lsa.umich.edu>
Source record: 245524

2 questions:

1. There is a room full of flying lobsters on the "no fireballs" level.
How do you get into it? I get see it with X-ray vision, but no luck
in getting there.

2. What key is needed to get into the "dragon den" and where is it to
be found?

Jon

4351. Deskjet, Pub Partner, Degas, Superbase 2

Newsgroup: comp.sys.atari.st
Date: 1989-12-19 05:34:45 UTC
From: pritchaj@thor.acc.stolaf.edu
Message-ID: <10062@thor.acc.stolaf.edu>
Source record: 245525

Sorry if these had been asked, but I am new to the net...

1) I just got Degas Elite, does anyone know where there is
an HP Deskjet print driver for it?
2) I have an old version of Publising Partner, does anyone
know where there is an HP Deskjet print driver for it?
3) Are there PD fonts for GDOS out there? where?
If not, where is a good place to buy some?
4) Anyone heard of an upgrade policy for Superbase 2 owners?
5) Anyone had good/bad experiences with Computer Eyes or any
other digitizing via CamCorder?

I have access to the internet (ftp, etc.)
I will post results if people are interested.

John Pritchard
Mgr. Software Services Proud to have paid for
Carleton College my software.
Northfield, MN 55057
jpritcha@carleton.edu (internet)

4352. Re: dictionaries for sale/PD

Newsgroup: comp.sys.atari.st
Date: 1989-12-19 05:46:33 UTC
From: erc@khijol.UUCP
Message-ID: <662@khijol.UUCP>
Source record: 245526
Cross-posted to: comp.sys.atari.st,comp.sys.mac,comp.sys.ibm.pc

In article <4928@blake.acs.washington.edu> ramsiri@blake.acs.washington.edu (Enartloc Nhoj) writes:
>Does anyone know where I can get hold

>I heard of Austin Code Words... but

Couldn't email to you - your address wasn't in the usenet maps. Austin Code Works is (usually) listed in Dr. Dobb's

--------------------------- discard all after this line ----------------------
Ed Carp N7EKG/5 (28.3-28.5) ...!attctc!puzzle!khijol!erc (home) (512) 832-5884
Snail Mail: 2000 Cedar Bend Dr., #335, Austin, TX 78758

[Disclaimer: The information contained in this message is soley for informa-
tional purposes only. Use at your own risk. No warranty expressed or
implied.]

"You may think you're smart, Pierce, but you're DUMB! Real DUMB! But, you've met your match in ME!" - Col. Flagg
"Good tea. Nice house." -- Worf

4353. USENET -> GEnie uplink now working

Newsgroup: comp.sys.atari.st
Date: 1989-12-19 06:00:28 UTC
From: dsmall@well.UUCP
Message-ID: <15097@well.UUCP>
Source record: 245527

It's time to announce that there is now a working uplink
from USENET to GEnie. Each note posted into comp.sys.atari.st is sorted
by topic, and uploaded to "Category 10" of the Gadgets RT on GEnie.
The link's been up around two weeks, and there's about 2,000 messages posted
there (we kept a backlog to build a "base").

The link is one way. GEnie makes its living selling information
bases to the public, and doesn't want them downloaded and distributed freely.
There's something about an "anthology copyright" that I don't want to have
trouble with, either. I just want to get the maximum freedom of information
exchange possible between these networks; GEnie could *badly* use the
technical and international information posted here routinely.

I wanted to let you know to prevent invading anyone's privacy.
GEnie acts just like another (receive-only) site, but many people here are on
GEnie as well. I also wanted to advise Atari employees of this. If someone
has a real need not to have their notes forwarded to GEnie, I will be happy
to put a "filter" on to prevent it by request; just email me at this net
address, okay? I don't want to cause anyone problems.

On the uplink, we scan the "subject" field of the USENET note, and
use that to determine what "topic" the file goes into as a GEnie note.
For instance, this enables us to group all Spectre notes together, all
hard disk notes, all TT notes, and whatnot.

While I see little possibility of GEnie notes being downlinked into
USENET (and it's just as well; the GEnie load might overwhelm USENET, and
anyway the cultures are different betwen the nets), I do see a very good
possibility of setting up a 2-way mail link, run through here. I am *very*
open to suggestions on this; I'm no Unix guru by any means.

What I envision, and this would not take too much doing, is having
people send notes to the Gadgets UNIX machine
(at net address !hplabs!boulder.edu!tcr!gadgets!genie), with some sort
of TO: (genie mail address). Going the other way,probably there would be
some sort of GEnie ID to send mail to (why not USENET?), and again,
an addressing line in the note -- TO: hplabs!well!dsmall. I believe I could
handle notes that "bounce back" or flop.

Overall, I have found GEnie management to be quite positive to the
idea of a link, I think there's real hope for 2-way mail. Hacking the link
together took some doing; the primary problem is error-tolerant modem
communications.

Anyway, I would like to solicit suggestions for how to implement mail
(just mail to this address), make sure that if anyone minds having their

replies uplinked, they let me know, and in general announce the net connection.

It seems to me like a benefit for everyone involved, especially if/when 2-waymail gets going.

Systems like Compuserve and BIX could also fairly easily be done, now that the methodology is hacked through; also, other areas on GEnie are expressing great interest in having a USENET uplink. Basically, folks, USENET is perceived as the place where the people who know what they're doing post notes.

Again, GEnie is a read-only site. I'm not dumping the GEnie message load onto USENET; mail is presently not up, but has a very good chance.

Finally, yes, Gadgets does make a percentage of connect time people spend in it on GEnie. However, before anyone starts talking about how we're doing this to basically make money, let me point out that since the Gadgets RT started, *all* profits made from GEnie have been sent *directly* outside the company to the volunteers who maintain the RT, and who are underpaid for their work, in my opinion. I personally am making nothing on this.

Why do it? Because a long time ago, on the CERL site on PLATO, a person named Sherwin Gooch, ex-PLATO, ex-Atari, and now with Apple, introduced me to the hacker ethic and freedom of information exchange as its primary goal. (No, not illegal exchange, you know what I mean). People on GEnie, for instance, were desperate for TT news; it was available here in abundance.

If anyone feels this is wrong, I'll be more than happy to listen and if convinced, drop the link. Likewise, if you think it's an alright idea, don't care, or whatever, let me know.

My WELL address is : !hplabs!well!dsmall,or dsmall@well.sf.ca.us. I don't always get on as much as I should.

My UNIX machine downstairs, where the notes vector through to GEnie, is !hplabs!boulder.edu!tcr!gadgets [!dsmall if you want me]. I'm such a net neophyte that I don't know *if* it's possible to do a dsmall@something for my address, nor how. Heck, I don't know what FTP *is* or how to do it -- but if someone wants to drop me email, or just a pointer on how to do it, I would be grateful.

Well, enough said. I hope this leads to good things -- GEnie users getting good information on time, for instance.

-- many thanks, Dave Small / Gadgets by Small

p.s. You realize I don't yet understand how to handle "prepared file to include?" It keeps showing up at the top of my notes. Oh, for the time to do more...

4354. Re: Help, please, with sound on the ST...

Newsgroup: comp.sys.atari.st
Date: 1989-12-19 06:05:12 UTC
From: pbh@pandora.cs.wayne.edu
Message-ID: <1018@wsu-cs.uucp>
Source record: 245528

>In article <8912150807.AA16779@ucbvax.Berkeley.EDU>, AMEIJ@vax.oxford.ac.UK (Jan Ameij)
writes:
>> Can some kind person out there send me a command string
>> for the xbios Dosound command which produces, say, middle C for 1 second.
>> A guide as to how to change a) pitch and b) duration would be much appreciated.
>
>
>Find someone with MWC. Page 171-172 gives you a full working example.
>
>hcj@lzaz.att.com

Ah, no. Perhaps the old MWC (pre version 3). Current version mentions
dosound on pp301-303, but mentions nothing abuot producing a specific
sound, just a demo on making sounds and noises of any type. You
(J. Ameij) may want to try the Abacus book, Sound and Graphics on the
St, it may mention how to create specific notes with Dosound (however,
the examples there may be in either BASIC or assembler)

4355. I need info and ideas

Newsgroup: comp.sys.atari.st
Date: 1989-12-19 06:18:50 UTC
From: johns@maccs.dcss.mcmaster.ca
Message-ID: <258DD2CB.16730@maccs.dcss.mcmaster.ca>
Source record: 245529

G'day folks.

Our club had a great year last year. We put on some really good shows and we want to do it again. As a member of the executive, I'll request a brain storming session soon. In the meantime, does anyone have any great idea they've seen and wouldn't mind sharing? Or something they'd like to see in a users group? I'd like to be able to give the guys something to chew on after this session, so if anyone can help I'd be grateful.

I haven't done a presentation yet, and since January we plan to slow down a little, organize, regroup and come back good, the prez asked me if I could take care of January. I'd like to talk about upgrades: drives - hard and floppy, memory, accelerators, add-ons, etc etc. I've done a drive upgrade myself, and soldered a memory upgrade, but I'd like to know what else is out there. What brands, addresses, caveats, and things like that. If people have docs and write-ups on anything related at all, I'd love to see it. Docs I could put in the newsletter would be ideal, but I want to write most of that myself.

I'd love to hear from other clubs about what they have found successful and what flopped. I know we had one really bad meeting. We left it all to one guy who promised he could take care of everything. People ended up standing around and chatting with each other instead of doing anything, so I'll be careful. The idea was good - Casino Night. Play card games with computers, and starting with $100, see how much you can make. The winner got to take home some great prizes.

Thanks for any help.

--
"After all is said and done, John Schmitt
a lot more is said than done." johns@maccs.dcss.mcmaster.ca
Don't blame anybody for what I say. SCHMITTJ@SCIvax.mcmaster.ca

4356. Re: FLAMES and SUPPORT IN THE MINUS REALM

Newsgroup: comp.sys.atari.st
Date: 1989-12-19 07:09:22 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <25183@cup.portal.com>
Source record: 245530

The Mark Williams C manual "Lexicon" is VERY good.. probably one of the most useful references to the ST... also the Compute! Books series by Sheldon Leemon on the AES/VDI is worth tracking down...

The Sybex book on the GEM interface was also very good...

I just wish Atari Corp. had easily available documentation that was anywhere as good...

BobR

4357. Re: New Atari Developers Package

Newsgroup: comp.sys.atari.st
Date: 1989-12-19 07:15:07 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <25184@cup.portal.com>
Source record: 245531

Ed June asks:
>What if you're like me?
>I bought a used 'developers package'. I've tried to get it re-registered in

>Ed <wonderin' what to do> June

I'd recommend calling Charles Cherry at Atari Corp and seeing what he can
do for you...

Call him at (408) 745-2000 and see what he says... it should be worth the
call...

...and, let us know what happens...

BobR

4358. Re: Unexpandable megas

Newsgroup: comp.sys.atari.st
Date: 1989-12-19 07:24:28 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <25185@cup.portal.com>
Source record: 245532

Kevin Clendenien makes some observations about my comments about Atari Corp's redesigning their printed circuit boards...

Kevin.. if you can think of a reason why Atari Corp would pay circuit board designers to redesign the Mega ST motherboard to eliminate the extra RAM positions, and pay extra to have *TWO* different motherboards produced, instead of ONE, and have to inventory TWO different motherboards instead of ONE, as they used to, ... I'd like to hear your thoughts...

It's always been my understanding of "business" that making one part serve several purposes is more economical... unless you're trying to "force" customers into paying your price for your product...

Why would Atari Corp make *TWO* different PC boards, when it would cost them] more to do it that way...?

Still wondering...

BobR

4359. Re: How to know we are in TOS 1.0?

Newsgroup: comp.sys.atari.st
Date: 1989-12-19 07:59:24 UTC
From: klute@trillian
Message-ID: <1843@laura.UUCP>
Source record: 245533

Path: trillian
!klute

In article <452@mirsa.inria.fr> colas@modja.inria.fr (Colas Nahaboo) writes:
>My question is: what is the LEGAL way to know I am running on an ST with
>TOS 1.0 roms from a C program? The only legal way I knew of was Sversion,
>but it returns 0,19 on both TOS 1.0 & TOS 1.2

Yesterday I sent a little program *with* *source* to Steven
Grimm that finds out exactly that. It should be posted to
comp.binaries.atari.st and comp.sources.atari.st really soon
now.

The program TOS_VERS shows TOS version number (with date and
nickname (e. g. "Rainbow TOS")), GEMDOS version number and AES
version number. The program is really short and should be self
explanatory. If it is not, an article by Ken Badertscher is
appended that explains how things are to be done. Not to
mention that everything is of course perfectly legal.

Dipl.-Inform. Rainer Klute klute@heike.informatik.uni-dortmund.de
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Postfach 500500 |)|/ ...uunet!mcvax!unido!klute
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4360. Re: mas -- Modula-2 algebra system

Newsgroup: comp.sys.atari.st
Date: 1989-12-19 08:05:02 UTC
From: klute@trillian
Message-ID: <1844@laura.UUCP>
Source record: 245537

Path: trillian
!klute

In article <743@troll.tubopal.UUCP> ripley@tubopal.UUCP (Hans-Ch. Eckert) writes:
>Kam in Dortmund schon was in comp.bin* rueber, nach Mas ?

Nein, nichts.

Dipl.-Inform. Rainer Klute klute@heike.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ ...uunet!mcvax!unido!klute
D-4600 Dortmund 50 |\|\ Tel.: +49 231 755-4663

4361. Re: Commandline length?

Newsgroup: comp.sys.atari.st
Date: 1989-12-19 09:18:29 UTC
From: t68@nikhefh.nikhef.nl
Message-ID: <672@nikhefh.nikhef.nl>
Source record: 245534

In article <510@tnosoes.UUCP>, joep@tnosoes.UUCP (Joep Mathijssen) writes:
> Using Gulam and make, I want to link a program using TURBO-C.
> But there are so much .O-files that must be linked, that my list of
>

Its in the manual

Merry Christmas
Jos Vermaseren

4362. Scanners for ST

Newsgroup: comp.sys.atari.st
Date: 1989-12-19 09:33:00 UTC
From: BALTUCH@BRANDEIS.BITNET
Message-ID: <8912200802.AA15030@ucbvax.Berkeley.EDU>
Source record: 245535

I'm interested in getting a scanner for my ST.
The only one I know is made by Migraph (Federal Way, WA) and comes with
software that converts Easidraw to Degas ("Touch Up").

Scanner + software sell for about $490.

I'd be interested in compiling a fairly complete list of the available
products available either in the US or in Europe, so any answer is
welcome. If can include price, availability and popularity, even better.

I'm totally unaware of what exists out there, what features to expect,
what price to expect and... if this topic has been discussed on the
list recently (I vaguely remember seeing "Scanner" in the list of
topics of various digests in the past few months but as I wasn't in-
terested at the time, you know...)

Any help mucho appreciated.

Jacob

baltuch@brandeis.bitnet
jacob%chaos.cs.brandeis.edu@relay.cs.net

XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX

4363. Re: I/O redirection to the printer

Newsgroup: comp.sys.atari.st
Date: 1989-12-19 09:45:06 UTC
From: roland@cochise
Message-ID: <1174@pcsbst.UUCP>
Source record: 245536

Hallo Thomas,

UI0T@DKAUNI2.BITNET ("Thomas Koenig") writes:

>I am having a strange problem with I/O redirection. To redirect
>standard output to the printer, I wrote the following test program:

I think You just re-discovered one of the older bugs of TOS.
I have hit upon this problem when trying to redirect the messages
from Turbo-C (commandline version) to a file. For the compiler TCC
this worked fine, however, the linker put out only NULs. (Substituting
ALN as linker solved this problem.)

A little disassembling showed that the linker used Cconout() for
basic output, whereas TCC relied on Fwrite(1, ...).

> Fclose (1);
> Fforce (1, printhandle);
> printf("Hello, world!\n");
>/* Cconws("Hello, world!\n"); */

So try:
Fwrite(1, "Hello world!\n", 13) ; /* modulo correct ordering */

(This should work, and I suppose that the printf() is based on
F

4364. Re: Futher Adventures of ATM & Spectre

Newsgroup: comp.sys.atari.st
Date: 1989-12-19 10:42:40 UTC
From: remco@tnoibbc.UUCP
Message-ID: <1365@tnoibbc.UUCP>
Source record: 245538

In article <15095@well.UUCP> dsmall@well.UUCP (David Small) writes:
>
>My thanks for the very kind comments concerning Adobe Type Manger and Spectre
> [(exciting) stuff deleted]
> If you have a strong need for it, we could probably arrange a
>quick-release of 2.5A. It also features on-line configuration (press HELP
>and a config page pops up; use F1-F10 to toggle features) and some other
>goodies. Doug is also rewriting the launcher for some pretty stunning stuff.

A strong need ? You shouldn't have mentioned this!
Can you ship this yesterday ? (ARC-ed and UUE-ed is fine with me)

BTW :-).

Remco

--

Remco Bruijne USENET: remco@tnoibbc PHONE: +31 15 606437

4365. Making the SH205 silent

Newsgroup: comp.sys.atari.st
Date: 1989-12-19 12:58:00 UTC
From: Ritzert@DMZRZU71.BITNET
Message-ID: <891219125847.519899@DMZRZU71-UNI-MAINZ--GERMANY>
Source record: 245539

I just succeeded getting our (previously extraordinary loud) sh205 silent.

I applied the following modifications to the thing:

- break out the grille (? hope I got the correct word from my dictionary) that covers the fan. This inhibits the noise produced by the air flowing through the grille.

- mount the fan as deep as possible (a few mm) in the box. Slightly increases the effect of the above mod.

- fill the parts outside the shielding (to the right of the drive) with Pritex or something similar do damp resonances in the box.

The amount of noise reduction of these steps is compareable to pressing the quiet button of a NEC P6.

- I replaced the fan by a silent one.

Now our Mega ST is louder than the drive. I think I will have to get a silent fan for the Mega, too. I think, the above modifications which I made a few months earlier are still necessary since they attack completly independent sources of the noise of the drive.

mjr@dmzrzu71.bitnet

4366. Word Perfect users?

Newsgroup: comp.sys.atari.st
Date: 1989-12-19 14:57:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19891219145717.4.JRD@CORD.SCRC.Symbolics.COM>
Source record: 245540

I'm looking for opinions from Word Perfect users about how they like it.
Thanks in advance...

4367. wind_update (Was: Re: AES bug?)

Newsgroup: comp.sys.atari.st
Date: 1989-12-19 15:01:45 UTC
From: hafer@tubsibr.uucp
Message-ID: <1989Dec19.150145.13851@tubsibr.uucp>
Source record: 245541

steve@thelake.UUCP (Steve Yelvington) writes:

>MWC documents wind_update() as "an AES routine that locks or unlocks a
>window." In "Atari ST Application Programming" (Pollack and Weber, Bantam
>Books), wind_update() is documented as "communicate with the AES about the
>application's current processing," which is more general and more
>accurate.

What exactly happens when an application makes multiple calls to
wind_update()? Are these calls stacked (as with hide_mouse())? Is
there a way to find out how many calls have been made, or to force an
undo of all stacked calls?

4368. Re: Blitz copy cable and utility

Newsgroup: comp.sys.atari.st
Date: 1989-12-19 15:34:42 UTC
From: scott@cs.odu.edu
Message-ID: <SCOTT.89Dec19103442@offa.cs.odu.edu>
Source record: 245542

In article <15093@well.UUCP> dsmall@well.UUCP (David Small) writes:
> The basenote asks where to get the Blitz cable docs (which are PD, I think.)

> They are available on both the GEnie and CIS networks, and probably
> interminable BBS's. They're a bit long to uuencode and post here, though.

ftp xanth.cs.odu.edu

> So, if you know someone on GEnie or CIS ...

or if you have ftp access...

REMEMBER: ZIP files are self extracting archives.... :)
--

Scott D. Yelich scott@cs.odu.edu [128.82.8.1]
After he pushed me off the cliff, he asked me, as I fell, ``Why'd you jump?''

4369. Mostly Metafont (&a bit of WEB)

Newsgroup: comp.sys.atari.st
Date: 1989-12-19 15:38:38 UTC
From: saj@chinet.chi.il.us
Message-ID: <1989Dec19.153838.27698@chinet.chi.il.us>
Source record: 245543
Cross-posted to: comp.sys.atari.st,comp.text

I'm slowly getting up to speed on TeX (running on a VAX) and Metafont (on my Atari ST), together with various viewers. Not a guru in sight, unfortunately And the manuals kinda assume the availability of one. So I have a few questions
1) Once virmf has read plain.bas, is there any way of interrogating it on-line as to what the settings corresponding to various modes are?
2) Can anyone tell me the settings for the modes built into plain.bas for the Atari ST (as available on panarthea)?
3) The printing of WEB documents that incorporate changes seems to be MASSIVELY affected by a thing called '\maybe'. I keep finding places where it's set, but noplace where it's either tested or conditionally set. Any help? Any pointers?
4) So I lied in the header..here's something else: I have neither a .DVI driver for my Star NX-1000 nor the connections to support ftp. Any pointers to source or Atari ST executables of (I presume)dvieps? Is some file I already have likely to be a good skeleton to build my own from?
5) (getting weird) My printer supports color. Does the TeX universe?
Steve J.

4370. Problem with menu_text()

Newsgroup: comp.sys.atari.st
Date: 1989-12-19 16:21:11 UTC
From: oldfield@bnr-rsc.UUCP
Message-ID: <1616@bnr-rsc.UUCP>
Source record: 245544

```
This is from a friend who doesn't have net-access....
-----------------------------------------------------

Every time I try to update the text in a menu item,
my program crashes. The call I am using to change
the text is

menu_text(menu_ptr, ITEM_CONST, new_text);

menu_ptr - a pointer to the menu tree
ITEM_CONST - index of a menu item
- from the .H file created by a
resource construction program
new_text - pointer to a null-terminated
character string

I have tried using strings that are shorter, the same
length and longer than the existing menu item text.

I have tried putting wind_update(BEG_UPDATE) before
the menu_text call and wind_update(END_UPDATE) after.

I have tried putting menu_bar(menu_ptr, FALSE) before
the menu_text call and menu_bar(menu_ptr, TRUE) after.

I have also tried surrounding the menu_text call with
both wind_update and menu_bar calls.

What am I doing wrong? Please help.

-----------------------------------------------------

from John Oldfield oldfield@bnr-rsc
```

4371. GNU EMACS 18.55 for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1989-12-19 16:36:45 UTC
From: vj@cxa.daresbury.ac.UK
Message-ID: <10219.8912191636@cxa.daresbury.ac.uk>
Source record: 245545

Sorry to send this net-wide, but my mailer can't find Edgar's machine...

Edgar,
You said:

> I have a new (dumpable) version (18.55) ready. The dumped emacs has a
[...]
> If there is enough interest, i could post temacs (that's the raw, undumped
> version), the standard-lisp-files and my postprocessor to relocate the image.

I'd love a copy of this... I've just bought an ST (only 1040, but I'll be
putting another meg of memory in soon), and your offer seems heaven sent !

I put GNU EMACS up at work, and so have all the (original) lisp files already.
Would it be possible for you to send me the other bits so I can get it going
at home ?

I can also send it on to anyone else in the U.K. who may ask for it, & perhaps
send it to the archive servers over here, if that's OK with you. (UK readers,
I'm thinking of Bradford & Lancaster - anyone know of any others ?)

Thanks,
Dave Hines.

JANET: D.Hines@uk.ac.daresbury
EARN/BITNET: D.Hines%daresbury.ac.uk@UKACRL
UUCP: D.Hines%daresbury.ac.uk@ukc.uucp
Ean: D.Hines%daresbury.ac.uk@ean-relay.ac.uk
Internet: D.Hines%daresbury.ac.uk or D.Hines%daresbury@nsfnet-relay.ac.uk

4372. Re: USENET -> GEnie uplink now working

Newsgroup: comp.sys.atari.st
Date: 1989-12-19 17:17:34 UTC
From: steve@thelake.UUCP
Message-ID: <1119891117345517@thelake.UUCP>
Source record: 245546

In article <15097@well.UUCP>,
dsmall@well.UUCP (David Small) writes ...

(lots of stuff about Usenet <--> GEnie link.)

> Systems like Compuserve and BIX could also fairly easily be done,
>now that the methodology is hacked through; also, other areas on GEnie are
>expressing great interest in having a USENET uplink. Basically, folks,
>USENET is perceived as the place where the people who know what they're
>doing post notes.

I don't think any Usenet news is available on Compu$erve, but it already
has an e-mail link to the Internet via Ohio State University. In theory,
e-mail to 71234,567 would be addressed to

71234.567@compuserve.com

or (from BITnet or other balky mail sites)

71234.567%compuserve.com@saqqara.cis.ohio-state.edu

Note that the comma in the CIS userid has been changed to a dot in order
to meet RFC822 standards.

From Compu$erve to the Internet, it's

>internet:user@host.domain

John Chew <poslfit@gpu.UTCS.UToronto.CA> maintains a list of internetwork
E-mail methods and posts it monthly to comp.mail.misc and
news.newusers.questions.

Last I heard, Delphi was carrying the Usenet rec.humor.funny newsgroup
(with Brad Templeton's blessing). I don't think it has hooked e-mail into
the free world, even though it would be quite easy -- plenty of other VMS
sites have done so. It does exchange e-mail with other commercial
services.

BIX is not, to my knowledge, e-mail accessible from the Internet and UUCP.

However, Jefferson Software in Phoenix (the Modula-2 folks where kbad used
to work) has developed a program for the ST that allows the transfer of
BIX public conferences into RFC1036 (Usenet news) format, stored in a
standard Usenet batchfile, and vice versa.

It currently is being used to internetwork BIX with several Citadel/STadel
BBS network discussion topics (rooms). I think the software is capable of
dumping Usenet news into BIX, and vice versa.

--
Steve Yelvington at the (frozen enough to skate!) lake in Minnesota
UUCP: ... pwcs.StPaul.GOV!stag!thelake!steve

4373. Re: Deskjet, Pub Partner, Degas, Superbase 2

Newsgroup: comp.sys.atari.st
Date: 1989-12-19 17:39:40 UTC
From: rcd@cbnewsj.ATT.COM
Message-ID: <2937@cbnewsj.ATT.COM>
Source record: 245547

In article <10062@thor.acc.stolaf.edu>, pritchaj@thor.acc.stolaf.edu (John Pritchard) writes:
> 1) I just got Degas Elite, does anyone know where there is
> an HP Deskjet print driver for it?

If you don't have one, get an account on GEnie . There you will find the program DJ_DEGAS.TTP which will print all Degas file types to the Deskjet. For resolution-independent printing that takes better advantage of the Deskjet's 300 dpi resolution, however, I strongly suggest getting a GDOS driver (such as Neocept's Turbojet). Then you can import those Degas pictures into Timeworks DTP or other GDOS programs, and get better results.

> 2) I have an old version of Publising Partner, does anyone
> know where there is an HP Deskjet print driver for it?

You can pick up a Deskjet driver for Publishing Partner 1.03 from Softlogik's BBS (314) 894-0057.

> 3) Are there PD fonts for GDOS out there? where?
> If not, where is a good place to buy some?

Howard Chu recently converted a lot of Macintosh fonts to GDOS format. You can FTP the set from archive sites, and probably find them on Genie as well. The Fontz program from Neocept comes with some good GDOS fonts, as does Wordup and also Timeworks DTP. With Fontz, you can make your own GDOS fonts, or modify existing ones.

> 5) Anyone had good/bad experiences with Computer Eyes or any
> other digitizing via CamCorder?

I just bought VIDI-ST. It captures and digitizes video images so fast you are actually watching your movie in real time on the ST monitor. It buffers up the video frames, so that when you freeze, you can choose among any of the snapshots it has saved. On my 2.5 Meg 1040 ST, up to 65 frames can be buffered. It is not a true color digitizer, it captures at 16 different shades, which you can then assign a color palette to. For true color, you can get Color ComputerEyes, but this one requires a still image from your video source. The image capture takes 24 seconds if you want a good quality image, and 6 seconds for the lower quality. Process the raw output file using Digispec, and you will get a Spectrum 512 format file that renders your image in true color.

Hope this helped,

Rana Dutt
rcd@mtqua.att.com

4374. Re: GCC times(2) & #define HZ tech query

Newsgroup: comp.sys.atari.st
Date: 1989-12-19 17:55:15 UTC
From: dag@per2.UUCP
Message-ID: <887@per2.UUCP>
Source record: 245548

In article <570049@otter.hpl.hp.com>,
gjh@otter.hpl.hp.com (Graham Higgins) writes:
[edited for brevity]
> The C system call "times(2)" -- my SysV manual states:
> "The times are in units of 1/HZ seconds, where HZ is processor dependent (see
> <sys/param.h>)."
> The sys/param.h from J.Bammi's port of GCC to the ST doesn't have a definition
> for HZ.
> Can anyone provide me with an appropriate value for HZ for an (unaccelerated)
> ST?

I cannot tell you for sure about the particular times() function in the
particular library (if I were at home, I could), but the ST's system 'tick'
clock is a 200Hz clock. Try that value out and see if the results
seem plausible.

Daniel
--

Daniel A. Glasser One of those things that goes
uwvax!per2!dag "BUMP!!!(ouch)" in the night.
---Persoft, Inc.---------465 Science Drive-------Madison, WI 53711-----------

4375. Re: Chaos Strikes Back (CSB) bugs?

Newsgroup: comp.sys.atari.st
Date: 1989-12-19 18:17:00 UTC
From: rehrauer@apollo.HP.COM
Message-ID: <4785e824.71d0@apollo.HP.COM>
Source record: 245549

In article <926@crash.cts.com> canada@crash.cts.com (Diane Barlow Close) writes:
>In article <10355@stag.math.lsa.umich.edu> dyer@math.lsa.umich.edu (Jon Brode) writes:
>>BTW, is anyone from FTL listening? How do I get in touch with them to
>>send in bug/oddness reports?
>
>While it isn't strictly the same thing, I'm collecting CHAOS bug reports
>and reporting them to FTL (who is here in San Diego). Why? My husband was
>one of the play testers and spent many, many hours playing CHAOS and
>tracking down bugs. We are both interested in seeing the kinds of things
>that play testers miss (perhaps it is due to just using *local* play
>testers, rather than a broader spectrum of people?). If you want to call
>FTL yourself, report all bugs to ``Debbie'' at (619) 453-5711. Or write
>FTL c/o Software Heaven, 6160 Lusk Blvd., San Diego ,CA (forgotten the zip,
>sorry).

I'm not connected with FTL in anyway; heck, I don't even own Chaos yet.
Just a gentle reminder, for sake of the good people at FTL, to please be
specific as possible. I know if _I_ were at FTL, one of the following
hypothetical bugs would be ignored (exercise for the reader to guess which):

"I played Chaos for 36 straight hours and then it crashed."

"Thrown weapons don't work properly if you've just used stairs,
and are still standing on the 'landing' when you throw. First
noticed it on the 2nd level, and it is repeatable."

(Not trying to insult anyone's intelligence, but I know from experience that
even intelligent people sometimes send in the most incredibly obtuse & useless
descriptions of their software problems. Better too much verbage than too
little, in this case.)
--
--
>>"Aaiiyeeee! Death from above!"<< | Steve Rehrauer, rehrauer@apollo.hp.com
"Flee, lest we be trod upon!" | The Apollo System Division of H.P.

4376. Re: GEM question: how to ring a bell?

Newsgroup: comp.sys.atari.st
Date: 1989-12-19 18:53:24 UTC
From: dag@per2.UUCP
Message-ID: <888@per2.UUCP>
Source record: 245550

In article <0B4A9973765F4011CF@KVI.nl>, STOOP@KVI.NL ("P.Stoop, KVI, Zernikeln 25, 9747 AA Groningen, NL") writes:
> Can anyone tell me how to ring the bell from within a GEM application?
> From a TOS program it's no sweat, i know: printf("%c", 7); works fine.
> If you try this from a GEM application you just get the symbol for char(7)
> somewhere on you screen. I suppose there shoud be a VDI output function for
> this but my MEGAMAX manual does not list such a function.

This is relatively easy so long as you don't care about porting this program to non-ST/STE/TT platforms. There is a sound daemon built in to TOS that allows you to make sounds and continue the normal flow of your program concurrently. The function is called Dosound, and is XBIOS function #32 (decimal).

Dosound takes a single parameter which is a pointer to an array of unsigned bytes. This array contains commands to the sound daemon which load various sound chip (and psudo) registers and commands which control looping and sound output. It returns a pointer to the current sound list position (usually NULL) so interrupted sound lists can be restarted (though this may cause rather odd results -- no sound register contents are preserved) or so you can detect when the sound has completed. See your compiler's documentation for more details.

I'd type in an example, but I don't have any real ST documentation here with me at work. (I've got a copy of xbios.h from the MWC dist, so I know the XBIOS function number and number of parameters, but that's all.)

Anyway, using Dosound should work just fine, and allows much more interesting sounds than just the bell (how 'bout a gun-shot, siren, bomb, or laser rifle?)
I hope this helps.
Daniel A. Glasser
Trapped in the body of a
IBM PC programmer.
--

Daniel A. Glasser One of those things that goes
uwvax!per2!dag "BUMP!!!(ouch)" in the night.
---Persoft, Inc.---------465 Science Drive-------Madison, WI 53711----------

4377. Re: How to know we are in TOS 1.0?

Newsgroup: comp.sys.atari.st
Date: 1989-12-19 19:14:31 UTC
From: apratt@atari.UUCP
Message-ID: <1903@atari.UUCP>
Source record: 245451

colas@modja.inria.fr (Colas Nahaboo) writes:

>My question is: what is the LEGAL way to know I am running on an ST with
>TOS 1.0 roms from a C program? [...]
>
>All I have seen is de-referencing the pointer
> unsigned char *ROMS_YEAR = 0x00fc0018L + 3L;
>which gives you the year of the TOS (on US and French tos it is 0x86), but
>this is undocumented, and will surely break on the STe, since the Roms are
>not in the same place!

Good for you! You're right, the ROMs are free to move from rev to rev.
So you can't use a constant for an address in the ROM. However, you
can use a variable, and there is one: the system variable _sysbase
at $4f2 holds the base of "the OS header" which is where things like
the date are kept.

This code extracts the date as a LONG from the OS header, no matter where
it lives:

```
char *sysbase = *(char **)0x4f2;
long romdate = *(long *)(sysbase + 0x18);
```

romdate will have a number like 0x04061989 for April 6, 1989.

>PPPS: and do not tell me to pay to become a registred developper, all my atari
>programming is public domain! :-)

That doesn't matter. If you paid to become a registered developer, you
would be able to look this stuff up instead of bothering all of us! :-)
You don't have to be a commercial developer to join the Atari developer
program. (I know I'm answering your question anyway -- think of it as
advertising. (If you're a Net God, *don't* think of it as advertising!))

```
==========================================
```
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

4378. Re: Unexpandable megas

Newsgroup: comp.sys.atari.st
Date: 1989-12-19 19:32:09 UTC
From: gl8f@bessel.acc.Virginia.EDU
Message-ID: <1989Dec19.193209.14318@murdoch.acc.Virginia.EDU>
Source record: 245452

In article <25185@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:

!It's always been my understanding of "business" that making one part serve
!several purposes is more economical... unless you're trying to "force"
!customers into paying your price for your product...
!
!Why would Atari Corp make *TWO* different PC boards, when it would cost them]
!more to do it that way...?

Maybe it doesn't cost them more? Do you know anything about manufacturing?
I sure don't. And so I try to avoid showing my ignorance in public by
bashing Atari on topics that I don't know anything about.

Greg Lindahl

4379. Re: Wanna know where the Archive sites are...

Newsgroup: comp.sys.atari.st
Date: 1989-12-19 19:34:02 UTC
From: jdoss@attctc.Dallas.TX.US
Message-ID: <10671@attctc.Dallas.TX.US>
Source record: 245453

In article <12300@phoenix.Princeton.EDU> mpsimon@phoenix.Princeton.EDU (M. Patrick Simon) writes:
>In article <21521@uflorida.cis.ufl.EDU> cr1@beach.cis.ufl.edu (Christopher Roth) writes:
>>Hello, I would like to know where the FTP'able Atari ST stuff is.
>>What is the FTP address?
>
>I also would like to know what archives are currently out there.

Bugs.nosc.mil (don't know the internet numbers) archives all messages posted to comp.os.minix, both those relating to PC's and to ST's. The serial port driver from Howard C. Johnson is definately there. Look for files ending in lzaz.att.com. There were something like 12 parts to the RS232 posting. Another good place to find archives is the Mars Hotel BBS (301-277-9408) It's accessable through PC-Pursuit and it archives most of the source and interesting articles posted to this newsgroup.

>(stuff about accidentally transfering a 16-bit compressed file to his ST)
>Question: is there a compress for minix which removes this
>restriction? (if not, I just have to retransfer down the corrected compressed
>file).
Dale Schumacher posted a version of compress that handles 16-bits on the ST, sometime earlier this year. Check bugs.nosc.mil or the Mars Hotel.

>
>Thanks,
>--Patrick Simon mpsimon@phoenix.princeton.edu 12-18-89
>
>disclaimer: opinions are the author's own.

--
==========
Joe M. Doss, Jr. jmdst!jdoss@attctc.dallas.tx.us
Disclaimer: The opinions above are my own {backbones}!attctc!jmdst!jdoss
==========

4380. GCR postscript/Ultrascript SLM804

Newsgroup: comp.sys.atari.st
Date: 1989-12-19 19:59:02 UTC
From: ramsiri@blake.acs.washington.edu
Message-ID: <5102@blake.acs.washington.edu>
Source record: 245454

I was at a friend's the other night and watched him
print out a less than elaborate drawing of a flower
from his MAC IIcx (68030-15.66mhz, 5MB RAM)...
to his Apple Laser II.
It took over 11 minutes.

Is it correct to assume that under GCR, running postcript
files to the SLM804/Ultrascript should be multi-fold faster?

-kevin
ramsiri@blake.acs.washington.edu

(BTW: the image he printed was a TIFF format.)

4381. Re: Need Mailing Label Program

Newsgroup: comp.sys.atari.st
Date: 1989-12-19 20:26:46 UTC
From: CharlieBrown@cup.portal.com
Message-ID: <25190@cup.portal.com>
Source record: 245455

Timeworks DataManager has a good label program which we use to send out our w
B.A.A.U.G. monthly new letter.It is not PD or shareware though.Dont have any
price information to pass on.

4382. Re: THINK C's source debugger and Spectre

Newsgroup: comp.sys.atari.st
Date: 1989-12-19 21:20:12 UTC
From: rs0@beach.cis.ufl.edu
Message-ID: <21543@uflorida.cis.ufl.EDU>
Source record: 245456

In article <15096@well.UUCP> dsmall@well.UUCP (David Small) writes:
> (Sorry about all the net bandwidth -- there have been many Spectre
>questions.)

Wasteage of bandwith like this is just what we need; sure beats
Atari-bashing and other fun events that have cloggin things up around
here lately.

> Hence, don't give up hope.
Hey, we own Atari machines; "eternally hopeful" is our middle name.

> -- thanks, Dave / Gadgets
Anytime, Dave!

--
* Bob Slaughter * This space for rent *
* InterNet#1: rs0@beach.cis.ufl.edu * Call 1-800-FOR-RENT *
* InterNet#2: Haldane@Pine.Circa.Ufl.Edu * Model Railroading *
* Bitnet: Haldane@UFPine * is Fun!! *

4383. Re: USENET -> GEnie uplink now working

Newsgroup: comp.sys.atari.st
Date: 1989-12-19 22:24:53 UTC
From: canada@crash.cts.com
Message-ID: <935@crash.cts.com>
Source record: 245457

In article <15097@well.UUCP> dsmall@well.UUCP (David Small) writes (now much edited):

-> It's time to announce that there is now a working uplink
->from USENET to GEnie. Each note posted into comp.sys.atari.st is sorted
->by topic, and uploaded to "Category 10" of the Gadgets RT on GEnie.
->
-> The link is one way. GEnie makes its living selling information
->bases to the public, and doesn't want them downloaded and distributed freely.
->
-> I wanted to let you know to prevent invading anyone's privacy.
->
-> Finally, yes, Gadgets does make a percentage of connect time people
->spend in it on GEnie. However, before anyone starts talking about how we're
->.... I personally am making nothing on this.
->
-> If anyone feels this is wrong, I'll be more than happy to listen and
->if convinced, drop the link.

Hmmm, I don't think this is very fair to the Usenet community, and I, for one, object to Usenet being used in such a commercial way. I have no objection to two-way *mail* links, but I seriously object to all my postings appearing on GEnie or other commercial networks. I think, perhaps, the Usenet ``etiquette'' gods may have something to say about all this as well.

What I object to the most is the fact that the link is one way (and will stay that way due to GEnie's commercial nature). I don't like Usenet being ``raped'' to supply GEnie's commercial pockets. If GEnie is that ``tapped out'' for knowledge that they are desperate enough to plunder Usenet, then perhaps GEnie should be disbanded.

--
Diane Barlow Close
{nosc, ucsd}!crash!canada
canada@crash.cts.com
Free Canada -- Trade Mulroney

4384. Re: Absoft Fortran

Newsgroup: comp.sys.atari.st
Date: 1989-12-19 22:27:00 UTC
From: p34@nikhefh.nikhef.nl
Message-ID: <673@nikhefh.nikhef.nl>
Source record: 245458

```
> The original posting told us about the 'abnormal' behaviour regarding the
> use of common blocks in Absoft's implementation of Fortran.

By far the simplest way to cure the 'abnormal', ie. non-IBM, Cray, VAX etc.
behaviour of Absoft's Fortran is to set the 'H' option.
This not only enables weird F66 features like 'extended range DO loops' but
also let the compiler treat all variable storage as STATIC.

In other words: you no longer have to define all your commons in main.
In addition it saves local variables and thus constructs like:

data init/0/
if (init .eq. 0) then
...initialise....
init = 1
else
...do something...
endif

will behave as expected, ie. only initialise once.
(I didn't say I like this way of initialising...).
```

4385. Re: SYQUEST REMOVABLE DRIVES10643

Newsgroup: comp.sys.atari.st
Date: 1989-12-19 22:34:54 UTC
From: krieg@jupiter.uucp
Message-ID: <1757@mrsvr.UUCP>
Source record: 245459

Do you have any specs/pricing for these units. I'm looking for a removable
disk and these sound good!
--
==
= Andrew Krieg The Marvel Historian =
= G.E. Medical Systems - CT - New Berlin, WI =
= USENET: krieg@jupiter.med.ge.com =
==
= "Maybe Christmas," he thought, "doesn't come from store." =
= "Maybe Christmas...perhaps...means a little bit more!" - The Grinch =
==

4386. Re: INFO-ATARI16 Digest V89 #832

Newsgroup: comp.sys.atari.st
Date: 1989-12-20 00:14:25 UTC
From: rochman@ECF.TORONTO.EDU
Message-ID: <89Dec19.191425est.20781@ecf.toronto.edu>
Source record: 245460

Ah, my first net posting... I'm tingling all over. Anyhow:

Dave Small just recently posted to the net a glowing review of the SyQuest 44 Mbyte removable-cartridge drives. Some other people have also shown interest in these, but one topic has failed to come up.

According to a recent STReport (forget which issue, 116 I think), SyQuest is coming out with a 175 Mbyte version of the current 44 Meg model, at about the same price, accompanied by a drop in the price of the 44's...

Since I'm a not-yet-but-realsoon Hard Drive owner, and was very close to buying a SyQuest 44, I'd like more information on this. Most importantly, will the folks who brought us the SQ555 (44 meg) in a plug-and-play format (ie: Toad, ABCO, Atari, etc..) be bringing us the 175 Mbyte model anytime soon, and for how much?

Not bad for a first post... Flameproofed and all.

--Daniel Rochman, rochman@ecf.toronto.edu

"You expect a .sig file and a disclaimer from a greenhorn? C'mon!!"

4387. Re: Re: Unexpandable megas

Newsgroup: comp.sys.atari.st
Date: 1989-12-20 00:36:46 UTC
From: qralph@dna.lth.se
Message-ID: <1989Dec20.003646.25702@lth.se>
Source record: 245461

Why ATARI would make TWO motherboards to produce unexpandable Megas???
Weellll - as far as I have heard, the MEGA1 is intentionally made VERY
hard to expand. Is that true someone???

|--|
| Want to talk to me? Try: |
| QRALPH@SELDC51 || QRALPH@SELDC52 || qralph@dna.lth.se |
| My name? In official Sweden it is: 4.901.185.654 (secret) |
| Anywhere else: Ralph Haglund |
| Disclaimer: If it works, it's out of date. |
|____|

4388. Re: USENET -> GEnie uplink now working

Newsgroup: comp.sys.atari.st
Date: 1989-12-20 00:58:17 UTC
From: koreth@panarthea.ebay.sun.com
Message-ID: <34975@grapevine.uucp>
Source record: 245462

In article <935@crash.cts.com> canada@crash.cts.com (Diane Barlow Close) writes:
>I don't like Usenet being
>``raped'' to supply GEnie's commercial pockets.

I agree. The only way I'd support this would be if someone would write a quick newsgathering/reading program for the ST, and put it up in GEnie's program section. UUPC will mostly work as a base for this. I bet most GEnie subscribers won't be aware that they could be getting the USENET messages for free. Portal, at least, is inexpensive enough that it doesn't make much difference, but trying to keep up with comp.sys.atari.st over GEnie (especially in an area that only has a 1200-baud WhateverNetGEnieUses link) could get quite expensive.

>If GEnie is that ``tapped
>out'' for knowledge that they are desperate enough to plunder Usenet, then
>perhaps GEnie should be disbanded.

Or make them carry rec.humor and talk.bizarre.

" !" - Marcel Marceau
Steven Grimm Moderator, comp.{sources,binaries}.atari.st
koreth@ebay.sun.com ...!sun!ebay!koreth

4389. Upbeat note on Atari Canada

Newsgroup: comp.sys.atari.st
Date: 1989-12-20 01:07:11 UTC
From: johns@maccs.dcss.mcmaster.ca
Message-ID: <258EDB40.1672@maccs.dcss.mcmaster.ca>
Source record: 245463

A while ago I posted a note on how I was worried about our local
dealers not being able to get their hands on computers. Well, I just heard
that one dealer sold 6 (all he could get his hands on) STEs on Saturday the
16th. Sounds good. Saturday they also took in 70 copied of DM II: CSB.
Monday night 45 copies were left. Brisk business, and that makes me feel good
about the local Atari scene. And, optimistically, I like to think it reflects
a much larger scene. Am I right or wrong?

--
"After all is said and done, John Schmitt
a lot more is said than done." johns@maccs.dcss.mcmaster.ca
Don't blame anybody for what I say. SCHMITTJ@SCIvax.mcmaster.ca

4390. Re: HELP from Southwestern OK State U.

Newsgroup: comp.sys.atari.st
Date: 1989-12-20 01:22:15 UTC
From: psurge@cs.utexas.edu
Message-ID: <7395@cs.utexas.edu>
Source record: 245464

I got the help for my friend at SWOSU, so thanks to all who responded,
I am terribly greatfull.

Troy Carpenter
Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

4391. Re: ROMmable C: compilers

Newsgroup: comp.sys.atari.st
Date: 1989-12-20 01:53:45 UTC
From: wynkoop@esquire.UUCP
Message-ID: <1687@esquire.UUCP>
Source record: 245465

In article <72175@psuecl.bitnet> kap@psuecl.bitnet writes:
>
>
>I need a compiler for 68000 software development. Thu, the question arises:
>Does anybody know of any C: compilers that produce ROMmable code?
>
>Thanks in advance,
>
>-Keith
>
>kap@psuecl.bitnet psuvax1!psuecl.bitnet!kap

Greeting-
Contact Microware in Demoines Iowa. They have a compiler that will do
the trick. Runs under OS-9 which is a multi tasking multi user reatime
romabel operating system that will run on any 68k machine. I am surprised
more people with ST machines don't run it. I would be realy frustrated by
not having OS-9.

Also check out the os9 forum on CIS as well as comp.os.os9.

MICROWARE (os9 Des Moines Ia.) (515) 224-1929

I have no conection with Microware I just use thier products on a 6809
based system with multiple windows and frequently two users at once.

-Brett

uucp.................cmcl2!esquire!wynkoop
domain...............wynkoop@esquire.dpw.com
CI$..................72057,3720
Land Line............212-266-0741
Air Wave.............WA3YRE/2 (7.075 Mhz, 7.255 Mhz, 14.313 Mhz, 14.230 Mhz)

4392. Re: More Portfolio Ads, with a curious feature...

Newsgroup: comp.sys.atari.st
Date: 1989-12-20 02:19:47 UTC
From: john@dynasoft.UUCP
Message-ID: <1989Dec20.021947.6026@stag.UUCP>
Source record: 245466

[gl8f@bessel.acc.Virginia.EDU (Greg Lindahl) writes...]
[.. talking about an ad for the Portfolio ..]

> However, I noticed something quite strange -- the display is simulated
> because you can't take a photo of a LCD display...

Why tell people something like that? You -can- take a picture of an
LCD display. Why would you think otherwise? (Yes, you have to get the
lighting right, but that's true of many photo subjects. It's certanly
not "impossible"...)

> but the font used is proportionately spaced!

This, on the other hand is a pretty good reason for thinking it's a
"simulated" screen... :^)

John Stanley <dynasoft!john@stag.UUCP>
Software Consultant / Dynasoft Systems

4393. GDOS vs LaserJet vs me

Newsgroup: comp.sys.atari.st
Date: 1989-12-20 03:07:04 UTC
From: hugh@dgp.toronto.edu
Message-ID: <1989Dec19.220704.27677@jarvis.csri.toronto.edu>
Source record: 245467

I recently bought an HP LaserJet IIP for my 1040ST (and my Sun, but that is another story). To exploit the capabilities of the LJ, I bought a GDOS driver for it (TurboJet from Neocept). I am attempting to use it with Microsoft Write and EasyDraw.

The whole experience has not been very pleasant. I have encountered innumerable problems, many of which remain a mystery. This note contains both cautionary tales, and pleas for help. Perhaps I should mention that my 1040 has TOS1.4, GDOS 1.1, and EasyDraw 2.3. There is only one (released) version of MS Write.

- Using GDOS to drive the LJ seems unnecessarily slow. At least the first page of fairly plain text output takes a couple of minutes. In contrast, TeX drives the printer at close to its full rated speed, 4 pages per minute. [The TeX output bytes were generated by my Sun, but they were transmitted to the printer by my ST.] The key seems to be that the TeX driver downloads fonts a character at a time, ON DEMAND. Often, most characters in a font never get downloaded. The GDOS driver may not even use fonts, I don't know.

- Being an official Atari ST Developer, I thought that I might be able to write my own driver to solve the speed problem. ATARI sent me their GDOS printer driver construction kit. Unfortunately, it contains no documentation of the interface between GDOS and printer drivers! Neither does it contain documentation on the library of routines provided to do many of the driver tasks. There are several sample drivers for dot-matrix printers, so no doubt one could easily be mutated into a driver for another dot-matrix printer. This is no help in supporting the LJ well (i.e. figuring out how to download and then use fonts). Atari Canada said that what I got is all there is. Atari US says that it is a Big Deal to get more (proposal in writing for Big People to consider).

- When GDOS is loaded, MS Write will crash when I use upparrow or downarrow keys to cross a change-of-indent. This does not happen without GDOS.

- I tried to use GDOS with a large RAM disk. Apparently this left too little memory for GDOS. The symptoms were not at all clear and it took me a week to figure out the problem. The symptoms were that MS Write and EasyDraw were not able to display all the fonts they should have, and could print even fewer. GDOS or the printer driver made font substitutions with *no* diagnostic. As you might imagine, I spent many fruitless hours playing with the assign.sys etc.

- MS Write seems to require all printer fonts to be loaded into RAM, even if they are not used. On a 1040ST, this means that you must hide some fonts from Write (don't list them in assign.sys, or don't have them in the specified files). Again, failure is indicated by printing with the wrong font.

- EasyDraw crashes when I try to save files. I found that this does not happen if I use an obsolete version of meta.sys. Migraph doesn't know why (but I only phoned them once).

- I sometimes use AMCGDOS (broadcast over the net from Germany) in place of GDOS. I have not really noticed any difference, but I use either version of GDOS as little as I can manage.

- The only PD font that I have found that comes in the resolutions I need is "Camelot". Unfortunately the 300DPI version seems to malformed: TurboJet won't touch it. Are there other PD fonts in screen and laser resolutions? I wonder if it would be easy to convert MetaFont (TeX) fonts to GDOS formats.

- Sometimes the 1040ST seems to think that the HPLJIIP is busy when it isn't. This is independent of GDOS -- it happens for normal printouts too. It only happens when the ST first tries to use the printer after the printer or the ST has been powered on (not every time; it may depend on which is powered on first). I presume that this is related to problems people have reported with HP DeskJet printers connected to STs. The program djreset.acc previously broadcast on the net seems to overcome this problem, but it is hard to activate it while running a non-GEM program.

Trying to discover the source of problems or find workarounds is very painful. There are just too many components and I have no tools to audit the interfaces.

GDOS is a tool that adds what should be an important dimension to the ST. Many feel GDOS should have been built into GEM, burned into the ROMS. The current licensing rules just seem to be a nuisance. Since AMCGDOS has been broadcast, all that is needed to avoid licensing is a collection of reasonable fonts and printer drivers.

GDOS as it is now is cumbersome and slow. For me, the worst problem is that I now have very little confidence in GDOS-based software.

Remember: my experience has been as a user, not a programmer. I have not used it extensively (too painful :-). So take my comments with a grain of salt.

Hugh Redelmeier
{utcsri, yunexus, uunet!attcan, utzoo, hcr}!redvax!hugh
When all else fails: hugh@csri.toronto.edu
+1 416 482-8253

4394. Re: Amiga Software by Atari!!!

Newsgroup: comp.sys.atari.st
Date: 1989-12-20 04:00:11 UTC
From: cs161fca@sdcc10.ucsd.edu
Message-ID: <5791@sdcc6.ucsd.edu>
Source record: 245468

Well, back in 1984 Atari had a company called Atarisoft which sold software for commodore 64 and other computers...Perhaps things have got so bad for Atari (i.e., ST in the market defeated by the Amiga) that Atari wants to try the old trick again. However, last time the trick did not work... (Atarisoft was a failure.)

4395. AES Command - APPL_FIND?

Newsgroup: comp.sys.atari.st
Date: 1989-12-20 04:00:57 UTC
From: nut@wet.UUCP
Message-ID: <873@wet.UUCP>
Source record: 245469

Does anyone out there in netland know of the proper parameters to pass for the AES function APPL_FIND? I am a starving student/shareware programmer, and not having the funds to pay for a full developership, have had to rely on ST Internals (an Abacus book). Just the parameters are needed, as I have Tom Hudson's excellent tutorial from STart...

Many thanks!

--
""
"" Adam G. Tilghman - Trendy Quote: "Beware of Greeks bearing Trojans!" ""
""" UUCP: nut@wet.UUCP BBS: Eleusesthai, (415)871-9451 12/2400, 24Hrs """
""

4396. Dungeon Master and TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1989-12-20 05:15:28 UTC
From: SML108@PSUVM.BITNET
Message-ID: <89354.001528SML108@PSUVM.BITNET>
Source record: 245470

Has anyone successfully run Dungeon Master in TOS 1.4? I want to buy it but
I need to know this..... FAST... Send your replies via email...

Scott Le Grand aka SML108@PSUVM.PSU.EDU

4397. Line F again

Newsgroup: comp.sys.atari.st
Date: 1989-12-20 08:01:36 UTC
From: VBRANDT@DBNUAMA1.BITNET
Message-ID: <8912200800.AA14560@ucbvax.Berkeley.EDU>
Source record: 245471

Hello all,

[I'm sorry that I reply only now to this message, but the recent amount of
Info-Atari16 Digests gave me a hard time catching up.]

In Info-Atari16 #705, John M Williams (jmw%tasis.utas.oz@uunet.uu.net) said
in reference to my earlier posting:

>A recent article suggested three possible methods by which a process could
>determine whether it was being run from the desktop or from a shell. I'd like
>to suggest another method which works for me. I don't suggest that it is
>foolproof however. It simply requires moving the basepage ptr up to its parent
>until it becomes null. If this requires three iterations then the program
>is running from the desktop. Any more and it is running from a shell.
[Code example omitted]

In Digest #734, nis!pwcs!stag!daemon@UMN-CS.CS.UMN.EDU (Dale Schumacher)
replies:

>Alright, I guess it's time to post this message again (is this the 3rd
>time now?). The quoted message is mostly correct, but incomplete. The
>situation is slightly different if you're in the /AUTO/ folder programs
>at boot-time. I check for the text-base pointer pointing to ROM, as
>recommended by Allan Pratt @ Atari. The following code (which, like John's
>code, assumes access to a basepage pointer) uses this "approved" method.
>I've also included a copy of <basepage.h> from dLibs for those who don't
>know the layout of the basepage structure.
[Code example omitted]

Finally, in Digest #740, portal!atari!apratt@uunet.uu.net (Allan Pratt) joins
the discussion:

>dal@syntel.mn.org (Dale Schumacher) writes:
>>I check for the text-base pointer pointing to ROM, as
>>recommended by Allan Pratt @ Atari.
>
>Yeah, well, that was before there were RAM TOSes running around. Caveat
>hacker. No RAM TOS is supported by Atari (at this time) and most are
>illegal copies, making their users pirates, so it's not that great a
>hardship.

Thank you all for replying. One of the things I wanted to find out by posting
my original code samples was whether one can rely on the 'somewhat-documented'
facts one has to exploit to find out where the process came from.

Is the three-times-iteration method approved? Will it hold true in later
TOS revisions? Same goes for my method, checking the os_magic pointer. I took

pains to ensure that the code samples I sent out also work with TOS 1.6 (STE) and TOS 3.0 (TT). Dales version has the advantage of also detecting that the program was started from the auto folder. My version also works with RAM and STE/TT TOSes.

Maybe Allan can tell us if one or the other method will be supported by Atari, or if there will be some kind of system variable that tells the current process if his parent is a shell or the desktop. Such a variable would also make life easier for programs like Neodesk etc.

A side note to Allan: Take the ROM TOS 1.4, disassemble it, make it fully relocatable, write a little RAM loader, and you have a RAM TOS. Does that make me a pirate??? [BTW: Such a RAM TOS is great for testing out little OS tweaks and patches ... :-)]

Bitnet: VBRANDT@DBNUAMA1 (will go away some day ...) Volker A. Brandt
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ARPAnet: VBRANDT%DBNUAMA1.BITNET@CUNYVM.CUNY.EDU

4398. Re: Did I come from the desktop?

Newsgroup: comp.sys.atari.st
Date: 1989-12-20 08:02:10 UTC
From: VBRANDT@DBNUAMA1.BITNET
Message-ID: <8912200800.AA14504@ucbvax.Berkeley.EDU>
Source record: 245472

Hello all,

[I'm sorry that I reply only now to this message, but the recent amount of Info-Atari16 Digests gave me a hard time catching up.]

In Info-Atari16 #705, John M Williams (jmw%tasis.utas.oz@uunet.uu.net) said in reference to my earlier posting:

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UNM409@DBNRHRZ1 (alternative) Angewandte Mathematik
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ARPAnet: VBRANDT%DBNUAMA1.BITNET@CUNYVM.CUNY.EDU

4399. Line F again

Newsgroup: comp.sys.atari.st
Date: 1989-12-20 08:03:08 UTC
From: VBRANDT@DBNUAMA1.BITNET
Message-ID: <8912200802.AA14955@ucbvax.Berkeley.EDU>
Source record: 245473

(Sorry for the last posting, correct subject, wrong file ...)

Hello all,

[I'm sorry that I reply only now to this message, but the recent amount of
Info-Atari16 Digests gave me a hard time catching up.]

In Info-Atari16 Digest #714, fox!portal!atari!kbad@apple.com (Ken Badertscher)
said:

> As an aside, I should point out that our VDI guy has put a lot of work
>into the blit code for the TT, and it's pretty phenomenal _without_
>hardware assist. One other thing that will give a noticeable improvement
>is the lack of Line F compression in STE and TT ROMs. The Line F
>compression adds a bit of overhead to AES operations, and desktop/window/
>dialog operations are noticeably sped up when the compression is gone.

Yes, Ken is right. QuickIndex reports a GEM speed increase of 9% when those
blasted Line Fs are removed from the current TOS 1.4 version.

In Info-Atari16 Digest #714, mcsun!hp4nl!ruuinf!verwer@uunet.uu.net
(Nico Verwer) asks:

> In article <1820@atari.UUCP>, kbad@atari.UUCP (Ken Badertscher) writes:
>> walkerb@tramp.Colorado.EDU (Brian Walker) writes:
>> | What did you do with the line F compression?
>> It's gone. Because of the larger ROM space in the STE, (and TT), the line F
>> compression is no longer required to make the TOS ROM image fit. With the
>> exception overhead gone, the AES moves along noticeably faster, too.
>
>Why didn't Atari use large ROMs for the 1040 in the first place? Using
>line-F makes upgrading to a 68020 and a floating-point coprocessor really
>difficult. Now it also appears that exception overhead seriously affects
>AES-speed 8-(!
>Were ROMs so expensive at the time that Atari felt they should decrease
>ROM-size at any cost, or is this a problem of the MMU, or what?
>Will there ever be a chance for 1040 owners to use a larger ROM-set,
>thus being able to painlessly use a 68020 running standard TOS? Is it
>possible to make a hack and solder the extra ROMs in? Or would you have
>to replace the whole motherboard with an STE-board (which has the same
>case anyway)?

Note that the ROM image actually becomes SMALLER if you take out the Line F
codes. Yes, that's right, the Line F handler and the jump table use up MORE
memory than they save. So it's not a question of too small ROMs, but of
inadequate programming. With a little work, you can make TOS 1.4 cooperate
quite nicely with an 68020/030. The biggest obstacle is the way the timing

routines (for things like floppy delay etc) are implemented. You have to recalculate all loop counters and the like manually. The cleanest way would be to use a timer, and if you look closely at the TT TOS 3.0, you'll see that the TT HAS AN EXTRA 68901 that is used for exactly that purpose!!!!

Finally, in Digest #742, att!chinet!saj@ucbvax.Berkeley.EDU (Stephen Jacobs) wonders:

>In article <1841@atari.UUCP> kbad@atari.UUCP (Ken Badertscher) writes:
>>rehrauer@apollo.HP.COM (Steve Rehrauer) writes:
>>| I know what you mean by "Line F", but what's the "compression" refer to re:
>>| ST ROMs? (Usually I'm only this dense on Mondays & national holidays...)
>>
>>The line F compression I refer to is a method we used in ST ROM which
>>basically replaces common operations with line F instructions. The
>>line F handler is able, by decoding the $Fxxx instruction, to determine
>>what operation to perform. The handler then dispatches the exception
>>to the appropriate OS routine.
>
>This brings up the question of what the ROM code does instead. Have all the
>little line F routines been made into subroutines, with more-or-less ordinary
>subroutine linkages (I don't know the exact count, but there are A LOT of
>line F routines)? Are the routines invoked by subroutine calls to a
>dispatcher (a la GEMDOS)? Has the code been brought inline?

There's a lot of Line F instructions in a relatively small part of the ROM, the AES. They fall in two groups: 'fast' subroutine calls, and a "save-some-registers-unlink-stack-and-return" group. The only difference is the registers that are to be restored. The handler looks at the Line F code, checks which group it belongs to (the LSB determines that), branches accordingly. If it's a subroutine, the jump address is taken from a table. If it's a restore-register instruction, the register mask is decoded, and the requested action is performed. You can bet that this takes more time!! I don't want to post code samples since Atari probably won't like it.

Unfortunately, the TOS14FIX.PRG that repairs those two TOS 1.4 bugs installs a new Line F trap. The solution is to fix the bugs within TOS while you're at it anyway. :-)

Enough operatingsystemology for today. (Or is it TOSology? :-)

4400. Re: ICD driver software

Newsgroup: comp.sys.atari.st
Date: 1989-12-20 08:03:46 UTC
From: VBRANDT@DBNUAMA1.BITNET
Message-ID: <8912200803.AA15166@ucbvax.Berkeley.EDU>
Source record: 245474

Hello all,

In Info-Atari16 Digest, Ray Wallace (wallace@oldtmr.enet.dec.com) replied to my query:

>In article <8911300807.AA08786@ucbvax.Berkeley.EDU>, VBRANDT@DBNUAMA1.BITNET
>writes...
>> BUT: The included ICDFMT.DAT file says Version 3.00 and lists only "d" type
>>entries, ie. only disk drives, no more controllers, such as for my Maxtor.
>
>The following is from ICD's READ.ME file -
[Excerpt omitted]

Thanks, Ray, for pointing this out. The ARCUTIL program for VM/CMS wouldn't even show the READ.ME file in the archive, let alone extract it, and I jumped to conclusions.

>Sounds like you can't use ICDs V4 software with anything but OMTI, ADAPTEC,
>and embedded SCSI drives.

What else is there? Has anyone ever used SASI? Also, can anyone recommend a good, cheap embedded-SCSI tape streamer that can be hooked up to an ICD adapter?

4401. No more shar files please

Newsgroup: comp.sys.atari.st
Date: 1989-12-20 08:03:46 UTC
From: VBRANDT@DBNUAMA1.BITNET
Message-ID: <8912200803.AA15168@ucbvax.Berkeley.EDU>
Source record: 245475

Hello all,

In Info-Atari16 Digest #747, thelake!steve@UMN-CS.CS.UMN.EDU (Steve Yelvington) asked:

>On a (sort of) related subject, does anybody else find the shar'ed source
>code in comp.sources.atari.st to be a constant source of trouble?
>
>The shar format doubtless is an excellent solution for Un*x systems, but
>for non-Un*x sites, there is just enough variation in the formats to
>frustrate any attempts at automated unpacking. One of the TOS-based
>shar utilities that I use here has a bug that makes it double lines.
>Another can't handle shell archives that do not have a strippable
>character (usually X) prepended to each line.
>
>I almost always wind up having to repair the sharred sources or the
>resulting files with a text editor, and often it's easier just to split up
>the shell archive manually with MicroEMACS. Arggh! UUDecoding a .ZOO file
>is *so* much simpler.

Yes, yes, please stop those shar files. I have to manually repair each and every one I receive, if only because of long lines having been wrapped. I'm grateful to Steve Grimm for the work he puts into the archives, but I'd rather get sources in ZOO (or ARC or ZIP or ...) format.

Bitnet: VBRANDT@DBNUAMA1 (will go away some day ...) Volker A. Brandt
UNM409@DBNRHRZ1 (alternative) Angewandte Mathematik
UUCP: ...!unido!DBNUAMA1.bitnet!vbrandt (Bonn, West Germany)
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4402. Ghostscript (Was: LaserPrinters and the ST)

Newsgroup: comp.sys.atari.st
Date: 1989-12-20 08:04:20 UTC
From: VBRANDT@DBNUAMA1.BITNET
Message-ID: <8912200804.AA15243@ucbvax.Berkeley.EDU>
Source record: 245476

Hello all,

In Info-Atari16 Digest #749, agate!web-1d!laba-1aj@ucbvax.Berkeley.EDU
(John Kawakami) said:

>The only PD PS I can think of off hand is Ghostscript from the GNU project.
>Ghostscript is a PS screen previewer.

Has anyone taken a shot at porting this to the ST? It shouldn't be too hard,
now that there is a GCC for TOS. I know there is an executable version for the
PC (in fact, I have it, but haven't even unpacked it yet).

I'd do it myself, but I lack the time and I'm not a C wizard either. I would
prefer to have Ghostscipt on the ST, and I wouldn't mind that much if it's big
and/or slow.

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ARPAnet: VBRANDT%DBNUAMA1.BITNET@CUNYVM.CUNY.EDU

4403. (none)

Newsgroup: comp.sys.atari.st
Date: 1989-12-20 08:09:43 UTC
From: PRAKASH@SUVM.BITNET
Message-ID: <8912200808.AA15876@ucbvax.Berkeley.EDU>
Source record: 245477

```
signoff prakash@suvm
```

4404. help for monitor sm124

Newsgroup: comp.sys.atari.st
Date: 1989-12-20 08:10:32 UTC
From: GEFFERTH@DHVMHH1.BITNET
Message-ID: <8912200810.AA15948@ucbvax.Berkeley.EDU>
Source record: 245478

OPTIONS: NOACK LOG SHORT NOTEBOOK ALL

Date: 18 December 89, 15:19:48 MEZ
From: GEFFERTH at DHVMHH1
TO: INFO-ATARI16$SCORE.STANFORD.EDU

|||| URGENT ||||
I NEED A MONITOR SM 124 FOR MY NEPHEW WHO IS AN EXCHANGE STUDENT IN
WISCONSIN, U.S.A. WHO CAN HELP HIM TO FIND A COMPETENT DEALER CLOSE TO
HIM?
PLEASE CONTACT:
TOBIAS WORZYK
C/O ERNIE KOOISTRA
N 1988/COUNTY C
SHARON
WISCONSIN 53585
THANK YOU VERY MUCH
MICHAEL WORZYK

4405. Re: Commandline length?

Newsgroup: comp.sys.atari.st
Date: 1989-12-20 08:52:55 UTC
From: roland@cochise
Message-ID: <1176@pcsbst.UUCP>
Source record: 245479

joep@tnosoes.UUCP (Joep Mathijssen) writes:

>Using Gulam and make, I want to link a program using TURBO-C.
>But there are so much .O-files that must be linked, that my list of
>files is not processed correctly. I think the commandline is limited to
>only 80 characters. It this a ST- or Gulam-limit?

Don't know about possible Gulam limits, but there IS a TOS-limit of
about 125 characters. There is an official work-around, but I wouldn't
expect any program to support it (yet).

>And how can I solve it?

Build a library! (Even with unix, the cc has a limit of several hundred
o-files, and for greater programs you have to build libraries first)

I know that You believe You understand what You think I said, but
I'm not sure You realize that what You heard is not what I meant.

Roland Rambau

rra@cochise.pcs.com, {unido|pyramid}!pcsbst!rra, 2:507/414.2.fidonet

4406. Re: ATW and Stacy 4

Newsgroup: comp.sys.atari.st
Date: 1989-12-20 10:38:20 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <1927@syma.sussex.ac.uk>
Source record: 245480

From article <111500079@uxa.cso.uiuc.edu>, by glk01126@uxa.cso.uiuc.edu:
>
>
> Oh jesus, how many people are going to take their (is it STACY
> or STACEY) out on a picnic to do some page layout under the
>
> Gregory M. L-K.

STACY. At least, that's what it says on the machines I've seen at a computer show and in the reviews in the computer press here.

Maybe Atari are saving the 'E' for the 'enhanced' version. :-)

Graham

--
Graham Thomas, SPRU, Mantell Building, U of Sussex, Brighton, BN1 9RF, UK
JANET: grahamt@uk.ac.sussex.syma EARN/BITNET: grahamt@syma.sussex.ac.uk
ARPA: grahamt%syma.sussex.ac.uk@nsfnet-relay.ac.uk
UUCP: grahamt@syma.uucp Phone: +44 273 686758

4407. Re: UniTerm V2.0c and TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1989-12-20 11:27:28 UTC
From: hase@netmbx.UUCP
Message-ID: <3981@netmbx.UUCP>
Source record: 245481

In article <25010@cup.portal.com> R_Tim_Coslet@cup.portal.com writes:
>Well, I just installed the _2_Chip_ TOS 1.4 in my MEGA ST2.
>Came right up no problems, installed NeoDesk still no problems...
>Then I encountered a PROBLEM with UniTerm V2.0c...

I do not have any problems with Uniterm 2.0e unter Rainbow TOS (german).
No problems with Revolver or the like...

I had problems when trying NeoDesk (with TOS 1.0): Uniterm, Signum2 and
Tempus refused to PExec() programs (I use rz.ttp/sz.ttp from Uniterm for
ZModem files transfers).
I got rid of the problems when I got rid of NeoDesk...

hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
Dennis had stepped up into the top seat whet its founder had died of a
lethal overdose of brick wall, taken while under the influence of a
Ferrari and a bottle of tequila. (Douglas Adams; the long dark teatime...)

4408. Re: question SPECTRE GCR

Newsgroup: comp.sys.atari.st
Date: 1989-12-20 11:57:22 UTC
From: ya16@mrcu
Message-ID: <317@mrcu>
Source record: 245482

In article <260934@neabbs.UUCP>, marclaan@neabbs.UUCP (MARC LAAN) writes:
> To: David Small (GBS)
> From: Marc H. Laan, newspaper Het Parool, Amsterdam, Holland.
>
> Dave,
> We tried to contact you by fax several times. Seems¿to be no succes.
> we just had a simple question: since we laid hand on one of the
> (pre-)production models of Stacy, we'd like to test it as a portable
> Mac, with GCR. Until now we didn't hear of GCR overhere in Europe.
> Give us some clue please. (with ourpectre 1.9 Stacy performs allright,
> but probably you tested that too).
> Friendly greetings, Marc H. Laan, Amsterdam-Diemen, Hollan

HiSoft have received a batch of Spectre GCRs here in the UK.
I don't know if they are all spoken for in advanced orders, a
phone call may worth wile.

HiSoft can be contacted at
The Old School
Greenfield
Bedford
MK45 5DE
UK

Tel. +44 5 2571 8181

PS I have upgraded my 128 to a GCR and it works well.

Ian Powell, CAL |INTERNET: ya16%gec-mrc.co.uk@nsfnet-relay.ac.uk
GEC-Marconi Research Centre|UUCP: ...!mcvax!ukc!mrca!ya16 or ya16%uucp.mrca
West Hanningfield Road |Other: ya16@uk.co.gec-mrc
Great Baddow, Chelmsford |Tel: +44 245 73331 x 3231
Essex, UK CM2 8HN |Telcom Gold 74: SKK196

4409. Usenet-->GEnie

Newsgroup: comp.sys.atari.st
Date: 1989-12-20 12:49:02 UTC
From: cmm1@CUNIXA.CC.COLUMBIA.EDU
Message-ID: <CMM.0.88.630161342.cmm1@cunixa.cc.columbia.edu>
Source record: 245483

While I think this is a good idea, I am somewhat annoyed that this arrangement only helps GEnie (a profiteering company) and does naught for the users of this net. So, even though you personally may get no benefit from the arrangement, GEnie does and I am therefore against the practice. I'm sure that the powers that be in Usenet will not be pleased either. Just my $.02....

Chris Mauritz

```
------------------------------+--------------------------
Chris Mauritz |Where there's a BEER,
cmm1@cunixa.cc.columbia.edu |there's a plan.
(c)All rights reserved. |
Send flames to /dev/null |Need I say more?
------------------------------+--------------------------
```

4410. Optimism about Atari Canada

Newsgroup: comp.sys.atari.st
Date: 1989-12-20 13:47:00 UTC
From: 01659@AECLCR.BITNET
Message-ID: <8912210814.AA06102@ucbvax.Berkeley.EDU>
Source record: 245484

One netter posted a note about what he perceives to be an upward turn in Atari fortunes (e.g. 6 1040STEs sold by a dealer in Toronto). The following is a copy of a note I sent to Geoff Earle, the national sales manager for Atari Canada. Now, I really should not be posting this note for two reasons. First, Mr. Earle has not had time to respond to it and second, I am sending this note from my regular full time day job mainframe mailer and I should not be doing any third party business on company time (I'll skip coffee break this morning). However, if anything, this posting will have a negative effect upon my Atari dealership because it points out the problems I have had as a novice dealer. In addition, it is a general interest item that is not business oriented so I hope my local management will forgive the minor transgression (I am doing this for the greater good of Atari users, not for personal gain).

I do want to point out that Atari Canada has tried its utmost to get me through the problems in one piece (special thanks to Denise Carrol). However I am a little disappointed to hear on the net that a Toronto dealer has actually sold 1040STEs when I was told by Atari every day for the last two weeks that there are no STEs available in Ontario (only a 'small shipment to be sent west', whatever that means). As I say in the letter below, I want to be honest with my customers, I expect the same of Atari Canada and its relationship with its dealers.

==========

89.12.18

Attn: Mr. Geoffry Earle

To say the very least, my experiences with Atari Canada since becoming a dealer have not been memorable.

1. The first problem started when Bruce Stetham made what seemed to be a minor error and told me that 1040STE computers were available in Toronto (in October). I advised my customers to order STEs instead of the old 1040STs thinking that it would be only a matter of days before Atari Canada could ship the equipment.

Since October, I have been told a least 6 different dates for STE availability. Two customers who had ordered STEs have since acquired alternative (i.e. non Atari) systems. I have been unable to sell 1040STs because everyone is waiting for the STEs. As such, my bread-and-butter product, which was supposed to be available, has put a large roadblock in sales.

I ordered two STs for store stock in lieu of STE product.

2. I have an order on the books for two STACYs with 20 meg hard drives. I know that STACY availability was never specified and I can accept the delays. Unlike the STE issue, I was not given a lengthy list of delivery dates only to see each one missed. Hopefully, Atari will have STACYs soon.

3. I ordered a PC4/12H and a PCC1424 EGA monitor. The PCC1424 was not available and a PCM124 was substituted. When the PC and monitor arrived, they were DOA. In addition, the shipping cartons already had return authorization numbers and it is likely that the system had previously been returned DOA to Atari prior to shipment to me.

The PC had been ordered for a public display at one of the local schools. I had to bite my lip and tell people that the PC arrived DOA and apologized for advertising a system I could not demonstrate.

The system was return on a CRA number and a credit issued. However, the credit was for a mono system yet I had paid for a colour system. Now, I am trying to get Atari's finance department to correct the discrepancy between the surplus I calculate to have on account with Atari and what Atari says I have on account. Hopefully, this can be resolved soon.

In addition to the physical problems with the PC4, I advised Bruce Corbett that the dealer book specs for this computer were different from the machine that was delivered (different BIOS, 1 serial port not 2). I asked that I get clarification as to the current specs for the computer. So far, I have not received any information.

4. I ordered a Mega 2/SM124 system. The Mega 2 arrived DOA and was returned. So, out of orders for four computers, two arrived DOA. Let's hope the DOA frequency drops for future orders (I am still waiting for the Mega 2 to return from Atari).

5. Today, I called Atari about the availability of the Atari ABC286/30 computer (AT compatible) and I was told by both Denise Carrol and a representative in your service department that they had never even heard of this system. This response from Atari was both unexpected and irritating. Having come close to finalising the sale of an ABC286/30 with only the delivery date to be determined, I was amazed that Atari staff claimed to have never heard of a system that has a detailed spec sheet in the dealer book.

Quite simply, this situation is unacceptable. How can I possibly sell Atari equipment when I can put absolutely no faith in the dealer book or the ability of Atari Canada to supply products? The only problem I have selling Atari computers is Atari Canada.

I would like to find out from you, the National Sales manager, if I can expect to receive a dealer book that has accurate information and

if I can be given realistic and reliable delivery dates for products. Otherwise, I have to tell prospective customers that it is not a safe bet to place an order for Atari computers. I am honest with my customers, hopefully Atari Canada can be honest with its customers the dealers.

Greg Csullog
Owner of Click Here Computers

4411. Re: Blitz copy cable and utility

Newsgroup: comp.sys.atari.st
Date: 1989-12-20 14:32:13 UTC
From: paulm@ccicpg.UUCP
Message-ID: <51872@ccicpg.UUCP>
Source record: 245485

In article <SCOTT.89Dec19103442@offa.cs.odu.edu>, scott@cs.odu.edu (Scott Yelich) writes:
[...]
> > They are available on both the GEnie and CIS networks, and probably
> > interminable BBS's. They're a bit long to uuencode and post here, though.
>
> ftp xanth.cs.odu.edu
>
> > So, if you know someone on GEnie or CIS ...
>
> or if you have ftp access...
>
> REMEMBER: ZIP files are self extracting archives.... :)
> --
[....]

If it is legal, could someone PLEASE post the Blitz software in the
binaries group or somewhere? I don't have access to GEnie nor do
I know anyone who does. I also can't ftp from here.
I've built the cables and am now just awaiting code.

Many many many thanx in advance!

.===.
| ### ######## ### | N O R T H | /==============\ |
| ### ### ### | A M E R I C A |< An STC Company >|
### ######## ########	(was CCI)	\==============/
UUCP: ...ccicpg!dl2!paulm	Paul L. Moreau
or ...ccicpg!dl1!paulm	Diagnostics Software Eng.
or ...ccicpg!paulm	Irvine, California
`=='

4412. (none)

Newsgroup: comp.sys.atari.st
Date: 1989-12-20 14:43:05 UTC
From: magun@sun.iap.unibe.ch
Message-ID: <66*magun@sun.iap.unibe.ch>
Source record: 245486

```
help commands
```

4413. How to upgrade a mega2 & questions

Newsgroup: comp.sys.atari.st
Date: 1989-12-20 15:31:00 UTC
From: STJLHI33@WATSON.BITNET
Message-ID: <8912210815.AA06204@ucbvax.Berkeley.EDU>
Source record: 245487

Since some mega2s aren't expandable what can be done about it? What
workarounds (read: kludges) can be used to get the extra 2 megs? I still VERY
MUCH DISLIKE seeing Atari go to the trouble to give a very good computer a
very stupid limitation but It would probably be better to do something about
it rather than flaming people who didn't have anything to do with the decision.
(something about biting the hand that feeds you...)

Some honest (and hopefully fireproof) questions & comments:

I. How many colors can the STe display at the same time? 4K colors would b
e
useful for fine shading _if_ you could display enough of them. With only 16
the extra shades are nearly useless. Is there a mode similar to Amiga HAM?

II. Does the STACY have the STe's sound chip?

III. Thank you Atari for using SIMMs on the new STs! (I can be a
cheerleader too! 8~D rah! rah!)

-- Happy Holidays!

Frustration: Getting your first 'Out of memory, request denied' message and
finding out your computer isn't expandable on the same day.

Jason Steiner STJLHI33@WOOSTER.BITNET | In my opinion my
"This country ain't got no problems that a few | opinions are
plastic explosives won't cure!" - Steve Taylor | just opinions.

4414. Re: How to know we are in TOS 1.0? -- thanks

Newsgroup: comp.sys.atari.st
Date: 1989-12-20 15:59:58 UTC
From: colas@crios.inria.fr
Message-ID: <453@mirsa.inria.fr>
Source record: 245488

First, thanks to everybody who pointed me to the good location:
((int *) _sysbase) + 1

But I want to issue a warning to US ST programmers:

In article <1903@atari.UUCP>, apratt@atari.UUCP (Allan Pratt) writes:
> romdate will have a number like 0x04061989 for April 6, 1989.

Do not rely on DATES! The french TOS version has the date of the translation
into french, not the US date, so relying on dates on your code will break
in other countries... (Twister did in fact, it checked the date of the
new US roms, which failed on french ones)

Thanks anyways for you reply, Alan.

4415. Re: USENET -> GEnie uplink now working

Newsgroup: comp.sys.atari.st
Date: 1989-12-20 16:20:24 UTC
From: matthews@umd5.umd.edu
Message-ID: <5806@umd5.umd.edu>
Source record: 245489

In article <935@crash.cts.com> canada@crash.cts.com (Diane Barlow Close) writes:
>What I object to the most is the fact that the link is one way (and will
>stay that way due to GEnie's commercial nature). I don't like Usenet being
>``raped'' to supply GEnie's commercial pockets. If GEnie is that ``tapped
>out'' for knowledge that they are desperate enough to plunder Usenet, then
>perhaps GEnie should be disbanded.
>--
>Diane Barlow Close

I agree with you, to an extent. However. The flow of information should be regarded as a good thing. It would me MUCH better if EVERYONE could access Usenet, but that ain't so. I'm lucky; I'm a student who happens to work in the computer labs, so I have Unix accounts everywhere. Other people who would like to know have no means of getting to this information. I'd post the info to the local BBSes if I had the time (a working computer would help, too). But I don't. Not for all of it, at least.

Mike

4416. FLAMES and SUPPORT IN THE MINUS REALM

Newsgroup: comp.sys.atari.st
Date: 1989-12-20 16:56:23 UTC
From: MBERNAR@ERENJ.BITNET
Message-ID: <8912210817.AA06313@ucbvax.Berkeley.EDU>
Source record: 245490

fox!portal!cup.portal.com!Bob_BobR_Retelle@apple.com mentioned that the ST comes with ST Basic, Logo and documentation. I don't think this is true at the present. When I bought my ST in April, it didn't come with Logo or any manual for ST Basic. It did come with a short list of ST Basic system calls which is useless without the manual since the arguments are not explained. I'm not complaining. I wouldn't have used them anyway (I prefer compiled languages). So why should I pay for it. Besides, those people who really want to use ST Basic can buy it.

4417. questions about memory extensions, deskjet plus, laserjet IIp

Newsgroup: comp.sys.atari.st
Date: 1989-12-20 17:10:00 UTC
From: FD@BGERUG51.BITNET
Message-ID: <8912210815.AA06206@ucbvax.Berkeley.EDU>
Source record: 245491

Dear Atari-networkers,

Some time ago I asked a number of questions about memory-upgrading
the Atari Mega ST1 and using the Deskjet Plus. As I did not receive
many valuable answers I will fire my questions again :

1) Is it possible to upgrade an Atari Mega ST1 to a Mega ST2 or even
a Mega ST4? Are there any commercial vendors for this hardware (please
give any references, preferably in Europe), or can I do it myself?
In that case I want a precise descriptioon on the procedure that has
to be followed (I am not a hardware specialist!).

As I only bought my Atari Mega ST1 recently , I have not yet opened the box
as this would screw up my guarantee. I'd rather wait some more time
for this. Can anyone give any details on the hardware differences between
the Atari Mega ST1 (or Mega 1), the Atari Mega ST2, the Atari Mega ST4?

2) Some time ago, I wanted to by a HP Deskjet Plus, to connect to my Atari.
For the 1st Wordplus text processor, people at our lab developed a driver.
In Timeworks the Laserjet driver can apparently be used without any
difficulties. If you want to use the Deskjet from within GEM-Draw or
EASYdraw, we don't have an appropriate driver. An alternative here is to
use the EPSON-emulation cartridge, but this has it's disadvantages :
low resolution, bad quality (ink problems with bold because of repetitive
strike-overs), and slow!! (You can however get screen dumps in that case!)

In 1st Wordplus the Deskjet functions reasonably fast, but from within
Timeworks it acts unbelievably slow. To produce one A4-paper for a
publication (several fonts and graphics), it takes appr. 1 hour! This
is unacceptable!

Can anyone give any comments this?
I very recently saw a HP Deskwriter (RS422 serial interface for connection
with Apple computers, and it worked much faster, certainly an order of
magnitude : minutes vs. hours. The machine very much resembles a Deskjet
Plus externally. I wonder if this could be connected to an Atari?

3) In Europe the HP Laserjet IIp appeared recently. Can somebody give remarks
on the connection Atari - Laserjet IIp? I recently noticed a number of
E-mails which were not in favour of this combination. One of the reasons
was the low speed? Is this true, and/or are there any other inconveniences?

Many thanks in advance.

Frits Dumortier
(FD@BGERUG51)
Automatic Control Laboratory

State University of Ghent
Belgium

4418. questions about memory extensions, deskjet plus, laserjet IIp

Newsgroup: comp.sys.atari.st
Date: 1989-12-20 17:10:00 UTC
From: FD@BGERUG51.BITNET
Message-ID: <8912210816.AA06237@ucbvax.Berkeley.EDU>
Source record: 245492

Dear Atari-networkers,

Some time ago I asked a number of questions about memory-upgrading
the Atari Mega ST1 and using the Deskjet Plus. As I did not receive
many valuable answers I will fire my questions again :

1) Is it possible to upgrade an Atari Mega ST1 to a Mega ST2 or even
a Mega ST4? Are there any commercial vendors for this hardware (please
give any references, preferably in Europe), or can I do it myself?
In that case I want a precise descriptioon on the procedure that has
to be followed (I am not a hardware specialist!).

As I only bought my Atari Mega ST1 recently , I have not yet opened the box
as this would screw up my guarantee. I'd rather wait some more time
for this. Can anyone give any details on the hardware differences between
the Atari Mega ST1 (or Mega 1), the Atari Mega ST2, the Atari Mega ST4?

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For the 1st Wordplus text processor, people at our lab developed a driver.
In Timeworks the Laserjet driver can apparently be used without any
difficulties. If you want to use the Deskjet from within GEM-Draw or
EASYdraw, we don't have an appropriate driver. An alternative here is to
use the EPSON-emulation cartridge, but this has it's disadvantages :
low resolution, bad quality (ink problems with bold because of repetitive
strike-overs), and slow!! (You can however get screen dumps in that case!)

In 1st Wordplus the Deskjet functions reasonably fast, but from within
Timeworks it acts unbelievably slow. To produce one A4-paper for a
publication (several fonts and graphics), it takes appr. 1 hour! This
is unacceptable!

Can anyone give any comments this?
I very recently saw a HP Deskwriter (RS422 serial interface for connection
with Apple computers, and it worked much faster, certainly an order of
magnitude : minutes vs. hours. The machine very much resembles a Deskjet
Plus externally. I wonder if this could be connected to an Atari?

3) In Europe the HP Laserjet IIp appeared recently. Can somebody give remarks
on the connection Atari - Laserjet IIp? I recently noticed a number of
E-mails which were not in favour of this combination. One of the reasons
was the low speed? Is this true, and/or are there any other inconveniences?

Many thanks in advance.

Frits Dumortier
(FD@BGERUG51)
Automatic Control Laboratory

State University of Ghent
Belgium

4419. Re: Merry Christmas to Atari!!!

Newsgroup: comp.sys.atari.st
Date: 1989-12-20 17:20:24 UTC
From: kbad@atari.UUCP
Message-ID: <1905@atari.UUCP>
Source record: 245493

Thanks for the holiday cheer!

And a Happy New Year to all our faithful (and even the not-so-faithful!)
Atarians in netland..

See you all next year!

--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

4420. Re: Unexpandable megas

Newsgroup: comp.sys.atari.st
Date: 1989-12-20 17:22:00 UTC
From: mitsolid@acf5.NYU.EDU
Message-ID: <370006@acf5.NYU.EDU>
Source record: 245494

>/* acf5:comp.sys.atari.st / danscott@atari.UUCP (Dan Scott) / 7:17 pm Dec 18, 1989 */
>in article <25126@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com says:
>>
>> Consider that the *cheapest* IBM clone board comes *socketed* for easy memory
>> expansion to the maximum RAM the system can utilize...
>
>Of course even on a 80286 computer w/ say 10Megs of RAM MS-DOS still sees
>only 640K (we tested one under windows once for memory use)...

Why do people assume that PCs are DOS-ONLY-FOR-EVER-AND-EVER systems?
One can run UNIX and X11 any time of the day.
(and call DOS in a window, if necessary).
Ever heard of DOS Extenders?

A 386SX motherboard (20Mhz) that costs $311 comes with sockets for 8Mb.
(and 6 expantion slots :-)

Thanasis

4421. Re: Rainbow TOS Addendum (text)

Newsgroup: comp.sys.atari.st
Date: 1989-12-20 17:24:08 UTC
From: kbad@atari.UUCP
Message-ID: <1906@atari.UUCP>
Source record: 245495

CORRECTION!

It was GEnie SysOp Jeff WILLIAMS (not Jeff Wilson, whoever he is ;) who
typed in the Rainbow TOS Addendum for the edification of all...

I guess I must have been thinking of Jeff's SisOp Sandy Wilson when
I typed that header to the last message!

--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

4422. Re: Unexpandable megas

Newsgroup: comp.sys.atari.st
Date: 1989-12-20 17:34:00 UTC
From: mitsolid@acf5.NYU.EDU
Message-ID: <370007@acf5.NYU.EDU>
Source record: 245496

>/* acf5:comp.sys.atari.st / gl8f@bessel.acc.Virginia.EDU (Greg Lindahl) / 2:32 pm Dec 19, 1989 */
>In article <25185@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>
>!It's always been my understanding of "business" that making one part serve
>!several purposes is more economical... unless you're trying to "force"
>!customers into paying your price for your product...
>!
>!Why would Atari Corp make *TWO* different PC boards, when it would cost them]
>!more to do it that way...?
>
>Maybe it doesn't cost them more? Do you know anything about manufacturing?

I believe that you are right Greg.
Probably it will not cost them more... Eventually!

Since Mega2s can not be expanded, more people would be *forced* to pay
the unreasonably more expensive Mega4s. (now, 1Mbyte costs $90)
So, more money for Atari, less for its loyal followers.

Thus, they can afford the extra cost of manufacturing and keeping
double inventory.

Thanasis

4423. spreadsheets

Newsgroup: comp.sys.atari.st
Date: 1989-12-20 17:42:00 UTC
From: AMEIJ@vax.oxford.ac.UK
Message-ID: <8912210816.AA06247@ucbvax.Berkeley.EDU>
Source record: 245497

Dear World,

I want a spreadsheet for my Mega 4. It has to be fast, and it should ideally support either an HPLJ+ or HPGL for graphics output. Can anyone make any recommendations? Email me, and I'll summarize back.

Jan Ameij
ameij%uk.ac.oxford.vax@however.you-get.to.janet

PS It came with VIP Professional. It's lousy. I hate it. Please don't recommend it. I mean, a piece of software with a list price of 130 quid that can't work with a hard disk?

PPS Info for Laser printer debate. I've got a Qume CrystalPrint Series II. It's very nice indeed - HPLJ+ plus for 100 quid a good HPGL cartridge. Seems pretty cheap to run, nice and small, great for TeX (real computer users use TeX). I'd recommend it. It was about 1100 quid, including HPGL card, but is probably less by now!

4424. The Rape of Usenet

Newsgroup: comp.sys.atari.st
Date: 1989-12-20 17:47:14 UTC
From: canada@crash.cts.com
Message-ID: <946@crash.cts.com>
Source record: 245498
Cross-posted to: news.admin,news.misc,comp.sys.atari.st,alt.flame

This message was posted by Dave Small to the atari newsgroup, and I have
many objections and some questions I'd like to pose to the net (so as not
to waste net $$ please direct all followups to news.misc or alt.flame):

-> Date: 19 Dec 89 06:00:28 GMT
-> >From: dsmall@well.UUCP (David Small)
-> Newsgroups: comp.sys.atari.st
-> Subject: USENET -> GEnie uplink now working
-> Message-ID: <15097@well.UUCP>
->
-> It's time to announce that there is now a working uplink
-> from USENET to GEnie. Each note posted into comp.sys.atari.st is sorted
-> by topic, and uploaded to "Category 10" of the Gadgets RT on GEnie.[...]
->
-> The link is one way. GEnie makes its living selling information
-> bases to the public, and doesn't want them downloaded and distributed freely.
-> [...] I just want to get the maximum freedom of information
-> exchange possible between these networks; [...]

I object to this ONE WAY transfer of information. Dave talks about the
exchange of information. This is not an *exchange*, it is a one-way
transfer of Usenet information. I object to the rape and plunder
(*for profit*) of Usenet! A summary of Usenet, or perhaps ``this is the
latest from Usenet'' (1 or 2 articles follow), is acceptable. This wholesale
plunder of Usenet is not.

-> I wanted to let you know to prevent invading anyone's privacy.
-> [...] If someone has a real need not to have their notes forwarded to
-> GEnie, I will be happy to put a "filter" on to prevent it by request; [...]

I think this should be changed to ``only take articles from Usenet if a
person sends Dave his *approval*''. Why should I have to trust Dave to remove
my articles? What if he misses one? What if my mail can't get through?...

I also object most strenously to Dave limiting MY access to information by
scaring away Usenet posters who don't want the kind of publicity GEnie
offers. Usenet is supported FREELY by a conglomeration of machines (each
company covering a bit of the expenses) and I object very, very much to
GEnie profiting from other sites' generousity.

-> It seems to me like a benefit for everyone involved, especially
-> if/when 2-waymail gets going.

A benefit for *everyone*? It is only a benefit for *everyone on GEnie*.
Usenet people don't benefit *at all* from this one-way ``exchange'' of

information.

-> [...] other areas on GEnie are
-> expressing great interest in having a USENET uplink. Basically, folks,
-> USENET is perceived as the place where the people who know what they're
-> doing post notes.

Does this mean that soon *all* Usenet groups are going to be appearing on GEnie? I hope we can stop this before it gets out of hand!

-> Why do it? Because a long time ago, on the CERL site on PLATO, a
-> person named Sherwin Gooch, ex-PLATO, ex-Atari, and now with Apple,
-> introduced me to the hacker ethic and freedom of information exchange as
-> its primary goal. (No, not illegal exchange, you know what I mean). [...]

I don't call a one-way exchange ``freedom of information''. I also don't call *free information* being uploaded to a *pay service* ``freedom''. The hacker ethic is AGAINST the *sale* of information (as GEnie represents). If you want a TRUE example of the hacker ethic, then read a bit about Richard Stallman and the Free Software Foundation. *They* represent the hacker ethic!

-> If anyone feels this is wrong, I'll be more than happy to listen and
-> if convinced, drop the link. [...]

Write Dave Small and voice your objections TODAY, before it's too late and Usenet becomes GEnie (and you have to pay through the nose for what was formerly free)!

-> Well, enough said. I hope this leads to good things -- GEnie users
-> getting good information on time, for instance.

It's obvious from this sentence who is benefiting from this ``exchange'' of information -- GEnie and no one else.

The more Usenet becomes publicized, the greater the danger of someone in political power becoming ``concerned''. Perhaps concerned enough to pass legislation like that currenly up for review in New York: a sysop must validate each and every *message* that is posted to his BBS and must also guarantee privacy of the message and guarantee that the message NOT appear on any other service.

Is there anything (legal?) that we can do to stop this link? In general, are there any ``net rules'' for this type of thing? Is GEnie in any danger by uploading Usenet articles wholesale?
--
Diane Barlow Close
{nosc, ucsd}!crash!canada
canada@crash.cts.com
Free Canada -- Trade Mulroney

4425. Re: USENET -> GEnie uplink now working

Newsgroup: comp.sys.atari.st
Date: 1989-12-20 17:51:01 UTC
From: hcj@lzaz.ATT.COM
Message-ID: <892@lzaz.ATT.COM>
Source record: 245499

In article <935@crash.cts.com>, canada@crash.cts.com (Diane Barlow Close) writes:
> In article <15097@well.UUCP> dsmall@well.UUCP (David Small) writes (now
> much edited):
> ->
> -> It's time to announce that there is now a working uplink
> ->from USENET to GEnie. Each note posted into comp.sys.atari.st is sorted
> ->by topic, and uploaded to "Category 10" of the Gadgets RT on GEnie.
> ->

> Hmmm, I don't think this is very fair to the Usenet community, and I, for
> one, object to Usenet being used in such a commercial way. I have no

Our Once good Newsfeed is crud!. I am thrilled that I can find the missing
threads and articles on Genie, I will log in tonight to see what I am missing.

Good work! (Just my Opinion).

Howard C. Johnson
ATT Bell Labs
att!lzaz!hcj
hcj@lzaz.att.com

4426. Re: Usenet-->GEnie

Newsgroup: comp.sys.atari.st
Date: 1989-12-20 17:56:13 UTC
From: nrc@cbnews.ATT.COM
Message-ID: <12486@cbnews.ATT.COM>
Source record: 245500

From article <CMM.0.88.630161342.cmm1@cunixa.cc.columbia.edu>, by
cmm1@CUNIXA.CC.COLUMBIA.EDU (Christopher M Mauritz):
> While I think this is a good idea, I am somewhat annoyed that this
> arrangement only helps GEnie (a profiteering company) and does naught
> for the users of this net. So, even though you personally may get no
> benefit from the arrangement, GEnie does and I am therefore against the
> practice. I'm sure that the powers that be in Usenet will not be
> pleased either. Just my $.02....
>
> Chris Mauritz
>
> ------------------------------+--------------------------
> Chris Mauritz |Where there's a BEER,
> cmm1@cunixa.cc.columbia.edu |there's a plan.
> (c)All rights reserved. |
> Send flames to /dev/null |Need I say more?
> ------------------------------+--------------------------

I agree whole heartedly! This arrangement puts money into GEnie and
does the net absolutely no good. Dave, you've done a lot of good things
for the Atari community but please put a stop to this before it goes any
further.

I wonder if Chris's copyright notice is a good way to stop this sort of
thing. Better still, how about something more specific....

>>>>>> No portion of this messsage may be posted to any for-profit <<<<<
>>>>>> information service! <<<<<

"Don't drive too slowly." Richard Caldwell
AT&T Network Systems
nrc@cbnews
att!cbnews!nrc
(614) 860-2206

4427. Re: Line F again

Newsgroup: comp.sys.atari.st
Date: 1989-12-20 17:58:12 UTC
From: bds@lzaz.ATT.COM
Message-ID: <894@lzaz.ATT.COM>
Source record: 245401

In article <8912200800.AA14560@ucbvax.Berkeley.EDU>, VBRANDT@DBNUAMA1.BITNET writes:
>No RAM TOS is supported by Atari (at this time) and most are
>illegal copies, making their users pirates, so it's not that great a
>hardship.
#
A side note to Allan: Take the ROM TOS 1.4, disassemble it, make it fully
relocatable, write a little RAM loader, and you have a RAM TOS. Does that make
me a pirate???

I use my RAM TOS obtained when I bought my ST to run programs that won't
run under TOS 1.4. Anyone who bought their ST before the ROMS were available
(pre 1040 days) got a TOS on disk.

4428. dvi to 24 pin

Newsgroup: comp.sys.atari.st
Date: 1989-12-20 18:21:13 UTC
From: dcrevier@jarthur.Claremont.EDU
Message-ID: <3666@jarthur.Claremont.EDU>
Source record: 245402

Is there dvi printer for 24 pin printers? I have dvieps, but I am hoping
for better looking output.

Dan

4429. Re: wind_update (Was: Re: AES bug?)

Newsgroup: comp.sys.atari.st
Date: 1989-12-20 18:35:52 UTC
From: mui@atari.UUCP
Message-ID: <1907@atari.UUCP>
Source record: 245403

```
> What exactly happens when an application makes multiple calls to
> wind_update()? Are these calls stacked (as with hide_mouse())? Is
> there a way to find out how many calls have been made, or to force an
> undo of all stacked calls?

Wind_update() must be called in ON and OFF sequence. It doesn't
matter how many times you call it as long as they are called in that
sequence. Sorry, there isn't any way to find out how many times you have
made that call.

Wind_update() should be called when you are going to do a lot
of screen update and you don't want to be interrupted in the middle of
the operation. The best place to call wind_update( 1 ) is right after
the event_multi(). Make sure to call wind_update( 0 ) before you entering
back to the event loop.

==========================================================================
Derek Mui, Atari Corp, 1196 Borregas Ave, Sunnyvale, CA 94086

UUCP: {..ames!atari!mui}
FAX: 408-745-5179

Disclaimer: Opinions expressed here are my own and they may be
hazardous to your mind.
==========================================================================
```

4430. Re: USENET -> GEnie uplink now working

Newsgroup: comp.sys.atari.st
Date: 1989-12-20 18:53:43 UTC
From: fyl@ssc.UUCP
Message-ID: <330@ssc.UUCP>
Source record: 245404

In article <935@crash.cts.com>, canada@crash.cts.com (Diane Barlow Close) writes:

> What I object to the most is the fact that the link is one way (and will
> stay that way due to GEnie's commercial nature). I don't like Usenet being
> ``raped'' to supply GEnie's commercial pockets. If GEnie is that ``tapped
> out'' for knowledge that they are desperate enough to plunder Usenet, then
> perhaps GEnie should be disbanded.

I disagree. There are sources of information and there are distributors
of information. We, the users of Usenet are the source. We have decided
to share that information with others. And GEnie is not providing access
to that information - for a price. Usenet offers the same but the price
is different. In my case, a company that I own part of foots the bill for
providing Usenet services to employees as well as feeds to other
companies. Other companies provide Usenet access for money.

Now, anyone who is on GEnie and reads this can decide they would rather
pay a different provider of service. For example, in Seattle there are at
least three companies that will provide Usenet access for a price.

--
Phil Hughes, SSC, Inc. P.O. Box 55549, Seattle, WA 98155 (206)FOR-UNIX
uunet!pilchuck!ssc!fyl or attmail!ssc!fyl (206)527-3385

4431. Re: USENET -> GEnie uplink now working

Newsgroup: comp.sys.atari.st
Date: 1989-12-20 19:24:14 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440092@hplsla.HP.COM>
Source record: 245405

With reference to David Small's announcement:

| It's time to announce that there is now a working uplink
| from USENET to GEnie. Each note posted into comp.sys.atari.st is sorted
| by topic, and uploaded to "Category 10" of the Gadgets RT on GEnie.

I am in complete agreement with Dianne Barlow Close on this matter. USENET
is not for profit, and I object to GEnie profiting from people reading USENET
postings on GEnie.

Since I cannot post the stuff I download from GEnie to Usenet, I fail to see
why GEnie should be entitled to charge people to read Usenet articles.

Disclaimer: The opinions expressed herein are those solely of the author,
who has no pecuniary interest in the companies, products,
or publications mentioned above.

Copyright (c) 1989 by Andrew Cassino.
Permission for distribution on USENET hereby granted.
Distribution to GEnie expressly forbidden.

%%%

4432. Where did the binaries go?

Newsgroup: comp.sys.atari.st
Date: 1989-12-20 19:53:38 UTC
From: richard@jane.uh.edu
Message-ID: <5277.258f8ee3@jane.uh.edu>
Source record: 245406

Whappened to Comp.sys.atari.st? The last binary that I have received was dated Oct. 4 1989. Is any one else having this problem or are the files just not geeting through to this sight.

Richard L. Coggins
University of Houston Computing Center

4433. LHArc src available?

Newsgroup: comp.sys.atari.st
Date: 1989-12-20 20:00:29 UTC
From: nut@wet.UUCP
Message-ID: <876@wet.UUCP>
Source record: 245407

Can anyone out there in netland direct me to the source cde of LHARC.PRG?
Specifically, I am looking for C code to do a verbose list of the files
in a .LZH file. I don't have FTP access, so this might be a wee problem
for me =:(...
--
== Adam G. Tilghman - Trendy Quote: "Beware of Greeks bearing Trojans!" ==
=== UUCP: nut@wet.UUCP BBS: Eleusesthai, (415)871-9451 12/2400, 24Hrs ===
============= Disclaimer? My employer? What, me work? ==================

4434. Improving this newsgroup

Newsgroup: comp.sys.atari.st
Date: 1989-12-20 20:25:00 UTC
From: JOHNBARNES@ENH.NIST.GOV
Message-ID: <8912210819.AA06510@ucbvax.Berkeley.EDU>
Source record: 245408

The Future of INFO-ATARI16:

There is a movement afoot (althogh not heavily supported) to set up alternatives to INFO-ATARI16 so that selected users can receive more coherent information, presumably without all of the flames mixed in.

I oppose the creation of such a service because it would become too narrowly speciallized. The Atari marketplace is already a lonely place for interested users and I do not see any value in allowing the user community to become even more fragmented.

I believe that what we really need is a couple of good writers and editors to take material that is of widespread interest an repackage it into archival publications that wouuld have a permanenet home on one of the archive sites.

If such archival material were to migrate into the hardcopy Atari press that would be all to the good. I note that many of the questions that are asked here (at considerable expense, I might note) have been answered in the magazines.

I personally find the flow of unrelated information that passes across my screen from INFO-ATARI16 to be quite interesting because it raises issues that those of us in the colonial provinces of the Atari world (yes, the USA appears to be a colony of Europe when it comes to matters Atari) tend to miss or to solve in isolation. I would not like to see the newsgroup become the exclusive province of the flamers nor would I like to have to hunt all over to get the really good stuff.

I vote for keeping things the away they are but I would plead for people to post information that has more content and to point us toward archival sources of solid technical data. I would be happyu to post some tables of contents for the magazine that I am associated with if anyone is interested. In recent months I personally have done lengthy writeups on the Syquest 44 and hard drive backup technology. I do not wish to upload these here unless someone has an interest or unless some has a home for them on a good archive site ("good" meaning ftp-able, as that is all I understand how to do).

It appears that there is a tendency to post the burning question of the moment to the net when a little research in a library would yield a quicker and sounder ouutcome. Magazines like Current Notes and ST Informer, and to some extent z-Mag and ST REports, have solid technical information that is more useful than some of the spur of the moment responses that get passed around here. On the other hand I

have found some of the questions raised here a rich source for things to write about in my magaize efforts to help all Atari users.

4435. Re: Usenet-->GEnie

Newsgroup: comp.sys.atari.st
Date: 1989-12-20 20:47:55 UTC
From: src@cs.odu.edu
Message-ID: <10785@xanth.cs.odu.edu>
Source record: 245409

In article <12486@cbnews.ATT.COM> nrc@cbnews.ATT.COM (neal.r.caldwell..ii) writes:
>From article <CMM.0.88.630161342.cmm1@cunixa.cc.columbia.edu>, by
cmm1@CUNIXA.CC.COLUMBIA.EDU (Christopher M Mauritz):
>> While I think this is a good idea, I am somewhat annoyed that this
>> arrangement only helps GEnie (a profiteering company) and does naught
>> for the users of this net.
>> ...
>> Chris Mauritz

>I agree whole heartedly! This arrangement puts money into GEnie and
>does the net absolutely no good.
>for the Atari community but please put a stop to this before it goes any
>further.
>
>"Don't drive too slowly." Richard Caldwell

There is a solution to this, but GEnie must be willing to reciprocate
fairly for their gain if they intend to plunder Usenet for their own advan-
tage.

I am not against allowing more general access to comp.sys.atari.st if it
will help support the US Atari ST owning community. But since GEnie is a
for-profit service --

```
-------------------------------------------------------------------------
| To be fair, they should return the benefit by posting summaries of their |
|postings, and cullings from their PD uploads, to Usenet in return. |
-------------------------------------------------------------------------
```

It is time for two new Newsgroups: comp.genie.atari.st.talk and
comp.genie.atari.st.bin . These should
both be newsgroups moderated by GEnie staffers.

Sounds FAIR to me!

```
_________________________________________________________________________
```

Scott Chilcote
src@cs.odu.edu

ST stands for "Sidestepped Tramiel"!

4436. Re: USENET -> GEnie uplink now working

Newsgroup: comp.sys.atari.st
Date: 1989-12-20 20:50:06 UTC
From: steve@thelake.UUCP
Message-ID: <1120891450065830@thelake.UUCP>
Source record: 245410
Cross-posted to: comp.sys.atari.st,news.misc

(In regard to the availability of Usenet postings on GEnie) ...
In article <935@crash.cts.com>,
canada@crash.cts.com (Diane Barlow Close) writes ...

>Hmmm, I don't think this is very fair to the Usenet community, and I, for
>one, object to Usenet being used in such a commercial way. I have no
>objection to two-way *mail* links, but I seriously object to all my
>postings appearing on GEnie or other commercial networks. I think,
>perhaps, the Usenet ``etiquette'' gods may have something to say about all
>this as well.

An argument could be mounted that Usenet has no gods, only a handful of
people who occasionally lapse into delusions of godhood. :-) The best
description of Usenet that I have heard is "barely controlled chaos."

What is wrong with GEnie making the data available?

Is it that GEnie makes a profit? By far the majority of Usenet sites are
for-profit companies. Or at least they *try* to make a profit.

Is it that GEnie charges for access to the data? That standard would
equally condemn WELL, Portal and even Crash Timesharing (pnet01 charges
for access, according to the nixpub listing). And the universities
certainly tend to charge a pretty stiff tuition these days. So scratch
them, too.

Is it that GEnie somehow prevents free access to the data? Consider that
most corporate Usenet sites don't allow *any* public access. GE makes it
available to more people, not less.

>What I object to the most is the fact that the link is one way (and will
>stay that way due to GEnie's commercial nature). I don't like Usenet being
>``raped'' to supply GEnie's commercial pockets. If GEnie is that ``tapped
>out'' for knowledge that they are desperate enough to plunder Usenet, then
>perhaps GEnie should be disbanded.

Plunder is a pretty strong word. Usenet, as in "the community of users who
have agreed to freely share data," is not diminished. On the contrary, it
is GEnie that is at risk. As more people become aware of Usenet, they may
choose to patronize one of the many public-access Unix systems rather than
the controlled, centralized, regimented -- and commercial -- services.

--
Steve Yelvington at the (frozen enough to skate!) lake in Minnesota
UUCP: ... pwcs.StPaul.GOV!stag!thelake!steve

4437. TT memory - how do you get 26 megabytes?

Newsgroup: comp.sys.atari.st
Date: 1989-12-20 21:09:14 UTC
From: jlf@a.cs.wvu.wvnet.edu
Message-ID: <608@h.cs.wvu.wvnet.edu>
Source record: 245411

I was discussing the TT with one of my friends today, and the question came up about how the memory in the TT is configured to get 26 meg out of 4 mb simms. 26 seems like an odd number - especially with a 32-bit data bus on the '030. With 4 mb simms on a thirty-two bit bus, you get banks of 16 mb. Is part of the memory configured at 16 bits?

I would also like to add my thanks to KenB and the others at Atari for being here on the net. That's one reason I'm sticking with Atari and am eagerly awaiting the US release of the TT. Keep up the great work guys!

Happy Holidays to all on the net!
Jack Forester, Jr.
West Virginia University
Department of Computer Science and Other Imaginary Things
That's 'jlf@a.cs.wvu.wvnet.edu' to you!!

4438. Re: Amiga Software by Atari!!!

Newsgroup: comp.sys.atari.st
Date: 1989-12-20 21:37:26 UTC
From: robert@infmx.UUCP
Message-ID: <2893@infmx.UUCP>
Source record: 245412

In article <5791@sdcc6.ucsd.edu> cs161fca@sdcc10.ucsd.edu ( ) writes:
>Well, back in 1984 Atari had a company called Atarisoft which sold
>software for commodore 64 and other computers...Perhaps things have
>got so bad for Atari (i.e., ST in the market defeated by the Amiga)
>that Atari wants to try the old trick again. However, last time the
>trick did not work... (Atarisoft was a failure.)

Hmmm. I worked for Atari at that time QAing the Atarisoft line. We
were told internally that Atarisoft was was one the main things keeping
Atari afloat.

This was when Warner still owned Atari, but had performed it's major
layoffs (I was laid off from the computer division and picked up by the
Atarisoft group). The company was struggling to barely survive during that
period.

Actually, the Atarisoft products were one of the things that Atari
really did right. We found some of the best Arcade game players in the country,
and hired them to tell us all the tricks, tips, etc of the arcade games we
were converting. Whereas old conversions of Pacman did not "feel" like the
arcade version, Ms. Pacman behaved in exactly the same way as the arcade (at
least as far as our experts could determine).

Given the environment at the time, I was reluctant to take internal
info at face value, so Atarisoft may really have been a commercial failure.
However, as Atari was bought out shortly after I left the company, the
cancelling of Atarisoft may have had less to do with the commercial
success/failure of the products than with Tramiel's corporate vision.

Do you have real info about the success/failure of Atarisoft or are
you just looking at the fact that it's not around anymore?

Robert C.
--
"Helen's the only one who knows what scruples are, and she won't tell us"
John said. "Have we got scruples about it, Helen?"
"Not a trace," Helen affirmed. -The Reefs of Earth, R.A.Lafferty

4439. "The Atari formula" (was Re: Sig Hartmann Goes to Televideo)

Newsgroup: comp.sys.atari.st
Date: 1989-12-20 21:59:35 UTC
From: merlyn@iwarp.intel.com
Message-ID: <5372@omepd.UUCP>
Source record: 245413

In article <33294@ucbvax.BERKELEY.EDU>, kawakami@ocf (John Kawakami) writes:
| Televideo, which five years ago was making $170 million on terminal
| sales, now faces a sea of red ink. Hartmann plans to use the Atari
| formula to bring back the company's fortunes. "My pnals are to run a
| lean, lean, lean organization."

The Atari formula? Hmm, what could that be?

1. Start by making a little video game inside each of the terminals.
Make it play table tennis...

[steps 2 through 5 deleted because I have to get back to work :-]

6. Preannounce lotsa nifty new advanced terminal designs to get the
public taking Televideo as a "serious contender" in the marketplace.

7. Put an end to any preannouncements because of failure to deliver
products within the expected timeframe.

8. Spin off the most profitable section of the company (the
arcade-style graphics board).

9. Purchase a series of consumer retail stores that previously sold
Wyse 60's to eliminate the competition's distribution.

10. Announce a "laptop terminal" through the rumor mill, but deny
it vehemontly in comp.sys.terminal.televideo.

11. Sell off the consumer retail stores at a tremendous loss, to drop
the value of the stock so that the insiders can pick it up cheap.

12. Start selling a "cash-register compatible terminal" with ads in
Business Week and WSJ to advance the "business" image.

13. Have Sig go off to a different company.

:-) :-)

Just a happy user of my old "first off the assembly line" ST,
--
/== Randal L. Schwartz, Stonehenge Consulting Services (503)777-0095 ====\
| on contract to Intel's iWarp project, Hillsboro, Oregon, USA, Sol III |
| merlyn@iwarp.intel.com ...!uunet!iwarp.intel.com!merlyn |
\== Cute Quote: "Welcome to Oregon... Home of the California Raisins!" ==/

4440. Re: Unexpandable megas

Newsgroup: comp.sys.atari.st
Date: 1989-12-20 21:59:39 UTC
From: gl8f@bessel.acc.Virginia.EDU
Message-ID: <1989Dec20.215939.22040@murdoch.acc.Virginia.EDU>
Source record: 245414

In article <370007@acf5.NYU.EDU> mitsolid@acf5.NYU.EDU (Thanasis Mitsolides) writes:
>> [me]
>>Maybe it doesn't cost them more? Do you know anything about manufacturing?
>
>I believe that you are right Greg.
>Probably it will not cost them more... Eventually!
>
>Since Mega2s can not be expanded, more people would be *forced* to pay
>the unreasonably more expensive Mega4s. (now, 1Mbyte costs $90)

You are obviously wrong on 2 counts:

1) Then Atari would have not put SIMMs onto the STE
2) Then Atari would have not taken a $40 million charge against
earnings for losses because they paid too much for components
in those same Mega2's and 4's.

I think you'll find that soon Mega2's will disappear and Mega4's will
drop in price, reflecting lower component prices. Atari has inventory, and
when component prices drop they get left behind if they aren't careful.

Leave your silly conspiracy theories at home.

>Thus, they can afford the extra cost of manufacturing and keeping
>double inventory.

Oh, so YOU claim enough knowledge of manufacturing to know that
Atari is spending more money. Gosh. I never knew you were an expert.

Greg Lindahl

4441. usenet->Genie

Newsgroup: comp.sys.atari.st
Date: 1989-12-20 22:44:05 UTC
From: asqb-sep-a@HUACHUCA-EMH2.ARMY.MIL
Message-ID: <8912210819.AA06552@ucbvax.Berkeley.EDU>
Source record: 245415

I'll wager that Dave didn't anticipate kicking up such an elitist attitude towards information distribution! :-)

Perhaps Dave's solution might be to send info in the digest form in which I and probably most of the rest of the people on the Internet receive? While still keeping in place his protocol of filtering out posters who object to their 'thoughts' being distributed outside of the _InterNet_ vice usenet.

I've wondered if people on usenet get postings which go to info-atari16?

I think I'll find out. ;->

Mark Rhyner mrhyner%sed@huachuca-emh1.army.mil

4442. Re: Where did the binaries go?

Newsgroup: comp.sys.atari.st
Date: 1989-12-20 23:25:24 UTC
From: roland@tuvie
Message-ID: <1004@tuvie>
Source record: 245416

In article <5277.258f8ee3@jane.uh.edu> richard@jane.uh.edu writes:
>Whappened to Comp.sys.atari.st? The last binary that I have received was
>dated Oct. 4 1989. Is any one else having this problem or are the files
>just not geeting through to this sight.
> Richard L. Coggins
> University of Houston Computing Center

tuvie is the Austrian backbone.
The last binaries received here date from December 4th.
But only the first five parts of the nine part Modula-2 Algebra System
made it to tuvie. The rest is still missing.
After that part8 of form was received witch was also missing in the first
posting of form.

Merry Christmas to everyone, and hopefully Santa can fix it... :-)

Roland Schreier _ Technical University of Vienna
Gusshausstrasse 27-29 |_) _ | _ _ _| +43 (222) 58801 3838
A-1040 Wien | \ (_) | (_| | | (_| SCHREIER@EAECL1.UNA.AT
Oesterreich - Europe roland@tuvie.at

4443. Usenet -> GEnie Link Considered Harmful

Newsgroup: comp.sys.atari.st
Date: 1989-12-20 23:30:49 UTC
From: dmb@TIS.COM
Message-ID: <8912202330.AA02448@TIS.COM>
Source record: 245417

I've never felt compelled to write a netnote about anything political
before, but the proposal to establish a one-way link from Usenet to
GEnie really bothers me.

I agree with Diane Close that this is a bad thing, for many of the reasons
she gave. (See her early posting "The Rape of Usenet", 20 Dec 89)
The one-way nature of the link absolutely goes against the "freedom of
information exchange" which Dave Small is seeking.

It is unfortunate that GEnie's policies make it look like we Usenet folks
are "hogging information", but unless a two-way link is established Dave
Small will essentially be SELLING the FREE information provided here ---
there is no exchange whatsoever (Usenet gets nothing).

Let me point out that I believe Dave Small had noble intentions in proposing
this. I am NOT accusing Dave Small of any ill intent. On the contrary,
I believe he thought he would be providing a service for the ST community.
I just think his proposal for a one-way Usenet->GEnie link would start a
trend that could damage the Usenet permanently.

My humble opinion:

A two-way link or none at all.

David Baggett
(mail to dmb@TIS.COM)

My opinions on this matter do not in any way represent the opinions of
my employer.

4444. Comparing Apple and Atari peripheral prices

Newsgroup: comp.sys.atari.st
Date: 1989-12-20 23:39:07 UTC
From: MBERNAR@ERENJ.BITNET
Message-ID: <8912210835.AA07308@ucbvax.Berkeley.EDU>
Source record: 245418

In a discussion on unexpandable mega ST's, kclenden@silver.bacs.indiana.edu
Kevin Clendenien states that Apple computers (he
also mentioned another brand) need Apple peripherals and that they cost much
more than Atari ST peripherals. I don't know if you've looked at the Apple
side of things lately, but this just isn't true.

First of all, Apple computers (specifically Mac's) don't need to use Apple
peripherals. Maybe you're not aware that there are more third party peripheral
suppliers for Macs than for ST. Just look in any Mac specific magazine
and you'll be surprised to find how many brands of hard disks (internal and
external), back-up tape drives, graphics display cards and monitors and
floppy drives are available for the Mac. There are also alternatives to
Apple Laserwriter and Imagewriter.

Second point. Apple peripherals from third party suppliers are priced
at least the same as Atari ST peripherals. In some cases, they are even
cheaper on the Mac than on the ST. For example, look at hard drive prices.
Quantum has an ad for a 20 Meg hard disk for $499 (Atari Explorer). You could
buy a larger drive for the Mac for the same price (Cutting Edge: 20 Meg - $439.
30 Meg - $499). External floppy drive for the ST costs $149 (this is the
cheapest I've seen). An equivalent Mac floppy drive costs the same. Of course
memory is also cheaper on the Mac.

It seems to me that the only thing cheaper on the Atari ST is the computer
itself. I have a bare 1040STF at home and a new Mac IIci with loads of stuff
at work.

Regards,
Marcelino Bernardo
mbernar@erenj.bitnet

4445. Re: Chaos Strikes Back (CSB) bugs?

Newsgroup: comp.sys.atari.st
Date: 1989-12-20 23:49:41 UTC
From: dhawk@well.UUCP
Message-ID: <15133@well.UUCP>
Source record: 245419

paul@cacilj.UUCP (Paul Close) writes:

>These are bugs, all right. As one of the playtesters, I can tell you that FTL
>is very careful and particular about *any* odd behaviour, let alone blatant
>bugs like these. You should report this to them. Make sure and mention your
>machine type, TOS release, and and hardware mods. I've never seen either of
>these....

I'm so lost that I don't know where this is, but there's a place
before the room with the ax and four knights. Out in the hallway
right before that are two small wizards and three red cross buttons
(which I never did figure out in DM, by the way). I killed a knight
out there and when I threw its armor down the hall way the screen
showed the piece of armor PLUS a sword each time. BUG.
I've got an Atari 1040 ST with a DeskCart cartridge with the orignal
TOS release. Nothing else fancy about it.

>This is a great game! As a playtester, I've logged close to a hundred hours
>so far, and have only completed 1/4 of the game! Good luck in the maze (heh,
>heh :-). I've been all the way through the KU path, and part way through the
>others, so if anyone needs some help (that the oracle doesn't help with), feel
>free to ask.

Where do I get water? I'm fighting a dragon and my team's about to
die for lack of water. (I knocked off two worms down there.)

later, david
David Hawkins - dhawk@well.sf.ca.us - {apple,pacbell,hplabs,ucbvax}!well!dhawk
There are two insults no human being will endure: that he has no sense of
humor, and that he has never known trouble. -- Sinclair Lewis, "Main Street"

4446. Re: Another redirection question

Newsgroup: comp.sys.atari.st
Date: 1989-12-21 00:12:27 UTC
From: john@dynasoft.UUCP
Message-ID: <1989Dec21.001227.10622@stag.UUCP>
Source record: 245420

[piet@cs.ruu.nl (Piet van Oostrum) writes...]
> In article <1787@ncrcce.StPaul.NCR.COM>, rogers@ncrcce (Bob Rogers) writes:

> `I've tried a similar technique using the ST's "con:" device in place of
> `/dev/tty but to no avail. Can anyone offer a solution?
>
> Fforce (0, -1) or Fforce (0, Fopen ("con:", 0));

The first one should work, but the 2nd one has a few problems. Better to use Fforce(0, (int)Fopen("con:", 0)); if you have to use this method. The example Piet gave will (on many compilers) push a long onto the stack where Fforce expects an int... Fopen "really" returns a long for some librarys..

In actual practice, I'd avoid using the 2nd form altogether since it uses up a file handle that isn't going to be freeded until the program exits. Do a bunch of these calls and you'd suddenly discover your program couldn't open any more files...

John Stanley <john@dynasoft.UUCP>
Software Consultant / Dynasoft Systems

4447. Re: USENET -> GEnie uplink now working

Newsgroup: comp.sys.atari.st
Date: 1989-12-21 00:23:03 UTC
From: chris@ethz.UUCP
Message-ID: <2907@ethz.UUCP>
Source record: 245421

In article <935@crash.cts.com> canada@crash.cts.com (Diane Barlow Close) writes:
>In article <15097@well.UUCP> dsmall@well.UUCP (David Small) writes (now
>much edited):
>
>What I object to the most is the fact that the link is one way (and will
>stay that way due to GEnie's commercial nature). I don't like Usenet being
>``raped'' to supply GEnie's commercial pockets. If GEnie is that ``tapped
>out'' for knowledge that they are desperate enough to plunder Usenet, then
>perhaps GEnie should be disbanded.

That's kinda my VHO as well. One-way transfer is hardly ever fair and
I think it won't support the Atari-community either (that should be the
point, shouldn't it).

--
$ Chris Dreyer St. Gall Graduate School for Economic and $
$ Student Social Science, Switzerland $
$ DREYER@CSGHSG5A.BITNET !cernvax!ethz!chris (UUCP) $

4448. Re: USENET -> GEnie uplink now working

Newsgroup: comp.sys.atari.st
Date: 1989-12-21 00:23:50 UTC
From: jdg@elmgate.UUCP
Message-ID: <1177@elmgate.UUCP>
Source record: 245422

I agree entirely with Diane? on this one. Genie is commercial, and wants
money from me to use it. If I wish to give them information, I will join
GEnie. A fair? solution is the downlink of their respective items, which
I'm sure they'd protest to. As, why call Genie (I ask myself that many times
in the past, since, Usenet seems to have a much more knowledgable
and reasonable clientel) if one can get the info at no cost to the individual.
fair is fair... If GEnites want to read my postings, I certainly would
appreciate the opposite. So I vote "NO" to uplink only. And, as previously
stated the Usenet administration should at very least "know" about it.

--
Jeff Gortatowsky-Eastman Kodak Company .....rochester!kodak!elmgate!jdg
(use uuhosts or such to find path to rochester)
Eastman Kodak makes film not comments. Therefore these comments are mine
not theirs.

4449. Re: Functionality of TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1989-12-21 00:26:21 UTC
From: neil@cs.hw.ac.uk
Message-ID: <3994@brahma.cs.hw.ac.uk>
Source record: 245423

```
In article <8912131513.aa06231@peter.Cs.Bham.AC.UK>
RiddCJ@computer-science.birmingham.ac.UK (Chris Ridd) writes:
>Does any kind soul on the net know exactly what new calls were added to 1.4,
>and what bugs were fixed? Some calls I got from the docs to the Sozobon
>GEM libs, like fsel_exinput(), wind_new(). At the moment this is academic
>since Atari UK STILL haven't released it. Turn on flamethrower...
>
> Chris

Remember Jarrow anyone? Spring 1990 we march on Atari UK at Slough.
Opressed ST owners of the UK unite! I see the TOS 1.6 STE's are out.

Merry Christmas and a Happy New Year to everyone (ok. even them:-)

>* Snail mail address:
>* Chris Ridd, "Wave after wave, each mightier than the last
>* School of Computer Science, 'Til last, a ninth one, gathering half the deep
>* Birmingham University, And full of voices, slowly rose and plunged
>* UK Roaring, and all the wave was in a flame"

+---------------------------------------------------------------------------+
! DISCLAIMER: Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "Release Brian!" - "That's a good one!" !
+---------------------------------------------------------------------------+
```

4450. Re: Dungeon Master and TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1989-12-21 00:28:06 UTC
From: danscott@atari.UUCP
Message-ID: <1908@atari.UUCP>
Source record: 245424

in article <89354.001528SML108@PSUVM.BITNET>, SML108@PSUVM.BITNET says:
>
> Has anyone successfully run Dungeon Master in TOS 1.4? I want to buy it but
> I need to know this..... FAST... Send your replies via email...
>
> Scott Le Grand aka SML108@PSUVM.PSU.EDU

Dungeon Master runs fine in the final release of TOS 1.4

I play it off and on myself.

Dan Scott/Atari Corp.

4451. Re: Where did the binaries go?

Newsgroup: comp.sys.atari.st
Date: 1989-12-21 00:50:50 UTC
From: parker@vlsic2.vlsic2.ti.com
Message-ID: <103311@ti-csl.csc.ti.com>
Source record: 245425

richard@jane.uh.edu writes:

>Whappened to Comp.sys.atari.st? The last binary that I have received was
>dated Oct. 4 1989. Is any one else having this problem or are the files
>just not geeting through to this sight.

I was just wondering myself. I haven't seen anything new in comp.binaries
OR comp.sources.atari.st for what seems like months now.

james parker
Texas Instruments, Dallas

4452. Res Changing

Newsgroup: comp.sys.atari.st
Date: 1989-12-21 01:19:32 UTC
From: neil@cs.hw.ac.uk
Message-ID: <3995@brahma.cs.hw.ac.uk>
Source record: 245426

The other day Dave Baggett asked about legal resolution changes without the use of system calls like XBIOS #5. Derek Mui (Atari) said basically 'Naw can't be done'. I know GEM can't cope with rez changes.

Let us say that I write an application that if run in medium rez changes to low and set's the negative Line-A variables appropriatly (as does Neochrome). Just before exiting I restore things the way they were.
(Note: I don't use GEM while in the new rez)
BUT if my applictaion bombs out before normal termination we get dumped back to the desktop in low rez. Real bummer!
So we put in a terminate handler at vector 0x102 that restores the original resolution and Line-A variables. The question is: Can we call the XBIOS safely from here? If not then we will have to access the hardware ourselves and set all the variables normally affected by Setscreen. So where are these variables? Are they, as I suspect, more negative Line-A variables documented in S.A.L.A.D (Still Another Line A Document)?

Would someone at Atari like to let the cat out of the bag about negative Line-A variables? Please. It is Christmas.

BTW: Atari UK have yet to send me S.A.L.A.D (Bash, bash, bash ...:-)

+---+
! DISCLAIMER: Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "spam spaM spAM sPAM SPAM, lovely SPAM" !
+---+

4453. Re: Problem with menu_text()

Newsgroup: comp.sys.atari.st
Date: 1989-12-21 01:42:49 UTC
From: mui@atari.UUCP
Message-ID: <1909@atari.UUCP>
Source record: 245427

in article <1616@bnr-rsc.UUCP>, oldfield@bnr-rsc.UUCP (John Oldfield) says:
>
>
> Every time I try to update the text in a menu item,
> my program crashes. The call I am using to change
> the text is
>
> menu_text(menu_ptr, ITEM_CONST, new_text);
>

I just wrote a test program to do the same thing but I didn't
have any problem. Could it be your menu_ptr or ITEM_CONST got screwed
up?

==========
Derek Mui, Atari Corp, 1196 Borregas Ave, Sunnyvale, CA 94086

UUCP: {..ames!atari!mui}
FAX: 408-745-5179

Disclaimer: Opinions expressed here are my own and they may be
hazardous to your mind.
==========

4454. Re: New Atari Developers Package

Newsgroup: comp.sys.atari.st
Date: 1989-12-21 02:45:06 UTC
From: buggs@cup.portal.com
Message-ID: <25236@cup.portal.com>
Source record: 245428

>I'd recommend calling Charles Cherry at Atari Corp and seeing what he can
>do for you...
>Call him at (408) 745-2000 and see what he says... it should be worth
>the call...

THANKS! I will! I've been patiently waitin' on the guy I bought it from to send a notarized letter back, no luck. This will probably be a major road block too, bummer, I wanted to be registered and to get upgraded.
I WILL definately call though, thanks!

4455. Re: ROMmable C: compilers

Newsgroup: comp.sys.atari.st
Date: 1989-12-21 03:02:20 UTC
From: buggs@cup.portal.com
Message-ID: <25238@cup.portal.com>
Source record: 245429

>-Brett
>I am surprised more people with ST machines don't run it. OS9

Gee, I'm suprised many people have $600.00 to get it *8^)
Seriously though, the more I hear of it the Better it sounds.
Maybe when the tax refunds come in???? But then there's the TT.......
Or do I want a STacey 4?????
Hmm, I want 'em both!!!!

Ed June

4456. Re: Unexpandable megas

Newsgroup: comp.sys.atari.st
Date: 1989-12-21 03:12:27 UTC
From: mark@rpp386.cactus.org
Message-ID: <17472@rpp386.cactus.org>
Source record: 245430

>Why do people assume that PCs are DOS-ONLY-FOR-EVER-AND-EVER systems?
>One can run UNIX and X11 any time of the day.
> (and call DOS in a window, if necessary).
>Ever heard of DOS Extenders?
>
>A 386SX motherboard (20Mhz) that costs $311 comes with sockets for 8Mb.
> (and 6 expantion slots :-)

Thank you. Now I know that every one in this world does not assume that
DOS is the only operating system for an Intel xxx86 machine.

In fact from my experience, I have seen AT&T's UNIX, SCO's Xenix, IBM's AIX,
Microsoft OS/2, IBM's OS/2, CP/M, and I think PICK's operating system on an
IBM family Intel machine.

Now, what about for Atari. I hardly see people refer to much other than TOS.
But, at least we don't have the TOS only stereo type.

I have seen TOS, DOS, MINIX, OS/9, C-SH, Apple MAC OS, and CP/M run on the
ST, and do it well.

Kind of interesting trivia. Does anyone have any other operating systems to
add to the list?

Mark Lehmann
--
+-----------------------------------+----------------------------------+
Mark Lehmann	
mark@rpp386.cactus.org	
{bigtex|texbell}!rpp386!mark	

4457. Re: Where did the binaries go?

Newsgroup: comp.sys.atari.st
Date: 1989-12-21 03:16:08 UTC
From: koreth@panarthea.ebay.sun.com
Message-ID: <34978@grapevine.uucp>
Source record: 245431

In article <103311@ti-csl.csc.ti.com> parker@vlsic2.vlsic2.ti.com (James Parker) writes:
>richard@jane.uh.edu writes:
>
>>Whappened to Comp.sys.atari.st? The last binary that I have received was
>>dated Oct. 4 1989. Is any one else having this problem or are the files
>>just not geeting through to this sight.
>I was just wondering myself. I haven't seen anything new in comp.binaries
>OR comp.sources.atari.st for what seems like months now.

Okay, there seem to be widespread distribution problems these days. I have
no idea why. If anyone HAS received the files listed below, please drop me
a line. (I have the sneaking suspicion that the have-nots outnumber the
haves here, and I'd rather not be deluged with mail.)

This is the tail-end of the comp.binaries.atari.st archive index.

volume8/formdoc/part01 Documentation for FORM in ASCII
volume8/formdoc/part02
volume8/formdoc/part03
volume8/formdoc/part04
volume8/formdoc/part05
volume8/formdoc/part06

-- VOLUME 9 --

volume9/dhrystone Dhrystone benchmark program
volume9/gemfst13/part01 AES and VDI bindings, v 1.3
volume9/gemfst13/part02
volume9/gemfst13/part03
volume9/quix Game: fill up the screen
volume9/cleo Enhance the TOS get-input-line routine
volume9/tostrace Trace calls to TOS functions
volume9/tosvers Tell version of TOS

4458. xxed

Newsgroup: comp.sys.atari.st
Date: 1989-12-21 03:22:44 UTC
From: charltn@ccu.umanitoba.ca
Message-ID: <1989Dec21.032244.13405@ccu.umanitoba.ca>
Source record: 245432

I've come across a bug in xxed which was recently posted to comp.sys.binaries.st. When a file is saved (using 'save' or 'save as'), the dummy null byte at the end of the file is stripped off before saving and not put back on. If you continue to edit the copy in memory, it is possible that problems could occur when editing near the end of the file. To be safe, close the file after saving and then reopen it if you want to continue editing. I have rewritten the code to fix the problem but prefer to wait a decent period for reports of any other bugs before posting a second version with bugs fixed. jim...

Jim Charlton charltn@ccu.umanitoba.ca

4459. Re: USENET -> GEnie uplink now working

Newsgroup: comp.sys.atari.st
Date: 1989-12-21 03:25:45 UTC
From: buggs@cup.portal.com
Message-ID: <25240@cup.portal.com>
Source record: 245433

>I'm such a net neophyte

Me too *8^(

>Heck, I don't know what FTP *is* or how to do it --

Me either, how I've always wanted to send/recieve NetNews and UUCP on MY ST.
Maybe with the TT and Unix, eh?

Ed June

4460. Commercial Networks and Usenet

Newsgroup: comp.sys.atari.st
Date: 1989-12-21 04:14:39 UTC
From: gl8f@bessel.acc.Virginia.EDU
Message-ID: <1989Dec21.041439.24056@murdoch.acc.Virginia.EDU>
Source record: 245434

I'm not sure why people are so upset about the announcement of a feed to GEnie. To start with, we have many commercial services which offer Usenet, including uunet, Portal, the Well, and local-access Unix boxes which sometimes charge. This topic has been hashed over before when rec.humor.funny began to be offered on Compu$erve. It's here, you can't stop it altogether, and it's not necessarily a bad thing.

One thing I did ask Dave Small to clarify, though, was GEnie's compilation copyright. Obviously they cannot claim a compilation copyright on the compilation of comp.sys.atari.st articles, so they will be unable to stop GEnie subscribers from downloading all the c.s.a.st articles and putting them up on BBSes and whatnot.

If you don't want YOUR articles going to GEnie, you can place a copyright notice at the bottom with distribution restrictions.
In any case, can we fight about this on a news newsgroup instead of here?

Greg Lindahl

4461. Re: GDOS vs LaserJet vs me

Newsgroup: comp.sys.atari.st
Date: 1989-12-21 05:03:00 UTC
From: <>
Message-ID: <89122504041824@masnet.uucp>
Source record: 245435

From: hugh@dgp.toronto.edu (D. Hugh Redelmeier)

--*-*-* Message continued from prior message *-*-*-*-*
Remember: my experience has been as a user, not a programmer. I
have not used it extensively (too painful :-). So take my comments
with a grain of salt.

Hugh Redelmeier
{utcsri, yunexus, uunet!attcan, utzoo, hcr}!redvax!hugh
When all else fails: hugh@csri.toronto.edu
+1 416 482-8253

---
* Via MaSNet/HST96/HST144/V32 - UN Atari ST
* Via Usenet Newsgroup comp.sys.atari.st

4462. Re: GDOS vs LaserJet vs me

Newsgroup: comp.sys.atari.st
Date: 1989-12-21 05:03:00 UTC
From: <>
Message-ID: <89122504041763@masnet.uucp>
Source record: 245436

From: hugh@dgp.toronto.edu (D. Hugh Redelmeier)

I recently bought an HP LaserJet IIP for my 1040ST (and my Sun, but that is another story). To exploit the capabilities of the LJ, I bought a GDOS driver for it (TurboJet from Neocept). I am attempting to use it with Microsoft Write and EasyDraw.

The whole experience has not been very pleasant. I have encountered innumerable problems, many of which remain a mystery. This note contains both cautionary tales, and pleas for help. Perhaps I should mention that my 1040 has TOS1.4, GDOS 1.1, and EasyDraw 2.3. There is only one (released) version of MS Write.

- Using GDOS to drive the LJ seems unnecessarily slow. At least the first page of fairly plain text output takes a couple of minutes. In contrast, TeX drives the printer at close to its full rated speed, 4 pages per minute. [The TeX output bytes were generated by my Sun, but they were transmitted to the printer by my ST.] The key seems to be that the TeX driver downloads fonts a character at a time, ON DEMAND. Often, most characters in a font never get downloaded. The GDOS driver may not even use fonts, I don't know.

- Being an official Atari ST Developer, I thought that I might be able to write my own driver to solve the speed problem. ATARI sent me their GDOS printer driver construction kit. Unfortunately, it contains no documentation of the interface between GDOS and printer drivers! Neither does it contain documentation on the library of routines provided to do many of the driver tasks. There are several sample drivers for dot-matrix printers, so no doubt one could easily be mutated into a driver for another dot-matrix printer. This is no help in supporting the LJ well (i.e. figuring out how to download and then use fonts). Atari Canada said that what I got is all there is. Atari US says that it is a Big Deal to get more (proposal in writing for Big People to consider).

- When GDOS is loaded, MS Write will crash when I use upparrow or downarrow keys to cross a change-of-indent. This does not happen without GDOS.

- I tried to use GDOS with a large RAM disk. Apparently this left too little memory for GDOS. The symptoms were not at all clear and it took me a week to figure out the problem. The symptoms were that MS Write and EasyDraw were not able to display all the fonts they should have, and could print even fewer. GDOS or the printer driver made font substitutions with *no* diagnostic. As

you might imagine, I spent many fruitless hours playing with the assign.sys etc.

- MS Write seems to require all printer fonts to be loaded into RAM, even if they are not used. On a 1040ST, this means that you must hide some fonts from Write (don't list them in assign.sys, or don't have them in the specified files). Again, failure is indicated by printing with the wrong font.

- EasyDraw crashes when I try to save files. I found that this does not happen if I use an obsolete version of meta.sys. Migraph doesn't know why (but I only phoned them once).

- I sometimes use AMCGDOS (broadcast over the net from Germany) in place of GDOS. I have not really noticed any difference, but I use either version of GDOS as little as I can manage.

- The only PD font that I have found that comes in the resolutions I need is "Camelot". Unfortunately the 300DPI version seems to malformed: TurboJet won't touch it. Are there other PD fonts in screen and laser resolutions? I wonder if it would be easy to convert MetaFont (TeX) fonts to GDOS formats.

- Sometimes the 1040ST seems to think that the HPLJIIP is busy when it isn't. This is independent of GDOS -- it happens for normal printouts too. It only happens when the ST first tries to use the printer after the printer or the ST has been powered on (not every time; it may depend on which is powered on first). I presume that this is related to problems people have reported with HP DeskJet printers connected to STs. The program djreset.acc previously broadcast on the net seems to overcome this problem, but it is hard to activate it while running a non-GEM program.

Trying to discover the source of problems or find workarounds is very painful. There are just too many components and I have no tools to audit the interfaces.

GDOS is a tool that adds what should be an important dimension to the ST. Many feel GDOS should have been built into GEM, burned into the ROMS. The current licensing rules just seem to be a nuisance. Since AMCGDOS has been broadcast, all that is needed to avoid licensing is a collection of reasonable fonts and printer drivers.

GDOS as it is now is cumbersome and slow. For me, the worst problem is that I now have very little confidence in GDOS-based software.

--*-*-* Message continued in next message *-*-*-*-*
---
* Via MaSNet/HST96/HST144/V32 - UN Atari ST
* Via Usenet Newsgroup comp.sys.atari.st

4463. Re: Amiga Software by Atari!!

Newsgroup: comp.sys.atari.st
Date: 1989-12-21 05:04:00 UTC
From: <>
Message-ID: <89122504041857@masnet.uucp>
Source record: 245437

From: cs161fca@sdcc10.ucsd.edu ( )
Subj: Amiga Software by Atari!!!
Orga: University of California, San Diego

Well, back in 1984 Atari had a company called Atarisoft which sold
software for commodore 64 and other computers...Perhaps things have
got so bad for Atari (i.e., ST in the market defeated by the Amiga)
that Atari wants to try the old trick again. However, last time the
trick did not work... (Atarisoft was a failure.)

---
* Via MaSNet/HST96/HST144/V32 - UN Atari ST
* Via Usenet Newsgroup comp.sys.atari.st

4464. Re: ROMmable C: compilers

Newsgroup: comp.sys.atari.st
Date: 1989-12-21 05:04:00 UTC
From: <>
Message-ID: <89122504041884@masnet.uucp>
Source record: 245438

From: wynkoop@esquire.UUCP (Brett Wynkoop)
Orga: DP&W, New York, NY

In article <72175@psuecl.bitnet> kap@psuecl.bitnet writes:
>
>
>I need a compiler for 68000 software development. Thu, the question
arises: >Does anybody know of any C: compilers that produce ROMmable
code? >
>Thanks in advance,
>
>-Keith
>
>kap@psuecl.bitnet
psuvax1!psuecl.bitnet!kap

Greeting-
Contact Microware in Demoines Iowa. They have a compiler that
will do the trick. Runs under OS-9 which is a multi tasking multi
user reatime romabel operating system that will run on any 68k
machine. I am surprised more people with ST machines don't run it.
I would be realy frustrated by not having OS-9.

Also check out the os9 forum on CIS as well as comp.os.os9.

MICROWARE (os9 Des Moines Ia.) (515)
224-1929

I have no conection with Microware I just use thier products on a 6809
based system with multiple windows and frequently two users at once.

-Brett

uucp.................cmcl2!esquire!wynkoop
domain...............wynkoop@esquire.dpw.com
CI$..................72057,3720
Land Line............212-266-0741
Air Wave.............WA3YRE/2 (7.075 Mhz, 7.255 Mhz, 14.313 Mhz,
14.230 Mhz)
---
* Via MaSNet/HST96/HST144/V32 - UN Atari ST
* Via Usenet Newsgroup comp.sys.atari.st

4465. Re: AES Command - APPL_FIND?

Newsgroup: comp.sys.atari.st
Date: 1989-12-21 05:05:00 UTC
From: <>
Message-ID: <89122504041917@masnet.uucp>
Source record: 245439

From: nut@wet.UUCP (adam tilghman)
Orga: Wetware Diversions, San Francisco

Does anyone out there in netland know of the proper parameters to pass for the AES function APPL_FIND? I am a starving student/shareware programmer, and not having the funds to pay for a full developership, have had to rely on ST Internals (an Abacus book). Just the parameters are needed, as I have Tom Hudson's excellent tutorial from STart...

Many thanks!

--
"""
""""" "" Adam G. Tilghman - Trendy Quote: "Beware of Greeks bearing Trojans!" "" """ UUCP: nut@wet.UUCP BBS: Eleusesthai, (415)871-9451 12/2400, 24Hrs """
"""
"""""
---
* Via MaSNet/HST96/HST144/V32 - UN Atari ST
* Via Usenet Newsgroup comp.sys.atari.st

4466. Tetris

Newsgroup: comp.sys.atari.st
Date: 1989-12-21 05:25:53 UTC
From: ronw@cbnewsk.ATT.COM
Message-ID: <1695@cbnewsk.ATT.COM>
Source record: 245440

Was a Tetris lookalike posted to the net in the not-too-distant
past? If so, could some kind soul mail a copy to me?
Thanks.

Ron Wolenty
AT&T Consumer Products

4467. Re: Usenet-->GEnie

Newsgroup: comp.sys.atari.st
Date: 1989-12-21 07:00:47 UTC
From: ltf@attctc.Dallas.TX.US
Message-ID: <10690@attctc.Dallas.TX.US>
Source record: 245441

In article <CMM.0.88.630161342.cmm1@cunixa.cc.columbia.edu> cmm1@CUNIXA.CC.COLUMBIA.EDU (Christopher M Mauritz) writes:
>While I think this is a good idea, I am somewhat annoyed that this
>arrangement only helps GEnie (a profiteering company) and does naught
>for the users of this net. So, even though you personally may get no
>benefit from the arrangement, GEnie does and I am therefore against the
>practice. I'm sure that the powers that be in Usenet will not be
>pleased either. Just my $.02....

Powers that be? In Usenet??? :-)

At any rate, I fail to see how this should trouble anybody...I assume they're paying whoever they're getting the feed from for their trouble, and since it's a one-way connection (UseNet-->GEnie), it won't effect the bandwidth usage in the slightest...They are providing a service for their subscribers, who can use or not use the service at their own choice...If they don't use it, they don't pay for it. Who's being harmed in this transaction? Not the users of GEnie...those who don't use the service are not harmed, those who do apparently are willing to pay the price...UseNet as a whole is not harmed, since it's not adding to the bandwidth usage, and the system providing the feed to GEnie is not harmed, indeed they are probably benifiting from the additional income.

So...what's the problem?

Lance

--
+-------------------------+ +--+
| Lance T Franklin | | "And all who heard should see them there,
| ltf@attctc.DALLAS.TX.US | | And all should cry, Beware! Beware!
+-------------------------+ + His flashing eyes, his floating hair!"

4468. Re: Merry Christmas to Atari!!!

Newsgroup: comp.sys.atari.st
Date: 1989-12-21 07:47:18 UTC
From: rwa@cs.AthabascaU.CA
Message-ID: <1343@atha.AthabascaU.CA>
Source record: 245442

What Chris said. Merry Christmas & Happy New Year to the hard working people at Atari R&D. Good luck with the product intro's :-) :-) !!

Ross

4469. Re: Ringing bells

Newsgroup: comp.sys.atari.st
Date: 1989-12-21 08:01:40 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <8912201047.AA01413@freya.dmswwu-ether>
Source record: 245443

Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Tel.: 0251/861241
email: ONM07@DMSWWU1A.BITNET

4470. Cartridge port

Newsgroup: comp.sys.atari.st
Date: 1989-12-21 08:07:19 UTC
From: rs0@beach.cis.ufl.edu
Message-ID: <21556@uflorida.cis.ufl.EDU>
Source record: 245444

I am looking for info on using the cartridge port as an I/O port. I need D0-D8, A0-A15, and how the port does read vs. write (MEMR* and MEMW* lines line an InTel, or R/W* with clock strobe ala 6502). The docs that come with the ST have the pinouts for most of these, but the port direction control is not clear at all from their diagram. If you have to know, this is related to C/MRI project from Model Railroader (Computer/Model Railroad Interface), as now reprinted in Bruce Chubb's "How to Build a Universal Computer Interface". I know the port can be written to, otherwise how do you set all those nice clock carts? :) I may not use the info right away, but it will be easier to ask now than in 10 years or so, which is proabably get around to this.

--
* Bob Slaughter * This space for rent *
* InterNet#1: rs0@beach.cis.ufl.edu * Call 1-800-FOR-RENT *
* InterNet#2: Haldane@Pine.Circa.Ufl.Edu * Model Railroading *
* Bitnet: Haldane@UFPine * is Fun!! *

4471. Atari Unix version for the TT, when???

Newsgroup: comp.sys.atari.st
Date: 1989-12-21 08:11:32 UTC
From: hb9zz@ethz.UUCP
Message-ID: <2912@ethz.UUCP>
Source record: 245445

In Europe the Atari TT has to be released in january of the next Year
with the TOS 030 inside, but several previews of the machine speak about
an inproved version of the TT running Unix. Is that true? When will the
new machine be available? How much will it cost? And, most important,
will it be possible to run TOS as a Unix task?

I'll be grateful if somebody at Atari Corp. could answer my question

Greetings to everybody in the net

Marco Zollinger hb9zz@ethz.ch

4472. (none)

Newsgroup: comp.sys.atari.st
Date: 1989-12-21 08:15:36 UTC
From: stapper@ct2.chemietechnik.uni-dortmund.de
Message-ID: <8912201501.AA10844@ct2.chemietechnik.uni-dortmund.de>
Source record: 245446

```
help
```

4473. TT availability

Newsgroup: comp.sys.atari.st
Date: 1989-12-21 09:14:27 UTC
From: t68@nikhefh.nikhef.nl
Message-ID: <674@nikhefh.nikhef.nl>
Source record: 245447

Well: Atari did it again.
When asking Atari about the availability of the TT in september
they said `november', then it became december. Yesterday I asked
my dealer and guess what: now it is februari. The machine is being
redesigned. Also TOS 1.4 won't come out officially in the Netherlands,
(as far as I was told). They'll rather wait for the next version.

If I were a mathematician I would have a nearly complete proof
by induction by now that the TT will never appear.

Jos Vermaseren

4474. Chaos Strikes Back - Monitor Problem?

Newsgroup: comp.sys.atari.st
Date: 1989-12-21 09:47:26 UTC
From: lezo@syma.sussex.ac.uk
Message-ID: <1933@syma.sussex.ac.uk>
Source record: 245448

(In the UK) I received my copy of CHAOS in the post today.

I haven't had a chance to have a proper go at it yet but I was curious about the label on the front of the box. This says that my version is only compatible with 60 hertz colour monitors. Luckily it works with my Fidelity Colour Television Scart RGB Monitor but I guess if the labelling is correct a few people with only 50 hertz monitors could be in for a shock. There has been talk in this group recently about 50/60 hertz monitor problems.

So my advice is check your monitor and if possible try before you buy!

Is this going to be a significant problem or am I making a mountain out of a molehill?

--
Lez Oxley, Administration, University of Sussex, Brighton, BN1 9RH, UK
Tel: +44 273 606755 x3808 Fax: +44 273 678335 JANET: lezo@uk.ac.sussex.syma
ARPA: lezo%syma.sussex.ac.uk@nsfnet-relay.ac.uk
BITNET: lezo@syma.sussex.ac.uk UUCP: lezo@syma.uucp

4475. Re: program editors

Newsgroup: comp.sys.atari.st
Date: 1989-12-21 10:13:55 UTC
From: chrisl@fulcrum.bt.co.uk
Message-ID: <=&?QF%@masalla.fulcrum.bt.co.uk>
Source record: 245449

In article <25120@cup.portal.com> smolin@cup.portal.com (Steve Jacob Molin) writes:
>Has anyone done the editor vi on the ST?
>

Yes. It's called Stevie (ST VI?). I'm not sure where you'd be able to
get it from, though. I got my copy from the University of Lancaster, UK,
via a friend. I've only used it a little bit, and well, it's OK, but the
major reasons for using it in my eyes aren't yet implemented. There is no
global change facility ('ex'-type command), and the undo facility isn't
implemented yet. There are large chunks missing, really. It's also very
slow at doing inserts. I guess it's OK if you're hell-bent on using 'vi',
but I prefer to use micro-emacs (currently 3.8b, shortly to be 3.10)
for the simple reason that it's *much* more fully implemented.

Does anyone else know where Steve could get hold of Stevie in the US?
I've only got a binary, by the way. If necessary, I guess I could uuencode,
compress & post it. Any takers?

-Chrisl.

--

Chris Parkin Lilley, CS1.2, BT Fulcrum, UK chrisl@uk.co.bt.fulcrum

4476. Re: How to know we are in TOS 1.0?

Newsgroup: comp.sys.atari.st
Date: 1989-12-21 12:06:02 UTC
From: exspes@gdr.bath.ac.uk
Message-ID: <1989Dec21.120602.11181@gdt.bath.ac.uk>
Source record: 245450

In article <1903@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>
>That doesn't matter. If you paid to become a registered developer, you
>would be able to look this stuff up instead of bothering all of us! :-)
>You don't have to be a commercial developer to join the Atari developer
>program. (I know I'm answering your question anyway -- think of it as
>advertising. (If you're a Net God, *don't* think of it as advertising!))

Your mileage may vary on this one, depending on which Atari subsidiary you have to deal with. I contacted Atari UK (some time ago, maybe I should try again) about the developers kit, and was told that in addition to the money I would have to inform them of my 'trading name', and would have to agree to keep them informed of what I was using the information to develop, so that they could ask me to stop if it interfered with their own internal or contracted-out development.

The concept that I might just want it for fun didn't seem to be one which they could grasp. Since I was unable to comply with the first condition, and unwilling to comply with the second on principle, I dropped the idea. (Though I occasionally toy with the idea of having my mother buy me a US developers kit (she's in Pittsburgh PA) and forwarding it to me.)

--
Paul Smee, Univ of Bristol Comp Centre, Bristol BS8 1TW, Tel +44 272 303132
Smee@bristol.ac.uk :-) (..!uunet!ukc!gdr.bath.ac.uk!exspes if you MUST)

4477. Re: Automatic window activation - pros & cons?

Newsgroup: comp.sys.atari.st
Date: 1989-12-21 12:09:45 UTC
From: exspes@gdr.bath.ac.uk
Message-ID: <1989Dec21.120945.11694@gdt.bath.ac.uk>
Source record: 245301

I would think this would be acceptable only if you modified the concept
to be somewhat like Sun-windows -- that is, JUST moving the mouse
pointer into a window would not 'top' it, but it would be auto-topped
if you then DID anything -- hit a keyboard key, press a mouse button,
... The auto-top would NOT eat the key or mouse press, but would top
the window and then pass the key or mouse-press through to it.
--
Paul Smee, Univ of Bristol Comp Centre, Bristol BS8 1TW, Tel +44 272 303132
Smee@bristol.ac.uk :-) (..!uunet!ukc!gdr.bath.ac.uk!exspes if you MUST)

4478. Wanted: GEM .IMG file conversion software

Newsgroup: comp.sys.atari.st
Date: 1989-12-21 12:19:11 UTC
From: greg@cs.hw.ac.uk
Message-ID: <3996@brahma.cs.hw.ac.uk>
Source record: 245302

Does anyone have:

a) a definitive description of the GEM .IMG format?
I have a description but it's inconsistent with what's actually
in .IMG files.

b) software in C to convert .IMG files to bitmaps suitable for use
with GEM object software?

Sorry if this has been requested before - I'm new to this group.

Greg Michaelson

4479. Re: Commandline length?

Newsgroup: comp.sys.atari.st
Date: 1989-12-21 13:02:48 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <2870@water.waterloo.edu>
Source record: 245303

In article <510@tnosoes.UUCP> joep@tnosoes.UUCP (Joep Mathijssen) writes:
>Using Gulam and make, I want to link a program using TURBO-C.
>But there are so much .O-files that must be linked, that my list of
>files is not processed correctly. I think the commandline is limited to
>only 80 characters. It this a ST- or Gulam-limit?
>And how can I solve it?

It is clear that there is a limit, but it is bigger than 80 characters.
I did a simple experiment... I created 10 small files with long names,
names of the form "abcdefgh.00x", where x ranged from 0 to 9. Then,
from Gulam, I gave the command
vi abcdefgh.00*
The result was that I could edit some of the files, but the last one
had a truncated name.

However, when I say "echo abcd*", all of the names appear. I did
some more experiments, creating more files with names of the form
"abcdefgh.0yx" where y ranged from 0 to 2. It seems that Gulam
can expand much longer strings. For instance the commands
"echo abcd*" and "rm abcd*1? abcd*2?" worked correctly.

I interpret this to mean that whatever the internal limit for Gulam
may be, it is not the as short as the limit imposed by the interface
to the operating system.

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@water.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

4480. Re: Blood Money and floppy drive speed

Newsgroup: comp.sys.atari.st
Date: 1989-12-21 13:20:41 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <2871@water.waterloo.edu>
Source record: 245304

In a recent article, Z4648252@SFAUSTIN.BITNET (Larry Rymal)
writes about his experiments with his disk drive.

| I took the drive apart and tried to lower the rpm with
| the potentiometer inside of the drive but Blood Money seemed to not
| notice anything. I checked the drive's speed qith QuickIndex15 again.
| Drive rpm still hovered at 301.

| ... I glued the dime to one side of the flywheel's center.
and asks:
| ... , can the dime's weight cause undue wear on the flywheel?

It would be a big surprise to find any wear on the flywheel itself. (smile).

I would worry about wear on the bearings if the weight is off center.
If it is off center, I would try to balance the it on the flywheel,
with say, a second weight glued at a diametrically opposite point.

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@water.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

4481. Re: Usenet-->GEnie

Newsgroup: comp.sys.atari.st
Date: 1989-12-21 13:46:41 UTC
From: rcc9885@ultb.isc.rit.edu
Message-ID: <1816@ultb.isc.rit.edu>
Source record: 245305

In article <12486@cbnews.ATT.COM> nrc@cbnews.ATT.COM (neal.r.caldwell..ii) writes:
>
>I agree whole heartedly! This arrangement puts money into GEnie and
>does the net absolutely no good. Dave, you've done a lot of good things
>for the Atari community but please put a stop to this before it goes any
>further.
>

I think you are looking at this the wrong way!! So what if GEnie is
a profit orientented business. If you want to put up you own UUCP
site its going to cost you $$$. You would most likely then pass this
charge on to anyone who uses your system. They get USENET out of the
deal and you get money for up-keep.

Why is it that everyone has to get something from something. Why can't
you except the fact that this link will give you the ability to Email
to MANY MANY more people. In turn, they get to read comp.sys.atari.st,
where all the techie stuff is (ha! :))

I don't see how effects anyone single person in anyway other than allowing them
a wider communication area. Now I will be able to send mail to a friends
in Cape Cod and Connecticut FREE of CHARGE for me. Of course they have to
pay, but oh well. I don't see how you can look at this link any different
than the link you are using.

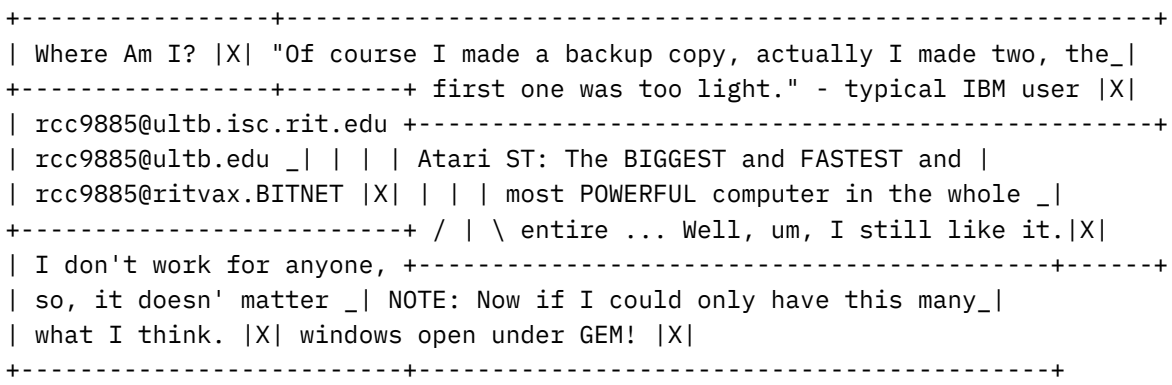
The only thing I would change is allow them to post to USENET, maybe mail
to some spooler that will post the message instead of mailing it..

I've been QUIETLY reading USENET for 2 1/2 years now, and have found it not
to be as HIGH tech (ST gurus) as its made out to be. I have found it
to be a GREAT source of information however, but only becuase I have had
the ability to MAIL my questions to someone at DC Utilities (Thanks guys!) or
some on at Atari, and now, Dave Small.

I think you all just want something for nothing!

Dave, its a GREAT Idea, and I hope you get mail working SOON!

>
>--
>"Don't drive too slowly." Richard Caldwell
> AT&T Network Systems
> nrc@cbnews
> att!cbnews!nrc
> (614) 860-2206


Where Am I? |X| "Of course I made a backup copy, actually I made two, the_|
first one was too light." - typical IBM user |X|
rcc9885@ultb.isc.rit.edu
rcc9885@ultb.edu _| | | | Atari ST: The BIGGEST and FASTEST and |
rcc9885@ritvax.BITNET |X| | | | most POWERFUL computer in the whole _|
entire ... Well, um, I still like it.|X|
I don't work for anyone,
so, it doesn' matter _| NOTE: Now if I could only have this many_|
what I think. |X| windows open under GEM! |X|

4482. (none)

Newsgroup: comp.sys.atari.st
Date: 1989-12-21 13:51:15 UTC
From: cse229@CCK.COV.AC.UK
Message-ID: <9329.8912211351@cck.cov.ac.uk>
Source record: 245306

HELP

4483. Moderated Newsgroups. (was: Re: mas -- Modula-2 algebra system)

Newsgroup: comp.sys.atari.st
Date: 1989-12-21 13:54:56 UTC
From: jf@unido.UUCP
Message-ID: <1129@unido.UUCP>
Source record: 245308
Cross-posted to: comp.sys.atari.st,dnet.atari,dnet.general

In article <743@troll.tubopal.UUCP> ripley@tubopal.UUCP (Hans-Ch. Eckert) writes:
>
>Kam in Dortmund schon was in comp.bin* rueber, nach Mas ?
>

Jau, aber nicht in comp.binaries.atari, comp.sources.atari, comp.sources.unix...

Alles moderierte Newsgruppen, deren Moderator hinter sun.com sitzt.

Auf uunet ist noch nix angekommen, ich checke gerade mit uunet und sun.com
ab, wo das Problem liegt.

--Jan-Hinrich

4484. Re: Usenet-->GEnie

Newsgroup: comp.sys.atari.st
Date: 1989-12-21 14:30:00 UTC
From: hedger@inmet.inmet.com
Message-ID: <30200037@inmet>
Source record: 245307

I think the problem people are having is that Genie will make money
by selling access to the information in this newsgroup. However,
nobody who uses this newsgroup, some of whom can't afford or do not
wish to afford access to Genie, get no benifit from Genie, like a
download of information from THEIR newsgroup.
They make a profit, the people here on the Net get nothing in return.

Personally, I see their point. I subscribe to Genie and there are some
good files out there. I think that if we upload this newsgroup to Genie,
some reciprocation is in order. Otherwise, would we like to have people
who run a Net node in their bedroom, grab these notefiles, then upload
all of the stuff from here into a pay-for BBS running on a another
machine in their bedroom?
I don't think that most people on the net would like it if they knew
someone was making money by selling access to what is supposed to be
a freely accessible resource. By uploading to Genie with no reciprocating
arrangement, we would be allowing the same thing to be done.

```
=====================================================================
| |
| Keith Hedger : {...!}uunet!inmet!hedger hedger@inmet.inmet.com |
| 'It is a sad, but beautiful world.........' |
=====================================================================
```

4485. Usenet uplinks, Chaos Strikes Back

Newsgroup: comp.sys.atari.st
Date: 1989-12-21 14:53:31 UTC
From: steveg@SAIC.COM
Message-ID: <8912211453.AA01434@SAIC.COM>
Source record: 245309

Add my name to the list against a one way link to GEnie.
While it might benefit the ST users there, I don't see a
benefit for Usenet, and further, why should GE profit off of
others' generosity? "Two way or no way".

On the subject of the new Dungeon Master game, I've just started, and
it's great to be back with 'my old friends' hacking and slashing
again. However, as I read INFO-ATARI16 digests, I can't simply skip
over messages with DM or Chaos in the subject line. Occaisionally my
eye catches key words or phrases before I can page down. As such, I
would appreciate minimizing info that might spoil the game for me and
others - for example, new beasties, puzzles etc. It's much more fun
to find them on your own (and then die quickly). Perhaps a
comp.sys.atari.st.chaos? Or maybe 'stuck' adventurers could post a
request for help, and then send specifics via e-mail to responding
helpers. My party and I thank you.

4486. Loneliness in the Atari World?

Newsgroup: comp.sys.atari.st
Date: 1989-12-21 15:07:00 UTC
From: 01659@AECLCR.BITNET
Message-ID: <8912220803.AA29065@ucbvax.Berkeley.EDU>
Source record: 245310

One netter referred to the loneliness in the Atari community. Dear U.S. netters, the U.S. is one country, not the world! There are lots of places in the world where ST users are not lonely.

Just because the ST is not big in the U.S. does not mean you should assume that life is miserable for ST users everywhere. Some of us do quite well, thank you very much.

4487. Blitz cable diagram

Newsgroup: comp.sys.atari.st
Date: 1989-12-21 15:15:45 UTC
From: paulm@ccicpg.UUCP
Message-ID: <51972@ccicpg.UUCP>
Source record: 245311

^&%*&!
I just accidently deleted the file containing the Blitz cable wiring
diagram that came over the sys.atari.st group.

Could some kind soul please E-mail me a copy ????
Thanx.

.===.
UUCP: ...ccicpg!dl2!paulm	Paul L. Moreau
or ...ccicpg!dl1!paulm	Diagnostics Software Eng.
or ...ccicpg!paulm	Irvine, California
`=='

4488. Re: Improving this newsgroup

Newsgroup: comp.sys.atari.st
Date: 1989-12-21 15:40:45 UTC
From: MBERNAR@ERENJ.BITNET
Message-ID: <8912220804.AA29176@ucbvax.Berkeley.EDU>
Source record: 245312

JOHNBARNES@ENH.NIST.GOV expressed some opinions about the future of this newsgroup which I mostly agree with. There are a few statements, however, which I don't agree with based on my own limited experience.

"I note that many of the questions that are asked here (at considerable expense, I might note) have been answered in the magazines."

I've found the magazines that are/were available in my area: STart, ST Log, STXpress and Atari Explorer are seriously lacking in technical information (I would exclude Dave Small's column in STart). Coverage of Public Domain and Shareware is inadequate. I've seen a letter to STart asking for a terminal emulation software for a Tektronix 4010 terminal go unanswered when Uniterm has existed for years.

"It appears that there is a tendency to post the burning question of the moment to the net when a little research in a library would yield a quicker and sounder ouutcome. Magazines like Current Notes and ST Informer, and to some extent z-Mag and ST REports, have solid technical information that is more useful than some of the spur of the moment responses that get passed around here...."

I have not yet found a library in my area (New Jersey) that has any of the ST magazines you mentioned. I can't even find one ST book in a library or a bookstore. Under the circumstances, this net is the best place that I expect to get informed answers to technical questions.

4489. Last Chance Laptop Vote (Was Xerox, GUI, 80vs68, Idiots, etc, etc.)

Newsgroup: comp.sys.atari.st
Date: 1989-12-21 15:50:33 UTC
From: pollack@giza.cis.ohio-state.edu
Message-ID: <POLLACK.89Dec21105033@giza.cis.ohio-state.edu>
Source record: 245313
Cross-posted to: comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st

The multi-newsgroup discussion about yet another window lawsuit which degenerated into a computer.religion flamefest is yet more reason I want to stop wading through 100's of irrelevant messages a day.

Free mass acknowledgements to anyone who votes, either way, on the creation of comp.sys.laptops. Mail (by 1/5/90) to either of:

laptop-yes@cis.ohio-state.edu
laptop-no@cis.ohio-state.edu

Oh, yeah, and I heard that Apple introduced a MacTop with a animation speed TFT display, and Atari had something pretty small too. The alleged newsgroup shall NOT discriminate on the basis of processor, screen size, operating system or interface.

--
Jordan Pollack Laboratory for AI Research
CIS Dept/OSU
2036 Neil Ave email: pollack@cis.ohio-state.edu
Columbus, OH 43210 Fax/Phone: (614) 292-4890

4490. Genie--Usenet

Newsgroup: comp.sys.atari.st
Date: 1989-12-21 15:56:00 UTC
From: MAXG@SUVM.BITNET
Message-ID: <8912220804.AA29109@ucbvax.Berkeley.EDU>
Source record: 245314

I wasn't going to comment on this thread, but since others are, I thought I might as well, too. I agree with those who have stated that the one way direction of info from Usenet to Genie is not fair. There is a two way mail capability with Compuserv and with MCI Mail, why shouldn't there be a two way capability with Genie...if they want it to be just for mail, fine...if they want to get more than just that, then they should give more, too.
The thing is--I like Genie. I gave up my Compuserv membership when they instituted a monthly charge (that really made me mad, considering they had enlisted my help previously to write to the Congress and voice my objection to an "access" charge...then after Congress did not impose an access charge, they went and instituted what was essentially an access charge to me, only they get to pocket all the $$s!), but it is much to their credit that they allow a two-way exchange of mail. I hope that anything done with Genie will be a "two-way street" as well!
---Gerry

4491. Posting problems solved

Newsgroup: comp.sys.atari.st
Date: 1989-12-21 16:15:05 UTC
From: koreth@panarthea.ebay.sun.com
Message-ID: <5813@newstop.EBay.Sun.COM>
Source record: 245315

Well, it seems that the problem with comp.binaries.atari.st was due to my local news server (grapevine), which I've just fixed. I'll be reposting everything from MAS forward. (And likewise for comp.sources.atari.st.)

" !" - Marcel Marceau
Steven Grimm Moderator, comp.{sources,binaries}.atari.st
koreth@ebay.sun.com ...!sun!ebay!koreth

4492. USENET -> GEnie uplink now working

Newsgroup: comp.sys.atari.st
Date: 1989-12-21 16:28:36 UTC
From: MBERNAR@ERENJ.BITNET
Message-ID: <8912220804.AA29236@ucbvax.Berkeley.EDU>
Source record: 245316

Here is my vote against the uplink. It should be two-way or none at all.

Regards,
Marcelino Bernardo
mbernar@erenj.bitnet

4493. LHARC source and UNIX

Newsgroup: comp.sys.atari.st
Date: 1989-12-21 16:36:45 UTC
From: paulm@ccicpg.UUCP
Message-ID: <51989@ccicpg.UUCP>
Source record: 245317

Well it seems that the LHARC is going to take over the atari archiving
world. I for one use a UNIX system for posting and recieving news
and binaries. I uudecode, and unarc on the unix system and examine
the stuff before going through the expense of going home, making a
LONG DISTANCE call to work and download the stuff. If LHARC is to be
the new standard (which I can see the benefit in smaller archives) I'd
like to get the source so I can port it to our UNIX system.
If the source is protected (which it seems to be) then I don't think
I'll be downloading any more files unless I know what to expect in them.

I hope that the source is available!
I think that the majority of readers on the net here are on UNIX machines
and would also like to get LHARC on thiers also.

Just my $0.02 worth.

.===.
| ### ######## ### | N O R T H | /==============\ |
| ### ### ### | A M E R I C A |< An STC Company >|
### ######## ########	(was CCI)	\==============/
UUCP: ...ccicpg!dl2!paulm	Paul L. Moreau
or ...ccicpg!dl1!paulm	Diagnostics Software Eng.
or ...ccicpg!paulm	Irvine, California
`=='

4494. Re: USENET -> GEnie uplink now working

Newsgroup: comp.sys.atari.st
Date: 1989-12-21 17:13:13 UTC
From: bmaraldo@watserv1.waterloo.edu
Message-ID: <457@watserv1.waterloo.edu>
Source record: 245318

After giving this topic some serious thought, here is my opinion.
I agree with the previous poster who stated that we either have 2-way
communication with GEnie or nothing at all. I think this would be fair,
where-as one-way communication is not fair at all. If two-way communication
is not installed or the USENET->GEnie uplink isn't removed I'd be willing
to cast an official vote (what ever that means :-) against the uplink.

Brett L Maraldo

--
-------- Unit 36 Research ---------
"Alien Technology Today"
bmaraldo@watserv1.UWaterloo.ca
{uunet!clyde!utai}!watserv1!bmaraldo

4495. Re: USENET -> GEnie uplink now working

Newsgroup: comp.sys.atari.st
Date: 1989-12-21 17:59:52 UTC
From: patth@ccnysci.UUCP
Message-ID: <3823@ccnysci.UUCP>
Source record: 245319
Cross-posted to: news.misc,comp.sys.atari.st

In article <330@ssc.UUCP> fyl@ssc.UUCP (Phil Hughes) writes:
>In article <935@crash.cts.com>, canada@crash.cts.com (Diane Barlow Close) writes:
>> What I object to the most is the fact that the link is one way (and will
>> stay that way due to GEnie's commercial nature). I don't like Usenet being
>> ``raped'' to supply GEnie's commercial pockets. If GEnie is that ``tapped
>> out'' for knowledge that they are desperate enough to plunder Usenet, then
>> perhaps GEnie should be disbanded.
[ ]
>Now, anyone who is on GEnie and reads this can decide they would rather
>pay a different provider of service. For example, in Seattle there are at
>least three companies that will provide Usenet access for a price.

Isn't only a matter of time before the NIXPUB listings are posted to
any/all of the GEnie conferences? They already appear on Compu$erve
and many uses on our local public access site here in New York
actually got information about the site from commercial services
as well as from publications they had to pay for.

Isn't it true that once a user spends a few hours downloading files
fromm a service he/she has to pay $5/hr to use and then discovers that
the same files can be downloaded form a public access site for a mere
$5/month, the thought would occur to that user that said files could
be more easily and quickly obtained using less $$?

I formerly worked with a lawyer whose personal reputation as well as
that of his law firm was being bandied about in "American Lawyer"
(also known as the "Inquirer" of the legal profession) and,
surprisingly, he was not, in the least bit, dismayed when he read the
articles and, in fact, he said "as long as they spell my name and the
firm's name correctly, it doesn't bother me at all - any publicity is
good publicity!"

Now, the question, who, if anyone or, what, if any corporation, could
ever control the information flowing through UseNET? They could filter
it, and edit it but as long as users can dial in to public access
sites they can't stop it or control it.

--
Patt Haring
patth@sci.ccny.cuny.edu
-=- Every child smiles in the same language. -=-

4496. Re: USENET -> GEnie uplink now working

Newsgroup: comp.sys.atari.st
Date: 1989-12-21 18:17:08 UTC
From: nelson@kodak.UUCP
Message-ID: <2239@kodak.UUCP>
Source record: 245320

Several posters have said words to the effect "Is GEnie that tapped out that they must raid USEnet?"

Ihe link wasn't GEnie's idea ... it was Dave Small's. And the idea was dissemination of information. Not to financially reward GE or Dave Small, or anyone else.

Oftentimes, the "Net's" postings are the best source of information on some subjects. I believe Dave's only intent was to spread the wealth of good, hard-to-otherwise-find, information with a segment of Atari ST owners who would be otherwise unable to access the information.

There's a lot of legal mumbo-jumbo which at this point prevents a true two-way link. Maybe someday in the future, the problem can be overcome.

But in the interests of keeping good information flowing to Atari owners who aren't in a position to access the "Net", I don't see why we should prevent them from reading our postings, wherever they may be able to access them - here or on GEnie.

Standard disclaimers apply.
Bruce Nelson

4497. Re: Copyrights and Commercial Networks and Usenet

Newsgroup: comp.sys.atari.st
Date: 1989-12-21 18:21:51 UTC
From: canada@crash.cts.com
Message-ID: <957@crash.cts.com>
Source record: 245321

In article <1989Dec21.041439.24056@murdoch.acc.Virginia.EDU> gl8f@bessel.acc.Virginia.EDU (Greg Lindahl) writes:

>One thing I did ask Dave Small to clarify, though, was GEnie's
>compilation copyright. Obviously they cannot claim a compilation
>copyright on the compilation of comp.sys.atari.st articles, so they
>will be unable to stop GEnie subscribers from downloading all the
>c.s.a.st articles and putting them up on BBSes and whatnot.

This is the part that concerns me the most. According to an author who specializes in books on copyrights:

``The matter of Dave violating or not violating the law is totally up to USENET, not the attorney general. You see, these laws are not enforced unless someone cries "fowl". I assume USENET does not mind if their messages are reproduced and put on another system.

If USENET doesn't mind, then there is no violation, because they have essentially licensed the use of their messages for other systems. Technically, all BBS' messages are protected under law from reproduction, IF the system states that access to the system is conditional (ie: use of passwords). Remember, an authored work is protected under copyright. Each message is the property of the owner of the BBS. It doesn't matter if the BBS contains programs, messages, or "books", they are protected under copyright unless the author/owner claims they are public domain.

Sure, it's wierd, but it's the LETTER of the law. However, you know as well as I do, it would be stupid to enforce for just messages.

I'm not saying Dave is a crook. I happen to like his products and his magazine articles. I'm just saying USENET could get him. I'm saying this to perhaps inform him, not to threaten him.

-- Richard Kelsch

P.S. How do I know all of this? Well, I spent 3 years researching computer law and talking to about every type of lawyer you can think of, so I can write my book. My book is called "HACKING: What's Legal & What's Not". It's for sale at E. Arthur Brown Company.''

It certainly does seem unethical for a network such as GEnie to upload, basically, public domain messages and then place an anthology copyright on them. In fact, maybe the restrictions will become even greater when

one considers the overall effect of GEnie's legal system. What about non-profit BBS's which have read-only nodes established with Usenet? They may become liable to *GEnie* who owns the copyright ...I am not saying that is the way it is, but that is the way it may become.

Regardless, the current GEnie-Usenet link does NOT represent an exchange of information: it is a hoarding of information. Two things must happen for this to become an exchange: there must be a free flow of messages between the two parties, all messages must carry a permission to reprint, and the receiving party may not copyright messages from the donor, or all messages must be placed in the public domain.

--
Diane Barlow Close
{nosc, ucsd}!crash!canada
canada@crash.cts.com
Free Canada -- Trade Mulroney

4498. Re: Cartridge port

Newsgroup: comp.sys.atari.st
Date: 1989-12-21 18:31:52 UTC
From: ignac@electro.UUCP
Message-ID: <1242@electro.UUCP>
Source record: 245322

In article <21556@uflorida.cis.ufl.EDU> rs0@beach.cis.ufl.edu (Bob Slaughter) writes:
>I am looking for info on using the cartridge port as an I/O port. I
>need D0-D8, A0-A15, and how the port does read vs. write (MEMR* and
>MEMW* lines line an InTel, or R/W* with clock strobe ala 6502). The
>docs that come with the ST have the pinouts for most of these, but the
>port direction control is not clear at all from their diagram. If you
>have to know, this is related to C/MRI project from Model Railroader
>(Computer/Model Railroad Interface), as now reprinted in Bruce Chubb's
>"How to Build a Universal Computer Interface". I know the port can be
>written to, otherwise how do you set all those nice clock carts? :) I

nope. its a read only port. hence the Atari name: ROM Cartridge Port. :-)

but you can develop ways of tricking the cartridge port to allow you to
do a write, which is basically how the clock cards are set on the ST. an
easy way of doing this is decoding a read from any address in, say the
$FA0000 range to be a 16 bit write to the cart port. thus, whatever address
with $FA in the upper 8 address bits can be turned into a write pulse,
(ROM4 is the strobe that's generated by the mmu i think) and use the
lower 16 bits of the address bus as the fudged data bus. not too pretty but
it works great.

(the addresses are off the top of my head, and may be wrong. mebbe someone
else can verify for me)

--
=====Ignac A. Kolenko (The Ig) watmath!watcgl!electro!ignac=====
co-author of QuickST, and the entire line of Quick Shareware!!!!
"I don't care if I don't win, 'cause I don't care if I fail"
from 'Youth Of Today' by SUBURBAN DISTORTION

4499. Re: USENET -> GEnie uplink now working

Newsgroup: comp.sys.atari.st
Date: 1989-12-21 18:36:50 UTC
From: karl@giza.cis.ohio-state.edu
Message-ID: <KARL.89Dec21133650@giza.cis.ohio-state.edu>
Source record: 245323
Cross-posted to: comp.sys.atari.st,news.misc

steve@thelake.uucp writes:
What is wrong with GEnie making the data available?
Is it that GEnie makes a profit? ...
Is it that GEnie charges for access to the data? ...
Is it that GEnie somehow prevents free access to the data? ...

None of these are the problem. Well, perhaps the 3rd, in a way.

Portal, the WELL, and a few dozen fee-based, NIXPUB-advertised sites all charge somehow, usually by the hour or month. So does UUNET, though I believe that UUNET is still formally a non-profit entity. (I could be wrong, though; I haven't thought about it much for quite a while.) So charging per se is not the problem, nor is the profit they gain via charging.

The problem is that they are not sharing back with the rest of us. As Steve Bellovin said in a note to me last March, one should "hold out for symmetry -- arrangements where they get the Usenet feed, but don't feed back, aren't cricket." (For those [few, I hope] who might be unaware, Steve is one of those responsible for the original shell-script-based implementation of what we now call Usenet, back in 1979.) UUNET exists for the express purpose of getting people to share; people on Portal and the WELL can always post. Not so with GEnie.

That is the problem - that they do not, cannot, share. All other things about them would make them a more-or-less ordinary net.citizen, but the lack of even the _potential_ for reciprocation is what makes the link undesirable. From what we've been told about the link, GEnie has absorbed Usenet postings into its "anthology copyright" (thereby, of course, making their copyright highly suspect as to its validity).

Also, as Brad mentioned, the lack of an email link is a really serious problem. Individuals on the other side of the gateway can't be reached at this point. Only by broadcasting to the Known Universe (of comp.sys.atari.st) can any single person be found on the opposite side of the gateway, no matter which side any given user is on. This is not a good idea on the Usenet. Standing in a crowded room and trying to have a private conversation with someone 30 yards away by shouting at one another is, shall we say, suboptimal. You wouldn't want to do it at the office, you wouldn't want to do it at a party, and you shouldn't do it on electronic networks. It would have been far preferable to build an email gateway first, and only then implement a news gateway.

If the link must stay (and I wish it would either go away or convert to 2-way), it is imperative that an email gateway be built immediately, without weird, hackish addressing schemes using extra fake headers and so forth. This can be done, and it's not even difficult, at least from this Internet side. (The amount of support from the GEnie side that would be required, I can't even guess.)

--Karl

4500. GnuEmacs 18.55 on the Atari ST

Newsgroup: comp.sys.atari.st
Date: 1989-12-21 18:56:53 UTC
From: roeder@sbsvax.UUCP
Message-ID: <1920@sbsvax.UUCP>
Source record: 245324

In article <928@crash.cts.com>, johnb@pnet01.cts.com (John Bunch) writes:
> Could you please post your new version....
>

As i have already mentioned to some people who mailed me, i have decided to post the new version to comp.binaries.atari.st after the hollidays. The source patches will be posted later. I will send out temacs (the bare undumped emacs), the lisp-files to needed to dump a new version (as uncompiled .el files), the doc-file and my dumpfix.c to merge two core dumps together to get a new, relocatable emacs.

> John.
>

- Edgar
--

Mail: Edgar R\"oder E-Mail: roeder@cs.uni-sb.de
Liesbet-Dill-Stra\ss e 3
D-6602 Dudweiler -o- -o-
W-Germany ^
Phone: 06897/74643 '---'

4501. Re: spreadsheets

Newsgroup: comp.sys.atari.st
Date: 1989-12-21 19:17:24 UTC
From: SHAWL@kuhub.cc.ukans.edu
Message-ID: <20245@kuhub.cc.ukans.edu>
Source record: 245325

>
> PS It came with VIP Professional. It's lousy. I hate it. Please don't recommend
> it. I mean, a piece of software with a list price of 130 quid that can't work
> with a hard disk?
>
YOU ARE WRONG. In spite of its problems, VIP is useful; i use it almost
daily --- FROM MY HARD DRIVE. It is easy to set up.

4502. Re: Copyrights and Commercial Networks and Usenet

Newsgroup: comp.sys.atari.st
Date: 1989-12-21 19:41:49 UTC
From: karl@giza.cis.ohio-state.edu
Message-ID: <KARL.89Dec21144149@giza.cis.ohio-state.edu>
Source record: 245326

canada@crash.cts.com writes:
This is the part that concerns me the most. According to an author who
specializes in books on copyrights:
``The matter of Dave violating or not violating the law is totally
up to USENET, not the attorney general. You see, these laws are
not enforced unless someone cries "fowl".

Flamingo! Er, ostrich! No, I mean, uh, loon! Yeah, that's it.
LOON!

(For the humor-impaired, :-)

--Karl

4503. Changing the A drive

Newsgroup: comp.sys.atari.st
Date: 1989-12-21 20:11:52 UTC
From: barry@gpu.utcs.utoronto.ca
Message-ID: <1989Dec21.201152.4270@gpu.utcs.utoronto.ca>
Source record: 245327

I have the following problem. I have a Mega 4 ST with a dead internal disk drive. Fortunately, my hard disk autoboots, so I am not out of business, but I occasionally like to play a game which has to boot from a floppy disk (Falcon). Is there a way to get the Atari to think that an external drive is drive A? I tried installing the external drive in the place for the internal one, but it just spun and didn't boot. The connectors look the same for both, but the small connector (power?) had to be plugged in the other way around because the indexing slot was in a different place on the external drive. Since the light came on I presume that it was getting power ok.

So, does anybody have any ideas for what to do while waiting for the drive to be fixed? If someone has figured out how to get Falcon to run from a hard disk, that would be nice, too.

Barry

4504. Re: USENET -> GEnie uplink now working

Newsgroup: comp.sys.atari.st
Date: 1989-12-21 20:17:10 UTC
From: jlm@Apple.COM
Message-ID: <5927@internal.Apple.COM>
Source record: 245328

I agree with Diane, also. Usenet is not for profit. GENIE is. If they were to make the Usenet items available without charge(8^)) then it's OK.

My .02....

JLM
#include <std.disclaimer.h>

4505. Quick ST 1.8 is available

Newsgroup: comp.sys.atari.st
Date: 1989-12-21 20:32:30 UTC
From: w-darekm@microsoft.UUCP
Message-ID: <10034@microsoft.UUCP>
Source record: 245329

Quick ST 1.8 - the Software Screen Accelerator, is now available. It is up to 25% faster than Quick ST 1.7 at GEM related operations, and now has support for the Viking Moniterm 19" monitor.

Quick ST 1.8 will be in the stores shortly. If you are a registered user of Quick ST 1.7, send us email requesting an update. The email path is: ...!watcgl!electro!brasoft!updates

Do not send the mail until after the Christmas weekend, because our node will be down over the long weekend.

Quick ST 1.8 still uses only 20K of memory in monochrome/Moniterm mode, and 16K in color.

A demo version of Quick ST 1.8 can be downloaded from the Atari ST libraries of Compuserve and GEnie information services.

- Darek

4506. ATTN: David Bell

Newsgroup: comp.sys.atari.st
Date: 1989-12-21 20:41:23 UTC
From: cbz@cbnewsm.ATT.COM
Message-ID: <7961@cbnewsm.ATT.COM>
Source record: 245330

David:
I've been trying to reach you via email, without success. Please mail me
the ARC version of the program to do screen dumps to a 24 pin Epson printer.
Thank you!

* Craig B. Ziemer %% DISCLAIMER: AT&T does not *
* AT&T Bell Laboratories %%%%%% officially support what I *
* Reading, PA %% just said, in fact, they *
* UUCP ADDRESS: alux6!cbz %% rarely do :^) *

4507. Lynx protocol

Newsgroup: comp.sys.atari.st
Date: 1989-12-21 21:03:18 UTC
From: tjm@nsscb.UUCP
Message-ID: <1180@nsscb.UUCP>
Source record: 245331
Cross-posted to: rec.games.video,sci.electronics,comp.sys.atari.st

Atari, expectedly, isn't forthcoming w/ any decent technical info
on the Lynx, specifically the ComLynx port, so now I turn to the world's
most secret pool of knowledge: you people on the Net!
I'd like to find out just how the heck data is sent over this thing.
The connector looks like an RCA mini phono plug, with 3 distinct areas,
check out below:

```
_____________ _
\------/ \
| | >
_____________/------\_/
```

I assume one section is transmit, one receive, and finally a signal
ground. I'm going to start my Lynx w/ California Games, which allows for
2 players, hook it up to an analyzer, and see if I can determine where transmit,
receive, etc. are coming from, and what the protocol is. I'm obviously making
the assumption this is a serial link, but I can't think of anything else
that'll make sense (which may just be my inexperience in this area, since
this type of hacking isn't my normal arena). If anyone has any ideas, insights,
warnings, ANYTHING, please let me know! There's scads of potential locked up
in this thing and I want to start getting at it!!!!

Thanks hugely,

Tim Murphy

...!ulysses!nsscb!tjm
or
...!acsu.buffalo.edu!nsscb!tjm

4508. Re: Chaos Strikes Back (CSB) bugs?

Newsgroup: comp.sys.atari.st
Date: 1989-12-21 21:39:44 UTC
From: news@uflorida.cis.ufl.EDU
Message-ID: <21557@uflorida.cis.ufl.EDU>
Source record: 245332

worked with TOS 1.4. Well, to answer the question, it works just fine. In fact, I haven't really had any problem with anything NOT working with the new tos, except for a few really old games. The DM2, of course, works just fine with the new tos!

cr1@beach.cis.ufl.edu
From: cr1@beach.cis.ufl.edu (Christopher Roth)
Path: beach.cis.ufl.edu!cr1

4509. Re: FLAMES and SUPPORT IN THE MINUS REALM

Newsgroup: comp.sys.atari.st
Date: 1989-12-21 22:05:55 UTC
From: cr1@beach.cis.ufl.edu
Message-ID: <21558@uflorida.cis.ufl.EDU>
Source record: 245333

In article <8912210817.AA06313@ucbvax.Berkeley.EDU> MBERNAR@ERENJ.BITNET (mb) writes:
>
>fox!portal!cup.portal.com!Bob_BobR_Retelle@apple.com mentioned that the ST
>comes with ST Basic, Logo and documentation. I don't think this is true
>at the present. When I bought my ST in April, it didn't come with Logo or
>any manual for ST Basic.

I just purchased my 1040 ST , oh, about a year ago, and I can affirm
that it only came with Atari BASIC. Now, I hesitate to call Atari
basic an actual language, but I suppose you can technically call it
that. As for paying for such a thing...Ick! Anyone who wants to
program on their computer is bound to go and purchase a programming
language of their own, so when you get right down to it, it isn't
necessary to include a programming language with the computer. I
would have liked to have received a little bit more documentation on
the machine then I got, though. That little tan booklet they give you
covers the basics rather lightly, it would be nice to know more about
the machine without having to buy a book somewhere else.
--
=-=-=-

4510. Re: Where did the binaries go?

Newsgroup: comp.sys.atari.st
Date: 1989-12-21 22:12:00 UTC
From: UI0T@DKAUNI2.BITNET
Message-ID: <"89-12-21-14:12:57.31*UI0T"@DKAUNI2.BITNET>
Source record: 245334

I receive the binaries fine here; they come from Panarthea via
LISTSERV@UOGUELPH.BITNET (the PROG-A16 list).

Thomas Koenig UI0T@DKAUNI2.BITNET
UI0T%DKAUNI2.BITNET@CUNYVM.CUNY.EDU
(soon: new address, old machine) UI0T@IBM3090.RZ.UNI-KARLSRUHE.DBP.DE
'Ich dachte nicht, ich untersuchte.' Wilhelm Conrad Roentgen

4511. Re: USENET -> GEnie uplink now working

Newsgroup: comp.sys.atari.st
Date: 1989-12-21 22:17:19 UTC
From: logajan@ns.network.com
Message-ID: <1989Dec21.221719.13364@ns.network.com>
Source record: 245335

bmaraldo@watserv1.waterloo.edu (Commander Brett Maraldo) writes:
>If two-way communication
>is not installed or the USENET->GEnie uplink isn't removed I'd be willing
>to cast an official vote (what ever that means :-) against the uplink.

There is no legal restriction to who may connect to USENET, therefore there is no binding vote that can restrict who may so connect. Further, since there is no legal restriction to who may connect to USENET, there can be no legally recognized distinction between sites. Thus site restriction messages in notices of copyright are legally meaningless. Yet further, there is no general information flow restriction that can be legally enforced for any site or group of sites.

But beyond those mere matters of legality and ethics (which refute the information stoppee's at every turn). Ask yourself this simple question. How long do you think GEnie users will sit still with not being able to post to the messages they can read from USENET?

--
- John M. Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428 -
- logajan@ns.network.com, john@logajan.mn.org, Phn 612-424-4888, Fax 424-2853 -

4512. USENET's legal standing vs GEnie

Newsgroup: comp.sys.atari.st
Date: 1989-12-21 22:31:11 UTC
From: logajan@ns.network.com
Message-ID: <1989Dec21.223111.13500@ns.network.com>
Source record: 245336

```
> The matter of Dave violating or not violating the law is totally
> up to USENET, not the attorney general.

USENET is not a legal entity and thus has no legal standing.

> I'm just saying USENET could get him.

USENET is not a legal entity and thus has no legal standing.

> -- Richard Kelsch

--
- John M. Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428 -
- logajan@ns.network.com, john@logajan.mn.org, Phn 612-424-4888, Fax 424-2853 -
```

4513. re: Usenet-->GEnie

Newsgroup: comp.sys.atari.st
Date: 1989-12-21 23:34:20 UTC
From: karl@es56.UUCP
Message-ID: <8912212334.AA24630@es56.escd.uucp>
Source record: 245337

Why does everyone have such a problem with forwarding Usenet messages to Genie? There are already other services out there that provide access to Usenet messages for a fee. Not everyone has access to Usenet through their place of work.

No one will be forced to pay Genie for access to Usenet messages.

If anyone posting to Usenet doesn't like the idea of people having to pay, then they can choose not to post.

The beauty of Usenet is that it is difficult for anyone to force their form of tyranny on anyone else.

That is my two cents worth. Copy me directly on any replies -- I am waiting by my mailbox with a bucket of cold water.

Karl Rowley
Evans and Sutherland Computer Division
1808 N. Shoreline Blvd.
Mountain View, California, USA
...!amdahl!escd!karl
escd!karl@decwrl.dec.com

4514. GEnie uplink is shut down..

Newsgroup: comp.sys.atari.st
Date: 1989-12-21 23:57:02 UTC
From: dsmall@well.UUCP
Message-ID: <15158@well.UUCP>
Source record: 245338

After receiving mail on some concerns people have had with the
USENet -> GEnie uplink, I've gone ahead and shut it down. It won't be back
up unless those concerns are resolved to everyone's satisfaction.

Concerns raised included --

Would GEnie be a 2-way site? Many did not want to see information
going only one way. I agree; it should be 2-way. I will say it's necessary
to show the potential such a link has before it could be developed from its
present kludge to a good link; that's now been done.

Would there be e-mail exchange? This is not a big technical problem,
and I think it needs to be done, as many notes said.

Would GEnie put some sort of anthology copyright on the notes? I
very much don't want that, and neither did several other people. Obviously
we can't have that.

Most of the writers were in favor of the link *provided* there be
no copyright hassles, no for-profit on my part, and that there be email and
a 2-way link -- in other words, GEnie become a regular site. I see their
point and agree.

I've found in working with organizations that one example can be more
effective than thousands of words (the old writer's adage of, "show, don't
say".) As soon as everyone gets back from holiday vacation, I can show GEnie
management the benefits for everyone in such an information exchange, with
the present; many GEnie people very much want to be part of the Net. While
I don't speak for GEnie, I have hopes that something can be worked out that
will be satisfactory for everyone. The WELL and PORTAL, both of which I'm on,
do charge for USENET access, but I consider that entirely fair; they have
equipment and staffing costs, and aren't really gouging anyone. I think
it'd be a good thing if we could GEnie to operate in the same fashion.

There were concerns that the volume of notes back from GEnie would
stress the net. I don't want that, and I don't want a thousand "How do I beat
Level 7 on Dungeon Master" notes on the Net, either.

Finally, a few writers missed the text on the original note where
I said that I make no profit on these notes; the (not large) royalties made
on the GEnie Gadgets support area are all donated to non-Gadgets volunteers
who maintain the place. I am not allowed to divulge royalty rates, but this
is a really low amount of money -- hardly some sort of "gold mine".

Overall, I'm sorry for the misunderstanding; looking over my original
note, I can see I wasn't too clear on my intent, which was working towards
bringing GEnie into the Net two-way, with email, without copyright problems.

I hardly want to be sneakernetting messages the rest of my life (*sigh!*), it gets old real fast.

A few writers mentioned some hassles with Compuserve; I am completely unfamiliar with that story. Ditto with BIX.

Anywho, look, it's the holidays, and we all have a lot better things to do than worrying about this. I think the GEnie people I've talked to (who seem pretty sane) will see the potential for *mutually* beneficial information exchange; the link won't reopen until these concerns are worked out to everyone's satisfaction (that means, you'll see it here before anything happens, so there's a chance to discuss it).

If I've offended anyone, my apologies; it certainly wasn't my intention to do so. I wanted to demonstrate that the technology to link nets in a good way was here, not cause any fuss or trouble.

I very much appreciate those who took time to write email explaining points I hadn't thought of (e.g., anthology copyright). Several notes spoke highly of Richard Stallman and the FSF; getting to talk with Richard at length was one of the highpoints of Hackers for me, and I know a good deal about the FSF. (He certainly doesn't get much good press in the computer trade journals -- most don't even stop to *listen*). What can I say ... I'm a card carrying EMACS user.

So to recap, many users raised points I feel are completely valid, had not thought of, and I've responded by dropping the link until such time that it's resolved in an acceptable way. (That means acceptable to you, not to me, ok?)

I'm very pleased with the number of people who agree that GEnie as a site is a good idea, provided it's a full, two-way information exchange. The idea of information exchange is alive and well. I also appreciate those who took the time to write before doing some sort of public primal scream; in my experience since '76, screaming on nets feels good, but it's the quiet and calm voices that get things done.

It's time to go Christmas shopping here. We here wish you all a happy and safe holiday, and our best wishes for the new decade!

-- thanks, Dave / Gadgets by Small

p.s. I'll keep you informed of anything that happens relating to this link; however, don't expect rapid action -- you know how bureaucracies are. Also, everyone's off for the holidays in any event.

4515. Re: Res Changing (really terminate handler)

Newsgroup: comp.sys.atari.st
Date: 1989-12-22 01:18:20 UTC
From: apratt@atari.UUCP
Message-ID: <1912@atari.UUCP>
Source record: 245339

neil@cs.hw.ac.uk (Neil Forsyth) writes:
> [Bulk of question deleted.]
>So we put in a terminate handler at vector 0x102 [...]
>Can we call the XBIOS safely from here?

Yes. I wrote an off-the-cuff article "all about terminate handlers"
on GEnie, then asked John Townsend to post it here. I don't know if he
has, but among other things, it says you can make BIOS and XBIOS calls
but not GEMDOS calls.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

4516. Chaos strikes back querry

Newsgroup: comp.sys.atari.st
Date: 1989-12-22 01:18:31 UTC
From: MBERNAR@ERENJ.BITNET
Message-ID: <8912220808.AA29655@ucbvax.Berkeley.EDU>
Source record: 245340

I didn't follow the recent discussion on Chaos Strikes back. I gather that it lives up to expectations from Dungeon Master which I haven't played yet (I have it from a good source that I'm getting this for X-mas).
But, I thought I saw some discussions about a bug in Chaos...

Could some kind soul please summarize to me? I had to go through my info-atari digest quickly as I was low on disk space. Now, I can't look it up.

Thanks in advance.
Marcelino Bernardo
mbernar@erenj.bitnet

4517. Re: Unexpandable megas

Newsgroup: comp.sys.atari.st
Date: 1989-12-22 02:25:00 UTC
From: mitsolid@acf5.NYU.EDU
Message-ID: <370008@acf5.NYU.EDU>
Source record: 245341

>/* acf5:comp.sys.atari.st / mark@rpp386.cactus.org (Mark Lehmann) / 10:12 pm Dec 20, 1989
*/
>>Why do people assume that...
>
>Thank you. Now I know that every one...

I appologize, my English are not good enough to avoid this kind of mistakes.
Of course I just meant "some people".

Sorry,

Thanasis

4518. Re: USENET -> GEnie uplink now working

Newsgroup: comp.sys.atari.st
Date: 1989-12-22 02:48:06 UTC
From: jdg@elmgate.UUCP
Message-ID: <1180@elmgate.UUCP>
Source record: 245342

In article <330@ssc.UUCP> fyl@ssc.UUCP (Phil Hughes) writes:
>In article <935@crash.cts.com>, canada@crash.cts.com (Diane Barlow Close) writes:
>
>> What I object to the most is the fact that the link is one way (and will
>> stay that way due to GEnie's commercial nature). I don't like Usenet being
>> ``raped'' to supply GEnie's commercial pockets. If GEnie is that ``tapped
>> out'' for knowledge that they are desperate enough to plunder Usenet, then
>> perhaps GEnie should be disbanded.
>
>I disagree. There are sources of information and there are distributors
>of information. We, the users of Usenet are the source. We have decided
>to share that information with others. And GEnie is not providing access
>to that information - for a price. Usenet offers the same but the price
>is different. In my case, a company that I own part of foots the bill for
>providing Usenet services to employees as well as feeds to other
>companies. Other companies provide Usenet access for money.

A one way link is simply unfair. Two, way I have no objections to... But,
others may. Let me make a fairy tale example. Suppose some chap runs a
pay BBS somewhere's, and also has Net access. Lets say he grabs all the
goodies, places them on his BBS and charges people to see the info. Is that
fair? If I post info/solutions whatever the case may be, I post it for the
public... free of charge. I do not see GEnie calling anyone of us, more so
the companies that foot usenets bills offering "a slice of the pie".
I see no offers of "free exchange" of any GEnie info. In fact its been said
that GEnie applys copyrights to info/files etc. So, if I post a code stub,
or function lets say, and it ends up on GEnie it is copyrighted by them?
This is america, while the word "free" may have went through some changes
in 200 years, it does not mean "free to those who can pay". And, esentially,
that is what we have here.

--
Jeff Gortatowsky-Eastman Kodak Company .....rochester!kodak!elmgate!jdg
(use uuhosts or such to find path to rochester)
Eastman Kodak makes film not comments. Therefore these comments are mine
not theirs.

4519. Re: Unexpandable megas

Newsgroup: comp.sys.atari.st
Date: 1989-12-22 03:32:00 UTC
From: mitsolid@acf5.NYU.EDU
Message-ID: <370009@acf5.NYU.EDU>
Source record: 245343

>/* acf5:comp.sys.atari.st / gl8f@bessel.acc.Virginia.EDU (Greg Lindahl) / 4:59 pm Dec 20, 1989 */

>You are obviously wrong on 2 counts:

Ts ts... Let us not get emotional, shall we?

>1) Then Atari would have not put SIMMs onto the STE

There is such a think like "trying another method when the first one fails"

>Leave your silly conspiracy theories at home.

I believe that ATARI is out there to make money.
That, I think, is called bussiness.

Do you call it a conspiracy?!

Thanasis

4520. Improving this newsgroup

Newsgroup: comp.sys.atari.st
Date: 1989-12-22 04:38:00 UTC
From: JOHNBARNES@ENH.NIST.GOV
Message-ID: <8912220809.AA29701@ucbvax.Berkeley.EDU>
Source record: 245344

I accept Marcelino Bernardo's statement about the inadequacies of the glossy ST press when it comes to real technical information. My reference to a library included things like the Abacus and Sybex books as well as source codes to true public domain programs.

Many of the questions asked here, however, do not fall into the category of technical information. A number of them are from beginners who might do well to read Ralph Turner's Help Key column in ST Informer or his "Atari ST Book".

Those questions that are of technical nature, such as the one about ringing the bell from GEM, oftewn receive rather terse answers that take a lot of work to implement. It would be nice to see these as more extended articles and to have these archived somewhere.

The Atari community being what it is, we also see a number of cries for help coming out of utter darkness. The newsgroup serves a valuable function in giving these people a community that they can belong to.

One difference between the 8-bit days and modern (ST) times seems to be that programming has become more complicated and people are less willing to share their knowledge openly. Of course in those days we really didn't have "developers" because Atari was just a game machine. Nowadays we see oodles of "public domain" software but very little source code.

Ken Badertscher sometimes seems to feel that the only programmers worth talking to are the ones who are initiated into the Masonic Lodge by paying the fees and learning the secret handshakes.

Atari needs every bit of help it can get. Every program that actually gets written and that does what it is supposed to do is one more reason to buy Atari. Information that will help accomplish this should be disseminated as widely as possible. This newsgroup is one way of doing that and it could become a truly valuable resource if we could put some more punch into the discourse.

4521. Merry Christmas, Planet Earth...

Newsgroup: comp.sys.atari.st
Date: 1989-12-22 06:23:34 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <891222.00220189.036999@SFA.CP6>
Source record: 245345

I am constantly amazed how these nets reach the entire planet, so, with that in mind....to all STers inhabiting this planet of ours, Merry Christmas and God bless everyone. Our link will probably be down until the 27th, so I want to take the opportunity now to extend the greetings.
This is my first year on BitNet and I appreciate all the friends that I've met here, the information that constantly keeps arriving regarding the latest news and rumors about the ST. To me, living in a very lonely ST world in my area, these facts are like perpetual gifts. Thanks again, holiday greetings to all.......

Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

4522. CPM-Emulator

Newsgroup: comp.sys.atari.st
Date: 1989-12-22 08:02:05 UTC
From: so01@dmarum8.BITNET
Message-ID: <8912220801.AA28650@ucbvax.Berkeley.EDU>
Source record: 245346

Hello netters,
is it possible to run C64 or Amiga Software on a Atari ST?
Please email me to <so01@dmarum8.bitnet>
Thanks in advance
Thomas Neser, SFB3, Universitaet Mannheim

4523. CPM-Emulator

Newsgroup: comp.sys.atari.st
Date: 1989-12-22 08:02:17 UTC
From: so01@dmarum8.BITNET
Message-ID: <8912220802.AA28699@ucbvax.Berkeley.EDU>
Source record: 245347

Hello netters,
does anybody know a good CPM-Emulator for the Atari ST?
Please email me to <so01@dmarum8.bitnet>
Thnaks in advance
Thomas Neser, SFB3, Universitaet Mannheim

4524. CPM-Emulator

Newsgroup: comp.sys.atari.st
Date: 1989-12-22 08:02:36 UTC
From: so01@dmarum8.BITNET
Message-ID: <8912220802.AA28764@ucbvax.Berkeley.EDU>
Source record: 245348

Hello netters,
excuse me for the space i use, but this message is for Frits Dumortier,
to whom i have no direct net-connection. I will look up the questions
about Memory upgrade and laser in a few days. Here in the office i have
not the publishings with relevant information. When i forget it over
X-mas please email me to <so01@dmarum8.bitnet>.
Thomas Neser, SFB3, Universitaet Mannheim

4525. Absoft Fortran Version

Newsgroup: comp.sys.atari.st
Date: 1989-12-22 08:16:00 UTC
From: Ritzert@DMZRZU71.BITNET
Message-ID: <891222081630.079255@DMZRZU71-UNI-MAINZ--GERMANY>
Source record: 245349

> I hear there is revision 2.3 available ? Where did you get it ?

In Germany, You get it from Weide in Hilden. V.2.3 does not seem to differ much from 2.2. In fact, it comes with the docs for 2.2. The version is nearly 2 years old. I don't think it is worthwile to upgrade from 2.2.

In February, the Absoft people wrote me they were working on an extended version of the complier including NAMELIST. Has anyone heared if this version has been released?

BTW: does anyone have informations on the state of Fortran 8x? Has it been released finally or will be x.ge.10 ?

Michael
mjr@dmzrzu71.bitnet

4526. Re: Commandline length?

Newsgroup: comp.sys.atari.st
Date: 1989-12-22 11:57:52 UTC
From: emmo@moncam.co.uk
Message-ID: <329@marvin.moncam.co.uk>
Source record: 245350

> In article <510@tnosoes.UUCP> joep@tnosoes.UUCP (Joep Mathijssen) writes:
> >Using Gulam and make, I want to link a program using TURBO-C.
> >But there are so much .O-files that must be linked, that my list of
> >files is not processed correctly. I think the commandline is limited to
> >only 80 characters. It this a ST- or Gulam-limit?
> >And how can I solve it?
>

I don't know about on the ST, but I have a vague recollection that some implementations will accept a '/' or a '+' to force continuation on the next line.

-Don't flame me if I'm wrong, I'm just trying to help...

Have a good Christmas all,

Dave E.

4527. Populous probs

Newsgroup: comp.sys.atari.st
Date: 1989-12-22 15:45:55 UTC
From: jonathan@hcr.uucp
Message-ID: <1989Dec22.154555.11166@hcr.uucp>
Source record: 245351

I know this was discussed some time ago, but I recently purchased Populous -- neat looking game, incidentally -- but it doesn't load properly. The demo works quite tantalizingly (?) but the actual game never loads. I've checked my floppy rotation speed, and it's 299: pretty much bang on. I've got an ancient 520 (1 Meg) and a DS drive.

Basically what I'm asking is: is there a hope for me, or do I try to return the game?

A plague on EA and all their descendants for their nutso copy protection...
--
Jonathan Fischer HCR Corp Toronto, Ontario, Canada

4528. Re: Res Changing

Newsgroup: comp.sys.atari.st
Date: 1989-12-22 16:15:33 UTC
From: kbad@atari.UUCP
Message-ID: <1913@atari.UUCP>
Source record: 245352

Neil asks if there are magic negative-offset line A variables which can be stuffed with appropriate values to fool GEM if an application changes res.

The answer is: No.

The line A variables are essentially the BSS of the VDI. The AES, on the other hand, has no published variables. Never had 'em, never will. So you can diddle with line A variables all day long, but the AES will still be working in the original resolution when it's time to show a menu, or draw a window, or put up an alert box.

Derek Mui is very wise in the ways of the AES, and when he says there is no way, legal or illegal... believe him!

--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

4529. v09INF1: Introduction to comp.binaries.atari.st

Newsgroup: comp.sys.atari.st
Date: 1989-12-22 16:22:33 UTC
From: koreth@panarthea.ebay.sun.com
Message-ID: <35010@grapevine.uucp>
Source record: 245369
Cross-posted to: comp.binaries.atari.st,comp.sys.atari.st

```
Submitted-by: koreth@panarthea.ebay.sun.com (Steven Grimm)
Posting-number: Volume 9, Info 1
Archive-name: intro

This is the first of three introductory articles about comp.binaries.atari.st.
This one describes how to submit binaries to the newsgroup. A companion
article lists all previously-published binaries, and a third article explains
how to retrieve and unpack binaries posted by others.

I am always looking for suggestions on how to improve the usefulness
of the newsgroup, and can be contacted as listed below.

-- Steven Grimm
koreth@panarthea.ebay.sun.com

--------------------

Subject: Submitting binaries for publication

Items intended for posting or queries and problem notes should be sent to
atari-binaries@panarthea.ebay.sun.com. If you are on a UUCP-only site, you
can send them to {backbone}!sun!ebay!panarthea!atari-binaries.

If you're in Europe, you can send binaries to the European submoderator,
Jan-Hinrich Fessel, at unido!atari-binaries (or, if you're a masochist,
atari-binaries@unido.informatik.uni-dortmund.de.) He will test them and
forward them to me. Submitting to him saves net bandwidth, so it's
encouraged.

If you want verification of arrival, so say in a cover note, or at the
beginning of your submission, if it is small. I try to verify that a
program works, and if I can't get it to work, I may hold up posting it
for a couple of days. Please note that, except in rare cases, software
without documentation will not be published. The backlog from receipt
to posting varies from one to four weeks depending mostly on the set
of submissions currently in my queue.

If you are submitting both sources and binaries, please send the two
separately. If I have to separate your sources from your binaries by
hand, your submission will most likely sit on the back burner for a
while.

Also, as of volume 8, I will only accept binaries packed with an archiver
for which source code is widely available. For the time being, this pretty
much means arc and zoo. If you want to use a nifty new archiver, make the
source code available to the public (posting to comp.sources.atari.st is
```

fine.)

Subject: The structure of comp.binaries.atari.st articles

Each posting in comp.binaries.atari.st is called an "issue"; there are roughly 100 issues to a volume. The division is arbitrary and may vary. There are two types of articles in comp.binaries.atari.st: binaries and "information postings." They can be distinguished by the subject line:

Subject: v09INF2: Index and other info

This first word in the title identifies this as the third info posting of volume six. Similarly, the subject line shown below:

Subject: v09i081: crayemu -- Run Cray-3 programs 30% faster

identifies this as the 81st binary article in Volume 9. Large programs are broken up into smaller pieces, and have subject lines that look like this:

Subject: v09i041: stvme -- Turn cartridge port into a VMEbus part04/18

Certain information about the system configuration required to use the program is given on the keywords line.

Keywords: uuencode, 1meg, medium, high

This means that the program requires at least one meg of RAM and runs in medium or high resolution. Following is a list of keywords; new ones may be added as needed. They are mostly self-explanatory.

uuencode - program is uuencoded (UNIX uudecode required to unpack)
uue - program is uuencoded (ST uud required to unpack)
arc - program is archived (arc required to unpack)
zoo - program is a zoo archive (zoo required to unpack)
high - high resolution
medium - medium resolution
low - low resolution
1meg - needs 1 meg of RAM

The first few lines of an article are auxiliary headers that look like this:

Submitted-by: jackt@atari.UUCP (Jack Tramiel)
Posting-number: Volume 9, Issue 80
Archive-name: free

The "Submitted by" is the author of the program. If you have comments about the binaries published in comp.binaries.atari.st this is the person to contact. When possible, this address is in domain form, otherwise it is a UUCP bang path relative to some major (backbone) site.

The "Reply-To:" header line in the article's main header points to the submitter, to make commenting about binaries easier.

The second line repeats the volume/issue information for the aide of notes sites and automatic archiving programs.

The Archive-name is the "official" name of this program in the archive. Large postings will have names that look like this:

Archive-name: desktop/part01

Since most archive sites run UNIX, articles are given UNIX-style filenames rather than ST-style filenames. I do make an effort to keep filenames to 8 characters or smaller, however.

Subject: Reporting and tracking bugs and patches to postings

Updates to programs are usually announced in comp.sys.atari.st. When large changes are made to a program, the entire thing will be reposted to comp.binaries.atari.st.

To report bugs, contact the person listed in the Submitted-to header. Often there is a contact address in a README file, too. I do not maintain the programs I moderate, so don't send your bug reports to me.

If the program documentation mentions some file that isn't included in the posting (for instance, a font editor's documentation might refer to some sample fonts), contact the submitter, not me. I post articles in their entirety, so if it isn't posted, I probably don't have it.

4530. v09INF2: Index of previously-published binaries

Newsgroup: comp.sys.atari.st
Date: 1989-12-22 16:24:27 UTC
From: koreth@panarthea.ebay.sun.com
Message-ID: <35011@grapevine.uucp>
Source record: 245370
Cross-posted to: comp.binaries.atari.st,comp.sys.atari.st

```
Submitted-by: koreth@panarthea.ebay.sun.com (Steven Grimm)
Posting-number: Volume 9, Info 3
Archive-name: Index

Note: When requesting files from the archive server, replace the last "/" in
a file's path with a space, i.e. volume1/turtle part01. You may request
several files from the same directory (volume1/turtle part01 part02 part03).

-- VOLUME 1 --

volume1/intro Introductory information
volume1/arc Archiving software
volume1/uucode En/decoder for net postings
volume1/arcdoc Documentation for v01i002
volume1/tinydu Tiny UNIX "du" clone
volume1/tinyhead Tiny UNIX "head" clone
volume1/turtle/part01 Hard disk backup utility
volume1/turtle/part02
volume1/turtle/part03
volume1/turtle/part04
volume1/turtle/part05
volume1/turtle/part06
volume1/uniterm/part01 Terminal emulator
volume1/uniterm/part02
volume1/uniterm/part03
volume1/uniterm/part04
volume1/uniterm/part05
volume1/uniterm/part06
volume1/uniterm/part07
volume1/uniterm/part08
volume1/uniterm/part09
volume1/uniterm/part10
volume1/uniterm/part11
volume1/uniterm/part12
volume1/uniterm/part13
volume1/uniterm/part14
volume1/uniterm/part15
volume1/uniterm/part16
volume1/uniterm/part17
volume1/uniterm/part18
volume1/darc Archiver for directory trees
volume1/disktbox Assorted disk utilities
volume1/ssdate Date/time setter
volume1/turbodos GEMDOS speed enhancer
```

volume1/uniterm/new01 New version of UniTerm executable
volume1/uniterm/new02
volume1/uniterm/new03
volume1/uniterm/new04
volume1/uniterm/new05
volume1/stcad 2-D CAD program
volume1/pkunarc Fast de-archiver
volume1/more Text file pager
volume1/sheet14/part01 Spreadsheet
volume1/sheet14/part02
volume1/sheet14/part03
volume1/sheet14/part04
volume1/sheet14/part05
volume1/sheet14/part06
volume1/sheet14/part07
volume1/stiram Ramdisk and other items
volume1/hexcalc Calculator
volume1/uw/part01 Unix Windows client program (terminal)
volume1/uw/part02
volume1/uw/part03
volume1/uw/part04
volume1/icone Desktop icon editor
volume1/cache Disk cache
volume1/idle12 Screen-saver
volume1/fixdfnts Fonts for comp.sources.atari.st posting
volume1/unixtkit/part01 Unix utilities for ST
volume1/unixtkit/part02
volume1/unixtkit/part03
volume1/unixtkit/part04
volume1/unixtkit/part05
volume1/unixtkit/part06
volume1/unixtkit/part07
volume1/unixtkit/part08
volume1/unixtkit/part09
volume1/unixtkit/part10
volume1/unixtkit/part11
volume1/unixtkit/part12
volume1/unixtkit/part13
volume1/unixtkit/part14
volume1/flip Disk utility (use backs of floppies)
volume1/gnome/part01 Mini EMACS clone
volume1/gnome/part02
volume1/gnome/part03
volume1/gnome/part04
volume1/zmdm/part01 Terminal emulator and file transfer program
volume1/zmdm/part02
volume1/zmdm/part03
volume1/zmdm/part04
volume1/lutils Reset-proof ramdisk and disk cache
volume1/hinstall/part01 Hard disk autobooter

volume1/hinstall/part02
volume1/hinstall/part03
volume1/mjc20/part01 Mark Johnson C compiler version 2.0
volume1/mjc20/part02
volume1/mjc20/part03
volume1/mjc20/part04
volume1/mjc20/part05
volume1/mjc20/part06
volume1/mjc20/part07
volume1/mjc20/part08
volume1/mjc20/part09
volume1/mjc20/part10
volume1/stdcat/part01 Disk catalogging system
volume1/stdcat/part02
volume1/stdcat/part03
volume1/stdcat/part04
volume1/vkiller/part01 Floppy virus killer
volume1/vkiller/part02
volume1/vkiller/part03

-- VOLUME 2 --

volume2/intro Introduction to comp.binaries.atari.st
volume2/Index Index of volume 1
volume2/stlist/part01 List of ST software titles
volume2/stlist/part02
volume2/stlist/part03
volume2/stlist/part04
volume2/stlist/part05
volume2/stlist/part06
volume2/stlist/part07
volume2/stlist/part08
volume2/abcd/part01 Alphabet game for preschoolers
volume2/abcd/part02
volume2/abcd/part03
volume2/arc521/part01 File archive and compress utility
volume2/arc521/part02
volume2/rsctoc/part01 Convert .RSC files to .C source
volume2/rsctoc/part02
volume2/1stw2ps/part01 Convert FirstWord to Postscript
volume2/1stw2ps/part02
volume2/1stw2ps/part03
volume2/icone2 Customize desktop icons (old ROMs)
volume2/animatic/part01 Demo of animation editor
volume2/animatic/part02
volume2/animatic/part03
volume2/animatic/part04
volume2/varlint C syntax checker
volume2/dcache Configurable disk cache
volume2/bubble/part01 Game: guide a bubble across a cave
volume2/bubble/part02

volume2/mg2a/part01 Emacs clone
volume2/mg2a/part02
volume2/mg2a/part03
volume2/mg2a/part04
volume2/mg2a/part05
volume2/startgem GEM autobooter for Mega ST ROMs
volume2/ccprint C source beautifier
volume2/flip27 Double-sided disk copier
volume2/poplib Shared libraries; popup menu example
volume2/arc521b Archiver (fixes bugs in 5.21)
volume2/hacman Game: chomp the dots, avoid the ghosts
volume2/unarc Fast unarchiver
volume2/scroll Fast screen scroller
volume2/asprite/part01 Sprite editor
volume2/asprite/part02
volume2/hdscan/part01 Hard disk utility program
volume2/hdscan/part02
volume2/hdscan/part03
volume2/diskscan/part01 Floppy disk organizer
volume2/diskscan/part02
volume2/diskscan/part03
volume2/break Exit programs with a keypress
volume2/monofont New monochrome font
volume2/arcgsh/part01 GEM shell for ARC
volume2/arcgsh/part02
volume2/astrocal/part01 Astronomical calendar generator
volume2/astrocal/part02
volume2/boggle/part01 Game: find words in a grid of letters
volume2/boggle/part02
volume2/frstprnt Print out First Word documents
volume2/afmt Disk formatter
volume2/cribbage/part01 The game of cribbage
volume2/cribbage/part02
volume2/timecode Determine 68000 code speed
volume2/staccato/part01 Music program
volume2/staccato/part02
volume2/staccato/part03
volume2/staccato/part04
volume2/staccato/part05
volume2/staccato/part06
volume2/spell/part01 Spelling checker
volume2/spell/part02
volume2/umoria/part01 Dungeon exploration game
volume2/umoria/part02
volume2/umoria/part03
volume2/umoria/part04
volume2/umoria/part05
volume2/umoria/part06
volume2/umoria/part07
volume2/umoria/part08

volume2/umoria/part09
volume2/umoria/part10
volume2/umoria/part11
volume2/umoria/part12
volume2/umoria/part13
volume2/umoria/part14
volume2/umoria/part15
volume2/fontedit/part01 Monochrome font editor
volume2/fontedit/part02
volume2/demo3d/part01 Demo of 3-D graphics routines
volume2/demo3d/part02
volume2/datefile Change timestamp on files
volume2/astro15/part01 Astronomical calendar generator
volume2/astro15/part02
volume2/astro15/part03
volume2/dcopy197 DCopy 1.97 - multipurpose disk utility
volume2/quix Game: fill up 75% of the board
volume2/booz ZOO archive extractor
volume2/dcopy302/part01 DCopy 3.02: multipurpose disk utility
volume2/dcopy302/part02
volume2/texshell GEM shell for TeX

-- VOLUME 3 --

volume3/intro Introductory information
volume3/nethack2.3/part01 Dungeon exploration game
volume3/nethack2.3/part02
volume3/nethack2.3/part03
volume3/nethack2.3/part04
volume3/nethack2.3/part05
volume3/nethack2.3/part06
volume3/nethack2.3/part07
volume3/nethack2.3/part08
volume3/nethack2.3/part09
volume3/nethack2.3/part10
volume3/nethack2.3/part11
volume3/nethack2.3/part12
volume3/nethack2.3/part13
volume3/nethack2.3/part14
volume3/starchrt/part01 Star chart plotter
volume3/starchrt/part02
volume3/starchrt/part03
volume3/starchrt/part04
volume3/starchrt/part05
volume3/starchrt/part06
volume3/starchrt/part07
volume3/starchrt/part08
volume3/starchrt/part09
volume3/sttar Unix-style TAR utility
volume3/chekbook/part01 Checkbook manager
volume3/chekbook/part02

volume3/filespy Text file viewer
volume3/astro18/part01 Version 1.8 of astronomy program
volume3/astro18/part02
volume3/astro18/part03
volume3/d110edit D110 (MIDI synth) patch editor
volume3/shadopat.11/part01 Patch for Double-Click "shadow" program
volume3/shadopat.11/part02
volume3/shadopat.11/part03
volume3/shadopat.11/part04
volume3/dcfrmt30 DC Floppy Formatter 3.0
volume3/dcfrmt30 DC Format disk formatter v3.0
volume3/fsck Filesystem consistency check/repair
volume3/risk/part01 Game: take over the world
volume3/risk/part02
volume3/risk/part03
volume3/risk/part04
volume3/dcstuf09 DC Stuffer -- load more than 6 desk accs
volume3/nlqps2 Near-letter-quality printing (w/ font editor)
volume3/gstlink Faster linker for GST object files
volume3/arcgsh14/part01 Version 1.4 of graphical shell for ARC
volume3/arcgsh14/part02
volume3/vkill2/part01 New version of virus killer
volume3/vkill2/part02
volume3/vkill2/part03
volume3/tess Game: Beyond the Tesseract (adventure game)
volume3/mx2v230/part01 Multitasking kernel with utilities
volume3/mx2v230/part02
volume3/mx2v230/part03
volume3/mx2v230/part04
volume3/mx2v230/part05
volume3/gulam/part01 Command line interpreter and editor
volume3/gulam/part02
volume3/gulam/part03
volume3/gulam/part04
volume3/newword/part01 Desk accessory text editor
volume3/newword/part02
volume3/newword/part03
volume3/leolife The game of Life
volume3/limiter Limit uppermost hard disk device letter
volume3/sel_prog Miniature shell for launching programs
volume3/stdcat40/part01 Version 4.0 of disk catalogging system
volume3/stdcat40/part02
volume3/stdcat40/part03
volume3/gulam405/part01 Version 1.03.04.05 of GULAM shell
volume3/gulam405/part02
volume3/gulam405/part03
volume3/gulam405/part04
volume3/gulam405/part05
volume3/passm Logic circuit (PAL) assembler
volume3/sc_bin/part01 Sozoban C compiler binaries

volume3/sc_bin/part02
volume3/sc_bin/part03
volume3/sc_bin/part04
volume3/sc_bin/part05
volume3/sc_bin/part06
volume3/sc_bin/part07
volume3/dlibs12/part01 Library routines for Sozobon/Alcyon C
volume3/dlibs12/part02
volume3/dlibs12/part03
volume3/dlibs12/part04
volume3/gemfast GEM bindings for Alcyon C [v 1.2 in volume 5]
volume3/turtle30/part01 Version 3.00 of TURTLE hard-disk backup utility
volume3/turtle30/part02
volume3/turtle30/part03
volume3/turtle30/part04
volume3/turtle30/part05
volume3/turtle30/part06
volume3/turtle30/part07
volume3/jeflife Another game of LIFE
volume3/sort UNIX-style "sort" utility
volume3/1stprn16 FirstPrint 1.6 -- print FirstWord documents
volume3/shar Create shell archives a la sources group
volume3/keyfix Fix Gulam binary for non-American keyboards
volume3/bsdiff BSD-style diff (file difference) utility

-- VOLUME 4 --

volume4/metafont/part01 Font generation system
volume4/metafont/part02
volume4/metafont/part03
volume4/metafont/part04
volume4/metafont/part05
volume4/metafont/part06
volume4/cm_mf/part01 Font descriptions for metafont
volume4/cm_mf/part02
volume4/cm_mf/part03
volume4/cm_mf/part04
volume4/cm_mf/part05
volume4/cm_mf/part06
volume4/cm_mf/part07
volume4/cm_mf/part08
volume4/cm_mf/part09
volume4/cm_mf/part10
volume4/cm_mf/part11
volume4/cm_mf/part12
volume4/gfpkutil/part01 Utilities for manipulating Metafont files
volume4/gfpkutil/part02
volume4/gfpkutil/part03
volume4/gfpkutil/part04
volume4/uw/part01 Unix Windows windowing terminal software
volume4/uw/part02

volume4/gemfst11 GEMFAST (GEM bindings for C) v1.1 [1.2 in vol5]
volume4/mouspeed Mouse accelerator
volume4/sed GNU sed (stream editor)
volume4/ckermit/part01 File transfer/terminal program
volume4/ckermit/part02
volume4/ckermit/part03
volume4/ckermit/part04
volume4/ckermit/part05
volume4/micromix.ii/part01 Sound and graphics demo
volume4/micromix.ii/part02
volume4/micromix.ii/part03
volume4/micromix.ii/part04
volume4/micromix.ii/part05
volume4/micromix.ii/part06
volume4/micromix.ii/part07
volume4/micromix.ii/part08
volume4/micromix.ii/part09
volume4/micromix.ii/part10
volume4/micromix.ii/part11
volume4/micromix.ii/part12
volume4/micromix.ii/part13
volume4/micromix.ii/part14
volume4/micromix.ii/part15
volume4/micromix.ii/part16
volume4/mf_files/part01 Missing fonts from cm_mf
volume4/mf_files/part02
volume4/quikview Fast text file viewer/screen dumper
volume4/sokoban/part01 Game: slide blocks into proper positions
volume4/sokoban/part02
volume4/lambda/part01 Lambda-calculus interpreter
volume4/lambda/part02
volume4/lambda/part03
volume4/lambda/part04
volume4/lambda/part05
volume4/cpboot Copy boot sectors between floppy formats
volume4/du List disk usage in directory tree
volume4/fplib10 Floating point routines for Sozobon C
volume4/larn12/part01 Game: Find the magic potion in the dungeon
volume4/larn12/part02
volume4/larn12/part03
volume4/larn12/part04
volume4/larn12/part05
volume4/mouser Prevent mouse from entering menu bar
volume4/prtset Set up printer
volume4/quikinf Change DESKTOP.INF parameters w/o rebooting
volume4/quikfind Find files on your disks
volume4/giffer Monochrome GIF picture-file viewer
volume4/elan1v5/part01 Educational language system
volume4/elan1v5/part02
volume4/elan1v5/part03

volume4/elan1v5/part04
volume4/elan1v5/part05
volume4/elan1v5/part06
volume4/elan1v5/part07
volume4/elan1v5/part08
volume4/quikdex Rate system speed
volume4/quikinf1.1 DESKTOP.INF editor, version 1.1
volume4/zoo/part01 Superior archiving/compression system
volume4/zoo/part02
volume4/zoo/part03
volume4/zoo/part04
volume4/nutshell Get back to a shell from a GEM prog
volume4/tetris Game: drop blocks into place
volume4/deskset Reread DESKTOP.INF, set up system accordingly
volume4/newfonts/part01 More Metafont font files
volume4/newfonts/part02
volume4/newfonts/part03
volume4/newfonts/part04
volume4/newfonts/part05
volume4/newfonts/part06
volume4/newfonts/part07
volume4/newfonts/part08
volume4/newfonts/part09
volume4/modula2/part01 Modula-2 compiler
volume4/modula2/part02
volume4/modula2/part03
volume4/modula2/part04
volume4/modula2/part05
volume4/modula2/part06
volume4/modula2/part07

-- VOLUME 5 --

volume5/dvist33/part01 New DVI interpreter
volume5/dvist33/part02
volume5/dvist33/part03
volume5/dvist33/part04
volume5/dvist33/part05
volume5/dvist33/part06
volume5/dvist33/part07
volume5/tetrix Game: drop the blocks
volume5/gnugo Game of Go (from GNU)
volume5/mx2doc/part01 Documentation for MX2 kernel
volume5/mx2doc/part02
volume5/printit PrintMaster graphics printer
volume5/viewit View PrintMaster graphics libraries [v2 below]
volume5/which Find programs using PATH env. variable
volume5/matricks/part01 Linear algebra (matrix) tool
volume5/matricks/part02
volume5/matricks/part03
volume5/gemfast12/part01 Version 1.2 of GEM bindings

volume5/gemfast12/part02
volume5/atime89 Set GEMDOS time from keyboard clock
volume5/viewit2 New version of PrintMaster graphics viewer
volume5/degasnap Save screen as DEGAS picture
volume5/noverify Turn off write-verify on disks
volume5/timedrv2 Clock set/drive display
volume5/quickst Speed up text output
volume5/dt Disk toolbox
volume5/quickrun Program selector
volume5/flex/part01 Lexical parser generator (= UNIX "lex")
volume5/flex/part02
volume5/flex/part03
volume5/minit928/part01 Terminal program with IBM-PC emulation
volume5/minit928/part02
volume5/minit928/part03
volume5/minit928/part04
volume5/minibbs/part01 Bulletin-board system
volume5/minibbs/part02
volume5/minibbs/part03
volume5/rsplot/part01 2-D plotting package
volume5/rsplot/part02
volume5/rsplot/part03
volume5/rsplot/part04
volume5/sysconf Boot configuration (AUTO, .ACC, etc.) utility
volume5/decky Connect a DEC keyboard to ST
volume5/quickst.12 Speed up screen output
volume5/quickdex.15 Version 1.5 of benchmarking program
volume5/gawk/part01 GNU awk clone
volume5/gawk/part02
volume5/quikfind.15 Find files on your disks, v1.5
volume5/bigscrn Create a huge virtual screen
volume5/rsflip/part01 Flip-book animation system
volume5/rsflip/part02
volume5/vkiller.220/part01 Version 2.20 of virus-killing system
volume5/vkiller.220/part02
volume5/vkiller.220/part03
volume5/vkiller.220/part04
volume5/flu Virus simulator
volume5/quickinf13 Version 1.3 of DESKTOP.INF editor
volume5/quicklabel Label-printing system
volume5/abe/part01 Another binary-to-ASCII encoder
volume5/abe/part02
volume5/abe/part03
volume5/abe/part04
volume5/filespy.12 Version 1.2 of text-file viewer
volume5/country/part01 Digitized country music
volume5/country/part02
volume5/country/part03
volume5/country/part04
volume5/country/part05

volume5/djreset Reset DeskJet Plus after powerup
volume5/modedit Hardwire an editor into German Modula-2
volume5/ff File finder
volume5/headstrt Boot GEM progs from AUTO folder
volume5/ratehd Rate hard disk speed
volume5/overscan Software driver for increased screen size
volume5/quickrun2 Run programs from a menu, version 2
volume5/folded/part01 Folding text editor
volume5/folded/part02
volume5/fmc Force media change on floppy writes
volume5/packer Make executables smaller
volume5/rename Rename disk files (text in German)
volume5/formdial Speed up dialog boxes
volume5/gnuemacs/part01 Full GNU emacs port
volume5/gnuemacs/part02
volume5/gnuemacs/part03
volume5/gnuemacs/part04
volume5/gnuemacs/part05
volume5/gnuemacs/part06
volume5/gnuemacs/part07
volume5/gnuemacs/part08
volume5/gnuemacs/part09
volume5/gnuemacs/part10
volume5/gnuemacs/part11
volume5/gnuemacs/part12
volume5/gnuemacs/part13
volume5/gnuemacs/part14
volume5/gnuemacs/part15
volume5/gnuemacs/part16
volume5/gnuemacs/part17
volume5/gnuemacs/part18
volume5/gnuemacs/part19
volume5/gnuemacs/part20
volume5/gnuemacs/part21

-- VOLUME 6 --

volume6/gnutar GNU's version of UNIX 'tar' utility
volume6/postmort Verbose post-bomb analysis program
volume6/crunch Another executable compression program
volume6/coloremu Color emulator for monochrome screens
volume6/bible/part01 Bible concordance program (keyword search)
volume6/bible/part02
volume6/bible/part03
volume6/bible/part04
volume6/bible/part05
volume6/bible/part06
volume6/environ Set environment variables from AUTO folder
volume6/viruskil Virus killer
volume6/1stprint Version 1.82 of FirstWord printing program
volume6/lharc Another version of arc

volume6/opus/part01 Spreadsheet program
volume6/opus/part02
volume6/opus/part03
volume6/opus/part04
volume6/opus/part05
volume6/opus/part06
volume6/opus/part07
volume6/opus/part08
volume6/opus/part09
volume6/zoo201g/part01 Version 2.01g of ZOO archiver
volume6/zoo201g/part02
volume6/zoo201g/part03
volume6/bstat/part01 Statistics in GFA BASIC
volume6/bstat/part02
volume6/bstat/part03
volume6/bstat/part04
volume6/bstat/part05
volume6/bstat/part06
volume6/bstat/part07
volume6/bstat/part08
volume6/bstat/part09
volume6/bstat/part10
volume6/bstat/part11
volume6/stdcat43/part01 Disk catalog program, version 4.3
volume6/stdcat43/part02
volume6/stdcat43/part03
volume6/flshcard Flashcard program for kids
volume6/gulaminf/part01 Documentation for gulam
volume6/gulaminf/part02
volume6/zoopolicy New copyright policy for Zoo
volume6/timedrv3 Display time and drive in corner of screen
volume6/boot Warm or cold boot from software
volume6/lharc2 New version of LHARC archiver
volume6/minit929/part01 Terminal program
volume6/minit929/part02
volume6/minit929/part03
volume6/greed Strategy game (more like a puzzle)
volume6/minibbs/part01 Bulletin board system
volume6/minibbs/part02
volume6/midinet3 Resident MIDI network notifier for minibbs
volume6/cat Replacement for gulam "cat" command
volume6/ps2form IBM-compatible formatter
volume6/protect Small virus killer/protection utility
volume6/atc/part01 Air traffic controller game
volume6/atc/part02
volume6/ff31 File finder, version 3.1
volume6/norad Earth satellite tracker
volume6/mandel Fast Mandelbrot generator
volume6/turbodmo Demo of Turbo-ST
volume6/opus22/part01 Version 2.2 of Opus spreadsheet

volume6/opus22/part02
volume6/opus22/part03
volume6/opus22/part04
volume6/opus22/part05
volume6/opus22/part06
volume6/opus22/part07
volume6/opus22/part08
volume6/opus22/part09
volume6/lc Multicolumn file lister
volume6/vol109 Change disk volume, other disk stuff
volume6/wo Another file-finder
volume6/gfadiff File difference generator
volume6/modula2/part01 Version 1.4 of German Modula-2 system
volume6/modula2/part02
volume6/modula2/part03
volume6/modula2/part04
volume6/modula2/part05
volume6/modula2/part06
volume6/modula2/part07
volume6/modula2/part08
volume6/modula2/part09
volume6/modula2/part10
volume6/modula2/part11
volume6/modula2/part12
volume6/modula2/part13
volume6/modula2/part14
volume6/modula2/part15
volume6/gem2ps/part01 Convert VDI metafiles to PostScript
volume6/gem2ps/part02
volume6/gem2ps/part03
volume6/gem2ps/part04

-- VOLUME 7 --

volume7/nethack3/part01 Game: Hack and slash your way to the top
volume7/nethack3/part02
volume7/nethack3/part03
volume7/nethack3/part04
volume7/nethack3/part05
volume7/nethack3/part06
volume7/nethack3/part07
volume7/nethack3/part08
volume7/nethack3/part09
volume7/nethack3/part10
volume7/nethack3/part11
volume7/nethack3/part12
volume7/nethack3/part13
volume7/nethack3/part14
volume7/nethack3/part15
volume7/nethack3/part16
volume7/nethack3/part17

volume7/nethack3/part18
volume7/arcgsh21/part01 Graphical Arc/Zoo shell v 2.1
volume7/arcgsh21/part02
volume7/arcgsh21/part03
volume7/shar Create/unpack shell archives
volume7/nolock Disable Caps-Lock key
volume7/showdvi/part01 DVI displayer
volume7/showdvi/part02
volume7/showdvi/part03
volume7/showdvi/part04
volume7/minibbs/part01 Another version of the BBS system
volume7/minibbs/part02
volume7/minibbs/part03
volume7/minit931/part01 Terminal program
volume7/minit931/part02
volume7/minit931/part03
volume7/anamod2/part01 Shareware Modula-2 compiler
volume7/anamod2/part02
volume7/anamod2/part03
volume7/anamod2/part04
volume7/anamod2/part05
volume7/anamod2/part06
volume7/anamod2/part07
volume7/anamod2/part08
volume7/anamod2/part09
volume7/anamod2/part10
volume7/anamod2/part11
volume7/anamod2/part12
volume7/anamod2/part13
volume7/anamod2/part14
volume7/anamod2/part15
volume7/anamod2/part16
volume7/anamod2/part17
volume7/anamod2/part18
volume7/anamod2/part19
volume7/anamod2/part20
volume7/anamod2/part21
volume7/anamod2/part22
volume7/anamod2/part23
volume7/anamod2/part24
volume7/anamod2/part25
volume7/anamod2/part26
volume7/anamod2/part27
volume7/anamod2/part28
volume7/stedt/part01 Text editor
volume7/stedt/part02
volume7/stedt/part03
volume7/stedt/part04
volume7/stedt/part05
volume7/stedt/part06

volume7/stedt/part07
volume7/stedt/part08
volume7/stedt/part09
volume7/stedt/part10
volume7/stedt/part11
volume7/stedt/part12
volume7/stedt/part13
volume7/stedt/part14
volume7/sttetris Graphic version of That Game
volume7/bibtex/part01 Bibliography filter for TeX
volume7/bibtex/part02
volume7/bibtex/part03
volume7/bibtex/part04
volume7/bootedit Edit boot files (AUTO folder, DESKTOP.INF, etc.)
volume7/macfonts/part01 Macintosh fonts in GDOS format
volume7/macfonts/part02
volume7/macfonts/part03
volume7/macfonts/part04
volume7/macfonts/part05
volume7/macfonts/part06
volume7/macfonts/part07
volume7/macfonts/part08
volume7/tetris2 Watch the Soviet blocks fall
volume7/builds09 Create Motorola S-records from .ttp files
volume7/colorca Cellular automata in color
volume7/truchet Produce random Truchet tilings
volume7/miniinfo Information about MiniTerm 9.31
volume7/dvi2slm/part01 DVI filter for SLM804 laser printer
volume7/dvi2slm/part02
volume7/dvi2slm/part03

-- VOLUME 8 --

volume8/truchet Truchet tilings for monochrome screens (REPOST)
volume8/undoub Remove duplicate lines from files
volume8/degadesk Load a DEGAS .P?3 picture onto the desktop
volume8/dvi2dsk/part01 DVI-to-DeskJet filter
volume8/dvi2dsk/part02
volume8/dvi2dsk/part03
volume8/dvifonts/part01 Fonts for dvi2dsk
volume8/dvifonts/part02
volume8/dvifonts/part03
volume8/dvifonts/part04
volume8/dvifonts/part05
volume8/dvifonts/part06
volume8/dvifonts/part07
volume8/dvifonts/part08
volume8/dvifonts/part09
volume8/dvifonts/part10
volume8/dvifonts/part11
volume8/dvifonts/part12

volume8/dvifonts/part13
volume8/dvifonts/part14
volume8/dvifonts/part15
volume8/dvifonts/part16
volume8/dvifonts/part17
volume8/dvifonts/part18
volume8/dvifonts/part19
volume8/dvifonts/part20
volume8/dvifonts/part21
volume8/dvifonts/part22
volume8/dvifonts/part23
volume8/dvifonts/part24
volume8/dvifonts/part25
volume8/dvifonts/part26
volume8/dvifonts/part27
volume8/dvifonts/part28
volume8/letrhead Print letterheads from GEM image files
volume8/minibbs/part01 The next revision of the PD BBS system
volume8/minibbs/part02
volume8/yaff Yet Another File Finder
volume8/strings Find text strings in files
volume8/more Text file viewer
volume8/sozobon1.2/part01 Intermediate release of Sozobon C 1.2
volume8/sozobon1.2/part02
volume8/sozobon1.2/part03
volume8/setup931 Set up miniterm 9.31 easily
volume8/rainbow Utilities to enhance/fix TOS 1.4
volume8/columns Tetrisoid game
volume8/xscheme0.16/part01 Scheme interpreter
volume8/xscheme0.16/part02
volume8/xscheme0.16/part03
volume8/fract/part01 Monochrome Mandelbrot generator
volume8/fract/part02
volume8/uurename Rename binaries parts to work with uud
volume8/sndshow Show pictures and make noise
volume8/minit932/part01 Terminal program
volume8/minit932/part02
volume8/cstat Character frequency counter
volume8/xxed Hex/ASCII file editor
volume8/drachen/part01 Game (mono only)
volume8/drachen/part02
volume8/nroff/part01 Partial clone of UNIX "nroff" formatter
volume8/nroff/part02
volume8/kbext410 Keyboard remapper
volume8/drachen.eng English docs for "drachen"
volume8/dskmap Analyze disks and show a sector map
volume8/depict Convert DEGAS .PI3 files to MacPaint
volume8/inspec Inspect disks/files
volume8/form/part01 Symbolic math package
volume8/form/part02

volume8/form/part03
volume8/form/part04
volume8/form/part05
volume8/form/part06
volume8/form/part07
volume8/form/part08
volume8/form/part09
volume8/form/part10
volume8/form/part11
volume8/form/part12
volume8/form/part13
volume8/form/part14
volume8/form/part15
volume8/form/part16
volume8/form/part17
volume8/patience/part01 Card game (mono only)
volume8/patience/part02
volume8/patience/part03
volume8/mas/part01 Modula-2 algebra system
volume8/mas/part02
volume8/mas/part03
volume8/mas/part04
volume8/mas/part05
volume8/mas/part06
volume8/mas/part07
volume8/mas/part08
volume8/mas/part09
volume8/dgdb/part01 Monochrome game
volume8/dgdb/part02
volume8/formdoc/part01 Documentation for FORM in ASCII
volume8/formdoc/part02
volume8/formdoc/part03
volume8/formdoc/part04
volume8/formdoc/part05
volume8/formdoc/part06

-- VOLUME 9 --

volume9/dhrystone Dhrystone benchmark program
volume9/gemfst13/part01 AES and VDI bindings, v 1.3
volume9/gemfst13/part02
volume9/gemfst13/part03
volume9/quix Game: fill up the screen
volume9/cleo Enhance the TOS get-input-line routine
volume9/tostrace Trace calls to TOS functions
volume9/tosvers Tell version of TOS

4531. v09INF3: Unpacking binaries (and retrieving old ones)

Newsgroup: comp.sys.atari.st
Date: 1989-12-22 16:24:43 UTC
From: koreth@panarthea.ebay.sun.com
Message-ID: <35012@grapevine.uucp>
Source record: 245371
Cross-posted to: comp.binaries.atari.st,comp.sys.atari.st

Submitted-by: koreth@panarthea.ebay.sun.com (Steven Grimm)
Posting-number: Volume 9, Info 3
Archive-name: unpack.cooked

HOW TO USE COMP.BINARIES.ATARI.ST

by Steven Grimm

Last update: October 13, 1989

A preliminary note, for those of you who know most of the
below already: the official archives on panarthea are NOT
reachable via anonymous ftp from the Internet. Read on for
information about accessing them by mail, or see the table
at the end of this document for a list of alternate archive
sites.

_1. _W_h_a_t _a_r_e _b_i_n_a_r_i_e_s?

Binaries are files that contain information other than
normal text. Usually, a binary that is posted to the net
will contain executable (program) files. Binaries are dis-
tinct from _s_o_u_r_c_e_s, which are the human-readable text files
that are interpreted by a computer and used to produce
binaries. Sources can be modified with relatively little
effort, and are usually pretty easy to read. Binaries are
not intended to be viewed by a human.

_1._1. _U_u_e_n_c_o_d_i_n_g

The programs which transfer network news messages (and
electronic mail) are not always capable of handling a pure
binary file. They are designed to handle textual messages,
and the odd symbols and characters in a binary cause them to
become confused, and often to mangle the binaries. To avoid
this problem, a method called _u_u_e_n_c_o_d_i_n_g is used. Uuencod-
ing translates a binary file into text characters, so that
the news and mail transport programs won't mess up. The
disadvantages are that uuencoded files are about 30% bigger
than the raw binary files they represent, and that you have
to go through one extra step to get the binaries to work on
your computer.

_1._2. _A_r_c_h_i_v_e_s _o_r "_a_r_c _f_i_l_e_s"

Usually, a program will need more than one file to work properly. The extra files might be data files, help files, or maybe some instructions for the user. In order to easily package multiple files together in one binary file, a program called "arc" (short for "archiver") is used. Arc also compresses all the files as it packages them, so that the arcfile take up less disk space (and takes less time to download!) than it would if its contents were just thrown

together.

To confuse matters even more, a new archive program called "zoo" can also be used to achieve the same effect. Zoo is superior to arc in some respects, slightly inferior in others. Unfortunately, you can't unpack a zoo archive with arc, or vice versa.

_1._3. _U_S_E_N_E_T _a_r_t_i_c_l_e_s

The USENET has groups designed especially for transmission of binary files. They are usually called something like "comp.binaries.x," where x is the type of machine that the programs will run on. For Atari ST owners, the group to watch is comp.binaries.atari.st. Most of the binaries groups (including the Atari binaries group) are _m_o_d_e_r_a_t_e_d, which means that you can't send a program directly to everyone on the network. Instead, you send it to someone in charge of the group (the _m_o_d_e_r_a_t_o_r), who makes sure that your program works and contains the proper documentation (or that the lack of documentation is announced), and that it's in the correct format to be sent out to the rest of the USENET.

One of the restrictions of the USENET is that articles can only be a certain length. If a binary is longer than that, it must be split up into several parts, each no longer than 45000 bytes or so. This introduces yet another obstacle to people who want to transform the articles into a useful form, but it can't really be helped until the USENET starts running much more advanced news transmission software. Also, some particularly long programs may be posted over the course of several days; otherwise the net would be overloaded with lots of huge messages, and people would complain.

USENET binaries are grouped into _v_o_l_u_m_e_s, each containing about 100 articles. This is to make life easier for people who are trying to keep track of which articles have been posted. When a new volume is started, the moderator will usually post introductory articles, including a list of previously published articles.

_2. _H_o_w _d_o _I _g_e_t _b_i_n_a_r_i_e_s?

There are two ways to get binaries: first, by reading the USENET newsgroup comp.binaries.atari.st; you will see new articles within a week (usually much less) of the time they were sent out by the moderator. If, for some reason, your site doesn't receive comp.binaries.atari.st, or if you want to look through previously posted articles, site panarthea.ebay.sun.com has all the binaries stored in its archives.

Using Binaries -3-

The other way to get binaries is to request them from panarthea's archive server. The archive server is a program that intercepts incoming mail messages and looks for commands inside them. You can tell it to list the available binaries, give you help, or send whichever files you're interested in. The requested files will be mailed to you. One thing to be careful of is that multi-part postings aren't placed in the archives until all their parts have been sent out to the USENET at large. This is to prevent people from requesting all 99 parts of a program the first day it appears, thus overloading the net and defeating the purpose of piece-by-piece posting.

To find out more about the archive server, send a mail message containing the word "help" to archive-server@panarthea.ebay.sun.com. Talk to an administrator at your site if that mail address doesn't work. If you don't get any response from the archive server within a few days, something may be wrong; mail archive-manager@panarthea.ebay.sun.com to report the problem.

There are other archive sites, too, such as terminator.cc.umich.edu; they contain most of the comp.binaries.atari.st software as well as some additional programs that have not appeared on the newsgroup. Some sites, such as terminator, also offer something called "anonymous ftp" if you're on the Internet. Say "ftp terminator.cc.umich.edu", and if you connect, use "anonymous" for a username, and your username for a password. See the ftp documentation at your site for more information. A recent, but possibly incorrect, list of alternate archive sites appears at the end of this article. Please send me mail if you know of any that aren't mentioned here, or if my list is incorrect. Note that panarthea does not offer anonymous ftp, as it's on a network that's segregated from the Internet.

Panarthea also offers an "auto-index" service, for people who don't have access to the USENET groups. If you request autoindex service, you will receive copies of the

archive-server's index files for the binaries and sources groups whenever new files are added. Note that if your site gets comp.binaries.atari.st, requesting autoindex is pointless and a waste of net bandwidth. Send mail to autoindex-request@panarthea.ebay.sun.com if you'd like to sign up.

_3. _H_o_w _d_o _I _d_e_c_o_d_e _t_h_e _b_i_n_a_r_i_e_s?

As stated above, turning binaries from USENET articles into a more useful form can be a multi-step process. At the least, you will need the uudecode program; it is standard software on most UNIX|- systems and is available in a couple

_____
|- UNIX is a trademark of Bell Laboratories.

of forms on the Atari. Versions for other operating systems do exist, and can certainly be written with little effort. Arc is available for UNIX and other operating systems, but is not standard software. In any case, you will want at least arc on your Atari.

A version of uudecode written in ST BASIC is available in panarthea's archives (see above). It is in volume 1 of the comp.sources.atari.st directory (note that that's _s_o_u_r_c_e_s and not binaries). Once you have that, you should get the files "arc," "arcdoc," and "uucode" from volume 1 of the binaries directory. They contain the arc program mentioned earlier, its documentation, and a much better, faster version of the uudecode program.

Use the BASIC program to uudecode the two encoded files; then use arc to unpack the better version of uudecode. (Arc is documented in "arcdoc.") Note that if you're reading news/receiving mail on a computer (such as a UNIX system) that already has uudecode, you can skip most of this; you will probably just want to uudecode arc there, then download it (using kermit, xmodem, or your favorite transfer protocol - consult your site's administrator and your Atari communication package's documentation for more information. Remember to use binary mode when downloading arc files!)

So far, everything has been small enough to fit in one piece, but you will almost certainly want to try something larger eventually. The Atari "uud" program (whose source code, also suitable for compilation on UNIX systems, is available in the sources archive) is capable of easily decoding multi-part uuencoded files. Near the top of each part (except the first) will be a line like

begin part c foobar.uac

Rename each file (except part 1, which can be named "part01" or just about anything else) to the name at the end of this "begin" line, in this case "foobar.uac". Then run uud on the file containing part 1; it contains instructions to cause uud to look for the other parts. If you have a text editor or a UNIX style cat program, you can just stick all the parts together in order and run uud on the resulting (big) file; it will try to go on in the first file if it can't find the next part in a separate file. Note that uud won't warn you if it's overwriting an existing file, so don't give any of the parts the same name as the file that's being extracted from them!

If you don't have uud or would prefer to decode your binaries on your larger news computer, the procedure is somewhat more complex. Plain vanilla uudecode doesn't know

about multi-part uuencoded files, so you have to fool it into thinking that everything is in one part. First, stick all the parts together (using cat on UNIX). Edit the resulting file. Now remove all the extraneous lines of text in between the parts -- this includes mail headers, any text, lines of the form "include foobar.uad," "table" lines and the lists of characters following them, and "begin" lines other than the one at the beginning of part 1. Once you have converted all the parts into a big uuencoded mass (with no blank lines!), the regular uudecode program will work.

Obviously, this is something of a hassle, and the recommended procedure is to try to install uud on your large computer. You'll usually want to minimize the amount of data you have to send to your Atari, since you'll most likely be downloading it at a relatively low speed, and the uudecoded .arc file is the smallest thing you can download.

Zoo is available from the archives. It is simple to use; refer to the documentation included in zoobin.arc (yes, you need to use arc to extract zoo!) for more information. The uudecoding process is the same for zoo and arc files.

Most archives contain documentation; refer to the instructions in a specific program for usage information and the like. If you have problems with a particular program, send mail to the submitter (listed near the top of each part.) The moderator doesn't have time to become very familiar with all the programs that are posted, so the submitter will probably be much more helpful.

_4. _L_i_s_t _o_f _a_r_c_h_i_v_e _s_i_t_e_s

Note: I have not verified these, so this list may be
wrong. Mail servers usually respond to the word "help"
alone in a mail message. Some of the sites listed below may
not contain full archives of comp.binaries.atari.st, and
some may have other files.

Address Type Comments

---

wuarchive.wustl.edu ftp,nfs
ux.acss.umn.edu ftp TeX, GNU
terminator.cc.umich.edu ftp Mail server may also exist
him1.cc.umich.edu ftp cd to pc7: directory
dsrgsun.ces.cwru.edu ftp GNU and Minix archives also
xanth.cs.odu.edu ftp
archive-server@
panarthea.ebay.sun.com mail Official archives
archive@softvax.radc.af.mil mail
unido!archive-server mail European archives
marks%mgse@rex.cs.tulane.edu uucp Ask your site administrator

Using Binaries -6-

4532. Re: USENET -> GEnie uplink now working

Newsgroup: comp.sys.atari.st
Date: 1989-12-22 17:09:10 UTC
From: steve@thelake.UUCP
Message-ID: <1122891109106332@thelake.UUCP>
Source record: 245353

In article <34975@grapevine.uucp>,
koreth@panarthea.ebay.sun.com (Steven Grimm) writes ...

>... The only way I'd support this would be if someone would write a
>quick newsgathering/reading program for the ST, and put it up in GEnie's
>program section. UUPC will mostly work as a base for this.

My UUCP system (thelake) runs under TOS on a 520ST with a memory upgrade and a homebuilt hard drive, and it handles news. There are many software combinations that can put an ST on the net. I'll describe the one I'm using at the moment.

A couple of years ago, Dale Schumacher (dal@syntel.mn.org, of dLibs fame) hacked together a UUCP mailer called UUMAIL. It has some shortcomings, but it's quite servicable and easy to set up. I think there are eight or ten Minnesota sites currently using it. Many are fed comp.sys.atari.st repackaged into mail messages by a daemon program at stag.UUCP.

About six months ago, I got interested in building the tools to put "real news" on the ST. With some advice from Dale and John Stanley, I wrote an rnews program for UUMAIL that can process batched (not compressed) news, and a postnews program that creates RFC1036-compliant headers and pops them into a text editor. About the same time, John wrote a really nice program called UUREADER that organizes mail and news messages into a tree (unlike Un*x systems, all this software works out of one big spool directory). Kent Schumacher rewrote his UUVIEW file pager to work with UUREADER. Although the resulting combination seems to have entered a phase of endless beta-testing, it does work pretty well.

There are other irons in the fire, too -- and I expect that Smail and C News eventually will be implemented under TOS, perhaps with multitasking extensions, as well as under ST-Minix. I'm not directly involved in those projects, so I'll leave it to the iron-tenders whether they want to explain the status of their projects. I mention it only to assure people that even though a lot of users are going to latch onto Unix as soon as it and the TT are available, the mad hackers of the world aren't going to abandon TOS.

There are, of course, other solutions. Beckemeyer sells a multitasking UUCP package that may or may not handle news; STadel BBS does UUCP and news; bill@meadow.UUCP said some months ago that he has a working implementation. There may be others.

The real impediment to net access is not software, but rather finding a newsfeed. Some of the people who have posted the most flamage on this topic work for big commercial operations like AT&T and Eastman Kodak. Free

this, free that, etc. (I'm eagerly awaiting my free phone service and film processing.) Perhaps those sites are willing to pass out UUCP connections and newsfeeds like candy at Christmas. Send them e-mail, not me. :-)

--
Steve Yelvington at the (frozen enough to skate!) lake in Minnesota
UUCP: ... pwcs.StPaul.GOV!stag!thelake!steve

4533. Re: Res Changing (really terminate handler)

Newsgroup: comp.sys.atari.st
Date: 1989-12-22 17:16:36 UTC
From: ignac@electro.UUCP
Message-ID: <1246@electro.UUCP>
Source record: 245354

In article <1912@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>neil@cs.hw.ac.uk (Neil Forsyth) writes:
>> [Bulk of question deleted.]
>>So we put in a terminate handler at vector 0x102 [...]
>>Can we call the XBIOS safely from here?
>
>Yes. I wrote an off-the-cuff article "all about terminate handlers"
>on GEnie, then asked John Townsend to post it here. I don't know if he
^^^^^
>has, but among other things, it says you can make BIOS and XBIOS calls
>but not GEMDOS calls.

could you perchance repost that article here. it would be nice to know a bit
more about the terminate handlers in the atari st, and i haven't yet seen
it here.

thanx, and merry xmas!

(hoping santa brings me a stacy) (the portable or a female version!)

--
=====Ignac A. Kolenko (The Ig) watmath!watcgl!electro!ignac=====
co-author of QuickST, and the entire line of Quick Shareware!!!!
"I don't care if I don't win, 'cause I don't care if I fail"
from 'Youth Of Today' by SUBURBAN DISTORTION

4534. Re: Changing the A drive

Newsgroup: comp.sys.atari.st
Date: 1989-12-22 17:32:20 UTC
From: wallace@oldtmr.dec.com
Message-ID: <1391@engage.enet.dec.com>
Source record: 245355

In article <1989Dec21.201152.4270@gpu.utcs.utoronto.ca>, barry@gpu.utcs.utoronto.ca (Barry Lay) writes...
>(Falcon). Is there a way to get the Atari to think that an external drive is
>drive A? I tried installing the external drive in the place for the internal
Disconnect the cable from the internal drive and then swapp the "drive select A" and "drive select B" wires on either the floppy round connector on the back of the ST or on the round floppy connector going into the external drive. You can get the signal names and pin numbers from the back of the users manual which came with the ST. If know what your doing enough to swap the wires in the right place then you can do it without having to disconect the internal drive. If you leave the internal drive connected and swap the lines in the wrong place then you'll end up with both drives "driving" the ST at the same time.

Ray

Ray Wallace
(INTERNET,UUCP) wallace@oldtmr.enet.dec.com
(UUCP) ...!decwrl!oldtmr.enet!wallace
(INTERNET) wallace%oldtmr.enet@decwrl.dec.com

4535. Re: Lynx protocol

Newsgroup: comp.sys.atari.st
Date: 1989-12-22 19:23:21 UTC
From: danscott@atari.UUCP
Message-ID: <1914@atari.UUCP>
Source record: 245356
Cross-posted to: rec.games.video,sci.electronics,comp.sys.atari.st

in article <1180@nsscb.UUCP>, tjm@nsscb.UUCP (Timothy J. Murphy) says:
>
>
> Atari, expectedly, isn't forthcoming w/ any decent technical info
> on the Lynx, specifically the ComLynx port, so now I turn to the world's
> most secret pool of knowledge: you people on the Net!

I don't recall seeing much technical information on *ANY* hand-held
video game. Unless you consider a hint-book for game play a technical
manual.

Dan

4536. Re: Changing the A drive

Newsgroup: comp.sys.atari.st
Date: 1989-12-22 19:35:10 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <10427@stag.math.lsa.umich.edu>
Source record: 245357

In article <1989Dec21.201152.4270@gpu.utcs.utoronto.ca> barry@gpu.utcs.utoronto.ca (Barry Lay) writes:
>I have the following problem. I have a Mega 4 ST with a dead internal disk
>drive. Fortunately, my hard disk autoboots, so I am not out of business,
>but I occasionally like to play a game which has to boot from a floppy disk
>(Falcon). Is there a way to get the Atari to think that an external drive is
>
Too bad about your floppy drive...

>So, does anybody have any ideas for what to do while waiting for the drive
>to be fixed? If someone has figured out how to get Falcon to run from a
>hard disk, that would be nice, too.
>
>Barry

All you need to do to run Falcon off your hard drive is to copy the floppies. It runs with no trouble, as long as you run the startup program from your AUTO folder. (Can't have *anything* else in memory. Kind of a drag, sometimes, coldboots are inconvenient...)

Actually, it's not *quite* that simple, if you want a convenient setup. Falcon doesn't specify any directory pathnames when it looks for its data files, so all necessary files must be located in the default (or "current working") directory. When programs run from the AUTO folder, the default directory is the root directory of the boot device/partition. Obviously you don't want to clutter the root directory of your hard drive with a lot of junk, you'd like to have the Falcon files stored in a subdirectory. (Like, D:\games\falcon, as an arbitrary example... }-)

The solution I use is two-part. First, Falcon *must* be started from an AUTO-boot. So, I have two AUTO folders on my hard drive. I have to rename the one I want to use to "AUTO", then reboot, to get things going.

I stick all the Falcon files in a subdirectory. In my Falcon AUTO folder, I have a 3 line program that calls Dsetdrv() and Dsetpath() to set the default path to my Falcon directory, then Pexec()s FALCON.PRG.

This works for Falcon 1.0, 1.1, and Operation Counterstrike. I keep Falcon 1.1 and Operation Counterstrike in d:\games\falcon nowadays, and select which to start with the AUTO program.

Falcon takes about 3 seconds to load on my Mega 4. It's quite nice, not having to deal with inserting additional floppies & such to play a game... Also, you don't need the code-wheel when you boot from the hard drive. (I hated the damn thing anyway!)

Last note - I have a sneaking suspicion, if I grabbed TopDown and installed it, I wouldn't have to worry about loading Falcon from the AUTO folder. The Falcon loader program is non-relocatable, which is why you can't have much else in memory when it starts up. It also won't run with the ICD boot code, because they try to use the same memory space.
--
-=- PrayerMail: Send 100Mbits to holyghost@father.son[127.0.0.1]
and You Too can have a Personal Electronic Relationship with God!

4537. Re: LHARC source and UNIX

Newsgroup: comp.sys.atari.st
Date: 1989-12-22 19:47:26 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <10429@stag.math.lsa.umich.edu>
Source record: 245358

In article <51989@ccicpg.UUCP> paulm@ccicpg.UUCP (tmp Paul Moreau usenet acct) writes:
>Well it seems that the LHARC is going to take over the atari archiving
>world. I for one use a UNIX system for posting and recieving news
>and binaries. I uudecode, and unarc on the unix system and examine
>the stuff before going through the expense of going home, making a
>LONG DISTANCE call to work and download the stuff. If LHARC is to be
>the new standard (which I can see the benefit in smaller archives) I'd
>like to get the source so I can port it to our UNIX system.
>If the source is protected (which it seems to be) then I don't think
>I'll be downloading any more files unless I know what to expect in them.
>
>I hope that the source is available!
>I think that the majority of readers on the net here are on UNIX machines
>and would also like to get LHARC on thiers also.

I have the source for LHARC. I haven't bothered doing anything with it yet.
It's 80% 8086 assembler. Even the C source code is full of ASM compiler
directives. Most of the comments are in Japanese, for a Kanji character
set, and show up as weird diacriticals on an ST display. I doubt any
printer would like them very much.

I haven't seen very much of anything archived with LHARC, which is why
I haven't been too eager to look at it. Is there really that much demand
for it? Maybe a show of hands (}-)) for people saying "yes, I've used
it, I like it" ? I've seen discussion of LHARC on GEnie, they weren't too
thrilled with it because the ST version was slow, buggy, and incompatible
with the PC version. I think that's changed recently, with a new ST version,
but I haven't paid it too much attention.

I'm still waiting for SEA to send me the ARC 6.02 sources. I sent 'em a floppy
months ago, a few messages on CI$, made a few phone calls and left messages
that way, and now I'm in limbo, waiting, waiting,
waiting... Needless to say, I'm somewhat perturbed at them. They just sent me
a copy of their newsletter, which mentions the Atari ST and Unix versions of
ARC, (as well as all the other systems it's been ported to) but no credit to
the respective authors, or even any indication that the work was done by
outside people. (To be fair, they don't blatantly claim it as their own, either.
Just mention the existence of such, not how it came to be...)
--
-=- PrayerMail: Send 100Mbits to holyghost@father.son[127.0.0.1]
and You Too can have a Personal Electronic Relationship with God!

4538. Re: Automatic window activation - pros & cons?

Newsgroup: comp.sys.atari.st
Date: 1989-12-22 19:57:04 UTC
From: uace0@uhnix2.uh.edu
Message-ID: <937@uhnix2.uh.edu>
Source record: 245359

Graham Thomas writes about an auto window topper for the desktop...

Graham,

I wrote such a desk accessory over a year ago, and I found several problems when using this at the desktop and in programs.

Of course I do know more about the machine now, but these are what I found back then:

At the desktop:

The window would come to the top, but the OS wouldn't change the directory pat so you had 'weirdness' do to that.

Any program previously selected in the active window became deselected when the new window was automatically topped. Therefore, you couldn't copy very effectively, or do something like a 'show info' because the file would be deselected before you got to where you were going...

I did sorta change it such that if you had the right mouse button down it wouldn't auto-top, but whats the point? That's more work...

In programs:

The window became topped, but unfortunately the bottom window was still the active one (or so the program thought).

In a word proccessor, this is kinda funny, because your cursor and block highlights are no where correct for the current window, but rather aligned with the bottom window...

All in all, I thought it was a neat idea, but it turned out to be pretty useless (at least back then). Maybe if I get the chance, I'll look into it again...

- mike

--

Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 77274

Support BBS: (713)944-0108 | SHADOW | DC FORMATTER | DC UTILITIES | and others

4539. Re: The Use of Rapenet

Newsgroup: comp.sys.atari.st
Date: 1989-12-22 20:01:21 UTC
From: richard@gryphon.COM
Message-ID: <23728@gryphon.COM>
Source record: 245360
Cross-posted to: comp.sys.atari.st,alt.flame

In article <946@crash.cts.com> canada@crash.cts.com (Diane Barlow Close) writes:
>This message was posted by Dave Small to the atari newsgroup, and I have
>many objections and some questions I'd like to pose to the net (so as not
>to waste net $$ please direct all followups to news.misc or alt.flame):

(posting to additional groups only costs one extra inode, whose $$ value
is rather small)

>-> It's time to announce that there is now a working uplink
>-> from USENET to GEnie.
>
>I object to this ONE WAY transfer of information.

Sigh. We just did this with Brad's r.h.f group. There was a four
month flak about him gatewaying jokes onto GEnie. The net effect
to Usenet was zero, presumably GEnie users got something out of it.

No one person can say ``this will stop NOW!'' If you feel
strongly, put something in your .signature file like:

``Redistribution to GEnie prohibited''.

This prevents YOUR postings from being propagated to GEnie. If a lot
of people do this, it will send a message to GEnie. If a lot
of people don't do it, it will send a message to USENET.

4540. Re: GEnie uplink is shut down..

Newsgroup: comp.sys.atari.st
Date: 1989-12-22 22:05:25 UTC
From: logajan@ns.network.com
Message-ID: <1989Dec22.220525.3316@ns.network.com>
Source record: 245361

In article <15158@well.UUCP> dsmall@well.UUCP (David Small) writes:
>I've gone ahead and shut it down. It won't be back
>up unless those concerns are resolved to everyone's satisfaction.

Everyone implies unanimity -- one disenting voice would therefore be enough to kill it.

Why don't you rephrase it, "it won't be shut off unless EVERYONE wants it shut off."

Your selection of one sentence over the other is arbitrary.

> Many did not want to see information going only one way.

Tough cookies. You shouldn't let people brow beat you. Doing the right thing does not always win you popularity contests. Sometimes you have to be a moral/ethical leader rather than a follower. This selfish group of USENET whiners is in desperate need of a model to emulate. You have the credibility to be that model.

> Would GEnie put some sort of anthology copyright on the notes?

Come on, this is a joke, right? I mean I expect a little legal ignorance on the net, but this is hilarious.

>no for-profit on my part

Caving in to those socialists out there, ehy? Are you going to give up making a profit on other areas of your life to please them also? And why is "profit" always defined in green-backs? Do not all the users of USENET and GEnie profit? If they didn't wouldn't they quit using those services. But back to green-backs. No one has answered my question about why telephone companies, computer companines, modem companies and software companies can all make money off USENET sites and GEnie can't.

You guys are being completely arbitrary -- you cannot justify your arguments.

> I don't want a thousand "How do I beat Level 7 on Dungeon Master" notes
> on the Net, either.

What has this got to do with anything? What is this, Small's version of the Canadian Content laws?

>If I've offended anyone, my apologies;

I should be offended by your whimping out and leaving the GEnie user in the information poor house. But they are the ones really hurt by your caving in to the selfish USENET whiners.

>acceptable way. (That means acceptable to you, not to me, ok?)

Hey, your off to a bad start if you are trying to please me. Remember
Neville Chamberline.

--
- John M. Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428 -
- logajan@ns.network.com, john@logajan.mn.org, Phn 612-424-4888, Fax 424-2853 -

4541. Re: USENET -> GEnie uplink now working

Newsgroup: comp.sys.atari.st
Date: 1989-12-22 22:49:56 UTC
From: rjd@cs.brown.edu
Message-ID: <23620@brunix.UUCP>
Source record: 245362

In article <2907@ethz.UUCP> chris@bernina.ethz.ch.UUCP (Christian Dreyer) writes:
>That's kinda my VHO as well. One-way transfer is hardly ever fair and
>I think it won't support the Atari-community either (that should be the
>point, shouldn't it).
>
>--
> $ Chris Dreyer St. Gall Graduate School for Economic and $

It *should* be the point.

First of all, I agree *in principle* with the complaints about
GEnie using USEnet articles for profit and not reciprocating.
This posting is an attempt to represent the other side of the
coin...the side (I'm guessing) that David Small saw when he
proposed this uplink to the GEnie community.

I've been on GEnie, I still am on GEnie, and I see the kind of ST (and other)
information that is on there...and I feel that USEnet info is far
superior. The conversation threads make more sense, I get a lot of good
technical info, etc. GEnie postings consist mostly of non-technical
non-informative conversations....there are the odd exceptions, like the
RT discussions that Small holds, etc.

Let's face it, USEnet is a community of profession CS people, Engineers
and scientists - as well as students and graduate students in those
areas...GEnie consists mostly of home hobbiests, business professionals,
and (generally) non-technical types.

It seems to me there *would* be a benifit to the Atari community by allowing
USEnet info to go wherever it is needed.

In addition, there are 10's of 1000's of people who can *not* get access
to USEnet, would you deny them our info/rumors/conversations/etc?

- Rob DeMillo | Internet: rjd@brown.cs.edu
Brown University | BITnet: DEMILLO%BRNPSG.SPAN@STAR.STANFORD.EDU
Planetary Science Group | Reality: 401-273-0804 (home)
"I say you *are* the Messiah, Lord! And I ought to know, I've followed a few!"

4542. Replacement for ALT-HELP for 24 pin printer

Newsgroup: comp.sys.atari.st
Date: 1989-12-22 23:11:00 UTC
From: VY8620@BINGVAXA.BITNET
Message-ID: <8912230805.AA15515@ucbvax.Berkeley.EDU>
Source record: 245363

Could someone post an ALT-HELP replacement for 24 pin printers (EPSON LQ).
Source would be nice if possible.

Thanks,
MikeAllen

4543. Re: USENET -> GEnie uplink now working

Newsgroup: comp.sys.atari.st
Date: 1989-12-22 23:17:22 UTC
From: robert@infmx.UUCP
Message-ID: <2911@infmx.UUCP>
Source record: 245364

Well, I was annoyed at first at providing info to a profit organization, but think of it this way: the Net is a *free* information source. Would you object to genie loading on other free info sources, such as pamphlets from the US govt, transcripts of press talks, written works out of copyright, etc? The point is that the info published here is FREE to everyone, and that INCLUDES corporations, governments, and places that charge for making this info convenient to their clientele.
Remember, they are charging not for the info itself, but for making the information available in one place to the users who are interested or who may not HAVE another way of getting to this source.
I have access free but my company pays an access fee (I believe, and it would be the same for genie). If my company wanted to pass this cost on to the employees who use the service, would that be wrong?

Disclaimer: I do not use Genie, nor do I work for Genie, nor do I know anyone who is in any way related to Genies, Djinn, Efreets, etc.

Robert C.
--
"Helen's the only one who knows what scruples are, and she won't tell us" John said. "Have we got scruples about it, Helen?"
"Not a trace," Helen affirmed. -The Reefs of Earth, R.A.Lafferty

4544. summary on ICD autoboot problems

Newsgroup: comp.sys.atari.st
Date: 1989-12-22 23:22:23 UTC
From: parker@vlsic2.vlsic2.ti.com
Message-ID: <103527@ti-csl.csc.ti.com>
Source record: 245365

I earlier posted a message asking about problems I was having with the ICDBOOT.PRG and trying to disable the autoboot from the hard-drive. Thanks to everyone who replied and with their help and some luck of my own, I have managed to solve it sort 0f...

With my ST (1040 with TOS 1.4), the following sequence would allow the ST to boot completely from the floppy disk, ie. not using the AUTO folder of the hard drive boot partition.

DO a cold boot, and wait for the Floppy drive light to come on and then go off again. Now press and hold down Ctrl/Alt/Shift until the hard drive light flashes on an goes off. Now release the keys and the computer will continue to boot reading the floppy.

One more thing to note. If you have ICDBOOT.PRG in the AUTO folder of your floppy, it will be read no problem, but the computer then goes to hard drive and installs whatever accessories are there for a hard-drive boot.
If you want to come up with the accessory arrangement on your floppy, the easiest thing is to remove ICDBOOT.PRG from your floppy AUTO folder and run in manually after you have booted. You can then access your hard drive no problem.

I'm sure there are more elegant fixes than this, but... I also had several people say just get SUPERBOOT or G+PLUS, etc., and forget about it.
Probably good advice.

Anyway, there is the summary of what I discovered.

Thanx again,

james parker

4545. Re: The Rape of Usenet

Newsgroup: comp.sys.atari.st
Date: 1989-12-23 00:01:59 UTC
From: gilmore@vms.macc.wisc.edu
Message-ID: <2853@dogie.macc.wisc.edu>
Source record: 245366
Cross-posted to: news.admin,news.misc,comp.sys.atari.st,alt.flame

(all points I don't discuss deleted)

In article <946@crash.cts.com>, canada@crash.cts.com (Diane Barlow Close) writes...

>This message was posted by Dave Small to the atari newsgroup, and I have
>many objections and some questions I'd like to pose to the net (so as not
>to waste net $$ please direct all followups to news.misc or alt.flame):
(I'd like to, but our reader is brain-damaged)
(if someone else can, please put this in the appropriate place, thanks)

>-> Date: 19 Dec 89 06:00:28 GMT
>-> >From: dsmall@well.UUCP (David Small)
>-> Newsgroups: comp.sys.atari.st
>-> Subject: USENET -> GEnie uplink now working
>-> Message-ID: <15097@well.UUCP>

>-> It's time to announce that there is now a working uplink
>-> from USENET to GEnie. Each note posted into comp.sys.atari.st is sorted
>-> by topic, and uploaded to "Category 10" of the Gadgets RT on GEnie.[...]

>-> The link is one way. GEnie makes its living selling information
>-> bases to the public, and doesn't want them downloaded and distributed freely.
>-> [...] I just want to get the maximum freedom of information
>-> exchange possible between these networks; [...]

In this case, the maximum is not enough to allow the minimum.

>I object to this ONE WAY transfer of information. Dave talks about the
>*exchange* of information. This is not an *exchange*, it is a one-way
>transfer of Usenet information. I object to the rape and plunder
>(*for profit*) of Usenet! A summary of Usenet, or perhaps ``this is the
>latest from Usenet'' (1 or 2 articles follow), is acceptable. This wholesale
>plunder of Usenet is not.

I must second this opinion. Unless the 'article' link is both ways,
forget it.

>-> I wanted to let you know to prevent invading anyone's privacy.
>-> [...] If someone has a real need not to have their notes forwarded to
>-> GEnie, I will be happy to put a "filter" on to prevent it by request; [...]

Thanks Dave. It would have been genuinely dishonest to make this
link and not tell anyone... but I would have preferred discussion before
the event, not after. Oh, well, at least we get to discuss it now.

>I think this should be changed to ``only take articles from Usenet if a
>person sends Dave his *approval*''. Why should I have to trust Dave to remove

>my articles? What if he misses one? What if my mail can't get through?...

If the link doesn't go away as I want it to, I think this is an acceptable alternative. Post only what has specific permission to post.

(If you read this Dave, This is the ONLY one of my postings which I wish to go to GEnie. NO OTHERS may. Attempted mail to follow.)

>I also object most strenously to Dave limiting MY access to information by
>scaring away Usenet posters who don't want the kind of publicity GEnie
>offers. Usenet is supported FREELY by a conglomeration of machines (each
>company covering a bit of the expenses) and I object very, very much to
>GEnie profiting from other sites' generousity.

I'm afraid I don't understand this statement. Publicity?

>-> It seems to me like a benefit for everyone involved, especially
>-> if/when 2-waymail gets going.

No objections, only encouragement for a mail link (both ways, of course). Dave, there is a mail link to CompuServe, but I don't have any details. Mail is fundamentally different than posting. It is an exchange between 2 people, not 2 organizations.

>-> [...] other areas on GEnie are
>-> expressing great interest in having a USENET uplink. Basically, folks,
>-> USENET is perceived as the place where the people who know what they're
>-> doing post notes.

But have any USENET groups expressed interest in having their group uplinked to GEnie? Have any USENET groups even expressed interest in a 2 way link to GEnie. If USENET is preceived as the place for those who know their stuff, why did those others get GEnie accounts instead of accounts on public USENET machines? I know of only 3 (portal, madnix, and macc), but there must be many other machines out there on which anyone can get an account.

>Does this mean that soon *all* Usenet groups are going to be appearing on
>GEnie? I hope we can stop this before it gets out of hand!

Agreed. Stop this now.

>-> Why do it? Because a long time ago, on the CERL site on PLATO, a
>-> person named Sherwin Gooch, ex-PLATO, ex-Atari, and now with Apple,
>-> introduced me to the hacker ethic and freedom of information exchange as
>-> its primary goal. (No, not illegal exchange, you know what I mean). [...]

Sounds like a defferent hacker ethic than what I was raised on... I don't follow any of that crap they fed me when I was younger.

>-> If anyone feels this is wrong, I'll be more than happy to listen and
>-> if convinced, drop the link. [...]

I think you're getting an earful of what we think.

>Write Dave Small and voice your objections TODAY, before it's too late and
>Usenet becomes GEnie (and you have to pay through the nose for what was
>formerly free)!

Sorry. Emotional argument of this type doesn't cut it. I don't believe
that USENET will cease to exist because of this link, but it won't help
it any either.

>-> Well, enough said. I hope this leads to good things -- GEnie users
>-> getting good information on time, for instance.

Dave, you are known to us as a doer of good things. Your reputation is
impeccable, at least in your business dealings. I believe that you
intended to do good by this, but I believe more strongly that,
ultimately, this will do no good for those who are generating the
information that you wish to pass along, instead doing good for persons
having no real connection with the originator.

>The more Usenet becomes publicized, the greater the danger of someone in
>political power becoming ``concerned''. Perhaps concerned enough to pass
>legislation like that currenly up for review in New York: a sysop must
>validate each and every *message* that is posted to his BBS and must also
>guarantee privacy of the message and guarantee that the message NOT appear
>on any other service.

Bad news to me. Blast this and other similar legislation, except for
privacy of private email. Also unenforcable, as no sysop can guarantee
that no person ever will download a message and upload it somewhare
else. Make the originator responsible for their postings, not the
sysops.

>Is there anything (legal?) that we can do to stop this link? In general,
>are there any ``net rules'' for this type of thing? Is GEnie in any danger
>by uploading Usenet articles wholesale?

I hope that Dave will understand our sentiments and close down the link
until such time as the Net Gods can pass judgement. I would think that
any postings which specifically say that their information may not be
distributed for profit would be incorrect for uplinking, as GEnie would
be profitting from their posting to USENET. This pretty well leaves out
any of the binaries and sources groups, as well as most of the code
fragments in postings. As Dave does not profit, he should be in no trouble.
Who will monitor every message to be certain which may be distributed and
which may not be? That is what it would take to ensure copyright
compliance.

>Diane Barlow Close
> {nosc, ucsd}!crash!canada
> canada@crash.cts.com
> Free Canada -- Trade Mulroney

+---+
| Kitakaze Tatsu Raito Neil Gilmore internet:gilmore@macc.wisc.edu |
| Jararvellir, MACC, UW-Madison bitnet: gilmore@wiscmac3 |

```
| Middle Kingdom Madison, Wi |
+----------------------------------------------------------------------+
```

4546. Malloc on 2.5 Meg 1040stf - help needed

Newsgroup: comp.sys.atari.st
Date: 1989-12-23 00:25:56 UTC
From: hans@duttnph.tudelft.nl
Message-ID: <1055@dutrun.UUCP>
Source record: 245367

I think I'll need help on this one...
I recently upgraded my 1040 stf to 2.5 Mb using a kit by Weide
(although this is not a hardware problem). I found that one of
the programs I use intensively (turbo c linker) won't make full
use of the extra memory. The reason is the following:

This linker uses gemdos call 0x48 (Malloc) at least twice for
each file read. It appears that this call can only be issued
some 300 times, after which it fails, regardless of the amount
of free memory. This problem does not occur on a Mega ST !
Maybe it is only present in early gemdos versions ? (I bought
the 1040stf in March, 1987).

Right now, my workaround is to link from the desktop, without
ramdisk, turbodos, etc. I'm cooperating in a large project,
so I really could use a solution. Can anybody help me ?

Anyway, merry Chistmas everybody !

Hans

==
Hans Buurman | hans@duttnph.tudelft.nl | hans@duttnph.UUCP
Pattern Recognition Group | 31-(0)15-78 46 94 |
Faculty of Applied Physics | Delft University of Technology

4547. Re: GEnie uplink is shut down..

Newsgroup: comp.sys.atari.st
Date: 1989-12-23 02:31:08 UTC
From: karl@giza.cis.ohio-state.edu
Message-ID: <KARL.89Dec22213108@giza.cis.ohio-state.edu>
Source record: 245368

logajan@ns.network.com writes:
You shouldn't let people brow beat you. Doing the right
thing does not always win you popularity contests.

Some of us would contend that Mr Small is doing precisely the right thing by shutting it down until it fits into the overall environment properly, both technically and politically. His initial implement-ation fit under neither consideration, and he now understands why.

Sometimes you have
to be a moral/ethical leader rather than a follower. This selfish group of USENET whiners is in desperate need of a model to emulate. You have the credibility to be that model.

I don't whine for anybody, Mr Logajan, nor am I in need of a moral or ethical role model. Name-calling accomplishes startlingly little.

Further, with as much respect as I can muster for Mr Small, he does not (yet) have the credibility for such things. He said himself that his implementation of things was not exactly up to par, and that he doesn't even know how such matters as email addressing are managed. His suggestions for how to implement an email gateway are, to be blunt, naive. What he requires is experience; that's all. If he re-does the link correctly, he'll get that experience. And then he'll have the credibility, and will have earned the respect of those who are concerned about the care with which such things are implemented.

No one has answered my question
about why telephone companies, computer companines, modem companies and software companies can all make money off USENET sites and GEnie can't.

You appear not to have been reading very closely. Quite a few of us have agreed quite readily that there is no reason GEnie shouldn't make a profit, given especially precedents in the form of Portal and others. Many of us disagreed only with the imbalance of the link, not its existence or the profit to be made from it.

I should be offended by your whimping out and leaving the GEnie user in the information poor house.

Might it occur to you that he may face somewhat more disagreeable users on the GEnie side, and that turning the link off is quite the opposite of "wimping out?" That he will now have to face them to say, "I had to turn it off because it needs to be redesigned properly?" I daresay he's got quite a bit of work ahead of himself; he's not wimping out in the least.

Your predilection toward name-calling completely eradicates any
argument you might have had.

--Karl

4548. Re: USENET -> GEnie uplink now working

Newsgroup: comp.sys.atari.st
Date: 1989-12-23 06:07:02 UTC
From: robert@infmx.UUCP
Message-ID: <2913@infmx.UUCP>
Source record: 245372

In article <1989Dec21.221719.13364@ns.network.com> logajan@ns.network.com (John Logajan) writes:

%There is no legal restriction to who may connect to USENET, therefore there
%is no binding vote that can restrict who may so connect. Further, since
%there is no legal restriction to who may connect to USENET, there can be
%no legally recognized distinction between sites. Thus site restriction
%messages in notices of copyright are legally meaningless. Yet further,
%there is no general information flow restriction that can be legally
%enforced for any site or group of sites.

I don't actually care if Genie uses this stuff or not, but you have
sparked my curiousity; is there no legal way I can stop GENIE from
copyrighting MY material if I post it on USENET?

Robert C.

--
"Helen's the only one who knows what scruples are, and she won't tell us"
John said. "Have we got scruples about it, Helen?"
"Not a trace," Helen affirmed. -The Reefs of Earth, R.A.Lafferty

4549. Wordlists

Newsgroup: comp.sys.atari.st
Date: 1989-12-23 06:22:53 UTC
From: ramsiri@blake.acs.washington.edu
Message-ID: <5148@blake.acs.washington.edu>
Source record: 245373
Cross-posted to: comp.sys.atari.st,comp.sys.mac,comp.sys.ibm.pc

Thanks to all those who responded to my request
for information leading to wordlists.

Both Austin Code Works of Austin Texas and
Moby Words by Illumind of Monterey, CA.
were suggested with about equal enthusisam.

Given the lists from each of the companies
run about the same price, I opted for Illumind's
MOBY WORDS.. a 530,000 word list.. or about
twice as large as the one from Austin Code Works. .

Other products I'd like to buy in the future
include a phonetic listing and a parts of
speech library... All offered by Illumind.

The disks arrived in MS-DOS 720k format at my request
since i have a 1040ST... all i had to do was load
them onto my hard drive and run the files through
compress -d .. and there they were.... all 6.5 MBytes!

Thanks for pointing me in the right direction.

-kevin
ramsiri@blake.acs.washington.edu

4550. test - please ignore

Newsgroup: comp.sys.atari.st
Date: 1989-12-23 06:59:01 UTC
From: beck-chris@CS.YALE.EDU
Message-ID: <9526@cs.yale.edu>
Source record: 245374
Cross-posted to: comp.sys.atari.st,comp.sys.mac,comp.sys.ibm.pc

```
This is a test. Please ignore.
```

4551. Address/Phone/Dial-out desk accessory

Newsgroup: comp.sys.atari.st
Date: 1989-12-23 07:11:54 UTC
From: ramsiri@blake.acs.washington.edu
Message-ID: <5149@blake.acs.washington.edu>
Source record: 245375

```
Anyone know of a reliable desk accessory that
is a simple address/phone book
that does dial-out?

thanks in advance.

-kc
```

4552. Re: USENET -> GEnie uplink now working

Newsgroup: comp.sys.atari.st
Date: 1989-12-23 16:19:37 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <2872@water.waterloo.edu>
Source record: 245376

In article <15097@well.UUCP> dsmall@well.UUCP (David Small) writes:
| It's time to announce that there is now a working uplink
| from USENET to GEnie.
| ... The link is one way. GEnie makes its living selling information
| bases to the public, and doesn't want them downloaded and distributed freely.

It sounds to me like you could be on the verge of making an
important contribution to expanding this news group.

However, I would prefer to have GEnie allow two-way exchanges.
Perhaps if the GEnie people see that they can benefit from the
inclusion of the mesages, they will reciprocate and allow their
users to respond to this group as well.

I know that my contributions are small, but (in my humble opinion),
I think they are positive. Somehow it rankles to think that someone
else is taking my work, freely given, and translating it into a profit.
Moreover, they are imposing their own form of restriction by imposing
an "anthology copyright" which some folks interpret (incorrectly, I
think) as restricting them from passing it on.

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@water.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

4553. Re: GEnie uplink is shut down..

Newsgroup: comp.sys.atari.st
Date: 1989-12-23 16:59:30 UTC
From: canada@crash.cts.com
Message-ID: <966@crash.cts.com>
Source record: 245377
Cross-posted to: comp.sys.atari.st,news.misc,news.admin

Well, the GEnie-Usenet link is down. So much for all the doom-and-gloom-sayers in news.misc who figured that Usenet is too disorganized to accomplish anything. I'd say we were pretty successful (this time).

Some of you might be interested in the events that led me to post about Dave Small's idea in such a strongly-worded way. Also, it is my only chance to ``talk'' to Dave directly since he's not answering his mail (or is it just my mail :-) No surprise there.

I had known about the Usenet-GEnie link for several days before it was actually announced. When I was first told it existed (not many details were given) and I thought the link was a great idea. It presented another place to send news. After all, isn't the purpose of Usenet to be a free-flow of information, spreading as much information, around to as many sites, as possible?

What I didn't know then was that the Usenet news being placed on GEnie was being covered by their copyright (or at least the GEnie people figured the news was now copyrighted). I discovered this fact the day of Dave's ``the link is up'' posting. In a discussion about a friend trying to obtain several of my Usenet postings from the Usenet-uplink area of GEnie, GEnie customer service people threatened to ``sue'' any site found posting news that GEnie had received from Usenet *after* GEnie had received it ('cause the Usenet news now ``belonged'' to GEnie).

Before all you amateur copyright lawyers send follow-up flames, let me assure you that I realize the ridiculousness and unenforceabililty of this situation. GEnie *can't* copyright something that's already in the public domain. (And I probably got stuck talking to a tired, over-zealous GEnie representative, rather than an ``informed'' person.) But, the confusion surrounding this situation on GEnie's part was enough to get me worried.

Next I received some reliable information that Dave was on the verge of licensing the ``link technology'' to GEnie. If we didn't act very fast to convince Dave to rethink the link, it wouldn't matter if *his* atari newsgroup-GEnie link were shut down, 'cause GEnie would be busy draining (and copyrighting) the rest of Usenet. (And Dave, Mark Booth did NOT give me this information, so you can start talking to him again.)

Next, Dave's ``the link is up'' posting carried the tone of `the link is carved in stone, the only thing that I'll change is whether individual's postings are removed'. After careful consideration of all the events, I was convinced me that I had to spurred me to strike in the quickest, hardest manner I could.

I believed I didn't have much time to waste with gentle, ``let's think about this guys'' letters. Sorry my strongly worded posting irritated Dave, but it had the desired effect very quickly: mobilize as many people as possible to convince Dave to re-think the link. While I knew that many of you would post loud, angry responses, I knew that many more would write quiet, well-reasoned responses (showing *both* sides of the argument) in answer to my posting. I believe my ``inciteful'' posting put many, many more reasoned responses in Dave's mailbox than if I had written an easily-ignored, calmly-worded appeal to the net. I wanted to spur as many people to respond as possible, and I think I was successful.

That's not to say I was just in this ``battle'' to raise the cry and then leave. No sir. I was prepared for the long haul. Dave actually surprised me when he withdrew the link so suddenly after only a few days of protest. His first posting led me to believe that the link would be here for a long time no matter what.

So now I don't have to write to the management of GEnie, and I don't have to organize petitions, and I don't have to appeal to sites feeding GEnie to stop. There was even a movement to change news sending software so that it attached ``copylefts'' to *whole batches* of news, thus preventing GEnie from using many, many postings.

Richard Stallman and the Free Software Foundation must be commended for coming up with, and organizing the execution of, that last idea. I'd also like to thank Richard for placing the FSF's lawyers at my disposal. I'm very happy I didn't need to use them.

I'd like to thank Dave for giving the net the best Christmas present we could ever have wanted: peace for the present and hope for the future.

I'd like to go on record as saying I'm NOT against sites that make a profit from Usenet, nor do I have many problems with read-only sites. I do, however, have serious problems with any site that tries to copyright my (or anyone's) postings and prevent the dissemination of information.

I'd like to work with Dave to make the GEnie-Usenet link viable and useful (for both sides). If Dave declines my offer (and I expect he will :-) then I hope he at least posts his link ideas for the net for discussion *before* implementation. It would be

even better if he accepted the help and support of the many, many knowledgeable people who volunteered it this week.

Well, that's all I have to say on the topic. The rest of you can continue this discussion (as I know you will). Don't let it degenerate into too much name-calling. :-)

Merry Christmas and Happy New Year to everyone (even you, Dave :-)

--
Diane Barlow Close
{nosc, ucsd}!crash!canada
canada@crash.cts.com
Free Canada -- Trade Mulroney

4554. Re: Loneliness in the Atari World?

Newsgroup: comp.sys.atari.st
Date: 1989-12-23 22:37:49 UTC
From: news@uflorida.cis.ufl.EDU
Message-ID: <21566@uflorida.cis.ufl.EDU>
Source record: 245378

The thing I want to know about Atari, that NOBODY has been able to
explain to me so far, is why it seems to be ignoring the US? WHY dont
we have good advertising? Why dont we have good support? WHY can't
the few dealers we have out there seem to get the products in any
reasonable length of time? What is the problem? The ST is a great
machine, and I am happy I have one, but I am angry at the way the ST
users are treated. Any questions/comments?
From: cr1@beach.cis.ufl.edu (Christopher Roth)
Path: beach.cis.ufl.edu!cr1

--
=-=-=-

4555. Re: Loneliness in the Atari World?

Newsgroup: comp.sys.atari.st
Date: 1989-12-23 23:00:49 UTC
From: austin@cs.odu.edu
Message-ID: <10809@xanth.cs.odu.edu>
Source record: 245379

In article <21566@uflorida.cis.ufl.EDU> cr1@beach.cis.ufl.edu (Chris Roth) writes:
>The thing I want to know about Atari, that NOBODY has been able to
>explain to me so far, is why it seems to be ignoring the US? WHY dont
>we have good advertising? Why dont we have good support? WHY can't
>the few dealers we have out there seem to get the products in any
>reasonable length of time? What is the problem? The ST is a great
>machine, and I am happy I have one, but I am angry at the way the ST
>users are treated. Any questions/comments?
>From: cr1@beach.cis.ufl.edu (Christopher Roth)
>Path: beach.cis.ufl.edu!cr1

I think the reason is just simple economics from Atari's point
of view. The ST has had a much better selling rate in the European
market; therefore, the demand for additional hardware and software is
higher. Logically, Atari is going to spend most of its advertising
and distrubution dollars where the demand is. This is unfortunate for
US ST owners, but the company needs to do what it can to survive.

-Jason(austin@cs.odu.edu)

4556. Re: Re: Facts, not only talking about them.

Newsgroup: comp.sys.atari.st
Date: 1989-12-24 00:17:13 UTC
From: qralph@dna.lth.se
Message-ID: <1989Dec24.001713.27500@lth.se>
Source record: 245380

As Steven Grimm says, my posting about the STE was a concentrate of a German article, meanwhile I HAVE signed something as an official developer. What bothers me there is: Alan Pratt talked about the risk of making errors when I reveal secrets. As Atari hasn't published technical material for non-developers does that mean that all technical books about Atari ST are either illegal, or that they are produced by hackers who have disassembled programs??? If the latter, isn't THERE a chance of errors popping up that could have been avoided with some help from Atari Corp.?

Ralph

4557. Re: Copyrights and Commercial Networks and Usenet

Newsgroup: comp.sys.atari.st
Date: 1989-12-24 04:33:57 UTC
From: jdg@elmgate.UUCP
Message-ID: <1181@elmgate.UUCP>
Source record: 245381

In article <KARL.89Dec21144149@giza.cis.ohio-state.edu> karl@giza.cis.ohio-state.edu (Karl Kleinpaste) writes:
>canada@crash.cts.com writes:
> This is the part that concerns me the most. According to an author who
> specializes in books on copyrights:
> ``The matter of Dave violating or not violating the law is totally
> up to USENET, not the attorney general. You see, these laws are
> not enforced unless someone cries "fowl".
>
>Flamingo! Er, ostrich! No, I mean, uh, loon! Yeah, that's it.
>LOON!
>
>(For the humor-impaired, :-)
>
Hehehehehehe....

On a more serious note. If anyone is aware of comp.unix.wizards and their respective net.worlds, they have stated for quite sometime that they would like to get entirely rid of comp.other.worlds entirely for the sake of savings of groups of bandwidth & so everyone can "really" get things done. Usenet in itself in "original conception" was to be a place to extend everyone's unixsex abilitys. And, for quite sometime they argued back & fro about trying to ax all other non-pertenant newsgroups alltogether. Sort of a comp.apocalypse of sorts. (hehehe).

--
Jeff Gortatowsky-Eastman Kodak Company .....rochester!kodak!elmgate!jdg
(use uuhosts or such to find path to rochester)
Eastman Kodak makes film not comments. Therefore these comments are mine not theirs.

4558. Re: LHARC source and UNIX

Newsgroup: comp.sys.atari.st
Date: 1989-12-24 04:54:39 UTC
From: jdg@elmgate.UUCP
Message-ID: <1182@elmgate.UUCP>
Source record: 245382

In article <51989@ccicpg.UUCP> paulm@ccicpg.UUCP (tmp Paul Moreau usenet acct) writes:
>Well it seems that the LHARC is going to take over the atari archiving
>world. I for one use a UNIX system for posting and recieving news
>and binaries. I uudecode, and unarc on the unix system and examine
>the stuff before going through the expense of going home, making a
>LONG DISTANCE call to work and download the stuff. If LHARC is to be
>the new standard (which I can see the benefit in smaller archives) I'd
>like to get the source so I can port it to our UNIX system.
>If the source is protected (which it seems to be) then I don't think
>I'll be downloading any more files unless I know what to expect in them.
>
>I hope that the source is available!
>I think that the majority of readers on the net here are on UNIX machines
>and would also like to get LHARC on thiers also.

Sources to LHARC on the IBM are readily available on any half-inept IBM
BBS. I have heard mention that the ST version is incompatible. If this is
the case, someone should port the PC source instead of creating confusions
between the two (the MAC has it too I think). I have glazed over the sources
on several occasions (and to be honest, the "idea" itself of
Lempel->Ziv->Huffman coding is a natural, so obvious its funny it wasnt
discovered quite some years back) and do believe it could be sped up, and
could get better compression yet (although not "drastic") by using a
run-length-encode after the huffman squeeze. Since it's just bufferin'
a byte of output bits, then writing the byte out, it'd be nothin' to buffer
"more" bits before the output, and RLE the bits. MANY storage devices
(that have any sorta brains about em') do exactly that, in hardware. Since
LHARC is already slow (due to it's iterative nature and semi-efficient trees)
whats a few seconds more?. And as I stated, I do beleive LHARC in itself can
be sped up. While using arrays for tree's is fast on access times, it is not
in insertions and deletions. I beleive a "pre-formed" dynamic tree ala'
pointers couls speed it up (and some other tiny items).

--
Jeff Gortatowsky-Eastman Kodak Company .....rochester!kodak!elmgate!jdg
(use uuhosts or such to find path to rochester)
Eastman Kodak makes film not comments. Therefore these comments are mine
not theirs.

4559. Re: The Use of Rapenet

Newsgroup: comp.sys.atari.st
Date: 1989-12-24 07:22:44 UTC
From: dsmall@well.UUCP
Message-ID: <15198@well.UUCP>
Source record: 245383
Cross-posted to: comp.sys.atari.st,alt.flame

As you'll see in the "link is down" post, the link has been down since the first day I got mail indicating the problems with it. At the time, I had not heard of the hassles USENET has had with Brad, CIS, BIX, and whatnot. I had no idea what I was getting myself into.

I'm writing this in hope of helping to stop this disucssion before it gets out of hand. No malice was intended at all, and there's a lot of hearsay and innuendo going on. Please read the "link is down" post, and we can end this in time for the new year.

-- thanks, Dave / Gadgets

4560. Re: Usenet -> GEnie Link Considered Harmful

Newsgroup: comp.sys.atari.st
Date: 1989-12-24 07:26:21 UTC
From: dsmall@well.UUCP
Message-ID: <15199@well.UUCP>
Source record: 245384

I'm writing this (brief) note to help bring the discussion to the close.
The USENET-> GEnie link is down and will stay down until many, many things
are cleared up, like 2-way access, email, etc. I've posted a fuller
explanation
of my intent and what happened .. which I can sum up with, *sigh* ... in the
"link is down" note.

I wanted to do this to hopefully cap the discussion; it's about
something that no longer exists. Ever since I got the first batch of email
teling me of the problems with the idea, I shut the thing down, and it's
stayed off since, okay?

Now can we please get back to a discussion of Chaos Strikes Back?

-- thanks, Dave / Gadgets

4561. Re: Copyrights and Commercial Networks and Usenet

Newsgroup: comp.sys.atari.st
Date: 1989-12-24 07:42:38 UTC
From: dsmall@well.UUCP
Message-ID: <15200@well.UUCP>
Source record: 245385

The base note, SIGH!, discusses Genie's anthology-copyright on USENET notes.

Diane, I would appreciate it if you would stop discussing a HYPOTHETICAL thing -- GEnie attempting to place an anthology copyright on USENET notes -- in such "guilty until proven innocent" tones.

The entire USENET<-> Genie link is *experimental*. If the management there was not VERY flexible and open to new ideas, it wouldn't be there at all. I fully expect to be able to drop them a line after they get back from holidays, and come back to the newsgroup here with the assurance they will do no such thing. I'll even get 'em to sign it in blood.

Look, they WANT this to work out! Not to leech profits, not for base motives, but to provide their users with services. Anyone who thinks that at $6/hr GEnie is ripping people off has never run a mainframe plus nationwide telephone access service -- it's cheap. I have found GEnie willing to support EXTREMELY experimental and new ideas in RoundTables, that won't make money (if at all) for years.

They're in trying, Diane, and you're in here poisoning the water, telling us what Dark and Evil things await.

Diane, if they try *ONCE* to put an anthology copyright on USNET notes, I'll have nothing more to do with them. There, you can hold me to it.

Now would you PLEASE let there be a little "innocent until proven guilty" here in this link discussion? I know USENET has been burned by CIS and BIX (I know *now*, not 4 days ago); but give GEnie a chance -- and me, too, huh?

I'm very tired of paranoid views of large companies always being profit-mongering evil entities, out to stamp out anything good in the world. Such stuff belongs in tired propaganda.

-- sincerely, Dave Small / Gadgets

4562. Re: Lynx protocol

Newsgroup: comp.sys.atari.st
Date: 1989-12-24 10:21:35 UTC
From: ewhac@well.UUCP
Message-ID: <15205@well.UUCP>
Source record: 245386
Cross-posted to: rec.games.video,sci.electronics,comp.sys.atari.st

In article <1180@nsscb.UUCP> tjm@nsscb.UUCP (Timothy J. Murphy) writes:
>[Howzit work?]

It's serial. The baud rate is programmable. Also the protocol may
not necessarily be the same from game to game. Remember, this is a Toy;
there ain't no operating system, so the game authors can do anything they
want to the hardware.

There are specifications laid down for Lynx development, and plenty
of example code and core routines, but the developers are free to ignore
them (at their own risk, of course).

_-_-_-

4563. Re: spreadsheets

Newsgroup: comp.sys.atari.st
Date: 1989-12-24 15:00:08 UTC
From: silvert@cs.dal.ca
Message-ID: <1989Dec24.150008.28420@cs.dal.ca>
Source record: 245387

In article <20245@kuhub.cc.ukans.edu> SHAWL@kuhub.cc.ukans.edu writes:
>> ... VIP Professional. It's lousy. I hate it. Please don't recommend
>> it. I mean, a piece of software with a list price of 130 quid that can't work
>> with a hard disk?

>YOU ARE WRONG. In spite of its problems, VIP is useful; i use it almost
>daily --- FROM MY HARD DRIVE. It is easy to set up.

I missed the first posting, but VIP works fine with a hard drive.
There are two versions, a Lotus look-a-like and a GEM version.
GEM is a bit slow unless you use a speedup program for fast screen
updates, but I use VIP all the time to handle Lotus files. It's good.

--
Bill Silvert, Habitat Ecology Division.
Bedford Institute of Oceanography, Dartmouth, NS, Canada B2Y 4A2
UUCP: ...!{uunet,watmath}!dalcs!biomel!bill
Internet: biomel@cs.dal.CA BITNET: bs%dalcs@dalac.BITNET

4564. Re: program editors

Newsgroup: comp.sys.atari.st
Date: 1989-12-24 15:04:13 UTC
From: silvert@cs.dal.ca
Message-ID: <1989Dec24.150413.28500@cs.dal.ca>
Source record: 245388

In article <=&?QF%@masalla.fulcrum.bt.co.uk> chrisl@fulcrum.bt.co.uk (Chris Parkin Lilley) writes:
>In article <25120@cup.portal.com> smolin@cup.portal.com (Steve Jacob Molin) writes:
>>Has anyone done the editor vi on the ST?

> Yes. It's called Stevie (ST VI?).

I was unable to respond to the original posting, but there are several vi's for the ST. In addition to STevie, I have a vi clone that came (I think) in a large package of Unix-style utilities.

I can't get mail through to Molin, but the uuencoded file is available from ...!dalcs!biomel!bill if you can reach it.

--
Bill Silvert, Habitat Ecology Division.
Bedford Institute of Oceanography, Dartmouth, NS, Canada B2Y 4A2
UUCP: ...!{uunet,watmath}!dalcs!biomel!bill
Internet: biomel@cs.dal.CA BITNET: bs%dalcs@dalac.BITNET

4565. Re: LHARC source and UNIX

Newsgroup: comp.sys.atari.st
Date: 1989-12-24 15:10:07 UTC
From: silvert@cs.dal.ca
Message-ID: <1989Dec24.151007.28665@cs.dal.ca>
Source record: 245389

In article <10429@stag.math.lsa.umich.edu> hyc@math.lsa.umich.edu (Howard Chu) writes:
>In article <51989@ccicpg.UUCP> paulm@ccicpg.UUCP (tmp Paul Moreau usenet acct) writes:
>>Well it seems that the LHARC is going to take over the atari archiving
>>world. I for one use a UNIX system for posting and recieving news
>>and binaries. I uudecode, and unarc on the unix system and examine
>>the stuff before going through the expense of going home, making a
>>LONG DISTANCE call to work and download the stuff. If LHARC is to be
>>the new standard (which I can see the benefit in smaller archives) I'd
>>like to get the source so I can port it to our UNIX system.
>>If the source is protected (which it seems to be) then I don't think
>>I'll be downloading any more files unless I know what to expect in them.

>I have the source for LHARC. I haven't bothered doing anything with it yet.
>It's 80% 8086 assembler. Even the C source code is full of ASM compiler
>directives. Most of the comments are in Japanese, for a Kanji character
>set, and show up as weird diacriticals on an ST display. I doubt any
>printer would like them very much.

I strongly support Moreau's call for a Unix version. I run a BBS on a
Unix system with archives on a PC with a huge drive. Both zoo and arc
formats are supported by all three OS's, but LHARC is creating lots of
problems for me. It should not be used for a group like this unless it
can run on all machines through which the code is likely to pass.

--
Bill Silvert, Habitat Ecology Division.
Bedford Institute of Oceanography, Dartmouth, NS, Canada B2Y 4A2
UUCP: ...!{uunet,watmath}!dalcs!biomel!bill
Internet: biomel@cs.dal.CA BITNET: bs%dalcs@dalac.BITNET

4566. awk port for ST

Newsgroup: comp.sys.atari.st
Date: 1989-12-24 17:53:01 UTC
From: ramsiri@blake.acs.washington.edu
Message-ID: <5152@blake.acs.washington.edu>
Source record: 245390

```
I grabbed awk.ttp from the net many months back..
and have used it successfully for string matching
and manipulation...

Last night i wrote a couple of quick dot.g scripts
in gulam using awk to produce some quick reports
for my student records which included integer addition.
The scripts are very straight forward with a simple loop.
I am not sure if the problem is in the conditional or what.

Here are the two awk scripts:

due.awk
-------

BEGIN { FS = "\t"
printf("%-15s %4s \n\n", "STUDENT", "DUE")
}
{ printf("%-15s %4d \n", $1, $2)
total = total + $2
}
END { printf("\n-%15s %4d \n", "TOTAL DUE" , total) }

owe.awk
-------

BEGIN { FS = "\t"
printf("%-15s %4s \n\n", "STUDENT", "OWED") }
{
if ( $2 > $3 ) {
printf("%-15s %4d\n", $1, $2 - $3 )
total = total + ($2 - $3)
}
}
END { printf("\n%-15s %4d \n", "TOTAL DUE", total) }

If I pass a file such as this to the awk scripts:

Abdul 125 0 15 60 weird
Nadily 100 0 15 72 gorgeous
Mark 125 0 15 12 no comment
....
etc

Where field $2 is the amount DUE and $3 is amount PAID...
```

I should get the same results with both due.awk and owe.awk.
On the ST, owe.awk yields a total that is greater by
a value equal to the first line $2 field. I inserted
print statements to find the error.. I thought i was
not understanding the way awk searches for patterns on
a line by line basis... but when i uploaded it to BSD..
it worked straight forward and gave correct results.

IS there a problem(s) with AWK.TTP , or am i misunderstanding
something in my code? I'd much rather be able to write
short dot.g scripts for quick things like this than have
to compile C code or open a spread sheet etc..

Thanks ..

-kevin
ramsiri@blake.acs.washington.edu

4567. Public Apology to Dave Small

Newsgroup: comp.sys.atari.st
Date: 1989-12-24 18:12:59 UTC
From: canada@crash.cts.com
Message-ID: <980@crash.cts.com>
Source record: 245391
Cross-posted to: comp.sys.atari.st,news.misc,news.admin,alt.flame

Apology to Dave Small

It has come to my attention that some people have associated my remarks about the GEnie-Usenet link with the character of Dave Small. This was never my intention. The GEnie-Usenet link and Dave Small and his company, Gadgets By Small, are completely different entities and should not be lumped together. What you may think of the link definitely should not change your opinion of Dave or Gadgets. I feel that Dave Small and Gadgets By Small are invaluable to the Atari and Usenet communities and are very, very generous.

Dave gives away a great deal of information, goods, and services to the Atari and Usenet communities and Dave should be valued and praised for his commitments and achievements. Dave has contributed greatly to the Atari community in the true hacker spirit, and it is unfortunate that GEnie's handling of the link cast the shadow of doubt on this. I am now informed that Dave was not aware that any representative of GEnie would try to copyright Usenet material. If he had been aware, he would have never implemented the link.

I regret the personal distress that my posting (and the various responses it generated) has caused Dave Small. I ask all of you who took the time to write Dave to oppose the link, now write him showing your support and appreciation of Dave, personally, and of Gadgets.

--
Diane Barlow Close
{nosc, ucsd}!crash!canada
canada@crash.cts.com
Free Canada -- Trade Mulroney

4568. Re: Address/Phone/Dial-out desk accessory

Newsgroup: comp.sys.atari.st
Date: 1989-12-24 23:20:02 UTC
From: Dave_Ninjajr_Flory@cup.portal.com
Message-ID: <25340@cup.portal.com>
Source record: 245392

There is an excellent DA called cardfile available on GEnie, and probably other systems including BBSes. It has only one defect which is that it doesn't allow space for the new (long) Zip codes. It has a separate field for first name, last name, middle initial, title, company, address, home phone work phone and a couple of comments fields. It allows for filtering on the basis of any string in any field on the basis of all records that have any of the chosen field strings or those that match all of them. If you don't have access to it, and or others would like it I'll UUENCODE and post it here.

4569. Re: Comparing Apple and Atari peripheral prices

Newsgroup: comp.sys.atari.st
Date: 1989-12-25 02:23:52 UTC
From: clf3678@ultb.isc.rit.edu
Message-ID: <1831@ultb.isc.rit.edu>
Source record: 245393

In article <8912210835.AA07308@ucbvax.Berkeley.EDU> MBERNAR@ERENJ.BITNET (mb) writes:
>In a discussion on unexpandable mega ST's, kclenden@silver.bacs.indiana.edu
>Kevin Clendenien states that Apple computers (he
>also mentioned another brand) need Apple peripherals and that they cost much
>more than Atari ST peripherals. I don't know if you've looked at the Apple
>side of things lately, but this just isn't true.

Yes it is....

>First of all, Apple computers (specifically Mac's) don't need to use Apple
>peripherals. Maybe you're not aware that there are more third party peripheral
>suppliers for Macs than for ST. Just look in any Mac specific magazine
>and you'll be surprised to find how many brands of hard disks (internal and
>external), back-up tape drives, graphics display cards and monitors and
>floppy drives are available for the Mac. There are also alternatives to
>Apple Laserwriter and Imagewriter.

Find a 3rd party Apple floppy drive that is totally compatible with the
Apple drives, and I'll show you a snowball that survived a trip through
hell....

Sure there are alternatives to the Imagewriter, but the I-writer is the
most used. Ergo, it is the most supported by software.

>Second point. Apple peripherals from third party suppliers are priced
>at least the same as Atari ST peripherals. In some cases, they are even
>cheaper on the Mac than on the ST. For example, look at hard drive prices.

Let us not forget that the Mac has the SCSI board ST users need built
in. For the IIgs and other Apples, you spend $120 for this board.

>Quantum has an ad for a 20 Meg hard disk for $499 (Atari Explorer). You could
>buy a larger drive for the Mac for the same price (Cutting Edge: 20 Meg - $439.
>30 Meg - $499). External floppy drive for the ST costs $149 (this is the
>cheapest I've seen). An equivalent Mac floppy drive costs the same. Of course
>memory is also cheaper on the Mac.

Tell that to my friend who bought a new 3.5 inch Apple drive. The
retail price is $400! I spent about $100 building one for myself. As
for hard disks, I built one for my father's 1040...a 20 meg Seagate,
Adaptek, and ICD host adapter for $350. Beat that on a Mac.

>It seems to me that the only thing cheaper on the Atari ST is the computer
>itself. I have a bare 1040STF at home and a new Mac IIci with loads of stuff
>at work.

No kidding. Atari planned it to be less expensive.

In my little bits of hardware hacking on the ST, I've found it to be a
VERY versatile computer. I can add IBM drives, generic power supplies
(as this Lambda 12A supply shows....my drives are connected to it too),
and joe-schmo printers and modems. I have STANDARD ports for these.
The Mac has those dopey 8-pin Apple plugs. I can even open up my ST.
That damn Mac has those recessed Torx screws. PLUS, I can have color
AND monochrome on my machine.

Chris Freemesser, Rochester Institute of Technology :BITNET:%clf3678@RITVAX
||| _____________ :GEnie: C.FREEMESSER
||| /___ / (and 8-bit too!) :USENET: clf3678@rit.isc
/ | \ ______/ / : .edu
Call the A.C.O.R.N BBS (716)436-3078, 300/1200 baud :<-or my BBS

4570. Re: Chaos strikes back querry

Newsgroup: comp.sys.atari.st
Date: 1989-12-25 04:41:40 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <25347@cup.portal.com>
Source record: 245394

Marcelino Bernardo asked about a "bug" that had been reported in "Chaos Strikes Back", the sequel to Dungeon Master...

I'd meant to reply to the original message which reported this "bug", but unfortunately didn't have time, at the time...

The "bug" involved the apparent inability to use Fireballs at a certain location in the Dungeon, specifically at the top of a staircase, while facing hordes of nasty blue "Ant-Men"...

Definately NOT a bug... what's happening is that the first "square" at the top of the stairs contains a "spinner" which only affects thrown magic, like fireballs and poison missiles. If you hurl a MON fireball, you'll be able to hear it explode somewhere off to the left where it's reflected.

This forces you to use your weapons against the first group of four Ant-Men, then IMMEDIATELY move forward onto that space. (If you don't move quickly, the next group of Ant-Men will occupy the space, and you're stuck in the same situation as before) THEN you can use your magical missile weapons with their normal terrible effect...

There are many such "invisible" spinners in Chaos Strikes Back... just anothe example of the added challenge the sequel brings to the game...!

BobR

4571. Re: FLAMES and SUPPORT IN THE MINUS REALM

Newsgroup: comp.sys.atari.st
Date: 1989-12-25 04:47:52 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <25348@cup.portal.com>
Source record: 245395

Dan Scott says:
>You call LOGO and ST BASIC *REAL* programming languages?

That's not the point...

Atari has told us, in so many words, that they KNOW that owners of Atari computers don't want to program them.

So why do they hand out programming languages then..?

(Why do I keep getting questions in answer to my questions from Atari folks, instead of answers..? Still wondering...)

BobR

4572. Re: Blitz copy cable and utility

Newsgroup: comp.sys.atari.st
Date: 1989-12-25 05:02:35 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <25349@cup.portal.com>
Source record: 245396

Dave Small notes, about the BLITZ cable instructions...
>They are available on both the GEnie and CIS networks, and probably
>interminable BBS's. They're a bit long to uuencode and post here, though.
...
> So, if you know someone on GEnie or CIS ...

Or... you can E-Mail me, and I can tell you how to order this month's
ARC utility disk from MACE, the Michigan Atari Computer Enthusiasts,
which has both the original BLITZ documents including text and DEGAS pic
of the cable, and the BLITZ-II (Turbo-BLITZ) software...

Or... check your local user group...

BobR

4573. Re: Unexpandable megas

Newsgroup: comp.sys.atari.st
Date: 1989-12-25 05:17:44 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <25351@cup.portal.com>
Source record: 245397

Sorry, this isn't "pick on Dan Scott" week, really... but...

>in article <25126@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com says:
>
>> Consider that the *cheapest* IBM clone board comes *socketed* for easy mem
>> expansion to the maximum RAM the system can utilize...

>However, the *cheapest* IBM clone still only knows about 640K of memory
>max (8086 based here). Without an *EXPENSIVE* memory board in one of the
>card slots and some driver software 640K is all you'll ever get to use.

Missed the point again, Dan...

The point is, even a $59 IBM clone board can afford to provide you with the
sockets to add RAM up to *its* maximum capacity, while Atari Corp is too
cheap to install the $1.00 worth of sockets to give Atari owners expandabilit
to the maximum RAM capacity of their systems.

Maybe that's changing, now that we're seeing the promise of the use of
SIMMs for expansion... if it happens, that could be one of the best things
Atari has done in five years...

BobR

4574. Re: Unexpandable megas

Newsgroup: comp.sys.atari.st
Date: 1989-12-25 05:27:21 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <25352@cup.portal.com>
Source record: 245398

Greg Lindahl says, about Atari's making two different Mega PC boards..

>Maybe it doesn't cost them more? Do you know anything about manufacturing?
>I sure don't...

About PC board manufacturing..? Yes, I do know about PC board manufacturing.

> ... And so I try to avoid showing my ignorance in public by
>bashing Atari on topics that I don't know anything about.

Oh well, guess we won't be hearing from Greg anymore on this topic.. how about anyone else who's been involved in designing PC boards, or etching them, or the processes of automated drilling and parts insertion.. can anyone think of a reason why it would be more cost effective to take ONE part which serves an identical purpose in TWO products, and redesign it so it only works in one of them, thus requiring TWO separate parts, lower production volumes on each, and separate inventories..?

BobR

4575. Re: Unexpandable megas

Newsgroup: comp.sys.atari.st
Date: 1989-12-25 05:53:37 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <25353@cup.portal.com>
Source record: 245399

Sigh... Greg Lindahl says, about Atari forcing customers into deadend machines..

>You are obviously wrong on 2 counts:

>1) Then Atari would have not put SIMMs onto the STE

Wake up, Greg... Atari made the changes to the Mega ST2, to enforce their policy of non-expandability something like *TWO YEARS* ago..

Putting SIMMs into STEs has nothing to do with a business decision made that long ago (and incidentally won't help Mega owners at all).

>Leave your silly conspiracy theories at home.

Did I call it a "conspiracy"..? I call it "business"... Atari's way of enforcing their brand of short-term greed on their customer base. Their stated policy on memory upgrading makes it clear why they did it.

Again, maybe the use of SIMMs in *new* products heralds a new era in Atari/customer relations... we'll see...

BobR

4576. Re: USENET -> GEnie uplink now working

Newsgroup: comp.sys.atari.st
Date: 1989-12-25 06:41:06 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <25354@cup.portal.com>
Source record: 245400

(Sorry, Dave.. you knew I'd have to have something to say, right...?)

My feelings about a one-way GEnie link to UseNet..?

UseNet is UseNet, and GEnie is GEnie... one has a reputation for being
a technically oriented, well informed source of information, and the other
has let its reputation slide to being a "K-Mart" for cheap downloads.

Even if it was CIS or BIX who was involved, everyone here has to realize that
a commercial venture will now be making money from every article, message
and comment you may post here, without giving anything in return.

Of course the GEnie management has been receptive..! While Dave may not
make any money from the deal, remember that $5.40 of every hours reading
of your messages goes directly into the pockets of people like Neil Harris
and Bill Louden (gaak). And naturally, under their "compilation copyright,"
they aren't going to allow anything to flow the other way, even if it wasn't
for the load that would impose on the network.

If you want UseNet style information, come to UseNet... if you want
<giggle> <tee hee>, go to GEnie...

BobR

(sorry... no offense intended toward K-Mart...)

4577. Re: USENET -> GEnie uplink now working

Newsgroup: comp.sys.atari.st
Date: 1989-12-25 07:07:28 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <25355@cup.portal.com>
Source record: 245251

Rob DeMillo mentions:
>In addition, there are 10's of 1000's of people who can *not* get access
>to USEnet, would you deny them our info/rumors/conversations/etc?

In actual fact, I'm accessing UseNet right now through Portal, a *two way*
access point into UseNet for anyone who doesn't have access through
a University or company.

For a *flat rate* fee of $10 a month, plus about $1 an hour for PC Pursuit,
I can have two way access to UseNet...

So it's not true that GEnie subscribers can't get UseNet info...

BobR

4578. Re: Address/Phone/Dial-out desk accessory

Newsgroup: comp.sys.atari.st
Date: 1989-12-25 07:18:49 UTC
From: cr1@beach.cis.ufl.edu
Message-ID: <21568@uflorida.cis.ufl.EDU>
Source record: 245252

In article <5149@blake.acs.washington.edu> ramsiri@blake.acs.washington.edu (Enartloc Nhoj) writes:
>Anyone know of a reliable desk accessory that
>is a simple address/phone book
>that does dial-out?
>
>thanks in advance.
>
>-kc

This is working purely from memory, but I believe there is something called the MOB DIALER or MOBZDIAL that will suit your needs. I think I found it by FTP in wuarchive.wustl.edu. If this doesn't help you, try either looking around a bit or send me mail.

Chris

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=-=-=-

4579. Re: Copyrights and Commercial Networks and Usenet

Newsgroup: comp.sys.atari.st
Date: 1989-12-25 08:26:35 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <25356@cup.portal.com>
Source record: 245253

Sigh... I was hoping someone else would tackle this one...

The information provided by Dianne Barlow Close' cooespondent, Richard Kelsch was very good, and goes right to the heart of the matter..

Unfortunately, it was interpreted slightly wrongly..

First of all, the correct term is "Compilation Copyright".

This is the way you protect a new collection of existing works, such as a collection of stories, sheet music, artwork, whatever... including "Newsnet" messages.

The works within the compilation may already be covered by copyright, or they may be in the Public Domain. The Compilation Copyright applies only to the collection, not to the individual works.

Thus, while Beethoven's music is in the Public Domain, you could NOT copy the sheet music that appears in a newly printed book which is covered by a Compilation Copyright.

Every time you sign onto GEnie (or CompuServe or Delphi or any of the other commercial information services), you see a (C)opyright notice. You may never notice it, or pay any attention to it, but what it's saying is that everything that appears on your screen from that point on until you disconnect, belongs to GEnie and may NOT be copied. That includes Public Domain programs that have been uploaded to their databases, messages from other users, transcripts of conferences, *everything*.

Now, here's what most people don't understand... GEnie is NOT saying that they own a copyright on, say, Charles F. Johnson's PINHEAD program, which he released as shareware.. they ARE saying that they own the COPY that appears on GEnie, under their "Compilation Copyright" and that you may NOT copy it and pass it on anywhere else. If you get a copy from Charles, fine.. you can upload it anywhere you please, but not the copy you get from GEnie.

Pretty silly, right..? How can they tell the difference between the two? Obviously they can't, and in all practicality the compilation copyright is practically unenforcable. CompuServe found that out when they threatened some BBS operators who were stupid enough to publicize that they had the "latest from CompuServe" in their downloads. Where the GEnie copyrig would be enforcable would be material which obviously originated on the service in the first place.

So, yes, GEnie is claiming a copyright over your UseNet messages which appear on GEnie, and no, it has no practical effect on anything.

A side note, Dave Small would be bearing the brunt of ANY legal actions. Because of the fine print in their contracts, GEnie practically CANNOT be sued for anything. The individual little guys have to pay it all.

BobR

4580. Re: GEnie uplink is shut down..

Newsgroup: comp.sys.atari.st
Date: 1989-12-25 08:43:30 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <25357@cup.portal.com>
Source record: 245254

Oh well.. my ST was down for surgery for a few days, and I see I've come in late, so everyone ignore my previous few postings on the subject (I'm sure you will)...

What I'm surprised that no one has suggested throughout all of this is that GEnie just bite the bullet and become a UseNet site. Portal has been mentioned several times in the discussion, but Portal is a paying member of UseNet and has full two-way access. The way GEnie was doing it was by getting in "the backdoor", for free.

There would be no "flood" of GEnie material, as only messages specifically posted to UseNet (as with Portal) would appear on the newsgroups.

However, it would take money to set up as a UseNet site, and it would take software to handle the newsgroup feeds. That would take a bit more selling than just offering them something for free.

BobR

4581. Usenet messages on CIS, GEnie

Newsgroup: comp.sys.atari.st
Date: 1989-12-25 09:46:29 UTC
From: mfolivo@sactoh0.UUCP
Message-ID: <2327@sactoh0.UUCP>
Source record: 245255
Cross-posted to: comp.sys.atari.st,rec.arts.anime

Hmm. Alot of traffic on comp.sys.atari.st screaming, pleading, apologizing, etc, about the posting of Usenet articles on GEnie.

From what I have read, a majority of the posters disliked the idea very strongly, that Usenet messages appear on a pay service, that is, a one-way link- Usenet on GEnie, but nothing from GEnie to Usenet.

I understand that someone in rec.arts.anime compiles messages (edited? unknown.) and uploads it to CompuServe's Japanimation forum's downloads section, as "Usenet Digests". Now, as I understand it, noone there has said anything about it. So the users in r.a.a. apparently does't mind that their messages have to be "paid for" and downloaded from CIS.

When I was on CIS, I used to see the files, but due to the size of them (usually around 32k) I never dloaded them. (read: $$$) But when I found out there was a local public access to Usenet, I switched and use this system exclusively.

Now the users in r.a.a. apparently feel that the availability of anime information should be passed around, and it is my impression that c.s.a.st users do not want Usenet appearing on any pay service.

Oyasuminasai da-cha,
Shinobu

--
Sakura-mento, CA

mmsac!sactoh0!mfolivo mfolivo@sactoh0
pacbell!sactoh0!mfolivo (they're worth a try...)

4582. Chaos Strikes Back

Newsgroup: comp.sys.atari.st
Date: 1989-12-25 15:21:20 UTC
From: cr1@beach.cis.ufl.edu
Message-ID: <21570@uflorida.cis.ufl.EDU>
Source record: 245256

Hello World.

A question about Chaos Strikes Back. I was under the impression that you were to get a piece of that metal (corbite, was that how it was spelled?) from each section of the dungeon (figher, ninja, wizard, priest). Now, I am in the fighter level and I think I've covered everthing except for this one locked door that the hints insist is opened by this opal key. I can find no key hole. NONE! I am going nutso trying to figure it out. To give you a point of reference, this is just after that room with all those little guys in it that look like dwarves or something out of Star Wars.

As a side note, partially concerning this Genie thing, I am sure while there are a lot of people complaining about uplink, we all realize how valuable David Small is to the ST community. Three Cheers.

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=-=-=-

4583. Re: Usenet messages on CIS, GEnie

Newsgroup: comp.sys.atari.st
Date: 1989-12-25 15:51:29 UTC
From: jimomura@lsuc.on.ca
Message-ID: <1989Dec25.105130.23070@lsuc.on.ca>
Source record: 245257
Cross-posted to: comp.sys.atari.st,rec.arts.anime

In article <2327@sactoh0.UUCP> mfolivo@sactoh0.UUCP (Mark F. Newton) writes:
>Hmm. Alot of traffic on comp.sys.atari.st screaming, pleading,
>apologizing, etc, about the posting of Usenet articles on GEnie.
>
>From what I have read, a majority of the posters disliked the idea
>very strongly, that Usenet messages appear on a pay service, that
>is, a one-way link- Usenet on GEnie, but nothing from GEnie to
>Usenet.

This is a long standing problem and we've been wrestling with
it on BIX. If I can blow our horn a bit, at least on BIX we *care*
about how people feel about moving messages from Usenet to BIX.
I've shared messages from 'rec.arts.anime' with some specific people
on BIX, but I've only made general postings of things on special
occasions and usually with specific approval by authors. You people
must realize that there are specific *commercial* Usenet nodes
around, don't you? Actually, I've long felt that it was improper to
post *anything* on the Net which was not FULLY PUBLIC DOMAIN. This
has nothing to do with legality, but simply a recognition that the
Net exists because the NODES PAY FOR IT. Since every node contributes
effectively to everyone else on the Net, how can you justify stopping
anyone on the net from making the fullest possible usage of anything
that you post to it? If you've been following 'comp.os.os9' you'll
know that *every* program I have posted to Usenet which was my own
work over the years has been declared fully public domain. Nor do
I restrict any other postings I make which are my own work (not that
most people care about whether I declare my opinion messages as
public domain or not :-).

Despite this, we have specific permission on BIX to carry
the 'risks' stuff, thanks to the Net moderator. Furthermore, we
are acting as a network node for the Citadel network under the efforts
of Jefferson Software.

So that's my stand: 1. I have not been porting to BIX from Usenet
en masse for the BIX public, 2. I do not feel people are right to
complain about the practice of using these messages on the commercial
systems.

But this leaves me with a problem: If people are doing this on
Compuserve and Genie, then BIX may be at a competitive disadvantge
because I've been the "good guy". So maybe I should change my practice
and start posting a digest of 'rec.arts.anime' on BIX? I don't know.
How do you people feel about this?

Cheers! -- Jim O.
>
>I understand that someone in rec.arts.anime compiles messages
>(edited? unknown.) and uploads it to CompuServe's Japanimation
>forum's downloads section, as "Usenet Digests". Now, as I
>understand it, noone there has said anything about it. So the users
>in r.a.a. apparently does't mind that their messages have to be
>"paid for" and downloaded from CIS.
>
>When I was on CIS, I used to see the files, but due to the size of
>them (usually around 32k) I never dloaded them. (read: $$$) But
>when I found out there was a local public access to Usenet, I
>switched and use this system exclusively.
>
>Now the users in r.a.a. apparently feel that the availability of
>anime information should be passed around, and it is my impression
>that c.s.a.st users do not want Usenet appearing on any pay
>service.
>
>Oyasuminasai da-cha,
>Shinobu
>
>
>--
>Sakura-mento, CA
>
>mmsac!sactoh0!mfolivo mfolivo@sactoh0
>pacbell!sactoh0!mfolivo (they're worth a try...)

--
Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
lsuc!jimomura
Byte Information eXchange: jimomura

4584. Original D.M. help needed (was Re: Chaos strikes back querry)

Newsgroup: comp.sys.atari.st
Date: 1989-12-25 17:56:51 UTC
From: krieg@jupiter.uucp
Message-ID: <1763@mrsvr.UUCP>
Source record: 245258

I'm still working my way through the original dungeon and have a request for help. I am on level 7, just past the place where you find the Vorpal Blade. I am in a locked corridor with 3 doors. One of them I opened with magic, but a transporter keeps me from entering it. I have been told that if my players drop enough equipment, they can run fast enough to avoid the transporter. I have not been able to do this. I have my guys down to about 9 lbs of stuff each, and they still can't make it. The real bad news is I am experiencing a bug that prevents me from dropping any more equipment. When I drop another piece, that game hangs. Is this a documented bug?

I do have several save disks, back further in the game. Is their a limit to the number of objects in a room? Can I drop stuff further back and then retrieve it later? Am I f**ked?

Any help gladly received!!

--
==
= Andrew Krieg The Marvel Historian =
= G.E. Medical Systems - CT - New Berlin, WI =
= USENET: krieg@jupiter.med.ge.com =
==
= "Maybe Christmas," he thought, "doesn't come from store." =
= "Maybe Christmas...perhaps...means a little bit more!" - The Grinch =
==

4585. Re: GEnie uplink is shut down..

Newsgroup: comp.sys.atari.st
Date: 1989-12-26 00:03:16 UTC
From: steve@thelake.UUCP
Message-ID: <1125891803166696@thelake.UUCP>
Source record: 245259

In article <25357@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com
displays some basic misunderstandings that are fueling this whole
bandwidth-wasting discussion. This is an attempt to clear them up for
everybody's sake.

> What I'm surprised that no one has suggested throughout all of this is that
> GEnie just bite the bullet and become a UseNet site.

Even the most vocally antiGEnieans have suggested precisely that.

> Portal has been
> mentioned several times in the discussion, but Portal is a paying member
> of UseNet and has full two-way access. The way GEnie was doing it was
> by getting in "the backdoor", for free.

Paying member of Usenet? Paying whom? Not me. I may forget my phone number
sometimes, but I wouldn't forget a check from Portal. No siree. It doesn't
work that way.

Usenet is NOT a physical network. Usenet is NOT a legal entity. Usenet
does NOT have a corporate existence.

To be on the network, you don't have to pass muster with any sort of
screening committee. There isn't one.

You don't buy a license. You don't have to get a node number. Usenet is
not the Internet, nor is it Fidonet, nor is it run by the government or by
universities or even corporations. It's just something that happens, by
consensus: Site A agrees to exchange messages with site B. Site B agrees
to exchange messages with sites C, D and E. If Site A doesn't like Site E
appearing on the network, it can decline to participate in the network. It
has no authority to forbid Site E from joining.

> There would be no "flood" of GEnie material, as only messages specifically
> posted to UseNet (as with Portal) would appear on the newsgroups.

That's up to the site (GEnie).

> However, it would take money to set up as a UseNet site, and it would take
> software to handle the newsgroup feeds. That would take a bit more selling
> than just offering them something for free.

Usenet software is free. Usenet news standards are quite simple and
well-documented. If I can figure it out, I'm sure it's intelligible to
General Electric, one of the world's largest industrial corporations, and
its data-networking subsidiary (of which GEnie is a minor component).

Everybody, PLEASE, before you get all worked up in a dither and start flapping your arms, take the time to bone up on the network. Read the postings in news.announce.newusers. Go to the library and read Harry Henderson's excellent article on Usenet in the Waite Group's "Tricks of the Unix Masters." Read news.misc and news.admin for awhile. Do your homework. Keep the flames in the fireplace.

--

THE FINE PRINT: This message is Copyright 1989 by Steve Yelvington. You may not read it. Oops! You've already read it? Now you're in deep sh*t. I'll feed you to my fire-breathing attorney, who will take your car, your house and (gasp) your computer, then destroy your city and the city of each of your relatives, and the entire planet Earth and maybe the Milky Way galaxy, and get a court order to seize Usenet and give it to the bloodsucking capitalist leeches. (No! Not the leeches!) (Yes! The leeches!) Also, if you try to post a copyright-restricted response, your monitor will explode and blow your head off, and you'll get warts on the palms of your hands. If you believe this, you must send me $1.5 million in gold and a faster hard drive. Oh, by the way, I own GEnie. I'm just kidding. Really. Happy New Year!

--
Steve Yelvington at the snow-covered lake in Minnesota
Reliable UUCP path: ... umn-cs.cs.umn.edu!thelake!steve

4586. Re: USENET -> GEnie uplink now working

Newsgroup: comp.sys.atari.st
Date: 1989-12-26 01:39:38 UTC
From: Xorg@cup.portal.com
Message-ID: <25374@cup.portal.com>
Source record: 245260

Is the Net designed as a means of information exchange? If so then so be it. Surely a one-way link is better than no link at all. I spend well over 75% of my Net time passing information between the other services I am on and the Net and its not fun. The fault lies not with GEnie and other pay services, but rather the Net itself. If the Net is truely set up to facilitate information exchange then its impossible for it to be 'raped' for information sinec that is its only reason for existance right?

Peter Szymonik
Xorg@cup.portal.com

4587. Re: USENET -> GEnie uplink now working

Newsgroup: comp.sys.atari.st
Date: 1989-12-26 01:44:09 UTC
From: Xorg@cup.portal.com
Message-ID: <25375@cup.portal.com>
Source record: 245261

The distinction between the Net and GEnie and other pay services goes far beyond the price aspect. Face it, there are things which you can get from an on-line service which the Net does not provide (and never will due to its structure.) I don't mean to knock the Net, just to point out that it is very different from other services. I can get all the free news I want from radio and television, but there is a reason why I BUY magazines like The Economist. Surely you would agree that all information is NOT free, you get what you pay for.

Peter Szymonik
Xorg@cup.portal.com

4588. Re: Copyrights and Commercial Networks and Usenet

Newsgroup: comp.sys.atari.st
Date: 1989-12-26 01:50:46 UTC
From: Xorg@cup.portal.com
Message-ID: <25376@cup.portal.com>
Source record: 245262

Just to echo Dave's words, GEnie has been *exteremely* receptive to new ideas and newsgroups on their system. Two years ago I and a few other veteran wargamers had a vision of creating a large newsgroup of board wargamers and starting some Play-By-E-Mail games. GEnie was very helpful in getting us starting and giving us a chance to prove that the people were out there to support our idea. Two years later we have a thriving Diplomacy and Wargaming Category with industry support from ever major game manufacturer and have hundred of regular readers - I know of NO other service that would allowed us this opportunity and taken this chance.

Peter Szymonik

4589. Re: Usenet messages on CIS, GEnie

Newsgroup: comp.sys.atari.st
Date: 1989-12-26 04:45:11 UTC
From: mikem@comspec.UUCP
Message-ID: <69@comspec.UUCP>
Source record: 245263
Cross-posted to: comp.sys.atari.st,rec.arts.anime

mfolivo@sactoh0.UUCP (Mark F. Newton) writes in article <2327@sactoh0.UUCP>:

| Hmm. Alot of traffic on comp.sys.atari.st screaming, pleading,
| apologizing, etc, about the posting of Usenet articles on GEnie.
|
| From what I have read, a majority of the posters disliked the idea
| very strongly, that Usenet messages appear on a pay service, that
| is, a one-way link- Usenet on GEnie, but nothing from GEnie to
| Usenet.

My own understanding of the whole matter (this from reading about it in the news. groups) was that David Small, of Gadgets by Small (which produces among other things a Mac emulator for the Atari ST) had implemented a Usenet-Genie link, one-way. That it was one-way irritated some users, but that Genie claimed to have a copyright on the articles once they had received them was the final straw.

To put this in concrete terms, if my site received this message I'm replying to after Genie got their hands on it, I would be (by Genie's claim) breaking copyright law. Posting a public reply with attribution (such as this message is doing) from another message could also get me in trouble with the Genie copyright claim.

Obviously, this was an absurd claim, but it was the official position that Genie was taking. Therefore, a few people mobilized to have Dave Small shut down that link, so that they could discuss out all the ramifications of the link first.

| I understand that someone in rec.arts.anime compiles messages
| (edited? unknown.) and uploads it to CompuServe's Japanimation
| forum's downloads section, as "Usenet Digests". Now, as I
| understand it, noone there has said anything about it. So the users
| in r.a.a. apparently does't mind that their messages have to be
| "paid for" and downloaded from CIS.

I've seen this as well, but I'm not sure what to make of it. Compuserve is indeed a pay service, and technically they're charging people money on files part of which are culled from rec.arts.anime. However, they're not attempting to claim it as their own under copyright, as Genie was doing. People that download it are free to redistribute it, as far as I know.

| When I was on CIS, I used to see the files, but due to the size of
| them (usually around 32k) I never dloaded them. (read: $$$) But
| when I found out there was a local public access to Usenet, I
| switched and use this system exclusively.

```
|
| Now the users in r.a.a. apparently feel that the availability of
| anime information should be passed around, and it is my impression
| that c.s.a.st users do not want Usenet appearing on any pay
| service.

Yes, but don't forget, many people have to pay for their Usenet accounts,
so that invalidates that opinion right away. I'm certain that it was the
copyright issue that had people campaigning against the Usenet-Genie link.
As I recall, they were talking about forcibly placing "copylefts" :-) in
the UUCP batching software, which would render many articles useless for
Genie's purposes...
--
The Moving Finger writes; and, having writ, | Ragnarok ----- mikem@comspec.UUCP
Moves on: not all thy Piety nor thy Wit |---------------------------------
Shall lure it back to cancel half a Line, | Path: uunet!(utgpu!moore,attcan!
Nor all thy Tears wash out a Word of it. | telly)!becker!comspec!mikem
```

4590. Re: LHARC source and UNIX

Newsgroup: comp.sys.atari.st
Date: 1989-12-26 04:46:25 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <2873@water.waterloo.edu>
Source record: 245264

In article <51989@ccicpg.UUCP> paulm@ccicpg.UUCP (Paul Moreau) writes:
>Well it seems that the LHARC is going to take over the atari archiving
>world.

Don't jump to conclusions Paul. This does not seem too likely to me.
I tried that program on a file that was posted a couple of months ago.
It was a disaster.

> I for one use a UNIX system for posting and recieving news
> and binaries. I uudecode, and unarc on the unix system and examine
> the stuff before going through the expense of going home,
> making a ... call to work and download the stuff.

I agree and sympathize with the writer here. I do much the same thing.

However, I would insist that a program be significantly better before
we switch to it. It takes a lot of effort to bring a large body of
users on line to the use of new software. Readers may recall that
I asked about ZOO and whether or not it was really better. I am convinced.
It does offer significant improvement over ARC, and now use both ZOO
(and ARC) on three systems.

Now, I ask, can anyone speak up for LHARC ? Is it really any better
than ARC ? I can testify that it is harder to use! I doubt if
it is better than ZOO. If I am right about this, perhaps we should
just let it lie in peace.

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@water.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

4591. Chaos Strikes Back....

Newsgroup: comp.sys.atari.st
Date: 1989-12-26 06:16:06 UTC
From: johnb@pnet01.cts.com
Message-ID: <984@crash.cts.com>
Source record: 245265

I got Chaos strikes back. I want to make a backup of it as I do with all my software and it took a lot of work. I was finally able to do it with the Discovery Cartridge and flux spacing. Well enough of that, the game itself is incredible.. I like it alot, although it is a lot harder then DM is.. I haven't finished DM yet, so I think I will before I start playing Chaos Strikes Back fulltime.. ;-)

John.

UUCP: {hplabs!hp-sdd ucsd nosc}!crash!pnet01!johnb
ARPA: crash!pnet01!johnb@nosc.mil
INET: johnb@pnet01.cts.com

4592. Re: Usenet messages on CIS, GEnie

Newsgroup: comp.sys.atari.st
Date: 1989-12-26 06:45:36 UTC
From: sharon@asylum.SF.CA.US
Message-ID: <9274@asylum.SF.CA.US>
Source record: 245266
Cross-posted to: comp.sys.atari.st,rec.arts.anime

In article <1989Dec25.105130.23070@lsuc.on.ca> jimomura@lsuc.UUCP (Jim Omura) writes:
> This is a long standing problem and we've been wrestling with
>it on BIX. If I can blow our horn a bit, at least on BIX we *care*
>about how people feel about moving messages from Usenet to BIX.

I'm not sure that that's globally true. Somebody posts stuff from the
NeXT newsgroups here to the NeXT forum on BIX, and when I asked if the
person had asked permission, I was told no because 'it was public
domain.'
>I've shared messages from 'rec.arts.anime' with some specific people
>on BIX, but I've only made general postings of things on special
>occasions and usually with specific approval by authors.

> But this leaves me with a problem: If people are doing this on
>Compuserve and Genie, then BIX may be at a competitive disadvantge
>because I've been the "good guy". So maybe I should change my practice
>and start posting a digest of 'rec.arts.anime' on BIX?

Sigh. Presumably you do what you do because you are not happy morally
or ethically with the concept of posting stuff wholesale. So isn't it
better to stick with your conscience?

4593. Re: Unexpandable megas

Newsgroup: comp.sys.atari.st
Date: 1989-12-26 08:36:42 UTC
From: mfolivo@sactoh0.UUCP
Message-ID: <2333@sactoh0.UUCP>
Source record: 245267

With all the discussion (to me, whining) about how "easy" it is to expand IBM memory as opposed to the Mega, (blah blah blah), I have one thing to say.

Why do you need megabytes upon megabytes of memory, if you use a computer in a home environment? Do you really need 93 Terabytes to do word processing?

I have a Mega 4, and for home purposes, it is sufficient. And even for small business use, 4Mb is certainly enough to drive laser printers.

Do some people really know how much memory 4Mb is? Most small businesses get by with 640k, maybe even 1Mb (which most IBMs only use less than 640k in their programs). I mean, 4000kb is not enough?

About not being able to expand the Mega 2, has someone from Atari responded to my posting about the 2Mb expansion kit from Atari? To reiterate, I once worked at an Atari dealer, and we had a couple of these 2Mb expansion boards that plugged into the expansion bus. Since I had a Mega 4, you couldn't plug it in, but we never sold one to any Mega 2 owners. With all this talk about more memory, is this expansion board still available from Atari?

For home use, and small business use 4Mb is certainly enough. And if you *really* need more capacity, then the TT is for you. (Although you need to go to Europe to get one)

Mata ne da-cha,
Shinobu

--
Sakura-mento, CA

mmsac!sactoh0!mfolivo mfolivo@sactoh0
pacbell!sactoh0!mfolivo (they're worth a try...)

4594. Re: Unexpandable megas

Newsgroup: comp.sys.atari.st
Date: 1989-12-26 08:45:40 UTC
From: mfolivo@sactoh0.UUCP
Message-ID: <2334@sactoh0.UUCP>
Source record: 245268

Gee whiz...

All this bashing (will it ever end? Do they have this on
c.s.amiga??)

Let's see, business can change a design anytime they want, due to a
number of reasons, like perhaps a better design, less expensive to
make, etc. So what if Atari uses two separate board designs? Who
care? Why waste our time (and money) crying about the little
things?

SIMMs? Maybe again, Atari has gotten better pricing on memory chips
with SIMMS rather than DRAMS.

WHO CARES??? Why are you crying about why someone uses a
particular type of memory chip? Does it *really, really* matter
that my 4 Megabytes are DRAMS, and an STE uses 1Mb in SIMMs???

Sore ja da-cha,
Shinobu

--
Sakura-mento, CA

mmsac!sactoh0!mfolivo mfolivo@sactoh0
pacbell!sactoh0!mfolivo (they're worth a try...)

4595. Re: Unexpandable megas

Newsgroup: comp.sys.atari.st
Date: 1989-12-26 13:22:26 UTC
From: R_Tim_Coslet@cup.portal.com
Message-ID: <25392@cup.portal.com>
Source record: 245269

In Article: 17472@rpp386.cactus.org
mark@rpp386.UUCP (Mark Lehmann) Writes:
>
>Now, what about for Atari. I hardly see people refer to much other than TOS.
>But, at least we don't have the TOS only stereo type.
>
>I have seen TOS, DOS, MINIX, OS/9, C-SH, Apple MAC OS, and CP/M run on the
>ST, and do it well.
>
>Kind of interesting trivia. Does anyone have any other operating systems to
>add to the list?

Yes, I would like to add the UCSD p-System (or as its current vendor, Pecan Software, prefers to call it the "Power System").

I run it all the time (under NeoDesk), and am in the process of developing GEM libraries for UCSD Pascal.

Last I heard they had even developed a NEW p-machine interpreter for it that will permit access to the entire memory space (not just 64K + codepool as the old one did). But I don't know for sure... I am still using the old one.

R. Tim Coslet

Usenet: R_Tim_Coslet@cup.portal.com
BIX: r.tim_coslet

4596. Re: Malloc on 2.5 Meg 1040stf - help needed

Newsgroup: comp.sys.atari.st
Date: 1989-12-26 14:30:39 UTC
From: hcj@lzaz.ATT.COM
Message-ID: <897@lzaz.ATT.COM>
Source record: 245270

In article <1055@dutrun.UUCP>, hans@duttnph.tudelft.nl (Hans Buurman) writes:
>
>
> This linker uses gemdos call 0x48 (Malloc) at least twice for
> each file read. It appears that this call can only be issued
> some 300 times, after which it fails, regardless of the amount
> of free memory.

I had this problem using MWC. There is a real Malloc() call to get space
for malloc() to distribute. Since there is a real limit on how many
times you can call Malloc, I found that
MWC has a variable that changes the size of the chunk each Malloc() asks
for. I find the free space, divide it by 32, and tell malloc to ask for
that much each time it does a Malloc(). (in MWC the variable is
_aclicksize).

Howard C. Johnson
ATT Bell Labs
att!lzaz!hcj
hcj@lzaz.att.com

.

4597. TOS 1.4 Incompatibilities

Newsgroup: comp.sys.atari.st
Date: 1989-12-26 16:31:35 UTC
From: steveg@SAIC.COM
Message-ID: <8912261631.AA04656@SAIC.COM>
Source record: 245271

Add Mark Williams' CSD (source level debugger) to the list of
software incompatible with TOS 1.4. It comes up with something like
"TOS version dated 04061989 unknown" and terminates.

I haven't had a chance to contact them on the availability of an
update yet. Anyone know of one, or why they'd explicitly not allow
their code to run on a new TOS version? Highly illegal calls made
perhaps?

Stephen Goldstein steveg@saic.com
My first Atari system? A 24K Atari 800, Rev. A ROMS, C(not G)TIA graphics
Disclaimer: That's not what I said.

4598. Re: GEnie uplink is shut down..

Newsgroup: comp.sys.atari.st
Date: 1989-12-26 16:33:52 UTC
From: dlm@druwy.ATT.COM
Message-ID: <4578@druwy.ATT.COM>
Source record: 245272
Cross-posted to: news.misc,comp.sys.atari.st

[Let me start by saying that while this reads like a flame of Diane,
that it isn't. It is a flame against a much larger group, not just one
person. Diane's note was just a convienent starting point. --- dlm]

in article <966@crash.cts.com>, canada@crash.cts.com (Diane Barlow
Close) says:
> Next I received some reliable information that Dave was on the
> verge of licensing the ``link technology'' to GEnie. If we
> didn't act very fast to convince Dave to rethink the link, it
> wouldn't matter if *his* atari newsgroup-GEnie link were shut
> down, 'cause GEnie would be busy draining (and copyrighting) the
> rest of Usenet. (And Dave, Mark Booth did NOT give me this
> information, so you can start talking to him again.)

Very interesting. I talk to Dave far more than most people and I
NEVER heard anything about his "licensing the ``link technology''. I
suspect that your "source" wasn't as well informed as he/she thought.

> That's not to say I was just in this ``battle'' to raise the cry
> and then leave. No sir. I was prepared for the long haul. Dave
> actually surprised me when he withdrew the link so suddenly after
> only a few days of protest. His first posting led me to believe
> that the link would be here for a long time no matter what.

Dave withdrew the link since he was SURPRISED that so many
people were against it. Especially since he had said he was working on
it in the past and no one complained. So he went ahead and set up a
simple pass though to GEnie, announces it and suddenly was the target of
lots of attacks. Given that why shouldn't he take the easy way out and
shutdown? Remember he thought he was doing something people would
approve of.

And where in the first posting did he say the link was going to
stay up no matter what? (I believe you are reading what you want to
into his note.)

I happen to think that a Usenet to GEnie link, either one or
two way is a bad idea. Mainly because of the high S/N ratio on the
commercial nets like GEnie (at one time or another I've used all of
them). But if such a link goes up I'm not going to worry about it.
I'm already on several of the commercial nets, having what I say here
also posted there doesn't change things very much.

I am very surprised at how many people treated this. People
are now using this as a way of bragging that they were ready to fight

the battle till the bitter end. And how if it hadn't been for them that Usenet would have been ruined. Almost sounds like they (and there are lots of people in that "they") need the PR in order to join the "net gods".

This all could've been handled, politely, with a few email messages to Dave telling him why he was wrong to setup a one way link to GEnie. He does read and answer his mail. (It does take awhile, his mail/news feed adds at least 1 day, and often 2 days, each directtion.) Instead there was a wild attack with no attempt to try milder measures.

Oh well, maybe it was just time for a good flame war and Dave was just the easiest target.

Dan Moore
AT&T Bell Labs
Denver
dlm@druwy.ATT.COM

4599. Re: Usenet messages on CIS, GEnie

Newsgroup: comp.sys.atari.st
Date: 1989-12-26 17:47:43 UTC
From: turner@soleast.Solbourne.COM
Message-ID: <57@soleast.Solbourne.COM>
Source record: 245273
Cross-posted to: comp.sys.atari.st,rec.arts.anime

jimomura@lsuc.on.ca (Jim Omura) writes:

>In article <2327@sactoh0.UUCP> mfolivo@sactoh0.UUCP (Mark F. Newton) writes:
>>Hmm. Alot of traffic on comp.sys.atari.st screaming, pleading,
>>apologizing, etc, about the posting of Usenet articles on GEnie.
>>
>>From what I have read, a majority of the posters disliked the idea
>>very strongly, that Usenet messages appear on a pay service, that
>>is, a one-way link- Usenet on GEnie, but nothing from GEnie to
>>Usenet.

> This is a long standing problem and we've been wrestling with
>it on BIX. If I can blow our horn a bit, at least on BIX we *care*
>about how people feel about moving messages from Usenet to BIX.
>I've shared messages from 'rec.arts.anime' with some specific people
>on BIX, but I've only made general postings of things on special
>occasions and usually with specific approval by authors. You people
>must realize that there are specific *commercial* Usenet nodes
>around, don't you? Actually, I've long felt that it was improper to
>post *anything* on the Net which was not FULLY PUBLIC DOMAIN. This
>has nothing to do with legality, but simply a recognition that the
>Net exists because the NODES PAY FOR IT. Since every node contributes
>effectively to everyone else on the Net, how can you justify stopping
>anyone on the net from making the fullest possible usage of anything
>that you post to it? If you've been following 'comp.os.os9' you'll
>know that *every* program I have posted to Usenet which was my own
>work over the years has been declared fully public domain. Nor do
>I restrict any other postings I make which are my own work (not that
>most people care about whether I declare my opinion messages as
>public domain or not :-).

As Managing Sysop of the SF & Fantasy Roundtable on GEnie, I had to respond
to the implied remarks above regarding GEnie.

The SFRT has never carried any Usenet material that I did not explicitly
clear with the author or moderator beforehand. I am very respectful of
the personal rights of the Usenet authors. If and when a Usenet gateway to
GEnie is available, the policies I apply to it will depend a great deal on
how the gateway is technically implemented

Quite frankly, I really don't NEED 1E6 new messages coming in over the
net. I've already got more message traffic than I can handle just from
the regular users. A lot of my users would like an EMAIL gateway, and
I'd be all for that.

> But this leaves me with a problem: If people are doing this on
>Compuserve and Genie, then BIX may be at a competitive disadvantge
>because I've been the "good guy". So maybe I should change my practice
>and start posting a digest of 'rec.arts.anime' on BIX? I don't know.
>How do you people feel about this?

Do you really think you're going to get a consensus on this? You could ask "Should I go around killing babies?" on Usenet, and you'd get opinions on every side of the spectrum. Frankly, Usenet is it's own worst enemy, because it is almost impossible to reach consensus of any kind on non-binary decisions.

If you want to port over the message traffic here, it's between you and the users here. For the moment, I've I consider it more effort than it's worth compared to the more interesting projects I'm working on. I MAY contact folks about individual articles of merit, but that's between me and the author, and the rest of the net has no say in the matter.

James Turner
Managing Sysop
SF & Fantasy Roundtable
GEmail: SF

4600. Re: spreadsheets

Newsgroup: comp.sys.atari.st
Date: 1989-12-26 18:25:45 UTC
From: ballier@blnosz.UUCP
Message-ID: <285@blnosz.UUCP>
Source record: 245274

In article <1989Dec24.150008.28420@cs.dal.ca> bill@biomel.UUCP writes:
>updates, but I use VIP all the time to handle Lotus files. It's good.

What do you mean about "opus" ?

This works very well with GDOS-based graphics (and the new version is able
to handle Lotus files too (so I have heard)).

And "opus" is PD!!

raba

4601. How to get to panarthea.ebay.sun.com

Newsgroup: comp.sys.atari.st
Date: 1989-12-26 19:43:48 UTC
From: karl@es56.UUCP
Message-ID: <8912261943.AA26911@es56.escd.uucp>
Source record: 245275

Can someone tell me the numeric Internet address for panarthea.ebay.sun.com?
I have the address 192.9.203.56 but that doesn't work. I looked in the
NIC database and panarthea.ebay.sun.com is not listed there.

Thanks in advance.

Karl Rowley
Evans and Sutherland Computer Division
1808 N. Shoreline Blvd.
Mountain View, California, USA
escd!karl@decwrl.dec.com
...!amdahl!escd!karl

4602. Okimate 20 Printer Forsale

Newsgroup: comp.sys.atari.st
Date: 1989-12-26 20:23:31 UTC
From: russ@wpg.com
Message-ID: <1742@wpg.com>
Source record: 245276
Cross-posted to: misc.forsale,comp.sys.atari.st

Forsale: Okimate 20 with plug in module for atari st's.

-- Packed in original box with manual.
-- Like new. Used only to test printer drivers (30 pages max).
-- Best reasonable offer.

--
Russell Lawrence, WP Group, New Orleans (504) 443-5000
russ@wpg.com uunet!wpg!russ

4603. Pagestream 1.8 and the HP Paintjet Color Printer

Newsgroup: comp.sys.atari.st
Date: 1989-12-26 22:09:34 UTC
From: rcd@cbnewsj.ATT.COM
Message-ID: <3032@cbnewsj.ATT.COM>
Source record: 245277

I've been using Pagestream 1.8 with the HP Paintjet printer for a few days now. This combination has opened up a completely new dimension in ST computing for me: high-resolution color desktop publishing.

Pagestream can import all resolutions of Degas and Neochrome files, and print them with their color palettes intact. It can even import IFF format files containing Amiga ILBM/HAM pictures with hundreds of colors, and they come out in their full spectral glory at 90 dpi. At this resolution the Paintjet offers up to 330 colors using a 2 x 2 dot dithering scheme per pixel.

With Pagestream, you can also draw object-oriented drawings, and assign each object a color from the default set (which includes colors like cyan, etc). Although you will not see the full range of these colors on screen (you can map only a couple of them in medium-rez), they will print out correctly and brilliantly on the Paintjet. Thus, creating purple triangles, orange pentagons, and complicated grouped objects in color is a breeze.

Pagestream also has fantastic text capabilities, since it uses outline fonts and comes with a set of serif, sans serif, and artistic fonts. Needless to say, text can be assigned colors as well.

Summary: for the ST, this is one heck of an impressive color DTP system.

P.S. If you would like to see good-quality color printouts of any of your ST files (Degas, Neo or IFF format), send me email (rcd@mtqua.att.com).

I have no affiliation with Softlogik or HP other than as a user of their products.

Rana Dutt PALINDROME: Doc, note I dissent. A fast never
rcd@mtqua.att.com prevents a fatness. I diet on cod.

4604. Re: LHARC source and UNIX

Newsgroup: comp.sys.atari.st
Date: 1989-12-26 23:48:53 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.88.630719333.larserio@kyrre.uio.no>
Source record: 245278

I have both ARC and LHARC on my BBS (to PACK and download new mail) and
95% of my users use LHARC. 99% og the uploaded files are LZH-files !!!

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

4605. Re: program editors

Newsgroup: comp.sys.atari.st
Date: 1989-12-27 01:16:42 UTC
From: stailey@iris613.gsfc.nasa.gov
Message-ID: <637@dftsrv.gsfc.nasa.gov>
Source record: 245279

In article <1989Dec24.150413.28500@cs.dal.ca> bill@biomel.UUCP writes:
>In article <=&?QF%@masalla.fulcrum.bt.co.uk> chrisl@fulcrum.bt.co.uk (Chris Parkin Lilley) writes:
>>In article <25120@cup.portal.com> smolin@cup.portal.com (Steve Jacob Molin) writes:
>>>Has anyone done the editor vi on the ST?
>
>> Yes. It's called Stevie (ST VI?).
>
ST Editor (for) VI Enthusiasts
it started out as a minix program, but it is portable to DOS and other environments.

Also a program called "lv" (little vi?) is in the public domain and available from some ftp sites in Michigan.
>
>--

INET stailey@iris613.gsfc.nasa.gov
UUCP {backbone}!dftsrv!iris613!stailey

4606. internal FAX packages for ST?

Newsgroup: comp.sys.atari.st
Date: 1989-12-27 01:27:41 UTC
From: taylor@limbo.Intuitive.Com
Message-ID: <260@limbo.Intuitive.Com>
Source record: 245280

I have a friend who is interested in finding out information about boards, software and/or other solutions that will allow FAXes to be sent or received directly from an Atari ST. The particular computer she has is an Atari Mega ST 4 ...

Thanks for any information you can forward to me!

-- Dave Taylor
Intuitive Systems
Mountain View, California

taylor@limbo.intuitive.com or {uunet!}{decwrl,apple}!limbo!taylor

4607. Unexpandable megas

Newsgroup: comp.sys.atari.st
Date: 1989-12-27 03:05:00 UTC
From: STJLHI33@WATSON.BITNET
Message-ID: <8912280804.AA16948@ucbvax.Berkeley.EDU>
Source record: 245281

> Date: 26 Dec 89 08:36:42 GMT
> From: pacbell!sactoh0!mfolivo@ames.arc.nasa.gov (Mark F. Newton)
> Subject: Unexpandable megas

> Why do you need megabytes upon megabytes of memory, if you use a
> computer in a home environment? Do you really need 93 Terabytes to
> do word processing?

Gee, I wasn't aware that home use was synonymous with word processing. My 'home computer' does DTP, CAD & half a dozen other fun & serious things. As soon as I can snarf a color monitor you can add image processing and animation to the list. 93 Terabytes doesn't sound too bad.

> I have a Mega 4, and for home purposes, it is sufficient. And even
> for small business use, 4Mb is certainly enough to drive laser
> printers.

Nobody said anything about going beyond 4 megs. I'd like to get there in the first place.

> Do some people really know how much memory 4Mb is? [stuff deleted]
> I mean, 4000kb is not enough?

Hmm. Seems to me that not too long ago 1/2 meg was considered 'wopping'. Could it be that in another 4 years even 4 megs will seem small? You betcha.

> About not being able to expand the Mega 2, has someone from Atari
> responded to my posting about the 2Mb expansion kit from Atari?
> To reiterate, I once worked at an Atari dealer, and we had a couple
> of these 2Mb expansion boards that plugged into the expansion bus.
> Since I had a Mega 4, you couldn't plug it in, but we never sold
> one to any Mega 2 owners. With all this talk about more memory, is
> this expansion board still available from Atari?

'Someone from Atari' has responded. It seems that the kit isn't made by Atari but a 3rd party. Details anyone?

> For home use, and small business use 4Mb is certainly enough.

For now perhaps. What happens when huge displays, long animations, digitized sound and multitasking become the norm?

> And if you *really* need more capacity, then the TT is for you.
> (Although you need to go to Europe to get one)

Oh, the old 'buy another computer' upgrade. 8-P Only now we have to go to Europe to get it. I wonder how many Atari owners are that dedicated? Fortunately, I don't think that's the way it's going to turn out (at least

I hope not).

> Mata ne da-cha,
> Shinobu

> Sakura-mento, CA

> mmsac!sactoh0!mfolivo mfolivo@sactoh0
> pacbell!sactoh0!mfolivo (they're worth a try...)

Jason Steiner STJLHI33@WOOSTER.BITNET | In my opinion my
"I stood up on my van, I yelled 'Excuse me, sir! This | opinions are just
country ain't got no problems a few plastic explosives | my opinions
won't cure!'" - Steve Taylor, i PREDiCT 1990

4608. Sorry for mangled articles

Newsgroup: comp.sys.atari.st
Date: 1989-12-27 03:14:15 UTC
From: mshiels@tmsoft.uucp
Message-ID: <ipgcsd0oo@tmsoft.uucp>
Source record: 245282

Due to a slight configuration problem my site (masnet.uucp) which gateways for canremote.uucp has caused a couple of articles to reappear with mangled headers. The problem was corrected but not before a few articles got out of my hands. Sorry for any confusion caused. IT HAS BEEN FIXED!!

Michael A. Shiels

4609. Sorry for mangled articles

Newsgroup: comp.sys.atari.st
Date: 1989-12-27 03:26:08 UTC
From: mshiels@tmsoft.uucp
Message-ID: <ipgdio17r@tmsoft.uucp>
Source record: 245283

Due to a slight configuration problem my site (masnet.uucp) which gateways for canremote.uucp has caused a couple of articles to reappear with mangled headers. The problem was corrected but not before a few articles got out of my hands. Sorry for any confusion caused. IT HAS BEEN FIXED!!

Michael A. Shiels

4610. LDW vs ANALYZE

Newsgroup: comp.sys.atari.st
Date: 1989-12-27 06:40:10 UTC
From: ramsiri@blake.acs.washington.edu
Message-ID: <5164@blake.acs.washington.edu>
Source record: 245284

Can anyone provide pros and cons of LDW and ANALYZE?
I bought ANALYZE three years ago when it was $134.00...
I started using it this week... saw it in the stores for
$34.00. The program can save files in 123 format..
and seems to have a fairly good predefined set of
built-in formulas. For my home business puproses,
the program is plenty powerful.. my only complaint is
the SLOW scroll rate .. OUCH! ... Is this typical
of spreadsheets?... is LDW POWER acceptable?
I use RANGE NAMEs in ANALYZE to get me to cells
rather immediately.. however, it would be nice to be able
to scroll 15 cells away and not have enough time to grind
coffee or drink another bottle of wine.

4611. Re: spreadsheets

Newsgroup: comp.sys.atari.st
Date: 1989-12-27 07:32:23 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.88.630747143.larserio@kyrre.uio.no>
Source record: 245285

If you are looking for a godd spreadsheet for Atari:
drop VIP (it's just too slow) and buy LDW Power. It's fast and easy.
Lotus compatible (both commands and format) and very powerful.
It can use GDOS to make very good printouts of sheet and graphics.

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

4612. C question (Just a thought of mine)

Newsgroup: comp.sys.atari.st
Date: 1989-12-27 08:01:44 UTC
From: 2546R@FRESTP11.BITNET
Message-ID: <8912270801.AA05744@ucbvax.Berkeley.EDU>
Source record: 245286

Date: 26 D{cembre 1989, 12:44:53 FRA
From: 2546R at FRESTP11
To: info-atari16 at wsmr-simtel20.army.mil

Lately there has been much discussion about how to have a character
string constant in a C program. Many C experts have debated on this.

Well, should I presume it is another evidence of the so-called "high
portability of the C programming language" and of its "high time saving
efficiency" ? ;-) ....

It is just another unsecurity of C.

J.M.M.

Jean Marie de Montarby 2546R@FRESTP11 (Earn/Bitnet/Netnorth) |
|
Croire en l'avenir et aux techniques nouvelles |
Avoir le souci constant de l'utilisateur |
Pour mieux construire le lendemain des autres |

4613. Re: FLAMES and SUPPORT IN THE MINUS REALM

Newsgroup: comp.sys.atari.st
Date: 1989-12-27 10:00:29 UTC
From: roland@cochise
Message-ID: <1179@pcsbst.UUCP>
Source record: 245287

cr1@beach.cis.ufl.edu (Christopher Roth) writes:
>MBERNAR@ERENJ.BITNET (mb) writes:

>>fox!portal!cup.portal.com!Bob_BobR_Retelle@apple.com mentioned that the ST
>>comes with ST Basic, Logo and documentation.
>>When I bought my ST in April, it didn't come with Logo or
>>any manual for ST Basic.

>I just purchased my 1040 ST , oh, about a year ago, and I can affirm
>that it only came with Atari BASIC.

Ok, when I bought my 520 ST+ in November 1985, it came bundled with
- RAM TOS (free ROM TOS was promised, but never delivered)
- Logo
- Basic
- GEM-Write
- GEM-Draw
The last two item where incomplete but usable prereleases which
never got finished, so we got 1st-Word and Degas as a replacement (the
buying contract only specified 'some text- and some graphic-package').

I am astonished by Allan's

4614. Re: AddressPhoneDial-out desk accessory

Newsgroup: comp.sys.atari.st
Date: 1989-12-27 13:41:08 UTC
From: john@dynasoft.UUCP
Message-ID: <1127890841087354@dynasoft.UUCP>
Source record: 245288

[In article <25340@cup.portal.com>,
Dave_Ninjajr_Flory@cup.portal.com writes ...]

> There is an excellent DA called cardfile

Great.. The info is appreceated.

> If you don't have access to it, and or others
> would like it I'll UUENCODE and post it here.

Please don't...! Any program over ~5000 bytes should not be posted to
comp.sys.atari.st which is a discussion newsgroup.

Post it to comp.binaries.atari.st which is where binaries are suppost
to be posted. If your news software doesn't know how to post to a
moderated newsgroup like comp.binaries.atari.st, email the uuencoded
program to atari-binaries%panarthea.ebay@sun.com (Steven Grimm) who, last
time I checked anyway, was the moderator for that binaries newsgroup.

John Stanley <john@dynasoft.UUCP>
Software Consultant / Dynasoft Systems

4615. Re: GEnie uplink is shut down..

Newsgroup: comp.sys.atari.st
Date: 1989-12-27 14:18:18 UTC
From: davidsen@crdos1.crd.ge.COM
Message-ID: <1961@crdos1.crd.ge.COM>
Source record: 245289
Cross-posted to: news.misc,comp.sys.atari.st

In article <4578@druwy.ATT.COM> dlm@druwy.ATT.COM (Dan Moore) writes:

| I happen to think that a Usenet to GEnie link, either one or
| two way is a bad idea. Mainly because of the high S/N ratio on the
| commercial nets like GEnie (at one time or another I've used all of
| them). But if such a link goes up I'm not going to worry about it.
| I'm already on several of the commercial nets, having what I say here
| also posted there doesn't change things very much.

I don't much like the idea of a one way link, for reasons previously stated. I would be in favor of a two way link, because it would allow feedback from the GEnie side, which possibly would contain useful info. I believe that I can write a copyright notice which allows redistribution of my articles to any forum which allows a response, should I feel that was needed.

--
bill davidsen (davidsen@crdos1.crd.GE.COM -or- uunet!crdgw1!crdos1!davidsen)
"The world is filled with fools. They blindly follow their so-called 'reason' in the face of the church and common sense. Any fool can see that the world is flat!" - anon

4616. Software for Sale

Newsgroup: comp.sys.atari.st
Date: 1989-12-27 14:34:16 UTC
From: lake@ka3ovk.uucp
Message-ID: <1989Dec27.143416.14486@ka3ovk.uucp>
Source record: 245290

ST Software for sale (all items come with original disks and docs of course):

Road Runner 7
Garfield 7
Better Dead Than Alien 9
Daily Double Horseracing 9
Rogue 7
Passing Shot 11
Vampire's Empire 9
Space Station 7
Little Computer People 7
International Soccer 7
Wargame Construction Set 12
Roadwar 2000 9

Marshall Lake
POB 7332
Washington, DC 20044
Tel 703-533-2132
Fax 703-538-4598
uucp: ...{media,teemc,tcsc3b2,ki4pv}!ka3ovk!lake or
...{media,teemc,tcsc3b2,ki4pv}!ka3ovk!irscscm!mlake (checked more often)
CIS 73717,3174
GEnie MLAKE

4617. Re: How to get to panarthea.ebay.sun.com

Newsgroup: comp.sys.atari.st
Date: 1989-12-27 15:24:04 UTC
From: ramsiri@blake.acs.washington.edu
Message-ID: <5165@blake.acs.washington.edu>
Source record: 245291

In article <8912261943.AA26911@es56.escd.uucp> karl@es56.UUCP (Karl Rowley) writes:
>
>Can someone tell me the numeric Internet address for panarthea.ebay.sun.com?
>I have the address 192.9.203.56 but that doesn't work. I looked in the
>NIC database and panarthea.ebay.sun.com is not listed there.
>
> Karl Rowley

You can't FTP to the panarthea archive.

mail archive-server%panarthea@sun.com

then type "help" in the body of your message.

wait for a reply...

-kevin
ramsiri@blake.acs.washington.edu

4618. Re: internal FAX packages for ST?

Newsgroup: comp.sys.atari.st
Date: 1989-12-27 15:59:34 UTC
From: rjd@cs.brown.edu
Message-ID: <23721@brunix.UUCP>
Source record: 245292

In article <260@limbo.Intuitive.Com> taylor@limbo.Intuitive.Com (Dave Taylor) writes:
>I have a friend who is interested in finding out information about
>boards, software and/or other solutions that will allow FAXes to
>be sent or received directly from an Atari ST. The particular
>computer she has is an Atari Mega ST 4 ...
>

Contact "ST Plus" in California. They have a complete line of FAX products
for the ST line. (Sorry, I don;t have their number with me, but any
issue of STart should have it.)

Good luck.

- Rob DeMillo | Internet: rjd@brown.cs.edu
Brown University | BITnet: DEMILLO%BRNPSG.SPAN@STAR.STANFORD.EDU
Planetary Science Group | Reality: 401-273-0804 (home)
"I say you *are* the Messiah, Lord! And I ought to know, I've followed a few!"

4619. Need help w/5 1/4" drive

Newsgroup: comp.sys.atari.st
Date: 1989-12-27 16:16:29 UTC
From: jensen@cod.NOSC.MIL
Message-ID: <1732@cod.NOSC.MIL>
Source record: 245293

I have been trying to install a 5 1/4" floppy drive on my 1040ST. I think I have done everything that I have seen mentioned in this newsgroup. I removed the termination resistor pack (and replaced it with 1 K-ohm resistors) and replaced the drive select pullup resistor with a 1 K-ohm. I also buffered the drive select and side select lines coming from the sound chip.

The computer now recognizes the external drive at boot-up, and seems to be able to read existing files written on other machines, but does not reliably write or format a disk.

I borrowed a friend's external 3 1/2" disk just to check that the computer signals are there, and it worked just fine with no problems writing or formatting.

Any help in solving this problem would be greatly appreciated.

Layne Jensen jensen@nosc.MIL
Naval Ocean Systems Center ...!sdcsvax!noscvax!jensen
San Diego, CA
--
Layne Jensen jensen@nosc.MIL
Naval Ocean Systems Center ...!sdcsvax!noscvax!jensen
San Diego, CA

4620. Re: TOS 1.4 Incompatibilities

Newsgroup: comp.sys.atari.st
Date: 1989-12-27 16:29:34 UTC
From: hcj@lzaz.ATT.COM
Message-ID: <898@lzaz.ATT.COM>
Source record: 245294

In article <8912261631.AA04656@SAIC.COM>, steveg@SAIC.COM (Stephen Harold Goldstein) writes:
> Add Mark Williams' CSD (source level debugger) to the list of
> software incompatible with TOS 1.4. It comes up with something like
> "TOS version dated 04061989 unknown" and terminates.
>
I think you mean DB not CSD. (At least my CSD does not do this).

MWC db plays with tos data that was 'private' in tos 1.0.
Afterward, tos 1.1 and on have a formal table of pointers to this info.

Some one at MWC got carried away and coded it roughly as:

```
if(tos1.0) {
there is no table , rough it;
}
else if(tos 1.1)
goto ok;
else if(tos 1.2)
goto ok;
else
goto h..l;
```

Use a binary editer to look for the date string of the releases and patch
the latest one to what tos1.4 uses [hint: change offset 0x1a0d from 22 to 6;
change offset 0x1a0e from 87 to 89]. Then db will work. Sort of.

It corrupts the system clock, and the console and memory are screwed
until you reboot.

Isn't nice when the OFFICIAL developer software is not compatible with 1.4,
AND MWC claims that it is.

Howard C. Johnson
ATT Bell Labs
att!lzaz!hcj
hcj@lzaz.att.com

4621. Simple (I hope) PageStream 1.8 Question

Newsgroup: comp.sys.atari.st
Date: 1989-12-27 16:32:29 UTC
From: jensen@cod.NOSC.MIL
Message-ID: <1733@cod.NOSC.MIL>
Source record: 245295

I have been unable to reproduce what appears to be a very simple text effect with PageStream 1.8, and would appreciate help in finding out what I am doing incorrectly.

The manual gives an example of a text object which is duplicated numerous times with a small x and y offset to create a 3-dimensional effect. The instructions say to change the attribute of the topmost copy to "outline" so that it will appear white with the other copies forming a shadow.

When I do the above, the outlined copy appears to be "clear" so that the background copies show through, i.e., the effect doesn't work. After several tries it appears that I just don't know how to make an object "opaque white", so that it obscures other objects behind it. I have tried to change the "fill" parameters, but am apparently not putting together the correct combinations. Can someone please straighten me out? (I'm sure it's trivial.)

Layne Jensen jensen@nosc.MIL
Naval Ocean Systems Center ...!sdcsvax!noscvax!jensen
San Diego, CA
--
Layne Jensen jensen@nosc.MIL
Naval Ocean Systems Center ...!sdcsvax!noscvax!jensen
San Diego, CA

4622. CORRECTION: TOS 1.4 Incompatibility; Bad Source Archives?

Newsgroup: comp.sys.atari.st
Date: 1989-12-27 17:07:50 UTC
From: steveg@SAIC.COM
Message-ID: <8912271707.AA05281@SAIC.COM>
Source record: 245296

See what you get when you type before you think?

It was the "db" debugger, NOT "csd" that doesn't know
how to deal with TOS 1.4. I just got off the phone with
Mark Williams' Co., and they say they're aware of the problem
and are working on an update. They also said that while csd
runs, some weirdness might occur - no details on what kind of
weirdness.

BTW: I haven't used MWC for a while, and encountered this problem while
trying to compile the source code in the mandlbx1.arc file from the unindexed
directory at erminator (35.1.33.8). It appears to be missing at least one .h
file, and has a few (so far) minor bugs. For example, numerous variables are
defined and never referenced, and I've encountered at least one misspelling
of a variable. Is this the state of most source code archives? Has anyone
already fixed this code? Would anyone be interested in a repost if I manage
to get it working? (It's (yet another) Mandelbrot set plotting program).

Stephen Goldstein steveg@saic.com
My first Atari system? A 24K Atari 800, Rev. A ROMS, C(not G)TIA graphics
Disclaimer: That's not what I said.

4623. Re: Unexpandable megas

Newsgroup: comp.sys.atari.st
Date: 1989-12-27 17:26:48 UTC
From: mjv@iris.brown.edu
Message-ID: <23726@brunix.UUCP>
Source record: 245297

In article <25353@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
> Atari made the changes to the Mega ST2, to enforce their
> policy of non-expandability something like *TWO YEARS* ago..

Just this past week, I finally got my Mega2 upgraded to 4megs and
TOS 1.4. My mega2 was bought in April of this year and according to
my dealer(who's now out of business *sigh*), was a part of the first
shipment with the kludgy blitter fix and the more IBM compatible internal
drive. My board had all the lines to the empty ram sockets intact. I just
want to say to everyone that there is hope for us Mega2'ers and lets just
check ours first before we get too scared.

I also want to add thanks to Andy Cassino for the ls373 warning, Greg
Lindahl for pointing me to a person who could do the upgrade, KenB
for TOS 1.4 (there are so many little things that make all worth
it) and BobR for all those Dungeon Master hints...

ps. Why does it feel like defeating Lord Chaos was a happier achievement
than getting my diploma???

-- mjv@iris.brown.edu

"And, oh! Father Christmas, if you love me at all,
Bring me a big, red india-rubber ball."
A.A. Milne "Now We are Six"

4624. Re: Unexpandable megas

Newsgroup: comp.sys.atari.st
Date: 1989-12-27 18:41:48 UTC
From: chad@norge.enet.dec.com
Message-ID: <7126@shlump.nac.dec.com>
Source record: 245298

Regarding board changes. It is probably quite common for manufacturers
to change the physical board
designs in products.

I know (have seen with my own two eyes) that there were at least two
totally different versions (in terms of
layout of chips etc) of 520/1040STf(m) motherboards -- and I've heard of
at least one more version. The
two boards were totally different - RAM and ROM location, CPU location, etc.

I doubt Atari changed the Mega 2 layout to purposely cripple it. That
makes no sense at all. The Mega 2
layout was probably changed to fix something, to make use of different
but functionally same parts, or to
decrease manufacturing costs.

Chad
DEC has no opinions

4625. Another Tos 1.4 incompat.

Newsgroup: comp.sys.atari.st
Date: 1989-12-27 19:29:56 UTC
From: mjv@iris.brown.edu
Message-ID: <23735@brunix.UUCP>
Source record: 245299

After getting TOS 1.4 installed into my Mega2, I tried a rather nifty game I've borrowed from a friend called Warlock by InfoGrames and published by ThreeSixty Software. Well it seems to do some illegal reading of joystick and button. The keyboard movement still works so I guess you could still play it(but its not worth.)
Oh well, not a bad game but it won't be missed.

-- mjv@iris.brown.edu

"And, oh! Father Christmas, if you love me at all,
Bring me a big, red india-rubber ball."
A.A. Milne "Now We are Six"

4626. Re: USENET -> GEnie uplink now working

Newsgroup: comp.sys.atari.st
Date: 1989-12-27 19:45:28 UTC
From: david@bdt.UUCP
Message-ID: <533@bdt.UUCP>
Source record: 245300

I'm not going to get into the poliical and ethical questions about
the GEnie to Usenet connnection, but I will point out that there is
an (almost) free way for anybody to read *and post* to comp.sys.atari.st
using the Beckemeyer Development BBS at (415) 452-4792. Using
PC Pursuit this is available for a pretty low fee -- I'm sure less
than what it costs to read the messages on GEnie. I don't make
a red cent from it -- nobody does except the phone company and
whatever Comm. service you use. This *costs* me money to run.
It takes up my disk space, my modem, my time, and my CPU. I do
it as a service to my customers and to the ST comunitity -- I also
do it because I *like* to do it. This stuff about indirect profits
because of "good will" is nonsense -- heck I'm not even smart enough
to figure out how to "write it off"!

Anyway all this talk about "no other way to access Usenet" is baloney.
If people really want to access Usenet, there are better ways than on
GEnie, IMHO, of course.
--
David Beckemeyer | "To understand ranch lingo all yuh
Beckemeyer Development Tools | have to do is to know in advance what
478 Santa Clara Ave, Oakland, CA 94610 | the other feller means an' then pay
UUCP: {uunet,ucbvax}!unisoft!bdt!david | no attention to what he says"

4627. Re: How to know we are in TOS 1.0?

Newsgroup: comp.sys.atari.st
Date: 1989-12-27 19:47:38 UTC
From: apratt@atari.UUCP
Message-ID: <1915@atari.UUCP>
Source record: 245151

exspes@gdr.bath.ac.uk (P E Smee) writes:

>In article <1903@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>> ["Become a registered developer and your road will be paved with gold."]

>Your mileage may vary on this one, depending on which Atari subsidiary
>you have to deal with. I contacted Atari UK (some time ago, maybe I
>should try again) about the developers kit, and was told that in
>addition to the money I would have to inform them of my 'trading name',
>and would have to agree to keep them informed of what I was using the
>information to develop, so that they could ask me to stop if it
>interfered with their own internal or contracted-out development.

I find this appalling! Please, people, if you've had this experience,
send me mail and I'll direct it to some people here. I never knew that
becoming a developer meant Atari would try to stop you from doing
something! (I can understand them letting you know what they're up
to, to save you duplicating their effort, but not actually telling you
to stop!)

My appalled condition is personal, not corporate. For all I know, this
might be Atari policy. It is *certainly* Atari policy to let the
subsidiaries do whatever they want, but we can make suggestions.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

4628. Excerpt of a letter to Dave Small

Newsgroup: comp.sys.atari.st
Date: 1989-12-27 19:52:26 UTC
From: logajan@ns.network.com
Message-ID: <1989Dec27.195226.5401@ns.network.com>
Source record: 245152

Dave,
...
Actually, my public postings -- well I should know better -- but I suppose I would do them again at the same "level" of intensity. I mean, I saw you do something that looked good, and then saw a bunch of people dump on that and then I saw you back down -- too quickly for my tastes. I admit a high level of frustration in seeing progress rolled back -- it is worse psychologically than never having acheived the progress in the first place.

I've been on this net and others with my "individualist" brand of politics, so I get hate mail practially every other day. You have to realize that people tend to overstate their emotions when they write -- that people can accidently sound cold and heartless in their writing, even when that is not their intention. Even those who are intentionally abusive are usually much more so in the written word than in person or even on the phone. Interactive written communication is just not most people's normal mode of interaction, and so they are unskilled in the most difficult aspect of it -- diplomacy.

I certainly fall into that same problem. So my whole point is that you should heavily discount the "fire" in our postings, and try to pick out the ideas (if any) that are sprinkled here and there within and between the abuse. Also a word of warning -- any posting that you make that takes a strong position could be (and probably has been) taken to be more negative and personal than you ever intended. Readers aren't practiced in reading the work of us unskilled writers, either. It is all a vicious cycle unless you restrict yourself to blowing sun-beams.

I must say however, your postings have been models of diplomacy -- it is just that I pick into the hidden or unintended consequences (out of habit from my usual mode of debate) of otherwise innocent looking statements. There are just some people that diplomacy is wasted on, and I happen to be one of them.

All I am trying to say is that you shouldn't take any of my stuff personally, even if it is clear that it can be taken no other way. It is not intended personally, it is intended as an unmerciful examination of actions and arguments. I do not harbor ill will toward you or toward most of the people I trade insults with -- it just seems to be an inescapable part of having diverse opinions. But no one ever gets killed!

--
- John M. Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428 -
- logajan@ns.network.com, john@logajan.mn.org, Phn 612-424-4888, Fax 424-2853 -

4629. Re: LDW vs ANALYZE

Newsgroup: comp.sys.atari.st
Date: 1989-12-27 21:37:36 UTC
From: Dave_Ninjajr_Flory@cup.portal.com
Message-ID: <25425@cup.portal.com>
Source record: 245153

I had Analyze for a while and liked some of it but dropped it for the very same reason I dropped VIP, to slow. LDW is by far the fastest commercial spreadsheed I have seen for the ST. It loads 123 files and has a program on disk to convert its saved files to 123 format. I wouldn't call myself a power user, I don't use Macros at all, but I have used LDW on an almost daily basis for over a year, with never a problem. The only spreadsheet I like better is Excell, which I run as a Mac.

4630. Re: TOS 1.4 Incompatibilities

Newsgroup: comp.sys.atari.st
Date: 1989-12-27 21:48:18 UTC
From: fischer-michael@CS.YALE.EDU
Message-ID: <9646@cs.yale.edu>
Source record: 245154

In article <8912261631.AA04656@SAIC.COM> steveg@SAIC.COM (Stephen Harold Goldstein) writes:
>Add Mark Williams' CSD (source level debugger) to the list of
>software incompatible with TOS 1.4. It comes up with something like
>"TOS version dated 04061989 unknown" and terminates.

My copy of CSD works just fine under TOS 1.4. It came with my version 3.0 update quite awhile ago. The version of csd.prg as returned by the MWC "version" utility is
e:\src\csd\csd\1988\4\11\14\51

I did have the problem you describe, not with CSD but with DB, the machine-level debugger. I fixed it by patching the executable to accept TOS 1.4, and it seems to work fine. I don't know why it was checking the TOS version in the first place. Maybe they were just being conservative about new versions of TOS for which the code had not been tested.

==========
| Michael Fischer |
| Arpanet: <fischer-michael@cs.yale.edu> |
| Bitnet: <fischer-michael@yalecs.bitnet> |
| UUCP: <fischer-michael@yale.UUCP> |
==========

4631. Just a good time for a flame war?

Newsgroup: comp.sys.atari.st
Date: 1989-12-27 22:34:54 UTC
From: dmb@TIS.COM
Message-ID: <8912272234.AA02320@TIS.COM>
Source record: 245155

att!drutx!druwy!dlm@ucbvax.Berkeley.EDU (Dan Moore) writes:

> I am very surprised at how many people treated this. People
>are now using this as a way of bragging that they were ready to fight
>the battle till the bitter end. And how if it hadn't been for them
>that Usenet would have been ruined. Almost sounds like they (and there
>are lots of people in that "they") need the PR in order to join the
>"net gods".

I hardly think this was the motive or the attitude of those who posted "energetic" responses. I think people are compelled to write about an issue they feel strongly about. Is that surprising?

> This all could've been handled, politely, with a few email
>messages to Dave telling him why he was wrong to setup a one way link
>to GEnie. He does read and answer his mail. (It does take awhile, his
>mail/news feed adds at least 1 day, and often 2 days, each directtion.)
>Instead there was a wild attack with no attempt to try milder measures.

Why is posting a public message (in itself) impolite? And why is it that you think people are being rude by describing the potential consequences of Dave's actions (wrong or no)? I just don't see what's wrong with public discussion. No one said "Dave Small is a damn jerk" or "Dave Small is trying to rip us off". In fact, most of the discussion was about GEnie's policies, not Dave. Dave was just caught in the middle because he was nice enough to try to do something good for the ST community.

> Oh well, maybe it was just time for a good flame war and Dave
>was just the easiest target.

This is unfair. Just because some of us disagree (and perhaps disagree very strongly) with Dave Small, you assume that we were flaming him. Do you think I`m flaming _you_ right now? I hope not.

I really hope Dave didn't get the impression that we (comp.sys.atari) think he's a rotten guy. If I recall correctly, NO ONE said he was.

dmb@TIS.COM

My opinions are mine, and not my employer's.

4632. Bounced Messages.

Newsgroup: comp.sys.atari.st
Date: 1989-12-28 01:54:56 UTC
From: Cassius_Gaius_Longinus@CC.SFU.CA
Message-ID: <1988019@cc.sfu.ca>
Source record: 245156

I 'complained' about this before, but it seems thet it went unheard.
Not mening to sound too harsh, but this is wasting network resources.
Here comes the 'netinfo' from one of the messages that bouced back
to our site. So, please do something about this, as it not only screws
up my autologing/readmessages/empty-mailbox sequence, but it really
is a waste of resources.

Network information:
Received: from UALTAVM(POST) by SFU(MAILER) via BITNET
with RM id <103514@SFU.BITNET>; Wed, 27 Dec 89 08:39:16 PST
Received: by UALTAVM (Mailer R2.03B) id 3316; Wed, 27 Dec 89 09:35:18 MST
Date: Wed, 27 Dec 89 10:08:48 GMT
Reply-To: INFO-ATARI16@SCORE.STANFORD.EDU
Sender: INFO-ATARI16 Discussion <INFO-A16@UOGUELPH>
From: Mailer Daemon <ROOT%NCL.CHEVIOT@NEWCASTLE.AC.UK>
Subject: Mail Delivery Failure to uk.ac.npy.vaxa - Timeout
To: cassius gaius longinus <USEREAXE@SFU.BITNET>
~~~~
BITNET: usereaxe@sfu; INTERNET/ARPA: cassius_longinus@cc.sfu.ca
UUCP: ...!ubc-cs!cc.sfu.ca!cassius_longinus
If all else fails: CIS: 73040,2210; or a1254@mindlink.uucp
Disclaimer:I work for myself. I stand behind my words! SO THERE!
'Cute' remark:"Every law is an infraction of liberty." -- Jeremy Bentham
~~~~

4633. Looking for Wayne G. Nichols

Newsgroup: comp.sys.atari.st
Date: 1989-12-28 03:13:59 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <25433@cup.portal.com>
Source record: 245157

Wayne, I don't know if you read this group or the 8-bit group; I'm posting to both. I'm in Rochester, NY, same as Bob Puff and Chris Freemesser and your sister Norma! Norma posted a message on the ACORN BBS to the effect that you're having some problems obtaining or file-transferring some software. She didn't know much about what you're trying to do, and the Powers That Be didn't seem too eager to jump to your support, but I will. Drop me an e-mail message at this address (Chris_F_Chiesa@cup.portal.com) and tell me what you're trying to do and what problems you're having.

I've done a lot of file-transfer and related manipulations; if I can't solve this at least I'll learn something new! :-)

Chris Chiesa

4634. Topic change to: PC-Persuit

Newsgroup: comp.sys.atari.st
Date: 1989-12-28 03:33:37 UTC
From: rjd@cs.brown.edu
Message-ID: <23759@brunix.UUCP>
Source record: 245158

In article <533@bdt.UUCP> david@bdt.UUCP (David Beckemeyer) writes:
|
|I'm not going to get into the poliical and ethical questions about
|the GEnie to Usenet connnection, but I will point out that there is
|an (almost) free way for anybody to read *and post* to comp.sys.atari.st
|using the Beckemeyer Development BBS at (415) 452-4792. Using
|PC Pursuit this is available for a pretty low fee... (etc etc etc)

Now, first off, I understand this is *not* the forum to ask this question,
and I *realize* that I am switching the topic...but I'm gonna do both,
anyway...

I have seen postings on local BBSs, return addresses, references, and
full descriptions of PC Persuit...however, I have *no idea* how to
access it from my locale.

If someone would be so kind as to email me a brief synopsis of who
to contact, how to access/make use of, etc. Also: is PC Persuit a
non-descript entity like USEnet (i.e. composed of 100's of nodes
with no one central office) or is it a for-profit service?

Thanks to any and all respondents...

- Rob DeMillo | Internet: rjd@brown.cs.edu
Brown University | BITnet: DEMILLO%BRNPSG.SPAN@STAR.STANFORD.EDU
Planetary Science Group | Reality: 401-273-0804 (home)
"I say you *are* the Messiah, Lord! And I ought to know, I've followed a few!"

4635. monogram

Newsgroup: comp.sys.atari.st
Date: 1989-12-28 03:49:00 UTC
From: BALTUCH@BRANDEIS.BITNET
Message-ID: <8912280806.AA17281@ucbvax.Berkeley.EDU>
Source record: 245159

I'm posting this question for somebody who doesn't have access to the net.

Has anybody heard about MONOGRAM. They had a program called "Dollars&Cents" or something like that. My friend is happy with the program but doesn't seem to be able to get his printer to work with it. When he tries to use the printer the ST hangs or something. Anybody out there has ever used this program and might be able to help? I'd appreciate.

Also I posted a question on scanners a few weeks ago (for that same person). Didn't have TOO many answers.

Come on guys, are you gonna help a poor lonely ST user out there in New Mexico who doesn't even have access to the net.

My. How lucky we are here in Massachusetts... Especially this time of year :-) (What's worse, not having access to the net and be the only ST user within 100 miles or have your hot water pipes freeze and burst?...)

Happy New Year all.

Jacob

baltuch@brandeis.bitnet

4636. ProGem

Newsgroup: comp.sys.atari.st
Date: 1989-12-28 08:04:10 UTC
From: K331672@AEARN.BITNET
Message-ID: <8912280803.AA16904@ucbvax.Berkeley.EDU>
Source record: 245160

Hello folks out in the world |

I would be very happy if someone could send me info about the
ProGem articles from Antic. How many of them have been brought out ?
Where can I get them from ?

Thank's and have a wonderful new year.

Gerfried Klein (K331672.AEARN.BITNET) (my first attempt to use info-a16)

4637. Best ST games?

Newsgroup: comp.sys.atari.st
Date: 1989-12-28 09:17:57 UTC
From: taylor@limbo.Intuitive.Com
Message-ID: <264@limbo.Intuitive.Com>
Source record: 245161

I hate to hash out a discussion that I'm sure has gone on in this newsgroup for quite a long time, on and off, but I'd like to hear from some people with their opinions of what the top few games are for the ST. I'm interested both in "mindless" video game-types as well as more "cerebral" strategy games.

Reply via email please!
-- Dave Taylor
Intuitive Systems
Mountain View, California

taylor@limbo.intuitive.com or {uunet!}{decwrl,apple}!limbo!taylor

4638. Re: USENET -> GEnie uplink now working

Newsgroup: comp.sys.atari.st
Date: 1989-12-28 15:12:08 UTC
From: steve@thelake.UUCP
Message-ID: <1128890912086954@thelake.UUCP>
Source record: 245162

In article <2913@infmx.UUCP>,
robert@infmx.UUCP (Robert Coleman) writes ...

> I don't actually care if Genie uses this stuff or not, but you have
> sparked my curiousity; is there no legal way I can stop GENIE from
> copyrighting MY material if I post it on USENET?

Don't panic. You don't lose a thing.

A compilation copyright covers only the compilation. It does not remove a public-domain work from the public domain, nor does it infringe on your rights as author of a message (whatever that means -- since you're making public utterances, your rights to control their redistribution are pretty shaky).

An analogy may be helpful.

Let's imagine that you and I are both professors at Harvard University. We get in a loud argument on the steps of the library about the invasion of Panama.

We are so brilliant in our debating that we attract the attention of a wandering reporter for the New York Times, who takes extensive notes.

Later we renew our debate in a Usenet conference. One of the Times' several computer-literate reporters sees the exchange.

Eventually both our spoken and our written words are quoted at length in a Times story. The Times is protected by copyright and by an army of highly paid lawyers.

There is nothing we can do to prevent the profit-making Times from quoting us. There is nothing we can do to prevent the Times from claiming a copyright on the reporter's story. There is nothing we can do to prevent the Times from selling that story to the client newspapers of the New York Times News Service, thereby indirectly making even more profit on our brilliant debate.

However, there also is nothing the Times can do that could restrict us from reusing our brilliant words (perhaps we write books about our glorious encounter), nor is there anything the Times can do to prevent the New York Post or the Harvard Crimson from obtaining a transcript of our debate and publishing it.

There *is* something the Times can do if you, I or a third party clips the Times article and reprints it verbatim without permission, since it owns the reporter's work.

Disclaimer: Although, as an editor, I deal with issues such as these every day, I am neither lawyer nor judge. Even a lawsuit without validity can be expensive. Your mileage may vary.

--
Steve Yelvington at the snow-covered lake in Minnesota
Reliable UUCP path: ... umn-cs.cs.umn.edu!thelake!steve

4639. Music Composition Program Summary

Newsgroup: comp.sys.atari.st
Date: 1989-12-28 15:39:18 UTC
From: ROEDERT@ARIZVM1.BITNET
Message-ID: <8912290801.AA26701@ucbvax.Berkeley.EDU>
Source record: 245163

To begin, I would like to thank all of those who replied to my original request about scoring programs for the ST. To recap, I asked for recommendations about a good composition program that would produce good printed output, with sound output optional.

By and far, the largest number of replies I received recommended Hybrid Arts EZ-Score Plus. The output on 24-pin printers is good, and the program has the ability to play back through the sound chip or MIDI. Since this program can be had for around $100 US, it is probably the one I'm going to get.

Another recommendation was the ScoreST Music DTP program in the Jan. 1990 issue of Start. Since I receive Start, I tried it out. It seems to be quite useful, though it has no playback capability. However, I have not been able to get really good printouts from this program, though I'm still working on modifying the printer driver. This program is definately the cheapest, though.

The other recommendation made was from Take Control in England, and the name of the program is Music DTP. It was highly recommended, but seems a bit pricey for me.

That about covers it. Again, thanks to those who replied!

Timothy Roeder

Internet: troeder@mis.arizona.edu Bitnet: roedert@arizvm1.bitnet

4640. USEnet on GEnie...a followup

Newsgroup: comp.sys.atari.st
Date: 1989-12-28 16:51:47 UTC
From: rjd@cs.brown.edu
Message-ID: <23792@brunix.UUCP>
Source record: 245164

Here's an interesting sidenote:

I was on GEnie last night, attending the Atari ST RT discussions.
(Every Wednesday night at 10:00 pm EST). I brought up the
USEnet->GEnie transfer topic. Most people didn't know it
existed, and those that did were *glad* that it stopped.
It seems that the USEnet messages were saturating the Atari ST
section. (Too much info, too fast.) People found they
couldn't keep up, even for the few days (hours?) it was operating.

This makes sense. When I was administering a UUCP site a year
ago, we'd get about 5 MBytes/week of USEnet articles. comp.sys.atari.st
is one of the more voluminous sections...I wonder if GEnie took
that into account. :) Probably started filling up their disk space.

- Rob DeMillo | Internet: rjd@brown.cs.edu
Brown University | BITnet: DEMILLO%BRNPSG.SPAN@STAR.STANFORD.EDU
Planetary Science Group | Reality: 401-273-0804 (home)
"I say you *are* the Messiah, Lord! And I ought to know, I've followed a few!"

4641. Re: monogram

Newsgroup: comp.sys.atari.st
Date: 1989-12-28 16:53:23 UTC
From: hcj@lzaz.ATT.COM
Message-ID: <900@lzaz.ATT.COM>
Source record: 245165

In article <8912280806.AA17281@ucbvax.Berkeley.EDU>, BALTUCH@BRANDEIS.BITNET (Jacob Baltuch) writes:
> I'm posting this question for somebody who doesn't have access to the net.
>
> Has anybody heard about MONOGRAM. They had a program called "Dollars&Cents"
> or something like that. My friend is happy with the program but doesn't seem
> to be able to get his printer to work with it. When he tries to use the
> printer the ST hangs or something. Anybody out there has ever used this

I use D&S. it comes with GDOS 1.0, but is not compatible with it.
Printing suddenly came to life when I get GDOS 1.1 with another program.

So, either find GDOS 1.1, or try G+ (whatever), the gdos replacement.

Howard C. Johnson
ATT Bell Labs
att!lzaz!hcj
hcj@lzaz.att.com

4642. Re: Blitz copy cable and utility

Newsgroup: comp.sys.atari.st
Date: 1989-12-28 17:43:27 UTC
From: scott@cs.odu.edu
Message-ID: <SCOTT.89Dec28124327@diatomite.cs.odu.edu>
Source record: 245166

> Or... you can E-Mail me, and I can tell you how to order this month's
> ARC utility disk from MACE, the Michigan Atari Computer Enthusiasts,
> which has both the original BLITZ documents including text and DEGAS pic
> of the cable, and the BLITZ-II (Turbo-BLITZ) software...

> Or... check your local user group...

one last time... just to clear up some points.

I have two versions up for anonymous FTP from xanth.cs.odu.edu.
One version is a zip, the other is a compressed and tarred directory
of the files AFTER they have been unzipped. I used a UNIX unzip since
I didnt have unzip for the ST. Although I THOUGHT .zip files were
self extracting archives. Nevertheless, there are two versions for FTP.

--

Scott D. Yelich scott@cs.odu.edu [128.82.8.1]
After he pushed me off the cliff, he asked me, as I fell, ``Why'd you jump?''

4643. Re: ProGem

Newsgroup: comp.sys.atari.st
Date: 1989-12-28 17:49:31 UTC
From: ramsiri@blake.acs.washington.edu
Message-ID: <5173@blake.acs.washington.edu>
Source record: 245167

In article <8912280803.AA16904@ucbvax.Berkeley.EDU> K331672@AEARN.BITNET (Gerfried Klein) writes:
>Hello folks out in the world |
>I would be very happy if someone could send me info about the
>ProGem articles from Antic. How many of them have been brought out ?
>Where can I get them from ?
>

I got the arc files progem.arc and prosrc.arc from

terminator.cc.umich.edu [35.1.33.8]

-kevin
ramsiri@blake.acs.washington.edu

4644. RE:internal FAX packages for ST?

Newsgroup: comp.sys.atari.st
Date: 1989-12-28 19:07:00 UTC
From: GASPARD@HROEUR51.BITNET
Message-ID: <8912290801.AA26790@ucbvax.Berkeley.EDU>
Source record: 245168

>I have a friend who is interested in finding out information about
>boards, software and/or other solutions that will allow FAXes to
>be sent or received directly from an Atari ST. The particular
>computer she has is an Atari Mega ST 4 ...

The Dutch company "DIVO Computer supplies" sels a complete FAX-pakkage for the A
tari ST. The full GEM-Based software will let you send ASCII and First-Word(+)
documents including all styles like bold, italic, underlined.
You can load several fonts, so every-one should be able to make is own font if
nececary.
You can load all kind of pictures like Degas, Doodle and IMG's.
As a special feature, you can send Pages made by the DTP-Program Calamus.

Of cource you can use the Fax as a scanner and printer.

The address of DIVO is:
DIVO
M. Gijzenburg 14

2907 HG Capelle a/d IJssel
The Netherlands
+31 10
Tel: +31 10 4587640
Fax: +31 10 4420037

- Bert Rozenberg, Sysop STer BBS, +31 1880 40035 -

4645. Re: USENET -> GEnie uplink now working

Newsgroup: comp.sys.atari.st
Date: 1989-12-28 19:33:35 UTC
From: logajan@ns.network.com
Message-ID: <1989Dec28.193335.13308@ns.network.com>
Source record: 245169

Robert Coleman writes:
> is there no legal way I can stop GENIE from
> copyrighting MY material if I post it on USENET?

Steve Yelvington writes:
>There is nothing we can do to prevent the profit-making Times from quoting
>us. There is nothing we can do to prevent the Times from claiming a
>copyright on the reporter's story.

>However, there also is nothing the Times can do that could restrict us
>from reusing our brilliant words

Although I agree with this, my original posting on the subject was confined to the question of whether specific site distribution restrictions were enforceable. Here I would use an alternate analogy, that of a broadcast TV station that wishes to prohibit people on odd sides of the street from viewing their transmissions. Clearly such site restrictions are laughable and could never be enforced, practially or legally. Broadcasting over the airwaves or over USENET is, in principle, the same thing. If you want to narrow cast to preserve your right of distribution selection, you have to find means other than standard TV channels or USENET newsgroups.

> Even a lawsuit without validity can be expensive.

Agreed. Fortunately there are remedies to that also.

--
- John M. Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428 -
- logajan@ns.network.com, john@logajan.mn.org, Phn 612-424-4888, Fax 424-2853 -

4646. 520 ST upgrade to 2.5 Meg

Newsgroup: comp.sys.atari.st
Date: 1989-12-28 21:04:35 UTC
From: gdr@PacBell.COM
Message-ID: <31728@pbhya.PacBell.COM>
Source record: 245170

I am trying to get my 520 upgraded. I am not too familiar with the innards of my machine, and after talking with some dealers I am even more confused.

1) Can the ease of upgrading the memory be dependent on which version of TOS I am running, or are these entirely separate issues?

2) One dealer says it will take three weeks, another says it takes an hour (and his cost is better too.) However, after 6 weeks the chips are not in yet. Other dealers confirm that the chips are hard to get. There is no dealer in the S.F. Bay Area that can do the work *now*, mainly because the chips are not available. Is this normal?

3) One dealer said that in January there will be a board that will accept plug-in memory chips. Is this really true? Will it really be in January (1990)?

4) Where can I get the chips, assuming I will have to get them myself, and dealers don't have them?

5) What sorts of things can go wrong during this procedure, and how can I test it afterwards? (I assume by reading & writing to the highest memory location???) I am conversant in assembler if the answer to this requires such.

Guy Ridley

4647. WANTED: Atari ST Application Programming book.

Newsgroup: comp.sys.atari.st
Date: 1989-12-28 23:20:39 UTC
From: buggs@cup.portal.com
Message-ID: <25456@cup.portal.com>
Source record: 245171

WANTED:

Atari ST Application Programming book.
The publisher, Bantam Books, says it's out of print! Oh, no!!
SOMEBODY must have/know of a place that has a supply of these in stock!

!!!!!! HELP !!!!!!

Ed June
SysOp FoReMNet node 386 & FidoNet node 1:133/403

4648. TT

Newsgroup: comp.sys.atari.st
Date: 1989-12-29 06:44:19 UTC
From: ramsiri@blake.acs.washington.edu
Message-ID: <5176@blake.acs.washington.edu>
Source record: 245172

It's been 4 solid months since the
Dusseldorf "announcement" of the TT
on August 25th, 1989.

Today is more than 30 days beyond the ATARI policy
of Show and Deliver. Can anybody in
Europe tell us non-Europeans that
you have indeed purchased a TT from
a dealer?

-kevin
ramsiri@blake.acs.washington.edu

PLEASE.. NO WARS on this one.. this is an
honest to goodness simple question.

4649. DEGAS pics to bitmaps?

Newsgroup: comp.sys.atari.st
Date: 1989-12-29 09:15:58 UTC
From: pa2027@sdcc13.ucsd.edu
Message-ID: <5838@sdcc6.ucsd.edu>
Source record: 245173

Ok, I'm new to software development on the ST, and I want to do
something fairly basic, but essential.
How do I convert a saved DEGAS pic or block and then convert it to a
bitmap so I can blit it around in C? Should I use DEGAS or some
other graphics program? Are there PD programs out there that will
convert a pic to data that I can load into memory?
Currently I'm using MWC.. how does Laser C compare? What is the
best
C compiler currently for the ST?

Anyway, any response via e-mail or posting to any of these questions
would be greatly appreciated!

thanks in advance!

-Brad McQuaid

--
Michael Butler - "Water, water everywhere nor any drop to drink"-
S.T. Coleridge and Iron Maiden//// Brad McQuaid - When reality
obscures your dreams, mind becomes a graveyard of memories, that
wander like the lonely breeze... -Fates Warning, No Exit

4650. Re: Unexpandable megas

Newsgroup: comp.sys.atari.st
Date: 1989-12-29 09:36:47 UTC
From: mfolivo@sactoh0.UUCP
Message-ID: <2340@sactoh0.UUCP>
Source record: 245174

In article <8912280804.AA16948@ucbvax.Berkeley.EDU>, STJLHI33@WATSON.BITNET writes:
> 'Someone from Atari' has responded. It seems that the kit isn't made by Atari
> but a 3rd party. Details anyone?
>
A third party, eh? The box had the Atari logos and the board itself
had "Atari" etched into it...

> > And if you *really* need more capacity, then the TT is for you.
> > (Although you need to go to Europe to get one)
>
> Oh, the old 'buy another computer' upgrade. 8-P Only now we have to go to
> Europe to get it. I wonder how many Atari owners are that dedicated?
> Fortunately, I don't think that's the way it's going to turn out (at least
> I hope not).
>

Oh, but I am not wrong in my opinion that if you really need that
kind of computer, you should get one (TT). I distinctly remember
hearing that attitude about "why should I get an ST, when I
expanded my 800XL to 1Mb..." Similar arguments, in regards to "I
can do about what an ST does..." or something like that.

Not to denigrate the 8bit owners, but the ST can do alot more,
faster, better than an 8bit, and I am sure the same holds true that
a TT or ATW can do alot more faster, better than even my Mega 4.

I mean, it would sure look nice, but at the moment, I don't need,
say, multitasking. I just run a Mega 4 and 1040 side by side. Not
to mention my 800XL churning away on the side. (All I need is a
network)

Even now, the Macintosh has been pretty much eclipsed by the
Macintosh II family, and 286 machines have given way to 386
machines, that are about to be pushed aside by 486 jobbies...
(My opinion, on the surface) If only Atari could get the ball
rolling with the STE and TT here in the US, I feel that they would
replace the current ST line in a couple of years. (or would they,
considering the fierce devotion of American Atari ST owners?)

Mata ne da-cha,
Shinobu

--
Sakura-mento, CA

mmsac!sactoh0!mfolivo mfolivo@sactoh0
pacbell!sactoh0!mfolivo (they're worth a try...)

4651. Menus

Newsgroup: comp.sys.atari.st
Date: 1989-12-29 12:25:17 UTC
From: gilmore@vms.macc.wisc.edu
Message-ID: <2875@dogie.macc.wisc.edu>
Source record: 245175

Does anyone out there know what object type the root of a menu is? Every silly book I have always starts out "then you run your resource program". I'm one of them assembly people who hates header files, and I'd like to include my object trees directly in the program. I've had success with other object types, but I can't find this one anywhere.

On a related note, does anyone have a working example of the function vro_copy? I can't seem to get it to do anything. My trials will make the call, and return, but nothing happens on the screen. I'm pretty sure I have the vdi stuff set up correctly (even the type of copy), but I'm stumped on this one. Lucky I wrote my own...

+---+
| Kitakaze Tatsu Raito Neil Gilmore internet:gilmore@macc.wisc.edu |
| Jararvellir, MACC, UW-Madison bitnet: gilmore@wiscmac3 |
| Middle Kingdom Madison, Wi |
+---+

4652. Re: Music Composition Program Summary

Newsgroup: comp.sys.atari.st
Date: 1989-12-29 15:54:16 UTC
From: ramsiri@blake.acs.washington.edu
Message-ID: <5177@blake.acs.washington.edu>
Source record: 245176

In article <8912290801.AA26701@ucbvax.Berkeley.EDU> ROEDERT@ARIZVM1.BITNET (Timothy Roeder) writes:
>To begin, I would like to thank all of those who replied to my original
>By and far, the largest number of replies I received recommended Hybrid
>Arts EZ-Score Plus. The output on 24-pin printers is good, and the program
>has the ability to play back through the sound chip or MIDI. Since this
>program can be had for around $100 US, it is probably the one I'm going to
>get.
>
>Another recommendation was the ScoreST Music DTP program in the Jan. 1990
>Timothy Roeder
>

I bought Ez-Score Plus a couple of years ago. THe menus and options look promising.. but the quality of output I found was rather unacceptable on my Epson 24 pin. ALso, the version I had gave you 3 staves only.. that version was very buggy...
i made a list 3 pages long of very disturbing bugs or "features" of the program. Supposedly, a newer version was to support 6 staves... (This is extremely paltry this day and age.) I inquired for several months.. but no updates seemed to materialize. The playback feature is spartan... not a sequencer at all.. which is no problem if you simply want to hear straightforward playback... but there were strange timing problems .. pauses.. accelerandos and decelerandos inadvertant... Unless the program has improved.. you should LOOK at others before you buy... i GAVE my program to a friend who never uses it.

It may in fact be the "best" for $100... my suggestion is that, if this is so, save your money and get something more useful.

Music processors are like word processors.. you buy six different ones before you find one you like... and then, it's never perfect.
Keeps the future bright :-)

-kevin
ramsiri@blake.acs.washington.edu

4653. Memory exapnsion & TeX/LaTeX

Newsgroup: comp.sys.atari.st
Date: 1989-12-29 17:10:34 UTC
From: mwjester@wsucsa.uucp
Message-ID: <9788@wsucsa.uucp>
Source record: 245177

2 somewhat related questions:

1. I would like to expand the memory of my 1040ST to 2 or 4 Mbytes. Is there a memory expansion board that is particularly good (reliable, well-engineered)? If so, where can I get it, and what will it cost me?

2. I recently ftp'ed TeX from terminator.cc.umich.edu, and would like to get it running on my ST (the reason for question #1). I'm assuming that I can use style files downloaded from our local VAX - what about fonts? If anyone has TeX running on his/her ST, would that/those person(s) tell me what works well in terms of subdirectories, shell setups, etc.? Is it possible to run TeX from the desktop using SETENV?

Feel free to Email any replies; I'll summarize and post if there is interest.

Max Jester

mwjester@wsucsa.uucp

4654. Memory upgrades for 520STfm

Newsgroup: comp.sys.atari.st
Date: 1989-12-29 21:18:00 UTC
From: V067MAJP@UBVMSC.CC.BUFFALO.EDU
Message-ID: <9001021846.AA05206@ucbvax.Berkeley.EDU>
Source record: 245178

Can someone suggest a relatively simple upgrade kit to get my ST up to
2.5 meg or 4 meg?
(I got the RF shielding off my ST finally and saw that there were two rows for
ram chips. I guess this means if I fill (soldier in sockets for, etc.) the
second row with 512Kbit chips, I'll have 2.5 meg, or if I desoldier the 16
256Kbit chips and replace everything with 1Megbit chips I'll get my 4 Meg?
However, I'm not up to that at the moment (especially if any trace cutting is
involved))
Send mail to me, if anyone else is interested I'll mail him (generic 3rd person
singular pronoun) a summary or if enough people are interested, I'll post a
summary to the net.

John
v067majp@ubvmsd.cc.buffalo.edu

4655. Re: Monochrome monitor modification

Newsgroup: comp.sys.atari.st
Date: 1989-12-29 23:41:30 UTC
From: news@uflorida.cis.ufl.EDU
Message-ID: <21592@uflorida.cis.ufl.EDU>
Source record: 245179

Tell me more!

From: cr1@beach.cis.ufl.edu (Christopher Roth)
Path: beach.cis.ufl.edu!cr1

--
=-=-=-

4656. Re: AddressPhoneDial-out desk accessory

Newsgroup: comp.sys.atari.st
Date: 1989-12-30 04:51:48 UTC
From: ramsiri@blake.acs.washington.edu
Message-ID: <5182@blake.acs.washington.edu>
Source record: 245180

In article <1127890841087354@dynasoft.UUCP> john@dynasoft.UUCP (John Stanley) writes:
>[In article <25340@cup.portal.com>,
> Dave_Ninjajr_Flory@cup.portal.com writes ...]
>
>> There is an excellent DA called cardfile
>
> Great.. The info is appreceated.
>
>> If you don't have access to it, and or others
>> would like it I'll UUENCODE and post it here.
>
> Please don't...! Any program over ~5000 bytes should not be posted to
>comp.sys.atari.st which is a discussion newsgroup.
>

Good point, John.. and Dave.. i searched many archives in vain
for CARDFILE.. also, personal mail to you bounced..
i wanted to thank you for the information and help...

Well.. perhaps you can uue it up to Steve Grim...?

Appreciate it.
Thanks.

-kevin
ramsiri@blake.acs.wasington.edu

4657. Re: USENET -> GEnie uplink now working

Newsgroup: comp.sys.atari.st
Date: 1989-12-30 06:33:27 UTC
From: dsmall@well.UUCP
Message-ID: <15252@well.UUCP>
Source record: 245181

The base note (sigh) once again talks about USENET->Genie. It says
that GEnie will copyright the USENET notes.

I have high hopes that they won't. Maybe I'm wrong. I've put in front
of them the well-written objections people here have, and asked if we can't
work something out. I'll let everyone know what I hear, good or bad.

But it seems plainly silly to try to copyright something that's
spread across the country USENET style, grass-roots.

Sure, Genie is into it for connect time, as is CIS, BIX, Portal,WELL,
etc.

Again, I have heard *nothing* that says that GEnie would try to
copyright the notes -- and I am trying to get them to say they won't.
In my opinion it is in their best interests not to.

So please go easy on the "Genie is Darth Vader" image, okay?

Let's wait and see what they do before judging them. Heck, they
bent the rules for me during the Data Pacific / Gadgets fiasco,and supported
me,and ended up doing well. I think they're capable of doing it again.

Let's not prejudge; let's wait and see.

-- thanks, Dave / Gadgets

4658. Re: Unexpandable megas

Newsgroup: comp.sys.atari.st
Date: 1989-12-30 06:42:40 UTC
From: gl8f@bessel.acc.Virginia.EDU
Message-ID: <1989Dec30.064240.9297@murdoch.acc.Virginia.EDU>
Source record: 245182

In article <25352@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>Greg Lindahl says, about Atari's making two different Mega PC boards..
>
>> ... And so I try to avoid showing my ignorance in public by
>>bashing Atari on topics that I don't know anything about.
>
>Oh well, guess we won't be hearing from Greg anymore on this topic.. how
>about anyone else who's been involved in designing PC boards, or etching
>them, or the processes of automated drilling and parts insertion.. can
>anyone think of a reason why it would be more cost effective to take ONE
>part which serves an identical purpose in TWO products, and redesign it
>so it only works in one of them, thus requiring TWO separate parts, lower
>production volumes on each, and separate inventories..?

Gosh, well I have designed PC boards and etched them. But the reason
that I'm not claiming an expert opinion is this:

Maybe the second design was so much cheaper that it saved money
despite the lower production volume and separate inventories?

If you have an expert answer for this question, you must be an
accountant that works for Atari. Since you aren't...

Greg Lindahl

4659. Re: USEnet on GEnie...a followup

Newsgroup: comp.sys.atari.st
Date: 1989-12-30 06:45:53 UTC
From: dsmall@well.UUCP
Message-ID: <15253@well.UUCP>
Source record: 245183

The basenote describes the GEnie Wednesday night conference and the mention of the USENET, err, discussion there.

Rob, the comp.sys.atari uplink to GEnie has barely been mentioned in the ST area. Remember, it's in a *completely* different area,the Gadgets RT, which is like a whole nuther newsgroup. It certainly wasn't flooding the ST area; it couldn't,it was in the Gadgets area. We kept it well under control in the Gadgets Category 10 all by itself.

GEnie has awesome disk space -- they just don't delete notes. There's stuff on there going back for years.

Anyway, I'm sure you had good motives, and just wanted to clear this up lest someone unfamiliar with GEnie think we were wreaking havoc inthe Atari ST RT ... nope, just one category, of 14 or so, in the Gadgets area.

-- thanks, Dave / Gadgets

4660. Re: Chaos Strikes Back....

Newsgroup: comp.sys.atari.st
Date: 1989-12-30 06:58:52 UTC
From: nims@accuvax.nwu.edu
Message-ID: <2481@accuvax.nwu.edu>
Source record: 245184

Could someone be knid enough to let me know where I can buy Dungeon Master II?

Thanks,

Chris Nims

nims@accuvax.nwu.edu

4661. My request about menus.

Newsgroup: comp.sys.atari.st
Date: 1989-12-30 18:31:45 UTC
From: gilmore@vms.macc.wisc.edu
Message-ID: <2885@dogie.macc.wisc.edu>
Source record: 245185

Due to the kind intervention of Steve (up at thelake), I now have the info I need. He sent me a menu converted to C using rsc2c.ttp (the program I can't get to work). It'will give me all the info I need to get menus working properly. Still nothing definitive on vro_cpyfm yet, though. An example would be nice, though, as last night I tried a simple example, thoroughly compared and crosschecked with the Abacus book, the ST Applications book, the GFA manual, and the Laser C manual. Still no results.

+---+
| Kitakaze Tatsu Raito Neil Gilmore internet:gilmore@macc.wisc.edu |
| Jararvellir, MACC, UW-Madison bitnet: gilmore@wiscmac3 |
| Middle Kingdom Madison, Wi |
+---+

4662. Changing Rez: What we _really_ want to know

Newsgroup: comp.sys.atari.st
Date: 1989-12-30 19:17:48 UTC
From: dmb@TIS.COM
Message-ID: <8912301917.AA19200@TIS.COM>
Source record: 245186

A bit of summary for those just tuning in:

I asked if you could change rez without the Bios. Atari's Derek Mui
said "No."

Then Neil Forsyth asked if you could restore the desktop resolution
from within a function installed at GEM process termination vector 0x102.

Allan said:

Yes. I wrote an off-the-cuff article "all about terminate handlers"
on GEnie, then asked John Townsend to post it here. I don't know if he
has, but among other things, it says you can make BIOS and XBIOS calls
but not GEMDOS calls.

Then Ken said:

Neil asks if there are magic negative-offset line A variables which can be
stuffed with appropriate values to fool GEM if an application changes res.

The answer is: No.

[AES has no published variables so you can't tell it about res changes]

Derek Mui is very wise in the ways of the AES, and when he says there
is no way, legal or illegal... believe him!

And now (me):

We believe! We believe!

OK, OK, we know you can't tell AES and GEM about the rez change. But
suppose we _don't care_ about GEM and AES and we just want the VDI/line A
to work correctly. My problem isn't with GEM or AES, but rather with the
VT52 emulator. Here's the scenario:

1) Run program from (medium rez) GULAM.
2) In program, change rez to low. AES is screwed. I don't care.
3) Process termination occurs. I switch back to medium rez
without the Bios.
4) GULAM thinks the screen is only 40 columns wide. Bummer.

Although Allan says you can call the Bios from within a routine installed
as process termination handler (at 0x102), I sure couldn't. Adding the
single line

```
Setscreen(-1L, -1L, 1);
```

causes my program to crash horribly.

The point is, I just want to be able to duplicate the functionality of Setscreen without calling the Bios. Either that, or I'd like to find out what the secret is to calling Bios routines at process termination.

Ideas?

Thanks,
Dave Baggett
(dmb@TIS.COM)

P.S.> Could some kind soul please repost the "all about terminate handlers" article here? Thanks.

4663. Slow messages

Newsgroup: comp.sys.atari.st
Date: 1989-12-30 20:57:16 UTC
From: Mark.Johnson@p0.f30.n147.z1.FIDONET.ORG
Message-ID: <156.259DDFBF@metnet.FIDONET.ORG>
Source record: 245187

Where all all the echos? I've not seen a post in weeks here!

A

--
Mark Johnson - via FidoNet node 1:147/10
UUCP: ...apple.com!uokmax!metnet!30.0!Mark.Johnson
INTERNET: Mark.Johnson@p0.f30.n147.z1.FIDONET.ORG

4664. rainbow tos roms

Newsgroup: comp.sys.atari.st
Date: 1989-12-30 21:38:39 UTC
From: johna@van-bc.UUCP
Message-ID: <130@van-bc.UUCP>
Source record: 245188

At last, a local dealer actually admits that the 1.4 roms exist, but he wants to charge me $180 (CDN) for the set, installed. They are refusing to sell me the roms at a reasonable price so that I can install them myself. Heck, I installed the 1.0 roms myself, what could be so difficult about the new ones that requires dealer installation? Are the pins bent into a corkscrew to avoid problems with the CHEAP sockets and thus require some special insertion tool?

Can I buy them from somewhere else, ie. mail order, etc.?

John

--

johna@wimsey.bc.ca || ...!ubc-cs!van-bc!johna
|| ...!uunet!van-bc!johna

4665. Aerco 4 Meg ram upgrade boards

Newsgroup: comp.sys.atari.st
Date: 1989-12-30 22:06:10 UTC
From: johna@van-bc.UUCP
Message-ID: <131@van-bc.UUCP>
Source record: 245189

Does anybody have any information on how to add 1 Meg chips to the Aerco "easieST" solderless ram upgrade for a 520? The literature that came with the board claimed that the board would hold up to 4 Meg, but neglected to state how the extra ram should be added to the sockets provided. Since I could not afford the 1 Meg ram chips when I bought the kit, I didn't bother finding out how it was done.

I tried the most obvious method of plugging the chips into the extra sockets in the orientation implied by the dimple on the sockets themselves. This resulted in the ram test program insisting that I had 2.5 Meg, but I wound up with 3 partial images of everything on the screen. The ram check program would crash with several bombs, the number of bombs not repeatable. Just for the fun of it, I removed all but one of the extra chips, and had exactly the same results. Now how robust can the power-up memory check (not test) be if it will find ram on the basis of one bit being set?

Any hints anybody? Do I have to toss the board (it was ~ $250 back in 1987) and buy a different one? For a little extra info, my ST has sticker saying it was made in 7 1985.

Does Aerco still exist? They have not replied to a letter I sent them on October 31 (I think that two months should be ample time to reply).

John

--

johna@wimsey.bc.ca || ...!ubc-cs!van-bc!johna
|| ...!uunet!van-bc!johna

4666. 520st for Sale

Newsgroup: comp.sys.atari.st
Date: 1989-12-30 23:53:48 UTC
From: vincelee@sandstorm.Berkeley.EDU
Message-ID: <1989Dec30.235348.3459@agate.berkeley.edu>
Source record: 245190

For Sale, Atari 520ST, double-sided drive, no monitor. Never used.
Large style case with rf modulator (for tv). Asking $250.

A great "second" machine.

(415)527-9277

-Vince

4667. New Picture Formats List

Newsgroup: comp.sys.atari.st
Date: 1989-12-31 00:38:03 UTC
From: dmb@TIS.COM
Message-ID: <8912310038.AA19962@TIS.COM>
Source record: 245191

Welcome to the last posting of "The List" in the 1980's. Thanks to
Roland Waldi, 7 new formats have been added. At Roland's suggestion,
standard filename extensions are now listed as well.

Minor changes have been made to the DEGAS Elite description. (Color
animation delay was incorrect.) Additionally, I've discovered some
unpleasant caveats with compressed DEGAS Elite pics which are now
documented.

New formats include:

GEM Bit Image, Image, Doodle, STAD, Imagic Film/Picture, Art Director, IFF

Please take a look at these new ones and report any glaring problems.

Happy new year!

Dave Baggett
(dmb@TIS.COM)
------------------------------- >8 --

ST Picture Formats

Compiled by:
Dave Baggett
(arpanet: dmb@TIS.COM)

(Please report errors or additions)

CONTRIBUTORS

Phil Blanchfield Jason Blochowiak David Brooks Neil Forsyth
Stefan Hoehn Ken MacLeod Jim McCabe Darek Mihocka David Mumper
George Seto Joe Smith Greg Wageman Roland Waldi* Gerry Wheeler

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Image *.IMG
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Imagic Film/Picture *.IC? ? = 1, 2, 3
IFF *.IFF
MacPaint

Introductory Information
----
word = 2 bytes
long = 4 bytes
palette = Hardware color palette, stored as 16 words. First word is color register zero (background), last word is color register 15. Each word has the form:

Bit: (MSB) 15 14 13 12 11 10 09 08 07 06 05 04 03 02 01 00 (LSB)
-- -- -- -- -- -- -- -- -- -- -- -- -- -- -- --
0 0 0 0 0 R2 R1 R0 0 G2 G1 G0 0 B2 B1 B0

R2 = MSB of red intensity
R0 = LSB of red intensity

G2 = MSB of green intensity
G0 = LSB of green intensity

B2 = MSB of blue intensity
B0 = LSB of blue intensity

Intensity ranges from 0 (color not present) to 7 (highest intensity).

Example: { red = 7, green = 3, blue = 5 } -> 0735 (hex)

Caveat: It is wise to mask off the upper four bits of each palette entry, since a few programs store special information there (most notably Art Studio).

The Formats

<NEOchrome> *.NEO

1 long resolution (0 = low res, 1 = medium res, 2 = high res)
16 words palette
12 bytes filename (usually " . ")
1 byte unused (?) (usually either 80 hex or 0)
1 byte color animation limits (4 most significant bits are left/lower limit; 4 least significant bits are right/upper limit).
1 byte color animation enabled? High bit set if yes.
1 byte color animation speed and direction
x = 0 means animation stopped

```
x < 0 means colors cycle to the left (decreasing)
x > 0 means colors cycle to the right (ascending)
Number of vblanks between cycles is |x| - 1
19 longs reserved for expansion
16000 words picture data (screen memory)
-----------
32128 bytes total

<NEOchrome Animation> *.ANI

NOTE: To get this feature on versions 0.9 and later select the Grabber
icon and click both mouse buttons in the eye of the second R in the
word GRABBER.
Interestingly enough, some versions of NEO only require you
to press the right button, not both. Hmmm...

1 long magic number BABEEBEA (hex) (seems to be ignored)
1 word width of image in bytes (always divisible by 8)
1 word height of image in scan lines
1 word size of image in bytes + 10 (!)
1 word x coordinate of image (must be divisible by 16) - 1
1 word y coordinate of image - 1
1 word number of frames
1 word animation speed (# vblanks to delay between frames)
1 long reserved; should be zero
--------
22 bytes total for header

? words image data (words of screen memory) for each frame, in
order

<DEGAS> *.PI1 (low resolution)
*.PI2 (medium resolution)
*.PI3 (high resolution)

1 word resolution (0 = low res, 1 = medium res, 2 = high res)
Other bits may be used in the future; use a simple bit
test rather than checking for specific word values.
16 words palette
16000 words picture data (screen memory)
-----------
32034 bytes total

<DEGAS Elite> *.PI1 (low resolution)
*.PI2 (medium resolution)
*.PI3 (high resolution)

1 word resolution (0 = low res, 1 = medium res, 2 = high res)
Other bits may be used in the future; use a simple bit
test rather than checking for specific word values.
16 words palette
16000 words picture data (screen memory)
4 words left color animtion limit table (starting color numbers)
```

4 words right color animation limit table (ending color numbers)
4 words animation channel direction flag (0 = left, 1 = off, 2 = right)
4 words 128 - animation channel delay in 1/60's of a second. [0 - 128]
(I.e., subtract word from 128 to get 1/60th's of a second.)

32066 bytes total

<DEGAS Elite (Compressed)> *.PC1 (low resolution)
*.PC2 (medium resolution)
*.PC3 (high resolution)

1 word resolution (same as Degas, but high order bit is set;
i.e., hex 8000 = low res, hex 8001 = medium res,
hex 8002 = high res). Other bits may be used in the
future; use a simple bit test rather than checking
for specific word values.
16 words palette
< 32000 bytes control bytes
4 words left color animtion limit table (starting color numbers)
4 words right color animation limit table (ending color numbers)
4 words animation channel direction flag (0 = left, 1 = off, 2 = right)
4 words 128 - animation channel delay in 1/60's of a second. [0 - 128]
(I.e., subtract word from 128 to get 1/60th's of a second.)

< 32066 bytes total

Control byte meanings:

For a given control byte, x:

0 <= x <= 127 Use the next x + 1 bytes literally (no repetition)
-127 <= x <= -1 Use the next byte -x + 1 times
-128 No operation (not used)

Compression Scheme:

Each scan line is compressed separately; i.e., all data for a given
scan line appears before any data for the next scan line. The scan lines
are specified from top to bottom (i.e., 0 is first). For each scan line,
all the data for a given bit plane appears before any data for the next
higher order bit plane.
To clarify: The first data in the file will be the data for the highest
order bit plane of scan line zero, followed by the data for the next lower
order bit plane of scan line zero, etc., until all bit planes have been
specified for scan line zero. The next data in the file will be the data
for the highest order bit plane of scan line one, followed by the data for
the next lower order bit plane of scan line one, etc., until all bit planes
have been specified for all scan lines.

Caveats:

DEGAS Elite's picture loading routine places some restrictions on
compressed DEGAS files:

o Elite uses a 40-byte buffer to store data being decompressed.

o Whenever a control command is encountered, bytes are stuffed
in this buffer.

o The buffer is only emptied when there are EXACTLY 40
characters in it.

The important conclusion here is that

No control command may cause the buffer to have more than 40
bytes in it. In other words, all control commands must end on
or before the 40-byte boundary.

Any picture violating the last condition will cause Elite to get a bus
error when the picture is loaded.

<Tiny> *.TNY (any resolution)
*.TN1 (low resolution)
*.TN2 (medium resolution)
*.TN3 (high resolution)

Several people have reported sightings of mutated Tiny pictures that
do not follow the standard format, so let's be careful out there. What
is described here is the format that David Mumper's original
TNYSTUFF.PRG produces.

1 byte resolution (same as NEO, but +3 indicates rotation
information also follows)

If resolution > 2 {
1 byte left and right color animation limits. High 4 bits
hold left (start) limit; low 4 bits hold right (end)
limit
1 byte direction and speed of color animation (negative value
indicates left, positive indicates right, absolute value
is delay in 1/60's of a second.
1 word color rotation duration (number of iterations)
}

16 words palette
1 word number of control bytes
1 word number of data words
3-10667 bytes control bytes
1-16000 words data words

42-32044 bytes total

Control byte meanings:

For a given control byte, x:

x < 0 Absolute value specifies the number of unique words to
take from the data section (from 1 to 127)
x = 0 1 word is taken from the control section which specifies

the number of times to repeat the next data word (from
128 to 32767)
x = 1 1 word is taken from the control section which specifies
the number of unique words to be taken from the data
section (from 128 - 32767)
x > 1 Specifies the number of times to repeat the next word
taken from the data section (from 2 to 127)

Format of expanded data:

The expanded data is not simply screen memory bitmap data; instead, the
data is divided into four sets of vertical columns. (This results in
better compression.) A column consists of one specific word taken
from each scan line, going from top to bottom. For example, column 1
consists of word 1 on scanline 1 followed by word 1 on scanline 2, etc.,
followed by word 1 on scanline 200.
The columns appear in the following order:

1st set contains columns 1, 5, 9, 13, ..., 69, 73, 77 in order
2nd set contains columns 2, 6, 10, 14, ..., 70, 74, 78 in order
3rd set contains columns 3, 7, 11, 15, ..., 71, 75, 79 in order
4th set contains columns 4, 8, 12, 16, ..., 72, 76, 80 in order

Note that Tiny partitions the screen this way regardless of resolution; i.e.,
these aren't bitplanes. For example, medium resoltion only has two bitplanes,
but Tiny still divides medium resolution pictures into four parts.

<Spectrum 512> *.SPU

80 words first scan line of picture (unused) -- should be zeroes
15920 words picture data (screen memory) for scan lines 1 through 199
9552 words 3 palettes for each scan line (the top scan line is
not included because Spectrum 512 can't display it)

51104 bytes total

<Spectrum 512 (Compressed)> *.SPC

1 word 5350 (hex) ("SP")
1 word 0 (reserved for future use)
1 long length of data bit map
1 long length of color bit map
<= 32092 bytes compressed data bit map
<= 17910 bytes compressed color bit map

< 50014 bytes total

Data compression:

Compression is via a modified run length encoding (RLE) scheme,
similar to DEGAS compressed and Tiny. The data map is stored as a
sequence of records. Each record consists of a header byte followed by
one or more data bytes. The meaning of the header byte is as follows:

For a given header byte, x:

0 <= x < 127 Use the next x + 1 bytes literally (no repetition)
-128 <= x < 0 Use the next byte -x + 2 times

The data appears in the following order:

1. Picture data, bit plane 0, scan lines 1 - 199
2. Picture data, bit plane 1, scan lines 1 - 199
3. Picture data, bit plane 2, scan lines 1 - 199
4. Picture data, bit plane 3, scan lines 1 - 199

Decompression of data ends when 31840 data bytes have been used.

Color map compression:

Each 16-word palette is compressed separately. There are three
palettes for each scan line (597 total). The color map is stored as a
sequence of records. Each record starts with a 1-word bit vector which
specifies which of the 16 palette entries are included in the data
following the bit vector (1 = included, 0 = not included; i.e., stays
the same). The least significant bit of the bit vector refers to
palette entry zero, while the most significant bit refers to palette
entry 15. Bit 15 must be zero, since Spectrum 512 does not use palette
entry 15. Bit 0 should also be zero, since Spectrum 512 always makes the
background color black.
The words specifying the values for the palette entries indicated in
the bit vector follow the bit vector itself, in order (0 - 15).
Yes, it is hideously complex.

<Art Director> *.ART (low resolution only)

16000 words picture data (screen memory)
16 words palette
15 * 16 words 15 more palettes for animation

32512 bytes total

<C.O.L.R. Object Editor Mural> *.MUR (low resolution only)

16000 words picture data (screen memory)
(palettes are stored in separate files)

32000 bytes total

<Doodle> *.DOO (high resolution only)

16000 words picture data (screen memory)

32000 bytes total

<Animatic Film> *.FLM (low resolution only)

1 word number of frames
16 words palette
1 word speed (0 - 99; value is 99 - # vblanks to delay between frames)

```
1 word direction (0 = forwards, 1 = backwards)
1 word end action (what to do after the last frame)
0 = pause, then repeat from beginning
1 = immediately repeat from beginning
2 = reverse (change direction)
1 word width of film in pixels
1 word height of film in pixels
1 word Animatic version number (major)
1 word Animatic version number (minor)
1 long magic number 27182818 (hex)
3 longs reserved for expansion (should be all zeros)
--------
32 words total for header

? words image data (words of screen memory) for each frame, in order

<GEM Bit Image> *.IMG

2 words upper left x,y of bit image
2 words lower right x,y of bit image
1 word device page width
1 word device page height
1 word device pixel width in microns
1 word device pixel height in microns
1 word NBITSPPXL, (bits per pixel, planes, for color information)
7 words reserved (0)
--------
32 bytes total for header

? bytes data

Format of data

Run-length packet:
+0 [1] run length (1..127)
+1 [1] color index (1..255)

Extended packet:
+0 [1] -1 (opcode, $FF)
+1 [1] extended run length (i.e. *128 pixels)
+2 [1] color index

Raster packet:
+0 [1] -2 (opcode, $FE)
+1 [1] NPXL, # of pixels in stream
+2 [..] packed color indices [NPXL*NBITSPPXL bits]

Raster-run packet:
+0 [1] ? (opcode)
+1 [1] pattern repeat count
+2 [1] NPXL, # of pixels in stream
+3 [..] packed color indices
```

<Image> *.IMG

1 word version number of image file
1 word length of header in words [8]
1 word number of color planes
1 word pattern length in bytes [2]
1 word pixel width in 1/1000 mm
1 word pixel height in 1/1000 mm
1 word line width in pixels
1 word number of lines
----
16 bytes total for header

? bytes data

For each byte x in the data section,

x = 0 Pattern/scanline run.
Read the next byte, n (unsigned).

If n > 0 then:
Read a number of bytes equal to the "pattern
length" word in the header. Repeat this
pattern n times.

If n = 0 then:
Scanline run. Data for the next scanline
is to be used multiple times. Read the
following record:

1 word unused (?) [255]
1 word number of times to use
next scanline data

The data for the next scanline follows,
compressed normally.

x = 80 (hex) Uncompressed bit string. The next byte
determines the number of bytes (?) to use
literally. The literal data bytes follow.

otherwise Monochrome run. The value of x determines
what to draw. The high bit specifies the color.
The low 7 bits, taken as an unsigned quantity,
specify the length of the run (the number
of pixels to draw).

<STAD> *.PAC (high resolution only)

4 bytes "pM86" (vertically packed) or "pM85" (horizontally packed)
1 byte id byte
1 byte pack byte (most frequently occuring byte in bitmap)
1 byte "special" byte
----
7 bytes total for header

? bytes data

The data is encoded as follows. For each byte x in the data section:

x = id byte Read one more byte, n. Use pack byte
n + 1 times.
x = "special" byte Read two more bytes, d, and n (in order).
Use byte d n times.
otherwise Use byte x literally.

<Imagic Film/Picture> *.IC1 (low resolution)
*.IC2 (medium resolution)
*.IC3 (high resolution)

4 bytes "IMDC"
1 word resolution (0 = low res, 1 = medium res, 2 = high res)
16 words palette
1 word date (GEMDOS format)
1 word time (GEMDOS format)
8 bytes name of base picture file (for delta compression), or zeroes
1 word length of data (?)
1 long registration number
8 bytes reserved
1 byte compressed? (0 = no, 1 = yes)

If compressed {
1 byte delta-compressed? (-1 = no, > -1 = yes)
1 byte ?
1 byte escape byte
}
----
65 bytes total for header (68 bytes if compressed)

? bytes data

Compressed data may be either stand-alone or delta-compressed (relative
to the base picture named in the header). Delta compression involves
storing only how the picture differs from the base picture (i.e., only
portions of the screen that have changed are stored). This is used to
to encode animated sequences efficiently.

Compressed data, stand-alone:

For each byte x in the data section:

x = escape byte Read one more byte, n. (n is unsigned).

If n >= 2, use the next byte n times.
If n = 1, keep reading bytes until a
byte k not equal to 1 is encountered.
Then read the next byte d.
If the number of 1 bytes encountered is o,
use d (256 * o + k) times. I.e.,

```
if (n == 1) {
o = 0;
while (n == 1) {
o++;
n = next byte;
}

k = n;
d = next byte;

Use d (256 * o + k) times.
}
else {
d = next byte;
Use d (n) times.
}

x != escape byte Use x literally.

Compressed data, delta compressed:

For each byte x in the data section:

x = escape byte Read one more byte, n. (n is unsigned).

If n >= 3, use the next byte n times.
If n = 1, do the same as for n = 1 in
stand-alone compression (above).
If n = 2, then set n = next byte.
If n = 0, end of picture.
If n >= 2, take n bytes from base
picture.
If n = 1, do the same as for n = 1
in stand-alone compression (above),
but take (256 * o + k) bytes from
base picture.

x != escape byte Use x literally.

<IFF Format> *.IFF

4 bytes "FORM"
8 bytes form chunk: 1 long = length (8)
4 bytes = ID ("ILBM")
4 bytes "BMHD"
20 bytes BMHD chunk: 1 long = length (20)
(BitMap 1 word = x width (pixel)
HeaDer) 1 word = y height (pixel)
1 word = x-offset (pixel)
1 word = y-offset (pixel)
1 byte = # bitplanes
1 byte = mask (0=no, 1=impl., 2=transparent,
3=lasso)
1 byte = compressed (1) or expanded (0)
```

```
1 byte = 0
1 word = transparent color (for mask=2)
1 byte = x-aspect
1 byte = y-aspect
1 word = page width
1 word = page height
4 bytes "CMAP"
3n+8 bytes CMAP chunk: 1 long = length (3n + 8 for n colors)
(Color 3 words = R,G,B color 0
MAP) ...
3 words = R,G,B color n
4 bytes "CRNG"
8 bytes CRNG chunk: 1 long = length (8)
(Color 1 word = 0
RaNGe) 1 word = animation speed
1 word = active (1) or inactive (0)
4 bytes "BODY"
? bytes body chunk: picture expanded/compressed

Format of body data

An expanded picture is simply a bitmap. The compressed data consists
of records of single control bytes followed by data.

For a given control byte, x:

0 <= x <= 127 Use the next x + 1 bytes literally (no repetition)
-128 <= x <= -1 Use the next byte -x + 1 times

The (decompressed) body data appears in the following order:

line 1 plane 0 ... line 1 plane 1 ... ... line 1 plane m
[line 1 mask (if appropriate)]
line 2 plane 0 ... line 2 plane 1 ... ... line 2 plane m
[line 2 mask (if appropriate)]
...
line x plane 0 ... line x plane 1 ... ... line x plane m
[line x mask (if appropriate)]

The FORM chunk identifies the type of data:

"ILBM" = interleaved bit map
"8SVX" = 8-bit sample voice
"SMUS" = simple music score
"FTXT" = formatted text (Amiga)

Note:
The R,G,B ranges of AMIGA and ST are different (AMIGA 0...15, ST 0...7),
as is the maximum number of bitplanes (AMIGA: 5, ST: 4).

Animation speed of 16384 means 1 full rotation in 1/60's of a second.

<MacPaint>
```

Word has it that this is wrong. Someone please send me an accurate description!

header {
1 long version number (if zero, entire header is ignored)
38 * 2 longs pattern data (anyone know how to use this?)
83 longs reserved
} (total 160 longwords for header)
< 51200 bytes compressed bitmap data

< 51716 bytes total

Bitmap compression:

The bitmap data is for a 576 pixel by 720 pixel monochrome image.
The data is stored as a sequence of records. Each record consists of a control byte followed by one or more data bytes. The meaning of the control byte is as follows:

For a given control byte, x:

0 < x < 127 Use the next x + 1 bytes literally (no repetition)
-128 <= x <= 0 Use the next byte -x + 1 times

There are 72 bytes per scan line. Each bit represents one pixel; 0 = white, 1 = black.

---

* Roland Waldi contributed extensive information on the following formats:

GEM, IMG, Doodle, STAD, Imagic Film/Picture, Art Director, IFF

Version of Sat Dec 30 19:34:48 EST 1989

4668. Re: Chaos Strikes Back (CSB)

Newsgroup: comp.sys.atari.st
Date: 1989-12-31 10:08:00 UTC
From: allan.wong@canremote.uucp
Message-ID: <90011904271566@masnet.uucp>
Source record: 245192

I'm Not sure the disappering fireballs is a bug. I think the monsters
are fire-resistant and just absorb it.
Same thing with the Knights. Sometimes the fireball bounces off and hits
you back!!

~ Via ProDoor 3.2aR

4669. Re: Chaos Strikes Back

Newsgroup: comp.sys.atari.st
Date: 1989-12-31 15:16:35 UTC
From: pwp@iuvax.cs.indiana.edu
Message-ID: <32220@iuvax.cs.indiana.edu>
Source record: 245193

Does anyone have some information about bridges in Chaos Strikes Back.
I am at the place where you are suppose to make a bridge and the hints have
not been very helpful.

4670. cambridge lisp

Newsgroup: comp.sys.atari.st
Date: 1989-12-31 22:32:26 UTC
From: ski2@blake.acs.washington.edu
Message-ID: <5188@blake.acs.washington.edu>
Source record: 245194

I am interested in a lisp (or scheme) interpreter for the Atari ST. I have seens ads for Cambridge Lisp in magazines and wonder if anyone could tell me about it. I have Xlisp, but am not too happy with it. Really appreciate any replies. Thank you

Chris Kacoroski
ski2@blake.acs.washington.edu